



HEROES

ROLE
PLAYING
MODULE

THE
**FEARSOME
FIVE™**



by Bruce Humphrey



FIRE AND ICE

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History: Before the Adventure

The Heroes

This module is intended to be the first DC Heroes adventure ever played by the participants. In this case, they will be running completely new Characters in the original and exciting environment of DC Heroes. Once they have prepared their Characters according to design rules, read them the following:

"From many different places and origins comes a new group of heroes. Your varied backgrounds represent the variety of people who fight for good all around the world. Yet despite your differences you have one great cause which binds you together: to use your powers to protect and help the people of Earth. And because you represent all that is good in people, your cause is actually the protection of all creatures everywhere, whether they be human, animal, or alien.

"Your path is not an easy one. Villainy often seems simpler and more profitable than virtue. Yet despite the abilities which make you more powerful than your neighbors, you heroes realize that everyone has the same right to freedom and happiness. Your powers do not give you license to do your will; they are a responsibility, not a right. By becoming heroes, you accept this responsibility and all the struggling, dangers, and rewards which accompany it.

"In this struggle the hero team is your family. You

must work together in order that all might survive and succeed in the trials ahead. For this reason, you must join together in friendship, not just for expediency. You are not mere co-workers; as a team of heroes you comprise the vanguard of freedom and cooperation among peoples. You symbolize the brotherhood of all peoples and must work to maintain it."

The Players should be encouraged to make the most of the group in terms of role-playing. They might want to decide on a rallying cry to be used as a team call-to-action. They should definitely decide early on how the different Characters react toward one another. To do this, each Player should first be encouraged to specify his own Character's personality: how he thinks, why he fights, how he got his powers, etc. The interplay of these traits should help the Players work out the interaction of their Characters during the adventure. DC Heroes is a role-playing game. Half the fun is in portraying Characters to the fullest extent. As Gamemaster, you must be the one to encourage this, rewarding role-playing and acting in Character.

The Players should decide who will be the leader for this adventure. They should also be encouraged to spell out exactly what the group stands for and what its goals are. As heroes, their actions must be heroic; an agreed-upon group organization and charter is useful in establishing a background for the adventure.

Gamemaster Only

The study of history is not always for scholarly purposes ...

Dr. Illyen Svoboda is a genius, and he knows it. His theories in the areas of Astrophysics and Xenobiology (the study of alien life forms) are brilliant but not generally accepted by the scientific community. In short, they laughed him out of respectable circles.

That was ten years ago. Since then, Svoboda has been studying and researching, plotting his revenge. One of his theories was that a great explosion in the early 1900s at Tunguska, Siberia, was caused by a crashing alien spaceship. This he had proven, but his peers refused to even review the scientific findings. By studying maps and researching related events of the

time, Svoboda determined that at least one "survival ship" ejected from the main craft before impact, the survival ship itself crashing into the polar ice cap not far from the North Pole. Svoboda decided to claim that ship for himself.

Svoboda still had influential colleagues in scientific circles. To these he proposed an expedition to the Arctic to study the microscopic creatures which had evolved under the ice cap. His friends, eager to see him return to respectability, recommended Svoboda to S.T.A.R. Industries' research department. Svoboda received S.T.A.R. funding to do his research.

Over his years as an outcast, Svoboda turned to crime to survive. In the past he had developed a number of weapons and equipment for villains and he now has many

underworld connections. Through these associations he hired the Fearsome Five (now only four, Mammoth, Shimmer, Jinx, and Gizmo) to aid and protect the venture. He has put them on S.T.A.R.'s payroll as support personnel, and S.T.A.R. gathered a team of scientists to aid Svoboda in his research. Altogether, ten people travelled north with the expedition.

Svoboda quickly found the ship. It was intact and deep within the ice. The other scientists, still unaware of Svoboda's true intent, were surprised by the discovery but excited. Using S.T.A.R. equipment brought along by Svoboda, the team cut a tunnel down to the ship, Svoboda himself claiming the honor of being the first to enter.

Inside the Alien ship, the scientists found six Aliens in suspended

animation and Svoboda immediately began performing experiments to revive them. Alien tissue samples were sent to S.T.A.R. for study. Using the Alien's equipment, Svoboda also located a second ship in the Canadian Klondikes. He later sent Jinx south, by plane, to investigate the site.

Svoboda was not aware that the survival ships housed two very different sets of occupants. The one he had entered contained six Alien police, the other a single, powerful Alien criminal. The police had captured the criminal, but the battle to do so damaged their own ship. While taking the criminal back to their home planet, the police ship malfunctioned.

The Alien police were preparing to land in Siberia for repairs when the systems completely failed, and they and their prisoner were ejected in different survival craft. The prisoner's ship is a combination lifeboat and prison, made to contain him while also protecting him against all natural hazards and attempts at internal or external breakout.

In experimenting with the Alien tissue samples, Svoboda made a

discovery which both excited and disturbed him. The Aliens had many remarkable powers and the injection of their tissue into an earth creature gave that animal similar abilities. However, Svoboda had sent samples to S.T.A.R. which might also discover their properties, and Svoboda wanted everything for himself.

He continued to experiment, testing the effects of the tissue by secretly injecting different preparations into the other scientists on the team. Three died, Svoboda regarding those deaths with cool impassivity. The fourth survived, however, and was taken into Svoboda's confidence. Amazed at the powers he now possessed, the scientist, Arthur Motrel, willingly joined Svoboda, who also injected himself with the perfected formula. To retain the powers they now have, both Motrel and Svoboda daily inject themselves with Alien tissue. Not all vampires, it seems, drink blood.

Svoboda decided that he must recover the tissue samples sent to S.T.A.R. To this end, he contacted his underworld friends and sent them several vials of tissue. Once

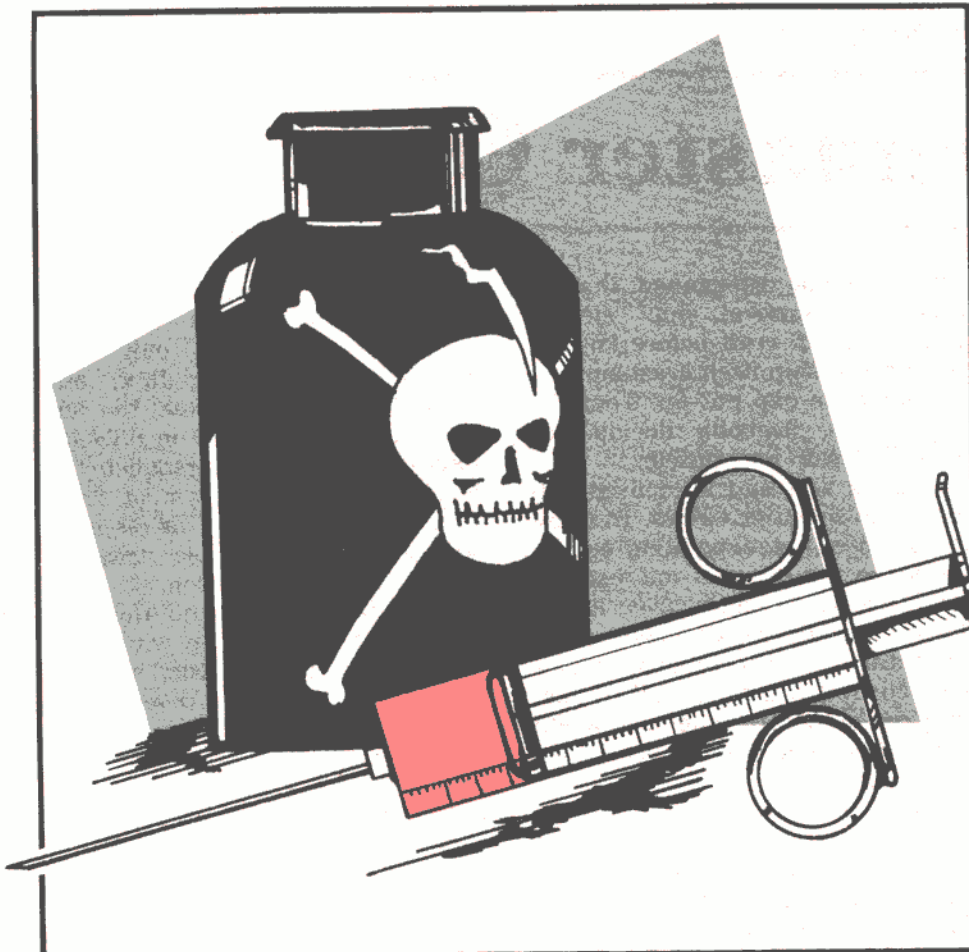
in the hands of Svoboda's goons, the vials' contents were to be injected into some dependable criminals. With the resulting powers these hoods could easily raid S.T.A.R. and destroy the tissue samples, records of Svoboda's expedition, and anyone who knew anything about either.

Thomas Typson is a research biologist with S.T.A.R. who recently received a vial of strange organic matter from one Dr. Illyen Svoboda in the Arctic and who has not yet been able to determine its origin. As he was returning to his office after dinner, he saw several suspicious characters enter his S.T.A.R. office and lab. Unfortunately, they also saw him. He fled in search of our new hero group which recently established headquarters nearby. He valiantly dodged lightning bolts and attacks all the way but was still injured, arriving with barely the strength to pound on the door of the headquarters as the villains closed in on him.

The Players will find Typson on their doorstep and several villains blasting at them from down the street. During and after the battle the Players will gain enough clues to lead them to S.T.A.R. They will then find a full-scale fight on their hands. After the fight, and given any further research, they should have sufficient clues to lead them to investigate Svoboda's expedition site (the Arctic Research Center-ARC).

Once at ARC, the Players will meet several strangers. The Fear-some Five are disguised, and so cannot be recognized. Investigation of ARC will eventually result in a battle with Svoboda, Motrel, and the three of the Five present. From that combat, the Players will be led to the other Alien ship in the Klondikes. There they will meet Jinx and the Alien villain, Tal'Halar. How the story is carried out and how it ends will be up to the Players.

If left to himself, Svoboda would perfect his formulas. In doing so, he would also kill several of the Aliens in the first ship. But this would leave him and his people in control of the ship and its advanced technology. Jinx, in trying to enter the prison ship on her own, would succeed but free the prisoner. The result would then be the unleashing of two powerful new forces for evil, Svoboda and the Alien, Tal'Halar.



Adventure Synopsis

Encounters

1. Typson Attacked
 2. S.T.A.R. Labs
 3. The Flight
 4. The Arctic
 5. ARC Personnel
 6. Surprise Attack
 7. ARC Strikes Back
 8. The Stasis Conflict
 9. To the Alien Ship
 10. Heading South
 11. Search for the Ship
 12. The Alien Ship
 13. Inside the Ship
 14. The Battle!
- ENDGAME

Timeline

The following is a rough guideline suggesting when certain events within the adventure might occur.

Day 1

- ☐ 8:50 p.m.: Hoods enter S.T.A.R.
- ☐ 8:55: Hoods enter Biologist's lab; he sees and escapes.
- ☐ 8:58: Three Hoods begin search for Biologist.
- ☐ 9:00: Biologist approaches headquarters.

- ☐ 9:01: Hoods Attack.
- ☐ 9:03: Hoods break off attack.
- ☐ 9:18: Alarms in lab triggered.
- ☐ 9:20: Hoods (entire group) leave S.T.A.R.
- ☐ 9:30: Officials arrive at lab, send for or talk to heroes.
- ☐ 10:00: Hoods fall unconscious.
- ☐ 11:00: Plane to ARC ordered.
- ☐ 11:45: Plane leaves for ARC.

Day 2

- ☐ 6:00 a.m. Plane nears ARC.
- ☐ 6:10: Lands at ARC.
- ☐ 6:15: ARC awakens.
- ☐ 6:30: Breakfast.
- ☐ 7:00: Transformer/Motrel shows Players around.
- ☐ 7:10: ARCers begin fake tests and work.
- ☐ 8:00: Svoboda goes into Alien ship.
- ☐ 8:45: Svoboda returns.
- ☐ 9:00: End of Tour.
- ☐ 10:30: ARC meeting to decide what action to take.
- ☐ 12:00p.m.: Lunch.
- ☐ 3:00: End fake tests for day.
- ☐ 7:00: Dinner.
- ☐ 8:00: Svoboda returns to ship — 6 Aliens left.
- ☐ 10:00: Lights out.

Day 3

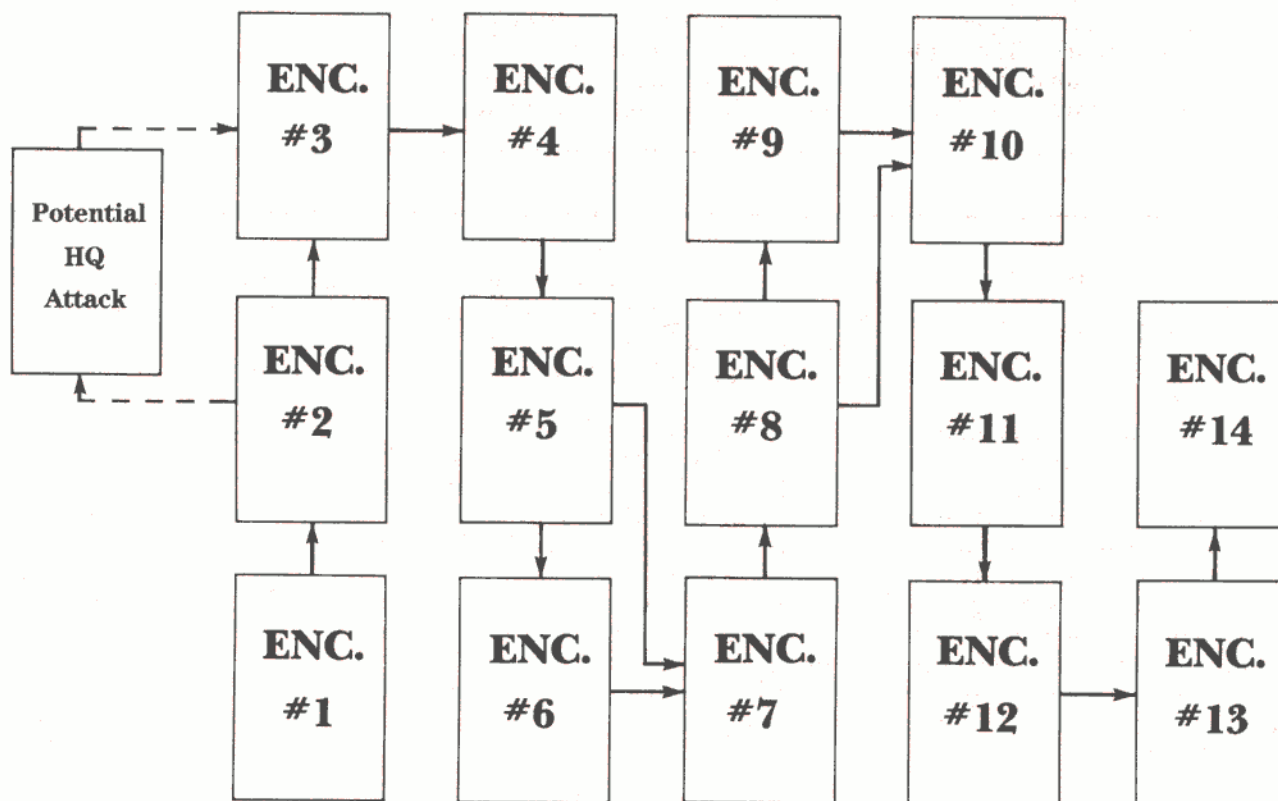
- ☐ 6:15 a.m.: ARC awakens.

