

For 4-6 Characters Generated Using 250-500 Hero Points

217



HEROES

ROLE
PLAYING
MODULE



King of Crime



by Jeff O'Hare

King of Crime

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Table of Contents

Background	3	Maps.....	15, 16 and 17, 18
Designer Notes on Play	4	The Mirror Master.....	20
The Secret Society of Super-Villains	5	The Crimes.....	20 - 26
History - The Secret Society	6	Goldface's Ultimatum	27
Villains	6	The Plaza	28
Friendly NPCs.....	11	The Mirror Master Again	29
The Adventure Begins	11	Showdown.....	30
The Mayor's Office	12	Endgame	32
The Note Option.....	13	How to Use This Book	Inside Back Cover
Fornik 7.....	14		

King of Crime

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Background

NOTE: The Gamemaster (GM) should read through this entire adventure before attempting to play it with his/her group. There is a great deal of varied information that must be completely understood before the adventure begins.

The King of Crime is designed with two points in mind. The first point is to give the GM a fleshed-out city in which to place his/her Players. Many of the most important buildings and attractions of Central City are laid out, along with nearly all of the major streets and thoroughfares. People and places are also represented in order to give Central City the feel of a real-life metropolis. The GM is, of course, free to change or adapt this city to the needs of his/her Players.

Long time fans of the Flash may note a few inconsistencies between the Central City laid out here and the one portrayed in DC Comics. Such are totally the fault of the writer for which he apologizes in advance. However, the discrepancies do not make this Central City any less of a playable environment; on the contrary, it should prove to be much more well suited to adventurers.

The second point in designing this adventure is to allow the Players a chance to portray heroes of their own design. While playing established heroes like the Batman or Green Lantern is fun, many Players want to let their imaginations run wild, allowing them the freedom to adopt the roles of new and totally original heroes. This adventure is primarily for these Players.

After going through the procedures of designing each new hero, as laid out in the pages of the DC Heroes Role-Playing Game Player's Manual, the heroes should be ready for battle. The *Secret Society of Super-Villains* will prove to be an excellent testing ground for these original crusaders.

It is, of course, the GM's responsibility to oversee the design of these "home-grown heroes." He or she must be certain each Character is well-defined and is understood by his/her respective Player. The Character should not be all-powerful but he should be able to hold his own in most one-on-one situations. The GM should try to steer the Players towards more interesting, perhaps less-utilized Powers and Skills, obviously not allowing them to simply take Superman's stats and give him a new name.

Options to Begin

To give this story the feel of a true comic book adventure, a GM might have the Players appear from different directions at the scene of a crime in Central City. In this way the Players might mistake one another for possible villains. They'd wind up fighting one another before figuring out who's who.

The way to do this is for the GM (not the Players) to announce that Characters *A* and *B* have arrived on the scene. Each Player should know only his own identity as *A* or *B*, etc. The GM would ask one Player to declare his actions. If the Player attacks, the GM can then let the other Player take over and fight it out if he so desires.

Another option that might be incorporated into play is the double agent. A plea for help from Central City has gone public. As such, any number of people might show up to get in on the action. It seems logical that the Society might try to throw in a ringer, a powerful, experienced villain who would claim to be a new hero and go along with the rest of the Players. He would be a spy, so the villains would know every move the heroes were planning in advance.

In this case, the GM should design a hero of his own and have him show up at the Mayor's office along with the other Players' Characters. The Character shouldn't be overplayed or made too obvious or his purpose would be defeated before it had begun.

The ringer should be used deviously. Being a supposed hero novice, he might accidentally get in the way of the Players at a strategic moment. Or he might "inadvertently" let the villains slip away. The Character should save the revelation that he is a double agent until an opportune moment, one ripe with conflict and tension at which point he could turn on the heroes in triumphant deceit.

Timeline

Hour	Day	Event
Noon	Monday	Mayor Field sends note for help to all major police departments.
4:00pm	Monday	Cheetah and Pied Piper escape from Breedmore Mental Hospital.
1:15pm	Tuesday	Mirror Master tries to rob Johnston Lens and Glass Company; is captured in the act.
10:00am	Wednesday	Meeting of the Secret Society of Super-Villains.
9:00am	Thursday	Meeting with Mayor Shanks.
11:00am	Thursday	Crime 1.
1:15pm	Thursday	Crime 2.
3:30pm	Thursday	Crime 3.
5:00pm	Thursday	Goldface's Ultimatum.
6:00pm	Thursday	Potential Bomb explosion in the Plaza.
7:00pm	Thursday	Showdown with the Secret Society of Super-Villains.

After 11:00 AM on Thursday, all times are approximate, since the events occur depending on how encounters progress.

—Designer Notes on Play—

Although it appears there is an extraordinary amount of information continued here (and there is), it need not be overwhelming.

For instance, a GM certainly should not use all six crimes included here. Three are recommended, providing the heroes and/or villains last that long. Other encounters are included:

- 1) to give the GM a fuller campaign to run,
- 2) to give the GM insights into the character of each criminal, and
- 3) to provide variety, so that a GM can use this adventure numerous times without it having to be the same each time.

To insure variety in each crime occurring, a chain of evidence should be set up in advance. It is up to the GM to provide certain clues to the Players so that they might have some idea as to where the Society will strike next.

These clues could be very simple. For instance, during a battle, Capt. Cold could sneer at Shadow Thief and say, "I hope you do as well, since you're up next," or Cheetah might urge the others to hurry up, since her plan "must begin before the zoo closes." A third choice might be to have one of the villains, such as the Pied Piper, yell out, as the villains retreat, "We'll get our revenge in the park later!" The importance here is to be creative.

Other clues might include physical evidence, from detailed maps which were dropped during a struggle to a simple piece of dirt or astroturf which could only come from a ball field. The GM should be imaginative but also try to gear the clues to the levels of his/her Players, not making them too easy for experienced groups or too difficult for beginners.

A GM should possibly assign OVs and RVs and create a RAP structure for each clue so the Players could figure out a pattern within the game structure. However, this should come after the role-playing possibilities of examining a clue have been exhausted.

For example, the Player looks at a clue, he talks it over with his fellows or with any present NPCs, then says what he thinks about the clue or what it might mean. Hopefully, the Player will come up with a reasonable solution.

If not, the GM may need to initiate a Perception check, assigning RAPs to each object. For example, a GM could show the Players an old shoe. If they notice nothing interesting about it, the GM can consult the Perception RAPs chart to give out more information. (The GM must first assign applicable Opposing and Resistance values to any Player's attempt at analyzing such clues.)

Perception Check

RAPs Information Perceived

- 1: The shoe is well worn, its owner hasn't taken care of it.
- 2-3: It has obviously been used in hard labor.
- 4-5: Dirt is trapped in the sole.
- 6: The dirt comes from below the surface of the earth. Possibly the shoe's owner is/was a miner.

True, this is a simple diagram but it gives the GM an idea of how to assign RAP values to different clues.

Only three of the six crimes provided should be used during any particular adventure. The GM may certainly add or subtract any encounters as the adventure unfolds. In other words, if all the villains have been captured in the second encounter, there's obviously no reason for a third, but if the Players have been totally unsuccessful after three encounters, a fourth is certainly required.

The crimes are broken down and referred to in this manual as First Crime, Second Crime, and Third Crime.

To provide for a wide variety of play, these crimes have been outlined in full, including maps. The GM should randomly choose the three crimes to be run for this adventure by rolling a die and using the corresponding numbers or by simply pulling numbers out of a hat. The encounters should be random so the GM can use this adventure over and over again, with no two set-ups being exactly the same.

Not all criminals need to be included in every battle. Some will hang back and watch as their cohorts are captured. Others may even try to strategically put one of their fellow felons in jeopardy. This must be done slyly so as not to compromise their acceptance into the Society. After all, as is revealed as play progresses, part of the test is to see how well the villains work together as a unit.

Some criminals may be captured during early battles. It is the responsibility of the GM to keep track of where each villain is, perhaps by simply keeping a note pad nearby and jotting down everybody's location. However, the GM must be sure to keep this from the Players. It is their responsibility to keep track of this information for themselves.

Remember! All of the criminals played are intelligent, thinking beings and should be treated as such. They're not necessarily around just to fight the heroes. Each has a goal, be it fame, fortune, or to join the **Secret Society of Super-Villains**. To become more well-versed on the villains' backgrounds, the GM should be sure to read each villain's biography, along with the role-playing notes for each crime.