- ☐ 6:30: Breakfast.
- ☐ 7:10: Fake tests for day begin.
- ☐ 8:00: Svoboda to ship — 5 Aliens left.
- ☐ 9:00: Transformer/Motrel getting tense (Svoboda overdue); next time heroes on snow, he attacks.
- ☐ 9:30: Svoboda returns.
- ☐ 9:40: Jinx finds ship, reports.
- ☐ 11:30: Fake ice journey (to set up some equipment).
- ☐ 12:00p.m.: Svoboda to ship — 4 Aliens left.
- ☐ 12:45: Svoboda returns.
- ☐ 2:00: Jinx calls for instructions.
- ☐ 3:30: Second fake equipment trip.
- ☐ 4:00: Svoboda to ship.
- ☐ 5:00: Svoboda returns.
- ☐ 5:30: Meeting.
- ☐ 7:00: Dinner.
- ☐ 9:00: Begin packing to leave.
- ☐ 10:00: ARC attacks group.
- ☐ 11:00: Scheduled time to leave.

Day 4

- ☐ 10:00a.m.: If heroes have not arrived yet, Jinx enters ship herself.
- ☐ 12:00p.m.: Jinx awakens Alien, flees.

FLOWCHART



New Powers and Abilities

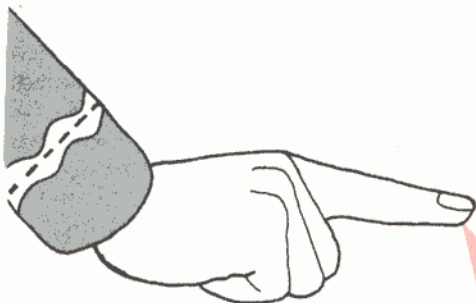
Several new powers and skills are included in this module. These are powers and skills which villains and NPCs use in the adventure. Players should be allowed to include these powers in the design of their Characters.

Stability, Physical Power

Link: Body
Range: Self
Type: Automatic
Base Cost: 10

Stability prevents a Character from being easily knocked back. The power increases the mass of the Character so that only an attack which does damage to the Charac-

ter's BODY will do knockback. Normally knockback occurs when a Physical attack succeeds in gaining column shifts, whereas in this case the RAPs equal the number of column shifts reduced. Characters with this power are typically hulking, blocky figures, although this is not necessarily the case. The power works even if the Character is in flight or is swimming.



Matter Control, Mental Power

Link: Will
Range: Normal
Type: Standard
Base Cost: 25

Matter Control is the ability to change a substance into another substance. The original substance can be of any form or composition, but the resultant substance must be uniform in composition (all stone, all one element, etc.) and will occupy as much relative space as the original substance. The only way to change a substance into something more complex is if the

Character is reversing an earlier change, a previously altered item.

With this power, a Character can change a person into a stone statue (or something else), and back again. However, the user cannot change a person into a dragon or a block of stone into a shelf of books. The resultant substance must occupy the same amount of space and, if solid, retain the shape of the original. The volume affected can be no greater than the RAPs of the power and the target must be a single object. If the Character cannot affect the entire object, he cannot affect any of it. Living beings have a standard

resistance (WILL APs) to this power.

If the affected object is dispersed after the change, such as the case of a cloud of gas being blown away, it cannot be reformed by the Character. When returning an object to its original form, the act is automatic and requires no action throw.

Laser, Physical Power

Link: Dexterity
Range: Normal
Type: Standard
Base Cost: 15

Laser is a ray of power similar to the Starbolt or Bio-Energy attack forms. Laser, however, can be one ray or many. For each additional ray, subtract 2 from the normal AP of the power for each ray. Thus a Character with Laser: 8 firing three rays will subtract four from each ray's effect (two additional rays times two points for each), so each ray will have an AP of 4 and may

be directed at a different target or at the same target, in which case one column shift per Character attacked is applied as per any normal team-attack.

Because Laser is a form of light, it will function normally under water and through clear objects. However, it can be reflected by a polished surface and is absorbed by Darkness or Fog.

If Laser is reflected (by a mirror, for instance) the beam returns to its origin in an AP amount equal to the reflective APs of the object (normal mirror: 4 APs). Darkness

or Fog absorbs and nullifies an amount of the Laser equal in APs to the power. Any remaining APs are effective and should be dealt with in a normal AV/EV manner.

If Laser transfers media (goes from air to water, water to air, etc.), the AV APs of each ray are reduced by the Diffraction APs of the medium being entered (Water: 3 APs, Air: 1 AP) or the BODY APs of a solid, but cannot be reduced below zero.

Optional Rules

Escape velocity note: An object must be thrown at an initial speed of 15 APs in order to achieve orbital velocity. Thus a Character with a Strength (STR) of 15 can toss a sack of grain (weight: 0 APs) into orbit. A Character with a STR of 20 can toss a grizzly bear (weight: 2-5 APs) into orbit. Superman can send into orbit a large office building with one throw. This assumes no power of flight on the part of the thrown item which might counteract the throw. It also assumes a throw straight up.

Thrown items: Damage done by thrown items results from the STR of the thrower (impact being equal to a derivation of velocity and mass). If the STR of the thrower is greater than the BODY of the thrown item, the item is destroyed when it hits anything.

For example, Trigon (STR 38) hurls a street sign (BODY of 3) at Starfire. Trigon can throw the sign 35 APs; when it strikes Starfire, its Acting Value will be 38: 35 APs of Trigon's throw plus the 3 APs of BODY from the sign itself. The result of the damage done as an Acting Value is always equal to the

STR of the thrower.

Dropping Small Items: When an item is dropped on or to an object or Character, the Effect Value is determined as follows: Calculate the AP distance in space the item has gravitationally fallen and add this number (up to 7 APs, Earth's terminal velocity) to the BODY of the item. The Acting Value of this attack is the DEX of the Character initiating the drop. The GM should be wary of the respective difficulty or simplicity of the drop and apply appropriate Universal Modifiers to the attempt.

Player Characters

This adventure is intended for novice Players using Characters who have been newly created under the Character Design rules for DC Heroes. More experienced Players may adventure, or Players may use DC Heroes provided in the basic set, but the result will be a loss of play balance. The only standard DC Characters considered permissible in this module are Robin, Nightwing, Starfire, Cyborg, Wonder Girl, Changeling, Hawkman, Elongated Man, Green Arrow, and Jericho. Guidelines for balancing the adventure with such Characters are given within the module.

The module allows Player Characters to learn each other's powers, begin working together, and make mistakes without major repercussions. The adventure starts out simply and gets progressively more involved, making it a good way for a new GM or new Players to learn. The Players are guided along and will be forced by circumstance to make certain decisions, although they always have the opportunity to examine alternatives.

Clues are available at every turn. When the Players search an area, talk to people, or study and item, they will use Skills or Attributes to try to discern these clues. Each section has a list of clues, where they are found, and what Skills or Attributes are used to gather them.

Because this adventure is prepared for a variable group of Players, some Players' Characters might have powers which unbalance the module. At various points, encounters may be altered

by the Gamemaster to adjust for a particularly strong (or weak) group of Characters.

This module is intended to give enough guidelines and specifics for you to run the adventure with little or no preparation. But if the Players are doing too well or too poorly, feel free to make such additions or changes as you feel necessary to maintain balance for that group. The play is the important thing, not the words found in the module.

Headquarters

The beginning of this module assumes the purchase or rental of a building or rooms to be used as the team's headquarters. Such a headquarters will be useful in future adventures and should be obtained by any new group. You should stress the need for such headquarters to open onto the street for easy access by those needing the heroes' services. This allows the adventure to begin right on the heroes' doorstep.

The Players may equip the headquarters as they see fit, depending on their wealth. Various charts applicable in creating headquarters may be found in the GM's Manual, pp. 28-37.

Encourage the Players to make the headquarters as detailed as they like: the more detailed, the more the headquarters will lend itself to later adventuring. In this adventure only the front and immediate door areas will be important, so Players need not have an

in-depth plan prepared for this module.

Locales and the Real World (Subplots for Headquarters)

A headquarters will attract considerable attention from an assortment of people. Not only are there those who appreciate the relative protection of nearby heroes, but some people will realize that the headquarters is likely to become a target for villains — a virtual war zone when criminals want control of the area. Other people will be attracted to the glamour and heroics of the Player Characters.

Neighbors can prove very interesting. Some will be supportive, offering themselves as witnesses and informants or gathering to encourage the heroes when need be. A crowd of such locals can even distract a villain, aiding a hard-pressed hero.

Of course, there will also be those who do not want the heroes in the area. The headquarters might bring down property values if the heroes' actions bring down property. Such neighbors may picket, bring charges against the heroes, or get in the way in combat. Both types of neighbors can easily get caught in a battle and require saving. No hero can allow a bystander, no matter how obnoxious, to be harmed.

The heroes' fans can be the most difficult of spectators around a headquarters. Such people have read of and dreamed about heroes and love to follow their exploits. Some seek auto-

graphs, some souvenirs. All tend to get in the way. Some unstable people may actually believe they are heroes. These can become quite challenging for the heroes to handle and can make even a simple situation interestingly difficult.

Then there are the usual functions of running any business. The Characters will be bothered by salesmen, people asking for donations, bill collectors requesting payment for equipment delivered to the headquarters, police asking questions or for help, deliveries (of equipment or furnishings) to be received, and reporters to be avoided. Some may lead to adventures, others can improve the heroes' connections.

Of course, public relations can make a hero's life much easier or much harder, and Players must handle every situation carefully.

Concocting some of the subplots revolving around the headquarters or describing the appearance of some obnoxious bill collector can be fun. Dropping clues to the group's next big adventure is challenging. All the little day-to-day activities around the area can be adventures in themselves. Use a little imagination and you can lure the Players into role-playing without forcing them. Play on their curiosity and you can get them to adventure without resorting to contrived situations.



Non-Player Characters

Friendly NPCs

AMY SHECKLESTON

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

Amy is a "bag lady." She often sleeps near the heroes' headquarters and is very interested in the new neighbors. She is very helpful, telling the heroes all about the people in the neighborhood. During street combat, she will be sitting behind the large parked car on the western edge of the map. She will coach the heroes, yelling out encouragement and telling them what the villains are doing. She is very loud and talkative, but also brave and friendly.



DETECTIVE DAVID KUEHR

DEX:	4	STR:	3	BODY:	3
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	25		

SKILLS:

Detective: 4, Scholar (Computer Science): 4, (Film): 3

EQUIPMENT:

.38 pistol (AV: 0, EV: 3, 0-2/3/4, Ammo: 6)

A detective on the local police force, Kuehr was once a senior officer in a major city but could not stand the politicking and corruption. Kuehr is a decent and hard-working cop, but somewhat cynical about the intentions of others. He will be the main police representative in the adventure.

Hostile/Neutral NPCs

ROGER LOESCH

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

SKILLS:

Butcher: 3
Scholar (Marketing): 4

EQUIPMENT:

Meat Cleaver (AV: 0, EV: 4, 0/1-2/3, Ammo: N.A.)

Loesch is one of those who does not want the heroes in the neighborhood. He frequently comes over to the heroes' headquarters to complain, particularly after an especially violent combat nearby. Most of his antagonism is due to envy of the heroes' powers, which he always dreamed of having as a child. He stands about 6 feet tall, is balding, and has a pot belly.

After the street battle, if any of the cars on the street has been damaged, Roger will come along wearing his splattered apron and shout, "My car! Look what you've done to my car!" He will be waving his cleaver and be bouncing up and down. The car he talks about will be a black and gold ten-year-old wreck, so previously beat up that the heroes will barely be able to see the damage done by the battle.

ARC Villains

MAESTRO *alias Illyen Svoboda*

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

POWERS:

Growth: 6, Bio-Energy Blast (from hands): 5, Energy Absorption: 4

SKILLS:

Scholar (Astrophysics/Xenobiology): 6, Scientist (Biology): 8

Svoboda's Scientist skill allows him to create gadgets and potions which affect creatures, and enables him to interpret alien technology.

Illyen Svoboda is your typical power-mad genius. Having been ridiculed by his fellow scientists, he is determined to have the last laugh. To this end he intends to prove his theories correct, attain great power and control over scientific studies, and acquire great wealth. He would sacrifice one of the latter goals to achieve one of the former.

Svoboda is unbalanced. He will treat any heroes or visitors very well, considering them to be little more than a trivial problem. After all, he's a genius, so what could a rag-tag bunch of heroes do to his scheme? If the Characters discover his plans, Svoboda will go to great extremes to falsely explain away suspicion.

Svoboda refined and tested the Alien tissue samples before injecting himself. As a result, he gained a variety of powers, whereas the others who took it gained only one or two related powers. He will use his Growth to impress any heroes who try to fight him then fire his Bio-Energy Blasts at the gaping heroes. He will take great pleasure from any combat until he is hit for more than 2 RAPs of damage, after which he will become enraged (-1 to AV, +2 to EV).

TRANSFORMER *alias Arthur Motrel*

DEX: 5	STR: 3	BODY: 4
INT: 4	WILL: 2	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 2
INITIATIVE: 12		HERO POINTS: 10

POWERS:

Air Animation: 8

SPECIAL POWERS:

Able to link physical self to a power; may become column of air, tornado, etc.

SKILLS:

Scientist (Geology): 5

Transformer is the sole survivor of Svoboda's initial experiments with the Alien tissue injections. He has always been a nervous individual and the situation at ARC has his composure extremely strained.

Transformer enjoys his new powers and practices frequently but he fears some kind of delayed complications. He saw the other scientists die from the injections and dreads that happening to him. Part of the reason he joined with Svoboda is because he is afraid of what might happen to him without his periodic injections to maintain his powers.

Transformer will appear very nervous and tense around the Player Characters. He will avoid being in the same area with them and will leave at the earliest opportunity. He feels guilty about and is fearful of the place where the other scientists have been buried. If the Characters approach that area, he will become nearly hysterical.



Heroes' Headquarters Attackers

TRAVELLER *alias Nathaniel Crumm*

DEX: 4	STR: 2	BODY: 5
INT: 3	WILL: 6	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 2
INITIATIVE: 10		HERO POINTS: 5

POWERS:

Teleportation: 6

Like the other "hoods" sent to wreck the S.T.A.R. lab housing the Alien tissue, Traveller has had his powers for just a few hours. The hoods are "expendable" in the eyes of their bosses, and Traveller has no personal abilities or skills.

Traveller's teleportation power creates a doorway from where he is to where he wants to go. The

opening of this door is accompanied by a loud tearing sound. The door remains open until he passes through or cancels it out, and others may also pass through it.

Traveller is a small-time crook with a record of pick-pocketing and shoplifting. He has also been involved in muggings, but only of the most helpless of people. He is really a coward and only joined organized crime because his friend, Jorge Constabulos (Shocker), did.

In any situation, Traveller will remain out of the line of fire and as far from combat as possible. He will also suggest fleeing at the first sign of trouble. He will not leave Shocker, however, unless absolutely necessary.

SHOCKER *alias Jorge Constabulos*

DEX: 5	STR: 3	BODY: 5
INT: 2	WILL: 3	MIND: 2
INFL: 4	AURA: 7	SPIRIT: 5
INITIATIVE: 13		HERO POINTS: 10

POWERS:

Lightning: 7

SKILLS:

Electronics: 1

EQUIPMENT:

UL Ball: 5 (ball and chain he electrifies for total Action/Effect Values of 6)

Shocker revels in his recently acquired powers and feels invincible. He has been an "employee" of his criminal bosses for some time and enjoys his job. He has frequently been sent out masquerading as a telephone or computer repairman and so has acquired a minimal background in electronics.