The GM should feel perfectly free to ad-lib daily weather information during the adventure. It is often surprising how comments like, "It's a beautiful day for baseball" or, "If you don't like the weather here in Central City, just wait a minute" will add flavor to each encounter.

Also, the Players should be allowed to know the rough time of day, be it morning, early or late afternoon, evening, or night. This is helpful, especially once it gets to be after sunset, since it could be to the villains' advantages to operate in the dark.

Designer List for GMs

Things the GM needs to consider designing for his/her Players when using this adventure:

- | | |
|--|------------|
| The Order of Crimes | Definitely |
| Links Between Crimes | Definitely |
| Points Awarded for Stopping Crimes | Definitely |
| Double Agent Ringer | If Desired |
| Holding Cells for Heroes | If Needed |

Prop List

Listed below are things the GM may want to have on hand to enhance the feel of the adventure for his Players. Any special details will be found in each crime sections.

- A prepared metal can
- A paper bag
- A kitchen timer
- A classical music tape
- Four strands of wire (1 red, 1 yellow, 1 green, 1 blue)
- A fan
- 2 small boxes
- Ice cubes
- A loaded squirt gun
- 3 x 5 cards
- Powerful flashlight

The Secret Society of Super-Villains

GM Background

At 10:00 Wednesday morning, ten of the nastiest villains ever assembled find themselves gathered in a warehouse somewhere in the Danville section of Central City. Four of them sit at one side of a table, facing the other six. Suddenly a curtain is drawn back and out steps a shadowy figure.

*"Good morning ladies and gentlemen. Welcome to the first meeting of what will soon become the most important organization of criminals in the entire world: the **Secret Society of Super-Villains.**"*

The figure introduces the four villains behind the table as Copperhead, Chronos, Golden Glider, and the Shark. These four and the figure have already been approved as Society members. The other six have been recruited to determine their eligibility as members. These six are Shadow Thief, Captain Cold, Cheetah, Pied Piper, Killer Moth, and Matter Master.

The mysterious figure tells the group that there are two seats available in the Society which will hopefully be filled by two of these six recruits. The Pied Piper is indignant at being tested in his home city. *"I've got a proven record of superlative criminal activity,"* he says. Unfortunately, the figure points out, he also has a proven record of being captured every time.

Cheetah thinks she should be approved because she is a former member of the Society. It's her history of mental problems which makes the leader unsure if she'll fit in with the new group. Captain Cold and Shadow Thief echo Cheetah's statements about being former members. The leader tells them that each must prove his or her own worth, adding that another former member who made the assumption that he was Society material now languishes in jail for his presumptions.

Advantages of belonging to the Society include being privy to a nationwide underground network of information as well as having access to a series of hide-outs and safe houses. The shadowy figure guarantees no members will ever again spend more than forty-eight hours in any jail or insane asylum. The Society also has a doctor on the payroll in every major city and is also instituting a dental and medical coverage plan.

New Sections

Each encounter finishes with a special section titled **Presentation**. These sections contain simple ideas on how to use special props to make these encounters more real and alive for the Players. The GM should feel free to use or disregard them as is fit and should use his/her own discretion as to whether a specific presentation is suitable for the Player group.

All members, as well as pledges who prove themselves, will have access to the Citadel Sinister, the new headquarters of the Society which was modeled after their original hide-out.

The rules of membership are simple. A crime wave is about to be unleashed upon the citizens of Central City, a wave to be instituted by the six "pledges," each one of whom will devise his or her own crime. The Society members will help the designer in the successful completion of his or her crime.

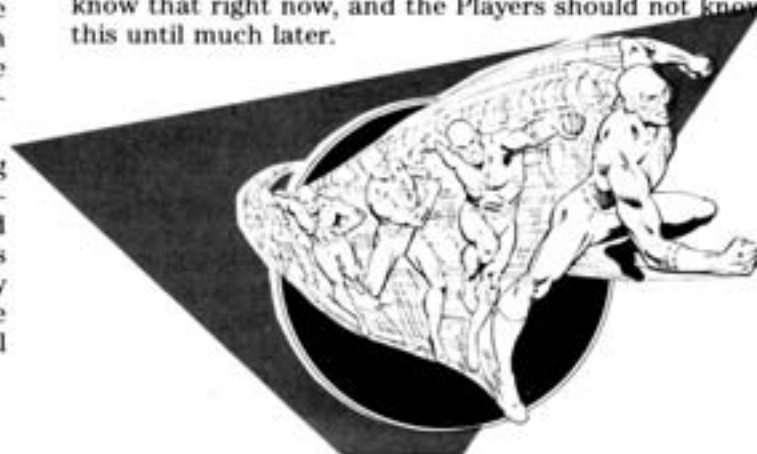
Each crook will be judged by the Society members on the originality of the crime and ease of its execution, as well as on teamwork and how each cooperates in the completion of the crimes. This is to keep the crooks working together and to stop them from double-crossing one another in order to make the others look like fools.

The villain judged to be the most creative and daring will be crowned the **King of Crime** and be offered a seat in the Society. One of the honors of this office is that the King of Crime may choose his or her own runner up, who will be offered the final seat in the Society.

The order of the crimes will be chosen by random draw commencing tomorrow at 10:00 AM. Each criminal should be prepared with a spectacular crime by that time.

TROUBLESHOOTING

Although the GM will certainly know that this new mysterious leader is Goldface, the villains don't have to know that right now, and the Players should not know this until much later.



-History: The Secret Society-

Originally founded in the city of San Francisco by Darkseid as one of his attack forces of evil, the **Secret Society of Super-Villains** has undergone many changes during its conflict-filled history. When Manhunter revealed to the first group of criminals that they were being duped, the group revolted, declaring war against Darkseid and the forces of Apokolips. The villains admitted that they themselves were crooks, but they were Earth crooks who weren't about to let Earth fall to a despot like Darkseid.

After clearing up that mess, the Society remained intact as a group. The Wizard made himself boss until a huckster named Funky Flashman took over. Flashman moved the group to a new citadel in San Francisco and started using the Society as a "Crooks for Hire" service. Working for an anonymous client, the Society set out to steal four objects of mystical power.

Once the objects were gathered, the Wizard revealed himself as the client. Eventually, Flashman was ousted and Gorilla Grodd became the Society's new leader.

Flashman sought the aid of Captain Comet, a powerful visitor from outer space and an ex-member of the Society. Comet was able to capture Grodd but before Flashman could regain his hold on the group, the Wizard stepped in and put himself back in charge.

For a period of time during all this, Lex Luthor also established himself as the Society's leader. He quickly tired of dealing with these other crooks and left to pursue his own plans.

After the Society had disbanded for a few years, the white ape known as the Ultra-Humanite started a new

Secret Society of his own. He used villains from both Earth-1 and Earth-2 in order to launch a plan that would destroy the Justice League of America and the Justice Society at once.

For a short time, it appeared he had succeeded. But finally the heroes were able to work their ways out of the limbo they found themselves in and turn the tables on the villains.

The Society hasn't been heard from for a number of years, having remained dormant as each of the villains was involved with individual projects. But now, with the disappearance of the Flash, Central City has no protecting hero of its own and the time is ripe for the **Secret Society of Super Villains** to rise anew.

The list of past members of this Secret Society reads like a villainous Who's Who. Past members have included:

Angle Man, Bizarro, Blockbuster, Brainwave Jr., Cheetah, Chronos, Clayface, Copperhead, Captain Boomerang, Captain Cold, Captain Stingaree, Darkseid, Floronic Man, Funky Flashman, Golden Glider, Gorilla Grodd, Hijack, Killer Frost, Killer Moth, Lex Luthor, Matter Master, Mirror Master, Mist, Monocle, Poison Ivy, Power Ring, Professor Zoom, Psycho Pirate, Quake Master, Johnny Quick, Rag Doll, Shadow Thief, Signal Man, Sinestro, Sizematic Twins, Superwoman, Star Sapphire, Trickster, Ultra Humanite, and the Wizard.

Three heroes, Captain Comet, the Creeper, and the Manhunter, have been members for a short time. Comet was duped into joining while Manhunter and Creeper were working undercover.

Villains

Listed below are the present and potential members of the **Secret Society of Super-Villains**, their vital statistics, and a brief personal history. It is important to note that in play, each villain will freely expend Hero Points to offset any inadequacies he or she may have or encounter in a battle situation.