Shocker has a powerful Mystical lightning bolt which he uses with relish. In combat he has a ball and chain which he picked up some time ago as an antique. His elec-

trical powers charge the weapon to do additional damage in combat.

Shocker is virtually fearless, more from his ignorance, inexperience, and overconfidence than through any justified cause. He will be the first to attack and the last to retreat, a fact which distresses Traveller, who will wait impatiently to leave.

APPARITION *alias Richard Causwich*

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

POWERS:

Illusion: 6

(Limited to Illusions involving himself.)

SKILLS:

Vehicles (Land): 2

Apparition is the leader of M.O.V.E., the Metropolitan Organization of Villains for Evil, and chauffeur for the leader of the city's crime syndicate. Wanting to rise in the syndication, he volunteered to lead in this job in order to show his abilities.

Apparition's Illusion powers are limited to illusions involving himself. He can change his form, with the illusion occupying an apparent volume of up to 6 APs. He can fire rays or cause effects which remain in contact with his body. He can

cause any effect (darkness, creation of a building, etc.) around his body up to 6 APs in volume. Any attack he makes on a Character is done against that Character's Mental Attributes.

Apparition cannot move, support, or affect anything physically beyond his normal Physical Attributes, although he can use his illusions to make it appear so. (Any Action Check to test reality is done against Apparition's WILL of 5.)

ANIMATION *alias Jake Shelden*

DEX: 5	STR: 2	BODY: 3
INT: 4	WILL: 2	MIND: 2
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 12		HERO POINTS: 5

POWERS:

Animate Objects: 9

(Limited range: 2 APs. Object stops moving if Animation falls unconscious or moves out of range.)

SKILLS:

Acrobatics: 2

Animation is an unsuccessful track and field star who turned to crime when he failed to make the regional Olympic tryouts. He is convinced that others are out to get him and trusts no one.

Animation uses his Animate Objects power to do his bidding. His favorite trick is to create "creatures" out of road signs or tools. He also enjoys driving cars with his power.

SHROUD *alias Kevin O'Hurlehy*

DEX: 6	STR: 2	BODY: 4
INT: 4	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 13		HERO POINTS: 20

POWERS:

Dispersal: 6

SKILLS:

Thief: 4

Shroud is one of the two criminals respected by the crime syndicate to be sent on this job. He is there to make sure that the lab is entered and the correct items found and destroyed.

Shroud's skills as a thief are excellent. He is very over-cautious, however, and this leads him to take more time than necessary when doing his job (may only perform an Automatic Action every other combat phase as he weighs his options). His Dispersal power allows him to enter areas without unlocking doors. He also maintains the dispersal in combat, so that he cannot be struck with physical objects, returning to normal only to attack.

TRIPLET *alias Joe Koki*

DEX: 6	STR: 3	BODY: 4
INT: 3	WILL: 3	MIND: 4
INFL: 3	AURA: 4	SPIRIT: 4
INITIATIVE: 12		HERO POINTS: 12

POWERS:

Split into 3 duplicates, subtracting 1 AP each split from all Attributes

SKILLS:

Martial Arts: 5

Obsessed with martial arts movies and books, Triplet has been honing his skills in the service of minor criminals for several years.

Triplet has modeled himself on his martial arts heroes. As a result, he often exaggerates his actions before and during combat resulting in a +1 column shift to an opponent's Opposing Value. He likes to make yells and jumping attacks. Any person hitting him becomes the target of his next attack. At the same time, his reliance on the martial arts causes him to fear anyone who is better than he or immune to Physical attacks.

The Fearsome Five



GIZMO *alias Mikron O'Jeneus*

DEX: 6	STR: 2	BODY: 3
INT: 7	WILL: 5	MIND: 6
INFL: 5	AURA: 5	SPIRIT: 4
INITIATIVE: 18 HERO POINTS: 30		

SKILLS:

Gadgets: 12

EQUIPMENT:

Flight Suit: 3 (BODY: 4), 3 AB Omni-Gadgets, Gas Mask (as per *Systemic Antidote* at 8 APs; Uses: 12, Duration: 10), assorted tools.

Gizmo is a dwarf possessing an extraordinary skill with gadgets. He can create nearly any item he wants from any ordinary object, such as a fire extinguisher, electric motor, or transistor radio.

Gizmo can be quite bloodthirsty. He routinely makes gadgets which can do killing damage and gloats over his successes. He is boastful about what gadgets he is working on and will announce what he holds even before using it. Of course, this can warn heroes. He respects intelligence and scientific skill.



SHIMMER *alias Dr. Constance Averell*

DEX: 6	STR: 2	BODY: 4
INT: 6	WILL: 10	MIND: 6
INFL: 7	AURA: 4	SPIRIT: 5
INITIATIVE: 19 HERO POINTS: 20		

POWERS:

Matter Control: 10

Shimmer has the ability to change any substance into any other substance, limited only by volume and range, although living creatures have a resistance equal to their WILLs (as per any Mental attack).

Mammoth's sister, Shimmer does the thinking for the pair, and Mammoth depends on her. She, however, exhibits neither the same dependence on him nor the same strong reaction to threats to him as Mammoth does when she is hurt or threatened.

Shimmer is very evil and exceptionally willful. Anyone who attacks or harms her becomes a special target on whom she seeks revenge. She generally avoids directly attacking heroes, preferring instead to change their clothes into steel, their perspiration into poisonous gas, etc. She has a very devious mind and uses her powers in new ways at every opportunity.



MAMMOTH *alias Jason Collins*

DEX: 5	STR: 15	BODY: 12
INT: 3	WILL: 5/8	MIND: 6/9
INFL: 5	AURA: 3	SPIRIT: 4
INITIATIVE: 15 HERO POINTS: 25		

POWERS:

Skin Armor: 3, Stability: 3

Mammoth is the brother of Shimmer and together they make a powerful team. He is not the brightest of villains but he makes up for it through raw strength and power. He is also not as inclined to evil as his sister, who is actually the force behind their lives of crime. They are both here merely as hired bodyguards for Svoboda, having no true allegiance to the mad scientist.

Mammoth may be convinced to refrain from combat. If a Player attempts to Persuade him from participating and the RAPs from the Persuasion Check are equal to or greater than 4, he will not join the other villains in the fight. Shimmer may automatically dissuade him from this decision by merely telling him to fight. Svoboda can Persuade Mammoth to rejoin the villains if he makes a Persuasion Check greater than the RAPs of the Player's Check.

If Shimmer is fighting or is hurt by a Player, Mammoth will attack. If Shimmer is hurt, Mammoth will uncontrollably increase his WILL and MIND scores to the indicated values and will attack the Character who hurt her to the exclusion of all else.



JINX *alias Unknown*

DEX:	5	STR:	2	BODY:	4
INT:	6	WILL:	6	MIND:	5
INFL:	12	AURA:	10	SPIRIT:	9
INITIATIVE:	23	HERO POINTS:	15		

POWERS:

Mystic Multiple:
 Animate Objects: 12, Plant Control: 12, Weather Control: 12, Illusion: 6

Jinx is a sorceress from India. In order to use her powers, she must be in physical contact with the earth or with some other inanimate object touching the earth. Without this contact, she can use none of her powers.

The newest member of the Fearsome Five, Jinx is confident of her powers but defers to the veteran members on many points. She is, however, very self-possessed and strong-willed, brooking no familiarity.

Encounter 1: Typson Attacked

S

Setup

Any Characters near the front door will be immediately on the scene for the start of the encounter. Those not in the area must either contact someone there or move to the foyer in order to find out what is happening before moving on the villains.

Hostile NPCs' Tactics

Traveller: In the pursuit of Thomas Typson, Traveller's purpose is merely for transport. He remains at the rear of the group, ready to create his Warp for the return to the lab. He will not willingly join in the fight.

Shocker: Leads the attack on the Players' headquarters. He will fire several bolts at the headquarters and if there is no reply such as thrown or fired missiles, he will move in on Typson. Only when he has been hit by a hero or is outnumbered by two or more will he retreat.

Animation: Animates several streetsigns (BODY: 3 APs) and parked cars (BODY: 7 APs) to attack the headquarters for him. He will follow Shocker, but at a distance and with caution.

STANDARD HOOD

DEX:	3	STR:	3	BODY:	3
INT:	1	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	0		

SKILLS:

Vehicles (Land): 3, Weaponry: 3

EQUIPMENT:

.45 Automatic pistol (AV: 0, EV: 4, Ammo: 7), Submachine gun (AV: 5, EV: 5, Ammo: 4)

There are two hoods present; one will use a .45, one a Submachine gun, at GM's discretion. Each also has a knife

(AV: 0, EV: 3). The hoods are rather slow-witted and cautious. They will fire at the front of the headquarters but will not approach. They will be the first to jump through the warp when Traveller sets it up.

P I

Player Information

"It is late in the evening when you hear someone pounding on the front door. Leaping to it, you pull it open. In staggers a man in his late thirties, battered, burned, and dressed in a charred and torn lab coat. As he falls to his knees just inside the doorway, there is a crash and a flash of light. The door is twisted back on its hinges by a bolt of lightning and hangs askew. The entire doorway is burned and cracked from the blast."

G M

GM Information

The villains begin at the T, S, A, and two H locations on the street map. If no hero returns Shocker's fire after three bolts, he will advance to the front door followed by Animation. The two hoods will cover their approach with gunfire and Traveller will wait. Shocker and Animation will attempt to carry off Typson. In the face of determined opposition, all villains will immediately flee through Traveller's portal.

A scan of a captured villain's body by a Character with Detective or Medicine skill will reveal a swollen area and a small puncture inside the right forearm where a hypodermic has been introduced.

Thomas Typson

Although he is unconscious during the fight, Typson can be brought around afterwards if the villains did not reach him. He says, *"They were at S.T.A.R. I saw them and*

some others breaking into my lab as I was coming back from my dinner break. They saw me and followed. They found me several times between here and there and shot at me, but each time I escaped. I don't know what they want, but they will get whatever it is if you leave them there for too long."

With a shaking hand he reaches into a pocket and hands them his singed S.T.A.R. pass card. It identifies him as a research biologist for S.T.A.R. and is used as a key to doors in the building. (Players are assumed to know the location of their local S.T.A.R. Lab). Fighting to stay conscious, he says, "Stop them, please... but you must hurry."

STAR LABS

Biological Research Department

CLEARANCE: A1 Priority
Sector 822RPH-007TWQ

Thomas Typson

26354-



Typson, Thomas

T Troubleshooting

If the villains reached Typson and took him with them, the Players may have few, if any, clues. They will discover that his pass card fell from his pocket during the encounter. It is lying just inside the door of their headquarters.

Any hero within two APs of the villains when they pass through the warp will hear one of them say "We have to get back to the lab."

Villains rendered unconscious will remain that way due to the effects of the injections they were given. Any conscious villain or hood captured may be Interrogated. If the Player Characters Interrogate their captives, they will gain the following information:

Villain's Knowledge

Information

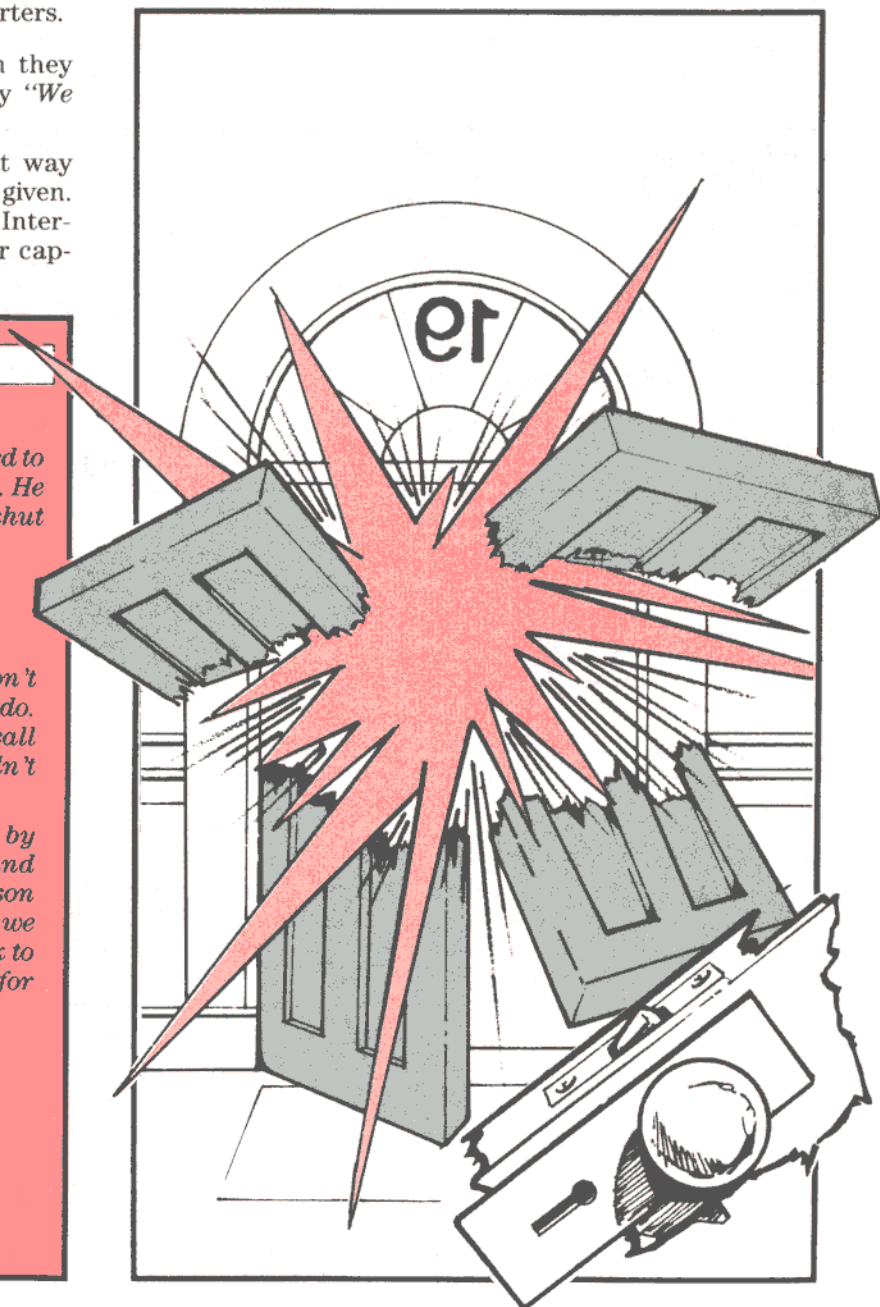
2 Knowledge Points: (Hoods) "We're supposed to follow these supes after this Thomas Typson guy. He saw 'em breaking into S.T.A.R., so we were to shut him up."

3 Knowledge Points: (Hoods) "Heck, no, we don't know nothing about what they were supposed to do. We're just muscle. But, you know, the guy they call Shocker; we knew him back years ago and he didn't have any weird powers then."

4 Knowledge Points: (Villains) "We were told by the Boss that we had to get this guy Typson and wreck his lab in S.T.A.R. Industries. When Typson ran out, we chased him all the way here. Once we caught him, we were supposed to bring him back to the lab, where the others are. They're looking for some special vial and this Typson's notes."

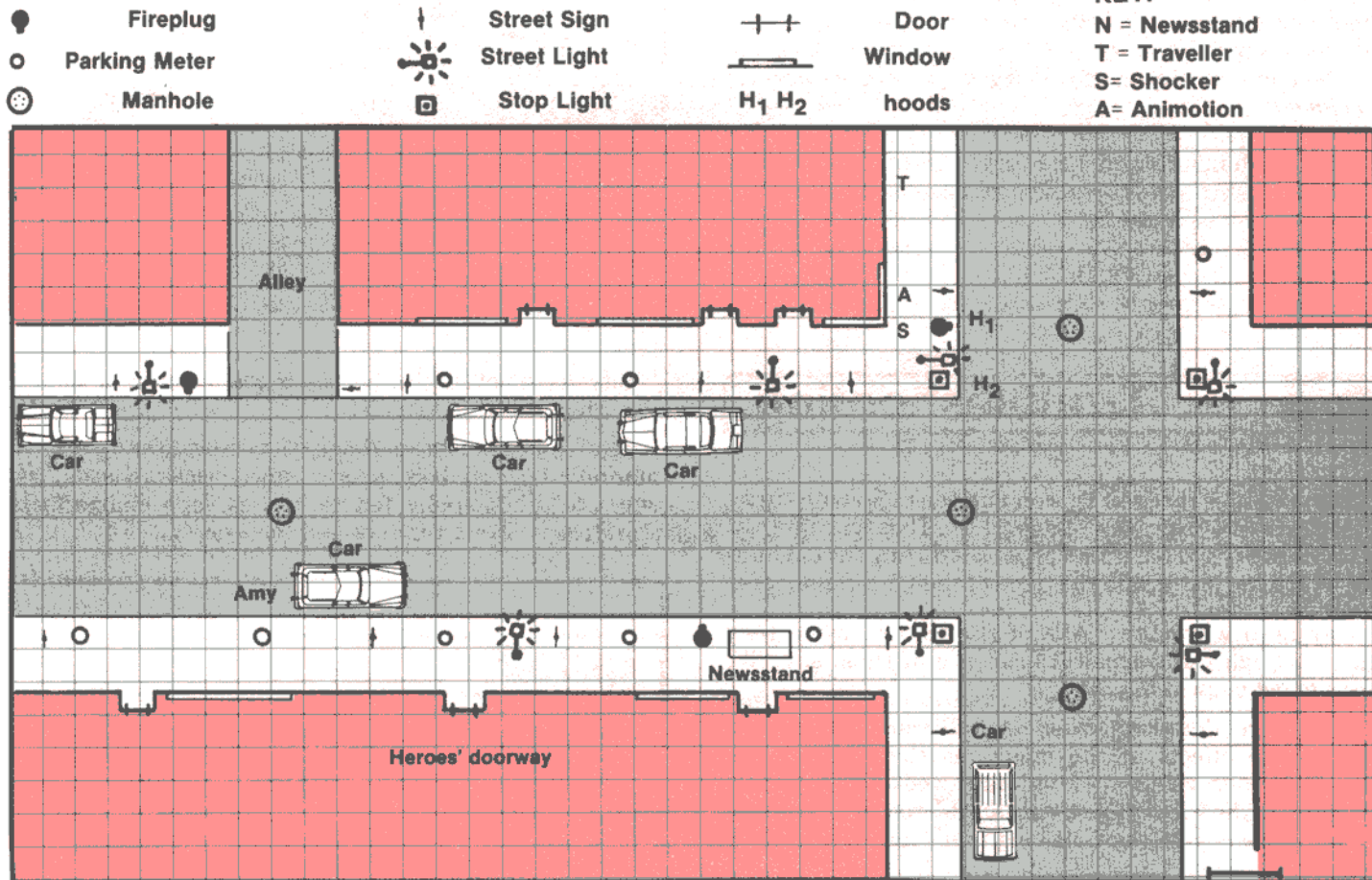
City street obstacles heroes might include in similar situations:

Signs, pipes, trashcans/bags, cars (moving and parked), manhole covers, dogs, people, toys, bricks, boards, live wires, telephone poles, fences, bottles, rope, chains, glass storefronts, street vendors and their carts.



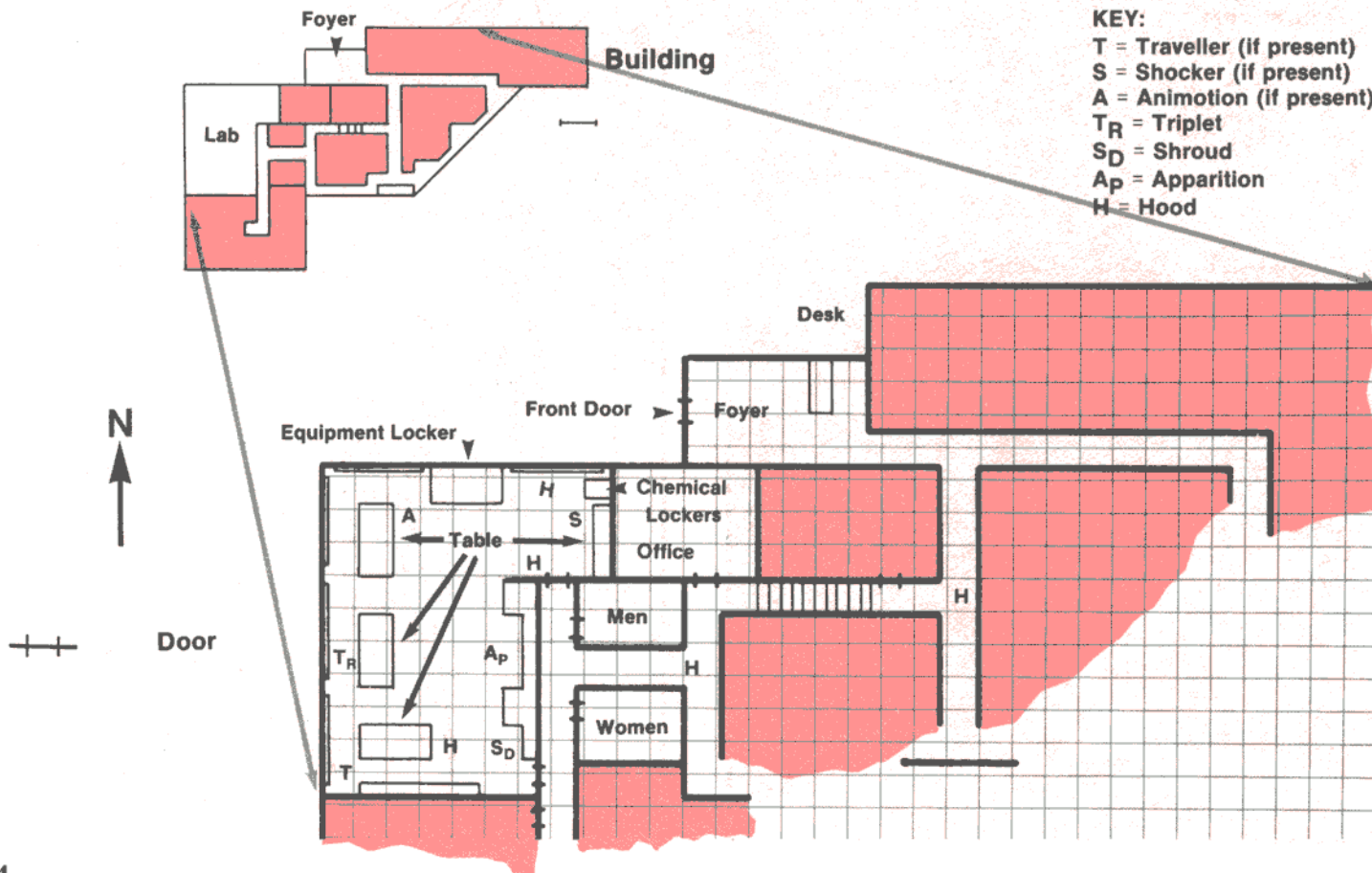
Street (Encounter #1)

SCALE: 1 SQUARE = 5 FT.



S.T.A.R. Labs (Encounter #2)

SCALE: 1 SQUARE = 5 FT.



Encounter 2 : S.T.A.R. Labs

S

Setup

All villains who escaped from the headquarters encounter are present, in addition to those who did not go. For every hero present there is one standard hood and if the Players are using more powerful heroes (such as the Teen Titans), then there are two additional hoods for each hero. The villains are just completing their destruction of ARC materials. As a result, they will attempt to flee if the heroes prove to be too much for them.

P I

Player Information

"You see no one during your entry into S.T.A.R. A lone security guard lies unconscious in the foyer. From a quick scan of the guard's electronics console, you discover that the security systems and alarms have been destroyed at the source. The building is ominously quiet. A small floorplan for the building adorns a wall nearby and on it you locate Typson's lab using the number of his card."

G M

GM Information

The villains are located at the places noted on the map of S.T.A.R. Any extra hoods you place should be added to the group in Typson's lab. The hoods in the corridors are on guard but do not have their weapons out. If the Player Characters can subdue the hoods in the corridors without making much noise (Action Check vs. the hoods' INTs of 1 along with a +1 Universal Modifier), they can surprise the villains in the lab.

Surprised Characters may not make any action during the first phase of combat, as they have no Initiative, and have their Opposing Values shifted 2 columns to the left on the Action Table. If the Player Characters were unsuccessful in their check, the villains and hoods will be ready for the group.

If the villains are surprised, they will be at the letter locations shown. If they are prepared, the fighting villains and the hoods will be beside each door and the others (Traveller and Shroud) will be in a far corner, out of the way. In both cases, the fighting villains will struggle with the heroes until outnumbered, at which point they will try to flee.

If the villains appear to be too strong or too weak for a balanced battle with the group, judging by the fight at the headquarters, you should do some juggling with the participants. If the heroes handled Animation and Shocker easily, add one normal hood to the villain's team and run each of the villains to his maximum potential.

If the Players could not handle the two villains at their headquarters, they could not conceivably do any better against more at the labs. In this case, have Traveller,

Shroud, and the hoods flee on the first successful attack made by a hero on any villain. If the heroes are particularly inept, overplay the villains, for instance making Shocker even more overconfident so the villains make mistakes and the Players can take the advantage.

If the villains win at the labs, they will depart, their job done. Go to the **After the Battle** segment since they leave the heroes unconscious at the lab. The heroes will be more limited in the information they can acquire, but otherwise there is no change.

If the villains have been subdued or put to flight, the Player Characters may begin to gather clues through a standard Knowledge Point Check:

Clue Investigation

Information

1 point: Each of the villains captured has a swollen needle-mark on his inner right forearm.

2 points: Papers have been burned and a pack of computer disks destroyed.

3 points: A burnt piece of paper is found bearing the letters ARC.

4 points: It seems that the destruction is very specific, with only certain papers, notes and computer data destroyed.

5 points: No mention of ARC is found in any file or on any computer printout.

If a Persuasion Check is successful, the Players glean the following information:

Villain: "Yeah, we were given the address to this place and told to destroy notes and some vials. All the information for the job came in a package in the mail. We never saw the guy who sent us."

Hood: "We don't know nothing. The head supe hired us and told us to stand guard and all that. We never saw any guy who might have hired them."

After the Battle

Soon after the battle, police and S.T.A.R. officials begin to arrive. The heroes are recognized immediately and may attempt to communicate with any connections they might have in either S.T.A.R. or the police force.

Any direct questions about the Arctic Research Center will be successful only through high level connections with the police or S.T.A.R.

S.T.A.R.

Low-Level: The intruders succeeded in entering the lab and destroyed some miscellaneous papers, but did no real damage. The villains were definitely searching for some particular information and seem to have found most or all of it.

High-Level: S.T.A.R. is missing virtually all of its information concerning the Arctic Research Center. The office of the head of that expedition, Dr. Illyen Svoboda, was also ransacked and destroyed.

Police (Det. Kuehr is on the Scene.)

Low-Level: The S.T.A.R. Industries lab was entered and damaged by known criminals who did specific damage under the direction of an unidentified third party.

High-Level: The criminals identified during and after the combat are low-level syndicate stooges, but the crime was organized and directed by an

employer outside the syndicate. None of the criminals involved in the break-in has previously exhibited any unusual powers or special abilities, according to prison and police records.

High Level Information available through sources using direct questioning pertaining to ARC:

S.T.A.R.: *"We have been very disappointed in the progress of ARC and the findings of Dr. Svoboda, the leader of the expedition. He has barely been on even the fringes of science, speculating on alien worlds and all. He spent a lot of time wandering around Siberia last year. We've taken quite a chance funding him in the first place."*

Police: *"This guy Svoboda that S.T.A.R. has in charge of the research place up near the pole was once accused of 'inhuman experiments' during the war. In fact, it sounds like the whole crew up there is a little peculiar. We can't find any criminal records for any of his people, but then we can't find any records at all for four of them."*

The Offer

After they have completed their investigations, the Player Characters will be approached by the head of the S.T.A.R. installation, Dr. Richard Heilam. He will say: *"I am sorry you were dragged into this thing. But now that you are here, S.T.A.R. would like you to continue investigating. This whole situation seems to revolve around Dr. Svoboda and the Arctic Research Center. I am authorized to arrange for your transport up there, as we are very worried about ARC. It may be that they are about to be attacked by the same people who sent these thugs here. S.T.A.R. will pick up your expenses, of course, but you must agree to go this evening."*

T Troubleshooting

The Players should not be allowed to ransack S.T.A.R. or walk away with equipment, as this is very unheroic behavior.

S.T.A.R. will transport the Players, plus provide them with any clothes, communications equipment, and S.T.A.R. identification they want. Any further equipment will be available, but on a purchase-only basis.

Should the Players decline the S.T.A.R. offer, remind them of the connections they will make from the offer, the potential Hero Points they are passing up, etc. If they still refuse, let them return to their headquarters. Within two hours, have any uncaptured villains and hoods make an attack on the headquarters. This should get the point across that the Players will get no rest until ARC is settled.

Encounter 3: The Flight

S

Setup

Late that night, the Players are driven to a S.T.A.R. jet for the flight north. As they get on the plane, their pilot hands them a package of material gathered by S.T.A.R. which is reproduced in the Player Information.

P I

Player Information

• A list of books and papers written by Svoboda, including *The Biology of Acquired Abilities*, *The Tungaska Explosion: Siberia's First Contact?*, and *The Case for Rational Experimentation*.

• A police report stating the remaining villains have fallen into comas. As each villain has fallen asleep in police custody, they, too, have gone into comas.

• A police report stating the local syndicate boss has admitted the attack on S.T.A.R. was done as a favor for some third party but refuses to explain further.

• A list of equipment requisitioned by Svoboda:

• Two ice borers, one advanced jet for transport, numerous cartons of laboratory equipment, assorted electronics gear. (Svoboda himself provided several crates of personal equipment, which were also loaded aboard the plane.)

• A S.T.A.R. report on the departure of the ARC ex-

pedition indicating that Svoboda hired several people on his own in addition to the S.T.A.R. research group. A total of ten people went north in the expedition, including the pilot. All contact with ARC since then has been through Svoboda and no other.

GM

GM Information

The S.T.A.R. pilot, Hal Langsford, will follow any sensible directions given him by the heroes. He has been given orders to do whatever the heroes want if it seems to pertain to solving the ARC problem. He is at their disposal for the remainder of the adventure. Unless they have other directions, he will suggest that he fly south a ways while they are visiting ARC. He gives them small homing beacons with which to call him back to ARC if necessary. This will make sure he is safe, but available if something is wrong at the base.