GOLDFACE alias Keith Kenyon

DEX: 6	STR: 8	BODY: 9
INT: 5	WILL: 7	MIND: 6
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 14	HERO POINTS: 76	

POWERS:

Matter Manipulation: 12 APs
Can give off a yellow beam, capable of turning things into gold.
(AV/EV: 12, RANGE: 0-3/4-5/6)

NOTE: The Power will turn even living things into gold, but the effect is *not* permanent, wearing off after 12 APs of time.

SKILLS:

Charisma: 4, Gadgetry: 3,
Scientist: 6

EQUIPMENT:

Spray Gun
(DEX: 0, STR: 0, BODY: 8)
HP Cost: 35, Uses: 12, Duration: 20
(AV: 3, EV: 4, RANGE: 0-3, 4-5, 6)

Gun sprays out a high-tensile golden covering which traps targets for number of rounds equal to RAPs of the attack. If trapped for more RAPs than BODY, victim will become unconscious from suffocation.

Helmet/Suit
(DEX: 0, STR: 13, BODY: 15)
Uses: 9, Duration: 20

CONNECTIONS:
Underworld (High Level)
Scientific community (Low Level)

MOTIVATION: Power Lust
WEALTH: Affluent
JOB: N/A
RACE: Human

A drink of synthetic elixir of gold and seawater subjected to ultraviolet light turned scientist Keith Kenyon into a villain impervious to Green Lantern's ring-generated powers. Wearing a solid gold uniform and wielding a high-pressure spray gun that can coat anyone or anything with a high-tensile golden shell, the brutal and crafty Goldface has attempted to become one of the country's major gang leaders.

ROLE-PLAYING

Goldface is a confident sort who will be only too happy to become involved in hand-to-hand combat with a foe. He revels in his suit's physical power and is willing to show it. He hates being questioned or doubted. Goldface will first try to use physical force before relying on his spray gun.

CAPTAIN COLD *alias Leonard Snart*

DEX: 4	STR: 3	BODY: 5
INT: 6	WILL: 4	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 13		HERO POINTS: 60

SKILLS:

Gadgetry: 6, Charisma: 3,
Weaponry: 8 increase to hit

EQUIPMENT:

Cold Gun
(DEX: 0, STR: 3, BODY: 4)
HP Cost: 24 Uses: 14, Duration: 15
(AV/EV: 12, RANGE: 0-2/3-4/5-6)
Gun has the following capabilities:
Ice Production: 12,
Ice Control: 12

CONNECTIONS:

Street (High Level)
Underworld (High Level)

MOTIVATION: Mercenary**WEALTH:** Comfortable**JOB:** N/A**RACE:** Human

When breaking into a radiation laboratory, Len Snart accidentally triggered its cyclotron, irradiating an experimental handgun he had designed. In trying to get away, Snart fired his irradiated pistol at a security guard, freezing the man into immobility.

By utilizing various elements such as liquid nitrogen and liquid helium, Snart's cold gun is capable of firing blasts reaching nearly absolute zero in temperature. These blasts are able to freeze a human being in his tracks, encasing him in a sheathe of ice which places the person into temporary suspended animation.

The Character is then encased in a block of ice equal in volume to the RAPs of the attack. Attempts to break free are done as if the Character were in a Grappling Attack (see Player's Manual, page 21). Using the normal moisture found in the air, Snart can also create ice shields, ice slicks, and even realistic illusions.

ROLE-PLAYING

Captain Cold is a schemer. He will always look out for Number One first, only getting involved in a battle if he thinks there's a good chance to win or gain some personal glory. He won't stick his neck out for anyone other than his sister, Lisa (alias Golden Glider).

Cold hates being exposed as a phony and will act like a tough guy as long as anyone is watching. His first action is always to rely on his Cold Gun. During his crime, he will act very bossy and will throw himself into the fray to salvage the job.

CHEETAH *alias Deborah Demaine*

DEX: 12	STR: 9	BODY: 10
INT: 5	WILL: 6	MIND: 5
INFL: 6	AURA: 3	SPIRIT: 3
INITIATIVE: 23 (33)		HERO POINTS: 80

SKILLS:

Acrobatics: 12, Martial Artist: 10

EQUIPMENT:

Promethian Claws
(DEX: 0, STR: 14, BODY: 4)
Uses: 1, Duration: 25

MOTIVATION: Psychopathic**WEALTH:** Affluent**JOB:** N/A**RACE:** Human

Debbie is the niece of the original Cheetah but she did not know of this before Kobra forced her into insanity, creating the new Cheetah. Even before Kobra subjected her to brainwashing, Debbie was an ecological extremist. This caused her to succumb all-the-more easily to the idea of being a protector of all animals. A truly insane person, Cheetah uses her razor-sharp claws as weapons.