Hal is a tough ex-Vietnam fighter pilot. If the heroes call on him to return and help he will do so. *"We may not have been able to win the big one in 'Nam, but I intend to win the little ones back home."* A very intense and solitary

individual, Hal appears to be always clenching his teeth, when in reality he has difficulty moving his jaw because of a war-sustained injury, resulting in a seemingly brusque and irritated demeanor.

HAL LANGSFORD

DEX:	4	STR:	3	BODY:	3
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	25		

SKILLS:

Vehicles (air): 5, Weaponry: 3

Hal has a S.T.A.R. laser pistol (AV:3, EV:4, Range: 0-5/6-7/8), his old army .45 (AV:0, EV:4, Range: 0-3/4/5, Ammo:7), and a bowie knife (AV:0, EV:3). If called in, he will take only half an hour to appear. If the Players are captured when he arrives, he will surprise the ARCs and attack. He will fire with his laser pistol, toss his knife to the nearest hero, then use one pistol in each hand.

Encounter 4: The Arctic

S

Setup

The Players may decide to land at either the base or several miles away in order to approach unseen. The S.T.A.R. jet can take off and land vertically on virtually any type of terrain (like a helicopter), travels at 11 APs, has a STR and BODY of 12 and 13, respectively, and has a range of 2,500 miles.

In traveling over the ice and snow of the Arctic, Characters will suffer several exposure effects:

- DEX and WILL shall both be reduced by one no matter how warmly a Character is dressed, unless the Character has an ice or heat-related power.

- If the Character is not dressed for such bitter cold and cannot neutralize the cold through some power (such as Icing or Flame Being), he will temporarily lose one AP from each of his DEX, STR, and BODY for every 10 APs of time.

- Any Characters dressed in heavy Arctic parkas or fur cloaks gain one BODY AP and retain their WILLs, but their DEXs are still reduced by one due to the bulky nature of the coats.

PI

Player Information

Read the following information to any Players examining:

Vehicle Shed

"The building near the dome appears to be a shed. You see one door is open and inside you see one end of a tracked vehicle. It seems to be one of the ice borers described on the equipment list."

Gizmo's Igloo

"The igloo seems small compared to the igloos you've seen and read about over the years. The entrance appears so small that seemingly no one could crawl through it. Around the igloo sled dogs are huddled."

Bore Holes

"You see a small hole in the ice ahead. Just over a foot in diameter, it is covered with a thin crust of ice and seems not to have been used for some time. The hole appears very deep."

The Graves

"You are walking over several dark areas of ice when one of you notices that these are vaguely reminiscent of human shapes. Peering down into the ice, you realize that it's true, these are people. The presence of the three frozen bodies chills you more than the deepest cold of the Arctic."

The Arctic Research Center

Incorporate this information into your usage and description of ARC to the Players:

ARC is a large dome of glassy blue material which looks like opaque blue ice. Around the dome are sheds and a single igloo, with sled dogs staked out nearby. Tracks of people and machines mark trails between each of the buildings. Around the entire encampment is a broken ring of holes bored into the ice. These holes are small and nearly invisible unless within 2 APs. At distances further than 2 APs Players must gain positive RAPs vs. OV/RVs of 8 APs for the natural coverage to detect the holes.

The Base

Around the central dome which houses most of the ARC personnel are a number of other features. Closest to the dome is the vehicle shed, which houses the ice borers, several snow mobiles, and crates of spare parts. The only other structure is Gizmo's igloo, built near the perimeter of the camp and surrounded by his pack of six robot sled dogs.

Between these two buildings is a small mound of ice, 10 feet under which are buried the three dead ARC scientists. Around the perimeter of the camp is a ring of small drill holes used to take ice and water samples.

The Storage Area

Half the floor space of the dome is taken up by a single open area. The entrance to the dome opens into this area, where extra equipment is stored and where the ARC personnel have meals.

Along the north wall and forming a pile near the center of the Storage area are crates and boxes containing extra equipment, chemicals, food, and clothing. On either side of the dome's entrance is a space heater. The southern part of the dome (to the right of the entrance) contains a large wooden table, a number of chairs, and a portable kitchen. Stew is always heating on one of the stoves.

The wall running along the middle of the dome separates the Storage Area from the Sleeping and Lab areas. There are two doors along the wall. One leads into the Sleeping Area and through that into the Labs. The other leads directly to the Labs.

The Dome

Housed in the dome are the labs and quarters of ARC personnel. The dome itself was created only recently, shaped by Mammoth out of snow, altered by Shimmer. It is a flattened hemisphere with a peak 3 APs (60 feet) above the floor. The material of the dome cannot melt and is extremely light (the entire dome weighing only 10 APs) and strong (BODY of 15). The material is a very good insulator. Sunlight causes the material to glow, lighting the interior.

The Dome Interior

The area inside the dome is warmed by three large space heaters. The floor is also made of the blue dome material, which insulates the ice underneath from the heat in the dome. The temperature remains at a comfortable 70 degrees Fahrenheit.

Large plastic and plywood panels have been set up within the dome to mark rooms and work areas. These panels are 15' high and are connected together to form walls. Originally the panels had a BODY of 2, and they still look flimsy, but Shimmer has strengthened them to a BODY of 6.

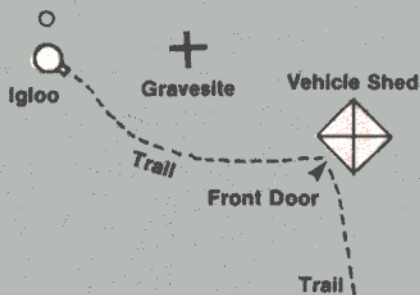
The Sleeping Quarters

Each of the original members of ARC had a separate room (except Gizmo, who sleeps in the igloo outside). Now only five of the rooms are occupied. The rooms once used by the other personnel are dusty and beds are made — but obviously unused for some time. The rooms presently in use are so marked (for Jinx, Motrel/Transformer, Collins/Mammoth, Averell/Shimmer, and Svoboda/Maestro), are generally clean, and reflect the occupant's temperament.

The Labs

Each of the three lab areas is in constant use by Svoboda and Transformer in their studies and experiments and has many tables and millions of dollars in equipment in it. The lab area marked for the tunnel underneath it also has lab equipment, but only recently unpacked, since this is more a storage than a work area. The tables here are dusty and the room is colder than the others due to the presence of the tunnel.

30'



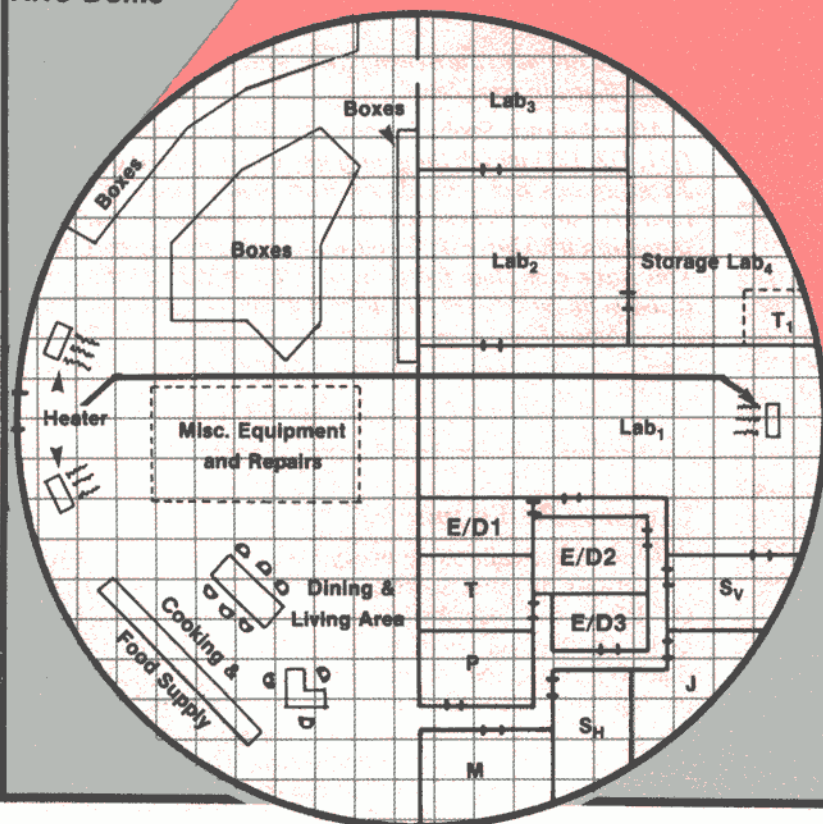
ARC Dome

Tunnel in Ice

Ship Under Ice

Filled-In Drill Hole

ARC Dome



ROOM KEY:

- S_V = Svoboda's
- J = Jinx's
- S_H = Shimmer's
- M = Mammoth's
- T = Transformer's
- P = Pilot's
- E = Empty Room
- T₁ = Tunnel Entrance

SCALE: 1 SQUARE = 10 FT.

Encounter 5: ARC Personnel

S

Setup

On approaching the ARC dome, the Player Characters will be greeted by Svoboda, who will come out of the dome.

PI Player Information

You have not seen anyone, but they have apparently seen you, for a man appears in the doorway of the dome and walks out to greet you. He is wearing an enveloping parka, but you can see that he is tall, middle aged, and healthy. He smiles and the wind blows his white hair into a cloud around his head.

"Welcome to the Arctic Research Center," he says. "I am Doctor Illyen Svoboda, the leader of the expedition. How is it you come to our remote and desolate home?"

GM GM Information

Svoboda will listen to whatever the Player Characters have to say, appearing to believe any wild cover story. Actually, he will suspect that something went wrong at S.T.A.R. and think that these are S.T.A.R. security people. He will be perfectly friendly, inviting them in for a meal and offering to have them shown around.

Since Svoboda believes them to be S.T.A.R. representatives, he will treat the Player Characters very well until they show some sign of trying to stop his work. He will overlook suspicious actions and questions in the hope that the Characters will eventually give up or not do anything until he finishes with the Alien ship. He assigns Transformer to act as guide for a brief tour.

Read to the Players during their tour of ARC:

The huge blue dome is made of some glassy substance that glows in the sunlight and the entire interior is lit as bright as the day outside by this glow. First you pass through the storage and eating area, filled at one end with large crates and boxes and at the other with kitchen equipment and supplies. You go from there through a doorway in the low wall which bisects the circle of the dome.

Following a corridor, your guide points out the rooms where the ARC members live, plus one for the pilot of their plane; nine in all. At the end of the corridor you enter several large labs, each containing a number of tables and much equipment. He leads you through three labs and then back out into the storage area through another open door.

"Outside," he says, "there is a vehicle shed and the igloo of our dogteam master. Around the entire base is a circle of drill holes which we use to dig for ice and water samples. That's about it for the base. I'm afraid I'll have to

Personalities for ARC

Svoboda: Determined to have the powers and science of the Aliens. Only Character likely to go into killing combat. Very orderly and methodical, he will try to stick to his plan unless the heroes become very persistent. Unbalanced by his desire to prove himself right.

Transformer: Worried about any strangers and very suspicious. He fears the experiments which have already killed his fellow scientists and is scared that he will die as well. Certain actions by the heroes (continual snooping, overt question asking) are worth points in agitating Transformer. When the total of these points reaches five, he will begin following the group and will attack them the next time they go outside the dome.

Mammoth: Uncomfortable in the Arctic cold, he is worried about Shimmer and is nervous about Transformer, because he knows Shimmer likes the scientist.

Shimmer: Interested in Transformer and will react violently to any harm done to him. She becomes very angry when beaten in combat or insulted in any manner.

Gizmo: Amused by the entire excursion. He tinkers with his dog robots, plays with the borers, and experiments with numerous gadgets.

take you down to the dining area and leave you — I have much work to complete."

After the tour, Svoboda shows the Players to three rooms (D1, D2, D3) which they may use while they are at ARC. These rooms are very dusty and look unused for some time. He says: "These are the rooms of some of our team members who have gone to another site for several days. You have complete freedom of ARC, but I ask that you always be escorted in the labs. Otherwise you might disturb some of our experiments."

Clues to Be Found:

Clues are available in every area of ARC. Players with Detective skill must make a Perception check vs. the listed OV/RVs in the described areas and gain the listed RAPs in order to discover the clue. Other Player Characters may discover the clues by searching in the correct place or asking the correct questions of ARC personnel. If personnel other than Svoboda are asked the questions described below, they become agitated and say: "You should ask Dr. Svoboda about that. I don't know much about it."

Too much prying on the part of the Player Characters will invite ARC personnel to attack. As suggested above, Transformer will attack alone when the group reaches five Agitation points. Transformer's attack will lead directly to a fight with the rest of ARC, but if the heroes reach eight Agitation points, Svoboda will arrange to personally attack them.

Missing Persons/Plane

If asked about the apparent disparity between the personnel sent north and the number at ARC, Svoboda will say, *"Ah... a team has gone west by plane to locate other research sites."* One Agitation point if the heroes express disbelief.

3 Knowledge Points (OV/RV: 8/7 — values of Svoboda's INT/WILL): No equipment other than the plane seems to be missing judging by the equipment list seen on the flight north. The team would have had to leave without any extra clothes, food, or scientific equipment.

Gravesites

If the Players walk from the shed to the igloo, crossing over the X, they will find the scientists' gravesites. If asked Svoboda will say: *"Possibly some Eskimos. In this waste, a body could remain fresh for many years buried in the ice."* One Agitation point.

2 Knowledge Points (OV/RV: 13/13; reason — graves 10' deep plus visibility difficulty of ice, snow, and cold): These are white men, not Eskimos. Their skins are blotched and red, and their right arms are dark and swollen around injection marks. (A Character with a Scholar skill of 8 APs or more in Archaeology can recognize these facts with no roll needed.)

Borer Machines in Shed

Svoboda's explanation for their use:

"We are hoping to be able to bore down and take samples of colony sea creatures once we locate them with the drill holes around the base."

2 Knowledge Points (OV/RV: 8/7): Such study is unnecessary. The borers are large and hard to handle for such a job.

If the group enters a Borer to study it, they will find it very difficult to use. The Borers have been booby-trapped by Gizmo to protect them from the heroes, although any Player with positive RAPs of Military Science skill vs. Gizmo's Gadgetry of 12 may detect this. Any attempt to start one will result in an electrical attack of 5 APs on all Characters inside. Transformer will see the Characters entering and exiting the borer shed (1 Agitation point).

ARC Crates

The heavy (12 AP) boxes piled in the ARC dome are moved around each time the group re-enters the area. There is no equipment on the site to move them. If asked, ARC personnel say, *"We are a team, and teams get things done, no matter how difficult."*

3 Knowledge Points (OV/RV: 3/5 — Mammoth's INT/WILL): The acting Character notices Collins/-Mammoth moving one of the larger crates unaided.

Special Dome Material

"We are testing some construction materials developed by a friend at S.T.A.R."

2 Knowledge Points (OV/RV: 8/7): The equipment list included no such material.

Drill Holes Around Camp Perimeter

There are real sample drill sites, driven before Svoboda found the Alien ship. They obviously have not been used for some time, however. One Agitation point.

2 Knowledge Points (OV/RV: 8/7): While the holes ring the camp, one is missing from the circle (A on the map). On close examination, the group finds that this hole was drilled, but has been purposefully filled back in.

Sled "Dogs"

A visit to the igloo near the camp's perimeter will cause the group to meet the dog team and its "trainer." O'Jeneus will come out of the igloo smiling. The half dozen robotic dogs will rise to their feet all around the igloo. They are made of grey metal (all stats 3, except for STR and BODY — both 4) and act like real dogs. O'Jeneus will explain that he is testing out these new robots for a friend. They are working very well, he claims. The robots do exactly as he commands.

2 Knowledge Points (OV/RV: 7/5 — values of Gizmo's INT/WILL): No mention of the robots in S.T.A.R.'s equipment report.

Labs

The labs are all biological study areas filled with tables of equipment and chemicals. Svoboda will give the group another tour any time they like, then again request that they not come in without company, as they might disturb some of the experiments.

If an unescorted Character studies the side lab with the area labelled T and has a Check of 3 or more RAPs vs. Svoboda's INT/WILL of 8/7, he will discover the tunnel entrance there. A Character with a Biologist or Detective skill in a lab at any time getting 3 or more RAPs on a similar Perception Check can determine that these labs are for something other than simple water-sample analysis.

Any unescorted Character will find a half dozen empty syringes in the labs and one full one (with

Alien tissue injection in it). Using this syringe causes the injected Character to suffer a 12 AP attack against his Strength. The resultant BODY damage cannot be healed during the adventure with the exception of a Last Ditch Defense (see Player's Manual, pg. 25).

An unescorted hero will be discovered in the labs (in 4 to 8 APs) unless he has some form of invisibility or shape change so he will not be recognized. If a Character is injected, ARC members will miss the filled syringe and note that one of the heroes looks ill (if it has been used and a Last Ditch Defense was unsuccessful). In either case, a discovery that the labs have been entered causes 3 Agitation points. Discovery of a Player Character in the tunnel at T causes an immediate attack by ARC personnel.

T Troubleshooting

Any immediate attack on Svoboda should be discouraged. Until they look around, the Players have no real evidence against Svoboda or any of the other ARC people.

Any accusations or attacks on ARC members will generate Agitation points, but until the five and eight point limits are passed, the ARCers will remain outwardly friendly. Until such point, the ARC people will not show any powers. Any attack on an ARC member adds 2 to the heroes' Agitation point total and any accusations add 1.

Encounter 6: Surprise Attack

S Setup

At some point while the heroes are poking around looking for clues, they should get enough Agitation points to cause Transformer to attack. However, he will wait until the group is outside to do this, then attack in his wind cone form. If the Players do not go outside soon after reaching five Agitation points, Transformer will lure them outside, saying: *"Please, follow me. I have something to tell you, but I can't say it in here with everyone around."*

Outside the dome, Transformer will lead the group toward the borer shed then disappear around its west corner. He will use his control wind power to create a violent storm, then will attack in person in his wind form.

P I Player Information

"The wind begins to howl suddenly, and the shed creaks in the gusts which whip around you. Snow is blown in your faces; ice pelts you. A roaring sound rises and from the far side of the shed comes a cone of wind, twisting and writhing. You are almost blinded by the snow and ice, nearly deafened by the noise."

G M GM Information

Once Transformer takes at least 3 RAPs of damage, he will flee the combat. Since he can stay in his cone of wind form for only a limited period of time, if he has not suffered 3 RAPs of damage after four phases, he will flee. He will return to the dome where he will tell Svoboda what happened and why. Svoboda will give Motrel a sedative which will immediately render him unconscious. He will still have wounds which match the successful attacks made on him by the Player Characters (such as bruises by fists, scorch marks from flames, red areas from bolts and beams, etc.).

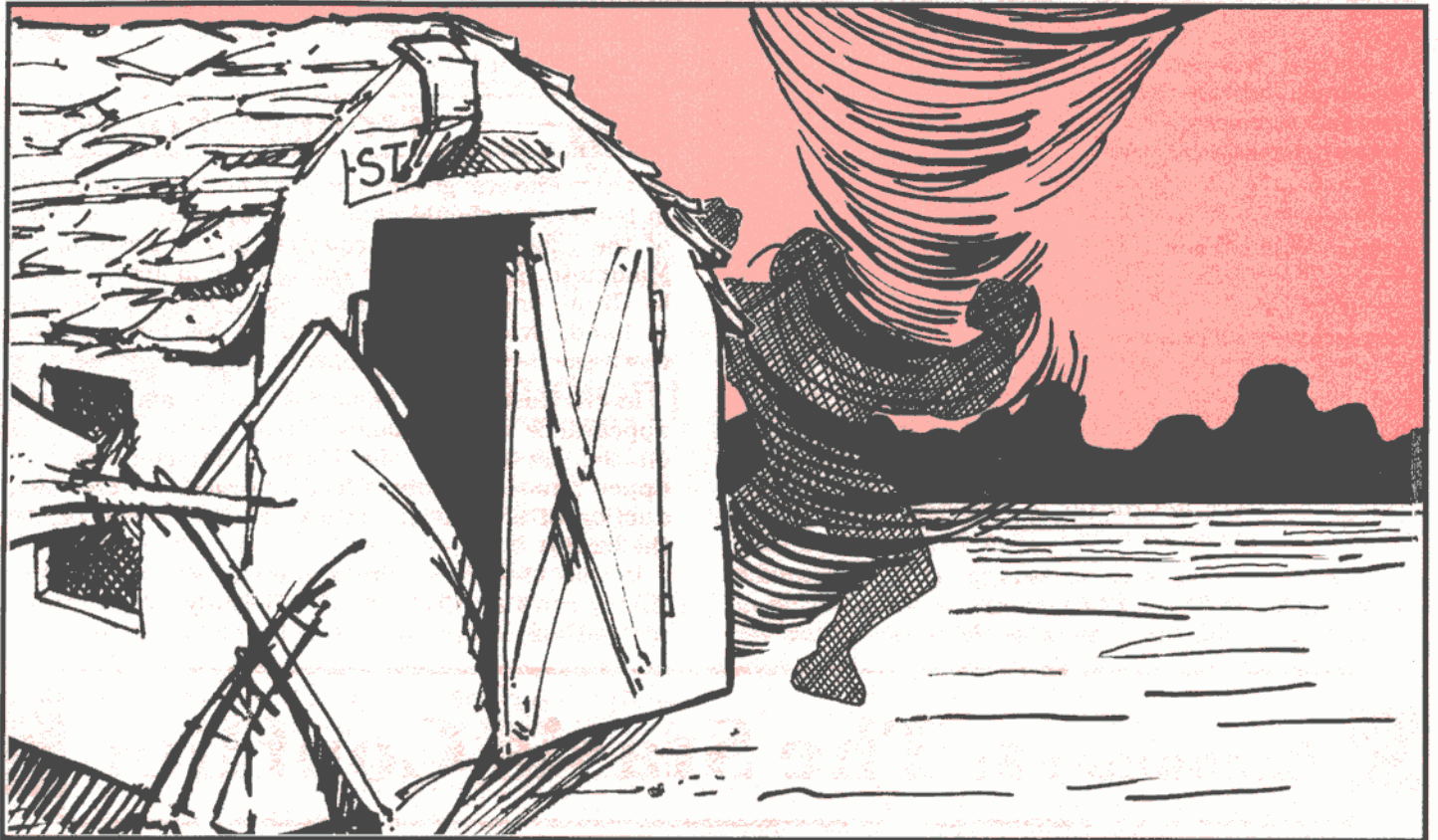
On returning to the dome, if the Players ask about Motrel, he will be said to have had an accident (ice-fall). If the Players insist, Motrel's unconscious body will be shown to them (1 Agitation point).

T Troubleshooting

If by some fluke Transformer wins, he will leave the heroes lying in the snow and run to tell Svoboda. See the preceding paragraphs for the result of such an occurrence. The heroes will wake up soon after, still in the snow, but without further harm.

If the heroes win, knocking Transformer unconscious, he will return to his normal form and be recognized by the Characters but will remain unconscious

for the rest of the adventure. On returning him to the dome, the heroes will receive 1 more Agitation point and some very angry looks from Shimmer.



Encounter 7: ARC Strikes Back

S

Setup

The Players can cause an attack by all the ARC personnel by gathering 8 Agitation points, being discovered in the ice tunnel under the labs, or by hanging around until the final day. In the first and last cases, Svoboda will organize an ambush by all ARC personnel at once. In the second case, ARC members will join in the attack (one every five phases) in this order: Transformer, Shimmer, Mammoth, Svoboda, Gizmo.

P I

Player Information

"The building is suddenly very quiet. The sounds of work and study have stopped, a blanket of silence descended. You feel the watching of many unfriendly eyes. Something is very wrong."

G M

GM Information

In the event of ambush:

If an ambush is organized, the ARC personnel will wait until the heroes are in the vast Storage area of

the dome. Mammoth will step from behind the eastern side of the pile of boxes and throw them at the heroes until someone closes to personal combat range. Shimmer will stand in the south doorway and use her power. Gizmo will enter through the outer entrance, send his robots (AV/EV: 4/5, OV/RV: 4/3) into battle, and fire a laser rifle (AV:4, EV:4, 0-5/6-7/8, Ammo:10). Svoboda will grow to giant size, step over the partition from Lab 1, and prepare to use his Bio-Energy Blasts.

In Event of Immediate Battle

If the heroes force an immediate battle sometime during their time at ARC or are discovered in the tunnel, ARC members will appear haphazardly. They will follow the order and timing given in Setup, except for the cases of those members who were attacked by the group or where Transformer is unconscious.

After the Battle:

If the Player Characters win, then Shimmer will tell them all about the situation, including how to get down to the Aliens' ship through the lab tunnel. She will blame Svoboda for the heroes' victory and Transformer's injuries because he failed to deal with the intruders immediately; this will be her way of evening the score.

If the ARC people win, the Players will awaken after the battle tied hand and foot with durable nylon-entwined rope (BODY: 12 APs). The ARCs will be standing before them (except Transformer, who remains unconscious) and Svoboda will explain everything in the best villainesque tradition. He will be gloating and will answer all the heroes' questions. Then he will say:

"But none of this will do you any good. See this box I hold? I found it in the Aliens' ship and have analyzed it. It creates a stasis field, an area out of time. Anything within the radius of this field is frozen in time for as long as the field is in effect.

"It runs on any kind of energy. If I lit a match under it, the field would be energized for a period of perhaps a second. But if Shimmer here were to use her

power on it, the field would stay on for months, maybe years. Or I could have Gizmo fire one of his weapons at it. But in any case, you people will be inside it for some time to come. That should keep you out of the way while we go to visit dear Jinx in the Klondikes." He steps toward the group, smiling.

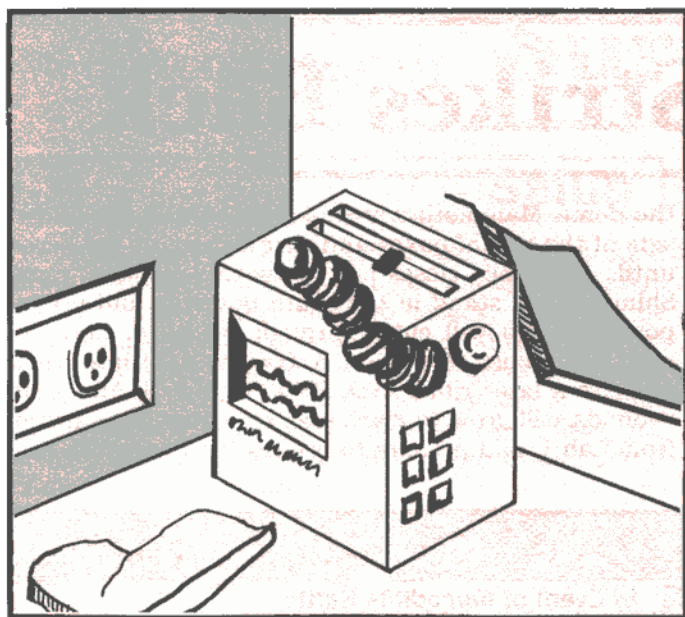
T Troubleshooting

If the Players' group has been notably unsuccessful in battle, you should change the appearance schedule of the villains in an encounter. In the ambush, only Mammoth and Shimmer will appear at first, followed by Gizmo once the Players seem to have the first two in hand. Svoboda will wait to let his hirelings wear down the heroes before appearing.

In the case of the immediate battle and sequential appearance of the villains, introduce the next villain on the list only as the Player Characters gain the upper hand on those already present. Careful introduction of new villains into combat will help balance the battle.

In the case of a very successful group of heroes, simply run the villains more efficiently. Allow them to team-attack or appear in twos instead of alone.

Encounter 8: The Stasis Conflict



S Setup

If the group called Hal Langsford for help, he will enter at this time. Otherwise, any hero with a range power can attempt to fire it at the stasis box, if they think of it. In the case where a Player Character cannot use a ray power because his hands are tied or he cannot point the necessary weapon, the attempt may be made using a Trick Shot (+2 Opposing Value column modifier).

The box will run on any type of energy, including Physical, Mental, or Mystical attacks. A successful hit on the box (against Svoboda's respective Opposing values) creates the field, which will surround the ARC people with an opaque, silvery sphere 1 AP in diameter lasting two APs of time for every RAP of striking energy. Nothing can affect the sphere and those inside will not feel any passage of time while it is functioning.

PI Player Information

Variable, depending on the Characters' situations. GM should improvise the description for the Players, especially noting the presence of the stasis field generator.

GM GM Information

If the Players fail to activate the stasis field, Svoboda will have Shimmer do so. Shimmer, however, blames Svoboda for the hurt done to Transformer and for Transformer's present condition and will use only 6 APs of power (activating the field for 12 APs/4 hours). She wants the heroes to follow Svoboda. The ARCs will remain at the base for an hour, when their S.T.A.R. plane will appear, and then they will embark for the Klondikes. After 12 APs (four hours), the field will go down and the heroes will be free.

The Players may elect to immediately follow Svoboda (go to Encounter 10) or they may search ARC and the Alien ship first (proceed to Encounter 9).

Encounter 9: To the Alien Ship

S

Setup

The Alien ship is found at the far end of the tunnel which begins in the ARC lab. It is directly under the filled-in drill hole on the ARC perimeter and is 40 feet in diameter and 100 feet long.

P I

Player Information

"The Alien ship at the far end of the tunnel is half cleared of ice. You see its silver dome bulging into an ice cave carved out by Svoboda's people. One end is as smooth as glass, while from the other end propulsion units and equipment project. The main hatch, toward the smooth end, is ajar. You enter, walking into a circular control area. Guidance equipment and control panels flash.

"Around the rear half of the ship the walls are lined with six chambers containing Alien forms. Some of these chambers have a red light flashing above them. At the front of the ship are six chairs and a screen with a map of the western hemisphere."

G M

GM Information

The interior of the Alien ship is circular. Along half

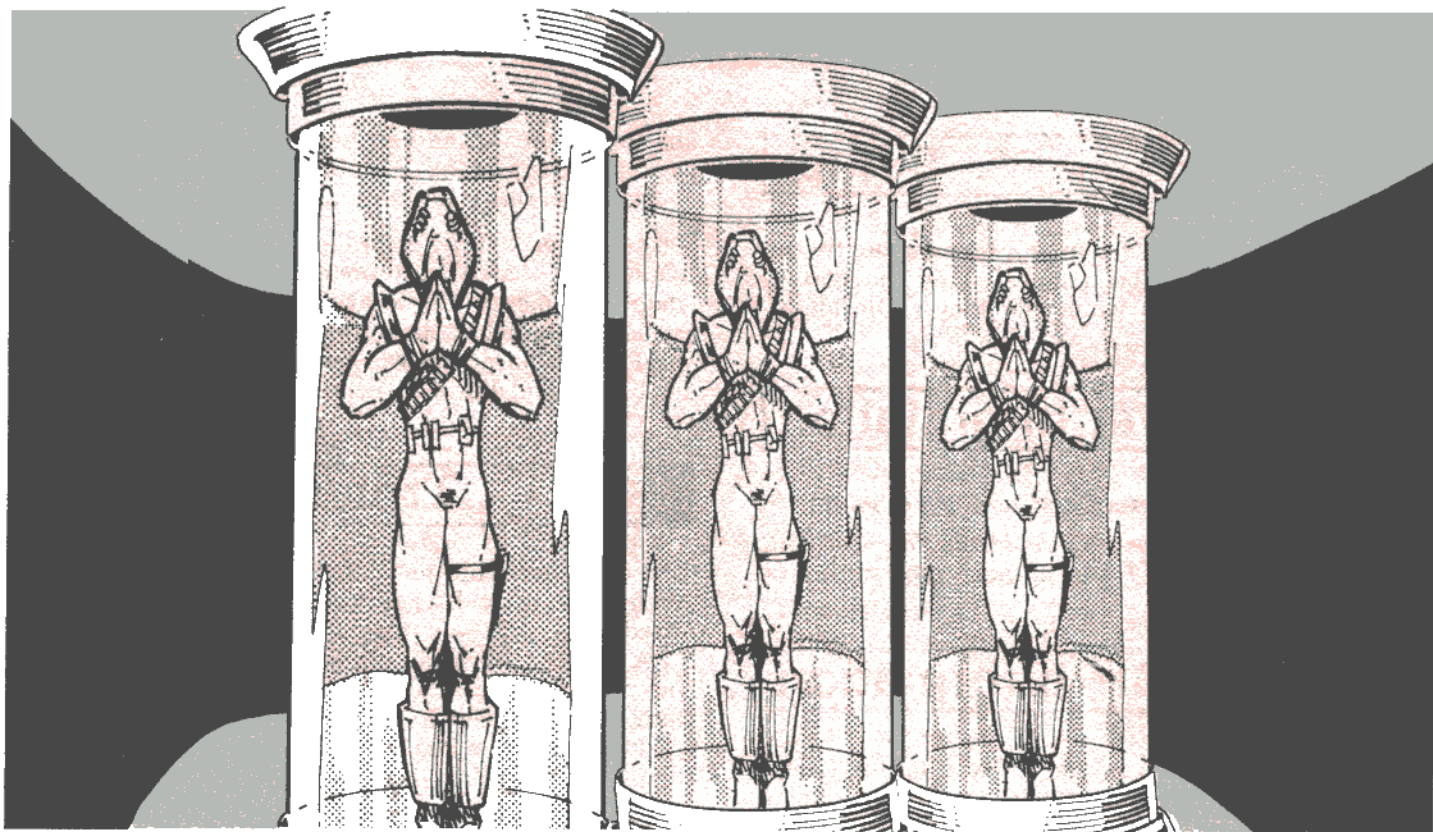
the circle, the walls are lined with the equipment and capsules which contained the six Alien police. Depending on how long it took for the heroes to reach this point, several of these suspended animation capsules should still be undamaged and the Aliens within still unharmed. The Aliens used by Svoboda are in the capsule/chambers marked by the red lights. There is no way to free the Aliens.

The other half of the ship is comprised of control panels, screens, and chairs. The controls are so arranged that each will respond only to a specific Alien. However, the front screen shows a map of the western hemisphere, including North and South America. One white light is flashing near the north pole—at the location of this ship. Another red light flashes in the Klondike Mountains of Northern Canada.

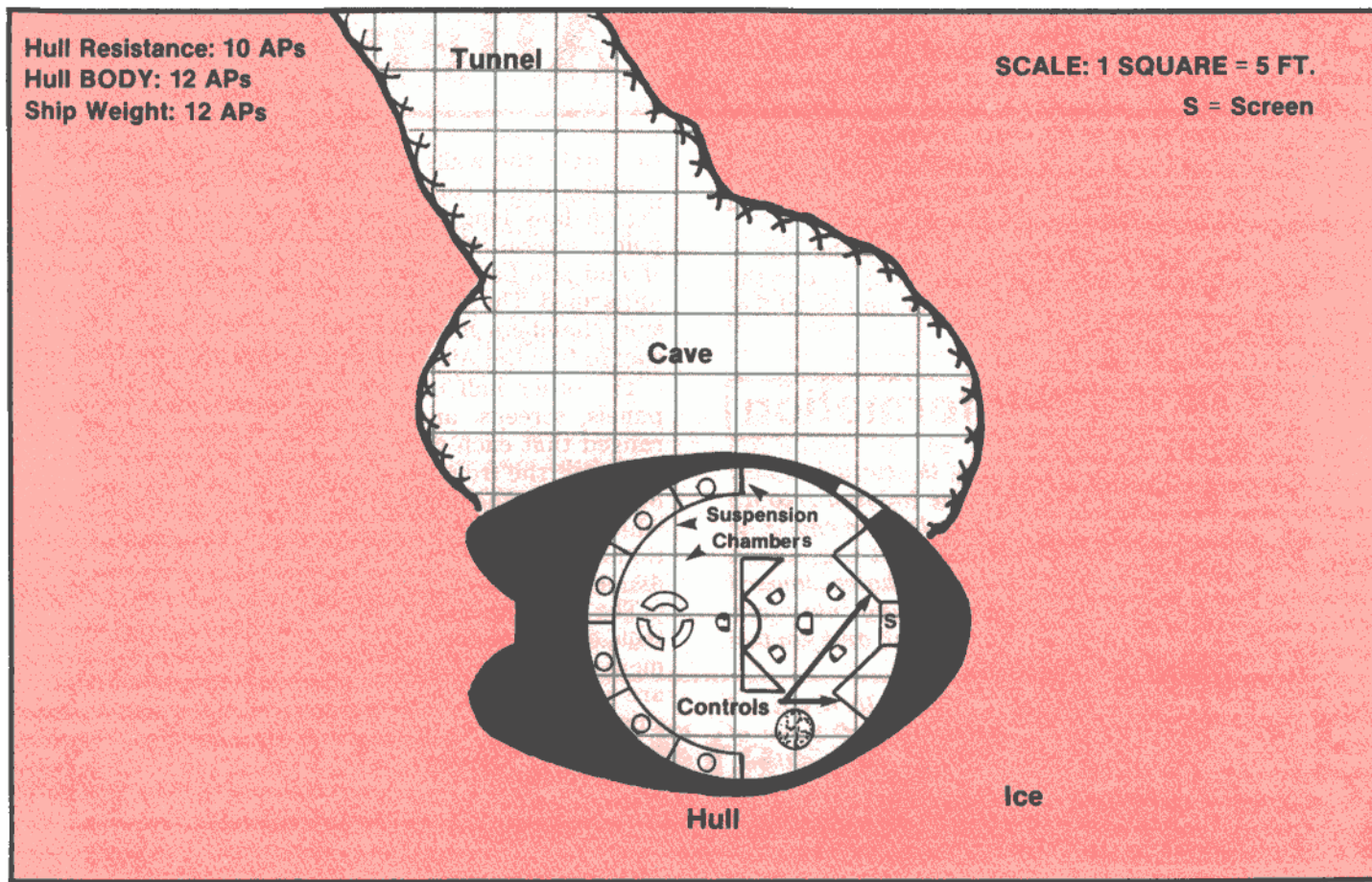
The Players can do nothing here. Disturbing the controls or the Aliens' capsules would only disable equipment or kill the Aliens. The Aliens harmed by Svoboda are alive as long as they remain in functioning capsules, but if Svoboda has completed his experiments, he will also have turned off the power to these, thus destroying their occupants.

No Alien weapons or tools will be found in the ship since Svoboda already picked up everything potentially useful.

Any attempt by Player Characters to repair either this Police ship or the Alien's Prison ship discovered in Encounter 12 will be futile due to the advanced nature of the design.



Police Ship (Below ARC)



Encounter 10: Heading South

S Setup

Because Svoboda will be in a hurry to go to the Klondikes or will have been defeated by the heroes, ARC will still be intact when the Players decide to travel south to Canada.

PI Player Information

Read to Players when they decide to head South:

Your radio message was received by Hal, who will be arriving with your S.T.A.R. plane to pick you up in half an hour (9 APs).

GM GM Information

During the time the Players are waiting for Langsford, they have full control of ARC and its equipment. Any tools, chemicals, or electronics which seem reason-

able for them to find can be found here, however no weapons are present. Random looting should be discouraged, as this is not a heroic act.

The Player Characters will also have the stasis box available to carry with them if they think of it. No Alien implements will be available to the heroes since Svoboda took all of them apart for study and none of the Player Characters will have the expertise to reassemble them due to their exceptionally advanced structure.

T Troubleshooting

If the Players did not defeat Svoboda or go into the Alien ship, they do not know about the Canadian-based ship. Hal will instead be tracking the other S.T.A.R. ship with his instruments and will suggest that they follow. In any other case, they will know something about the activity there and should be persuaded to investigate. The Players will be able to rest on board the plane; the flight takes 12 APs.

Encounter 11: Search for the Ship

S

Setup

By tracking Svoboda's plane or locating it with the same instruments if it is still waiting for Jinx in the Klondikes, the heroes can find the general location of the Alien ship. Jinx has been looking for it for the last few days and should have just recently found it (according to the time schedule), but it was not simple to locate. The ARC plane has a homing beacon tracing Jinx, so the Players can locate her (and thus the Alien ship) easily.

If Svoboda's group escaped from ARC and flew here, Mammoth and Shimmer will not accompany them to the Alien ship. Shimmer will remain upset by Svoboda and will have arranged to take Transformer to a New York hospital. Mammoth will have gone with her.

Hal Langsford will locate the ARC plane and land nearby, but the heroes will find the pilot present. He is Ricardo Estabanez, a long-time S.T.A.R. employee who is unaware of Svoboda's intentions. If the Characters have Langsford explain the situation, Estabanez will believe them and use his instruments and beacon to locate Jinx (who is at the Alien ship). Otherwise, Ricardo may be Persuaded (INFL and SPIRIT of 3 APs each) with a -1 Opposing Value column modifier for being a friendly Character.

P I

Player Information

Ricardo suggests that you let him locate these vil-

lains with his equipment. He said the woman told him to track her movements, so it should just take a minute. He says she's out there looking for something for the last three days.

Looking out into the frozen wasteland, you're glad for the help; you might never find Jinx or the Alien ship on your own.

G M

GM Information

The Klondikes

The cryogenic climate of the Canadian Klondikes has unique dangers and difficulties. Overexertion, in the form of running or fighting, will cause the Character involved to lose one BODY point for every 4 APs of time (1 minute) due to the intense environment and thin air. Travel through the dense snowfall is treacherous and at half speed.

If the Characters did not elicit the aid of Estabanez in tracking Svoboda/Jinx and head out to search on their own, they will find themselves in the midst of a Whiteout of 10 AP duration.

Following the Whiteout, Characters will find themselves once again at Estabanez's S.T.A.R. plane. The pilot will feel partially responsible for the heroes' difficulties and will offer to locate the Alien ship for the party.

WHITEOUT!

In a Whiteout, the combination of severe snows, high winds, and heavy cloud cover renders all sensory devices useless. The Characters will be without any mode of directionality (either personal or equipmental) for the duration of the Whiteout and any Character with a MIND of 3 or less will remain snowblind (no visual abilities) for a period following the Whiteout equal in time to the Whiteout itself.

Attempts at movement are completely ineffective due to the inability to locate reference points.

Characters will be totally disabled and, unless they attempt a makeshift shelter, will lose 1 BODY AP every 8 APs and 1 MIND AP every 16 APs of cumulative exposure.

Characters with Air Control may attempt to dissipate the cloud cover and winds; however, due to their present sensory-deprived situation and the fact that Nature is the initiator, OV/RVs are at 25/25. Characters attempting flight will be severely buffeted against nearby (but effectively invisible) cliffs, a normal Physical attack with AV/EVs of 8 APs each.

Encounter 12: The Alien Ship

S Setup

Buried deep in the Canadian snows is the Alien prison ship. It is basically a saucer-shaped pod with no controls or propulsion system. It was fired like a projectile from the disabled mother ship.

GM GM Information

The heroes can find the hatch for the ship fairly easily, as the top half of the ship has been blasted clean by the incessant Arctic winds. If Jinx has entered the ship, the door (BODY of 10) will be completely opened. Otherwise, the Players can tear or blast it open with Strength or powers or, if a scholar or scientist is present, open it with the information Svoboda gave them earlier, open it with the information he boasted about how he studied the ARC ship.

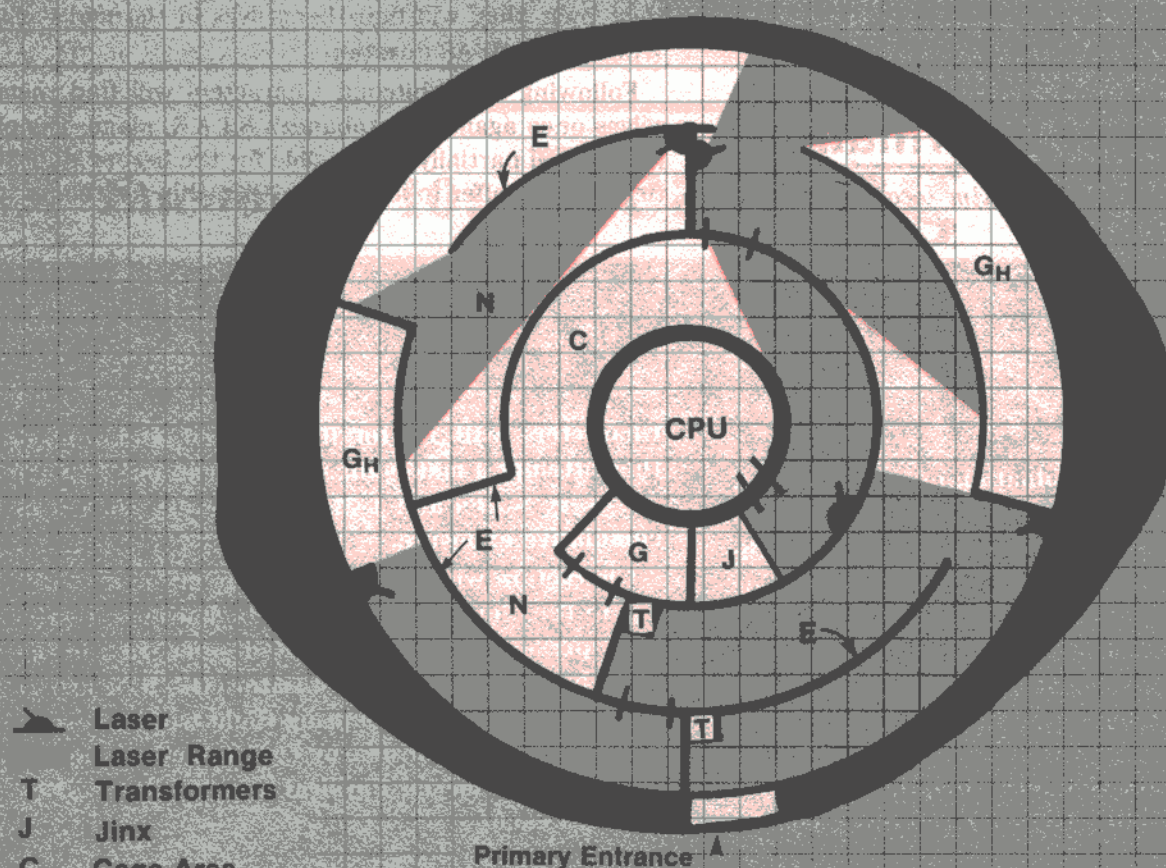
Inside, the Alien ship is completely different from the one at ARC. The Players will enter a corridor which follows the hull of the ship. The ship is a small maze, intended as much to keep the imprisoned Alien in as to keep would-be rescuers out.

PI Player Information

You struggle over yet another mountainous drift to see an alien ship. It is a circular silver mound and is half buried by the snow and ice build-up of many frigid years but still gleams in the sun. Tenuous drifts overhang the ship but have not completely enclosed it, so you face a clearing — the first one you have seen in this wasteland.

Hull Resistance: 8 APs
Hull BODY: 10 APs
Ship Weight: 12 APs

SCALE: 1 SQUARE = 2 FT.



- Laser
- Laser Range
- Transformers
- Jinx
- Cage Area
- Net Area
- Gas Area
- Gas Which Affects Humans
- Electrified Door/Wall

Criminal's Ship (Klondike Location)

Encounter 13: Inside the Ship

S Setup

As the Player Characters attempt to enter the ship, internal defenses continually hinder their progress.

P I Player Information

As you step inside the hatch into a corridor which follows the curving hull of the ship, a sparkling red beam of light flashes toward you from a ceiling-mounted turret down the corridor. It strikes the metal wall nearby, scorching it, and a pungent burning smell comes to you. The ray is accompanied by a roaring sound, which rumbles with each red beam and intensifies as the red beam hits closer. On the wall in front of you is a red flashing sign.

G M GM Information

The beam is one of the ship's defensive lasers. Map-marked areas of corridor are covered by these lasers, which fire with AV/EVs of 6 APs.

Areas marked N drop nets on Characters. These nets (BODIES of 10) entangle a Character on a successful hit (with Character's DEX vs. net's AV of 4) and stay wrapped until torn off. Once entangled, a Character has his or her DEX reduced to zero and may not move. A normal Physical Attack may then be made on the net with the net's STR (12) as the Opposing Value and the Character's STR as the Acting and Effect Values. These nets may only entangle one Character.

Areas marked N drop nets on Characters. These nets (BODIES of 10) entangle a Character on a successful hit (with Character's DEX vs. net's AV of 4) and stay wrapped until torn off. Once entangled, a Character has his or her DEX reduced to zero and may not move. A normal Physical Attack may then be made on the net with the net's STR as the Opposing Value and the Character's STR as the Acting and Effect Values. These nets may only entangle one Character.

Areas marked C have bars (BODY of 7) which slide up from the floor to imprison those in the area. They automatically catch anyone with an Initiative of 20 or less (no die roll included).

Doors and walls marked with an E are electrified to the touch for 5 APs and have BODIES of 9 APs.

These weapons and effects will function against any Characters entering or leaving the ship until the CPU is destroyed or the Alien criminal is disabled. The ship operates on a central power system which can be overloaded by a Character's effective electrical attack (either weapon or power) with 6 or more RAPs against the transformers marked T or the central processing unit (CPU), OV/RVs of 4/9 and 4/25, respectively.

Jinx is located at the J on the ship map. If she has been inside the ship for more than two hours, she will have already fought a battle with the Alien, have lost 3 BODY APs, and be badly bruised and scorched. In any case, she will use her Illusion power to create a false wall between herself and the heroes, hiding from them. Perception Checks are against Jinx's INT/WILL of 6/6.

If Jinx has just recently entered the ship, then she will have sensed the heroes' approach and will hide at J waiting to ambush them.

If Svoboda escaped from the earlier encounter, he, Jinx, and Gizmo will have entered the ship a few hours earlier. They will have been beaten and captured by the Alien.



Ship Investigation

Should Players choose to investigate the ship before locating Jinx, the following information is available when analyzing:

Red flashing warning signs: Unlike those on the other ship, these are to warn unsuspecting trespassers that this is a detention ship holding a dangerous captive. One of these signs appears on every wall.

Blue markings on walls: These Alien scripts appear on each wall, directly under the red flashing signs. A Character who has an applicable skill (linguistics, languages, codebreaking, etc.) can read these if he or she receives five or more deduction RAPs vs. OV/RVs of 5/5 for Alien morphology. They say, *"Qualified officers only. Do not trespass."*

Defenses: A Check with a Character's Detective skill resulting in at least 3 RAPs vs. OV/RVs of 6/6 for Alien sciences will reveal that the defenses seem to point mostly inward, preventing those inside from leaving.

Propulsion: The other Alien ship had a propulsion unit and controls while this one cannot function under its own power, being basically a projectile launched by the damaged mothership long ago. Any 6 AP or higher scientist will notice this. This ship was never meant to move on its own.

Central compartment:

On reaching the main compartment of the ship, the Characters will find the ship's central processing unit (CPU) and the freed Alien if Jinx or Svoboda entered the ship ahead of the group by at least two hours, for they would have freed the Alien. In this case, Jinx will be at J and any others will have been captured and will be unconscious beside the Alien. If less than two hours have passed, any villains will be with Jinx at J.

Imprisoned Alien

If the Alien is imprisoned, the heroes will enter the central chamber to find that *"a large, blue-grey pod occupies the center of this room. Masses of pipes, conduits, cables, and tubes lead to this pod. Over it is a cube (BODY of 25) made out of a transparent material, containing a swirling, multicolored glow. The cube is making strange sounds."*

The cube is the central computer and the pod is the Alien's prison. Any Character with a language skill check resulting in 5 or more RAPs vs. OV/RVs of 5/5 can understand the computer's warning: *"By order of the Security Committee, this ship is off-limits to all non-official personnel! Leave now. This is the final warning!"*

Ten RAPs of electrical damage to the cube (which is impervious to other forms of attack) will cause all interior systems to fail. Five RAPs of damage to the pod (BODY: 20) will destroy its function as a prison. Either result frees the prisoner.

If the Player Characters are successful in either attack or if they hesitate for more than 4 APs (one min-

ute), read the following to all Players in the presence of the imprisoned Alien:

A vibration goes through the ship. Then there is a screeching sound and a rending of metal. Cracks appear in the pod; cables and tubes pop off, writhing across the floor.

A broad fissure opens in the casing of the pod and widens by the second. Then the chamber is filled with a roar and flying shards of metal. You are all knocked to the floor and when you look up you see a huge, scaled, blue-green Alien standing amid the wreckage of the pod.

The Alien bares black teeth, roars in what you recognize as a laugh of triumph, and steps menacingly toward you.

The cube's explosion acts as a 4 AP Physical Attack to each Character in the chamber.



Non-Imprisoned Alien

Read the following to all Players in the presence of a freed Alien:

As you enter the room, you see a huge, scaled, blue-green Alien sitting atop a wreck of blue-grey metal. He is staring up at a cube of transparent material, within which are swirling, multi-colored lights. The Alien lowers his gaze and looks at you. (If Svoboda and Gizmo are here, they are at the base of the wreckage, unconscious.)

The Alien bares black teeth, roars in what you recognize is a laugh of triumph, and steps menacingly toward you.

ALIEN <i>alias Tal'Halar of Kath'yan</i>					
DEX:	8	STR:	8	BODY:	10
INT:	8	WILL:	7	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:	30		

POWERS:

Flame Project: 8, Flame Animation: 7, Flame Control: 8, Illusion: 5, Telepathy: 7

SKILLS:

Gadgetry: 15, Scientist: 12

Tal'Halar is the premier criminal of Kath'yan society. He is the Aliens' equivalent of Earth's greatest villain. As such, he is proud, vain, and power-hungry. If freed, he will use all his powers to gain dominance over Earth and his knowledge of Kath'yanian science to create powerful space ships to return to dominate Kath'yan. Tal'Halar is arrogant and will refuse to communicate with lower life forms, such as the heroes.

NORMAL KATH'YANIAN

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

POWERS:

Illusion: 3, Telepathy: 5

The Kath'yan are a typically peaceful and obscure race, preferring to remain aloof and apart from the rest of the universe. They have an extreme sense of responsibility, however, and so wish to deal with their criminals themselves.

A typical Kath'yanian is 7' tall and covered in blue-green or silver-black scales. Sporting small horns on their foreheads and vestigial tails, they could conceivably be the cause of Earth's "demons from the skies" legends.

Tal'Halar will use his Flame Project power against the first attack made on him each round and will use his Flame Animation on anyone avoiding combat. With his telepathy he could communicate his evil intentions to the heroes but will choose not to do so, preferring instead to use his illusions to make himself appear more menacing and powerful.

His favorite trick is to make himself appear even larger than he is (and at 9' tall he is even taller than average for a Kath'yanian), tear his way through illusory walls, and toss illusory machinery (Intimidation attack of 6 APs). He also enjoys pretending to turn himself into a creature of flames (that round's Automatic Action) while using his Flame Project and Control powers to incinerate his enemies.

Encounter 14: The Battle!

S

Setup

Tal'Halar will be furious if a hero destroys the ship's computer, which he hoped would give him information. He is not truly powerful enough to destroy the entire group, but will use his illusory powers to appear to be. If the heroes leave the central chamber and stop bothering him, he will sit on the wreckage of the pod and think about what he should do on this Korald-forsaken rock of a planet. If any hero is knocked unconscious, Tal'Halar will hold him or her for later questioning.

PI

Player Information

None Applicable.

GM

GM Information

While the Alien is much more powerful than each of the

heroes or even two together, he can be defeated. If the Players refuse to leave the chamber yet still are being beaten, allow Jinx to appear in the doorway behind them (either returning to the chamber after the earlier battle or having followed the group). If the Players flee the room to regroup, she will reveal herself in her location down the hall.

Jinx: "Stupid heroes. Defeat is not easy, is it? Creature from a distant world! Stranger to Earth, yet hoping to conquer it! Ah, if I only had the power to destroy it!"

If the Players ask her, she will join them in fighting the Alien.

T

Troubleshooting

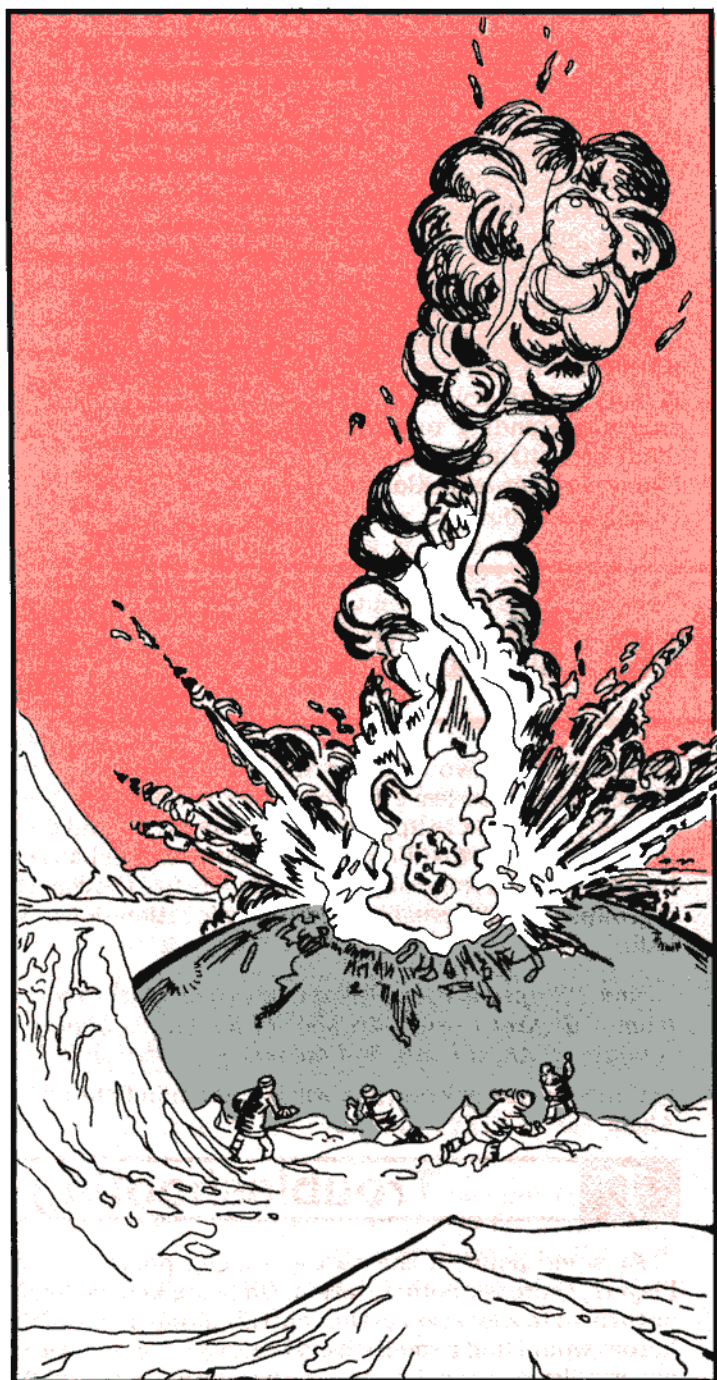
At some point, if the battle is going poorly for the Players, there is another option. On being knocked-back or thrown to a location in the central chamber, one of the heroes would find a small silvery box near-at-hand. This is exactly like the stasis box shown them by Svoboda at ARC.

If after two additional phases of combat they don't get the connection, Jinx will shout: *"That looks like the weapon Svoboda found under the ice. Just get it close to the Alien and strike it with one of your powers; it will stop the creature!"*

Player Character failure to stop Tal'Halar will be re-

flected in their Standard Awards. The Alien will not deign to permanently harm any of the heroes or villains in his control, treating them more like lab mice which might be valuable for informational purposes. He will study them for a few hours, then knock them unconscious and leave. He is then free on Earth.

— ENDGAME —



Once Svoboda is unconscious, he will slip into a coma like the hoods and Transformer. When these Characters awaken after the adventure, they will no longer have their powers but will be otherwise unaffected.

If S.T.A.R. is told of the Alien ships, it will send teams to recover the ships and the Aliens, and will try to help any Aliens harmed by Svoboda. S.T.A.R. will not be willing to share any Alien technology with the Players, as it hopes to gain some technological advantage over its competitors with the Alien science. As such, S.T.A.R. will not press charges against Svoboda or any of the ARC people; however, the hoods will go to jail for assault on Typson.

This module should provide you with material for your own adventures. Suggestions for later encounters and events include: Svoboda may regain his powers, hoods may regain their powers, the Alien might escape, Alien police may be healed and freed, the heroes may adventure to the Alien homeworld. Remember that even supposedly dead Characters, if sufficiently powerful, may be brought back through some complicated, creative method.

The Standard Award

While this module is designed for beginning Player groups, the complexity of the adventure merits significant reward. The GM should remember to compensate Players for exceptional role-playing or defense and protection of innocents with additional Hero Points. The Standard Award for this adventure is calculated as follows:

Opposition:	
One Equal	20
Area of Consequence:	
Group of Worlds	20
Severity:	
Permanent Nonfatal	10
TOTAL STANDARD AWARD	50

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

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