ROLE-PLAYING

The Cheetah can be as much an animal as her name. When cornered, she can be ruthless and will ferociously assault anyone who crosses her. She can also be quite tame. She fervently believes in the cause of wildlife and will attack those who endanger animals. During her crime, she will quickly try to halt the heroes so as not to endanger the animals. Her only weapons, besides her physical prowess, are her claws.

CHRONOS *alias David Clinton*

DEX: 5	STR: 4	BODY: 5
INT: 9	WILL: 10	MIND: 8
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 19		HERO POINTS: 68

SKILLS:

Weaponry: 8, Scientist: 6,
Vehicles/Air: 2, Gadgetry: 10

EQUIPMENT:

8 Exploding Hourglasses:
(DEX: 0, STR: 0, BODY: 0)
HP Cost: 20, Uses: 1, Duration: 0
(Explosive EV of 6 APs; Chronos uses Weaponry Skill as AV when attacking.)

Wristwatch Shooter:
(DEX: 0, STR: 8, BODY: 0)

HP Cost: 8, Uses: 2, Duration: 8

The watch can shoot each hand like miniature arrows. The hands

should be treated as regular arrows. They are often poisoned, to be treated as a hit with 10 APs of Poison Touch.

Sun Dial Platform:

(DEX: 0, STR: 9, BODY: 5)

HP Cost: 35, Uses: 10, Duration: 12
Flight: 10 APs (Air Speed)

The sun dial platform provides limited flight capability. It is often equipped with rockets and other weapons.

Buzz Saw Clock:

(DEX: 6, STR: 6, BODY: 4)

HP Cost: 10, Uses: 1, Duration: 6,
Chronos' Buzz Saw Clock possesses the following Powers:

Flight: 6 APs

Life Sense: 6 APs

The Buzz Saw Clock is a flying weapon that acts like a homing bomb. It can be attuned to the heat patterns of a particular body and will continue to track that body until contact is made. The saw runs around the middle of the clock and is razor sharp. (When Chronos attacks with the Buzz Saw Clock, the AV is 6 for Flight and the EV of the saw itself is 7.)

LIMITATIONS:

Catastrophic Irrational Attraction to crimes with a clock or time motif.

CONNECTIONS:

Underworld (High Level)

MOTIVATION: Mercenary**WEALTH:** Comfortable**JOB:** N/A**RACE:** Human

David Clinton was a smalltime crook who never took the time to properly plan his crimes. Always fascinated by timepieces, deft with his hands, and of an inventive turn of mind, Clinton spent all his time in prison learning everything he possibly could about clocks and their workings.

Clinton then designed a colorful costume and embarked on a new career — as the time-thief called Chronos. Though having no true powers of his own, Chronos is a master inventor, employing a wide array of time-inspired weapons.

ROLE-PLAYING

Chronos is cold and calculating. He doesn't mind getting involved in a fight but he'll do so on his own time. He prefers to use his Weaponry Skill as opposed to engaging in hand-to-hand combat.

COPPERHEAD *(with Suit)*

DEX: 18	STR: 16	BODY: 12
INT: 5	WILL: 4	MIND: 4
INFL: 2	AURA: 3	SPIRIT: 3
INITIATIVE: 25	HERO POINTS: 48	

SKILLS:

Acrobatic: 10, Thief: 8

EQUIPMENT:**Suit**

(DEX: 0, STR: 16, BODY: 12)

HP Cost: 50, Uses: 20, Duration: 15

Copperhead's Suit possesses the following Powers:

Cling: 6

Skin Armor: 12

Stretching: 5

Poison Touch: 9

CONNECTIONS:

Underworld (High Level)

MOTIVATION: Psychopath**WEALTH:** Struggling**JOB:** N/A**RACE:** Human

An extremely agile athlete but an unskilled fighter who prefers flight to fight, Copperhead relies heavily upon his special snake suit. Constructed from a unique weave of experimental metallic and elastic fibers, the snake suit is coated with a polymer film that enables Copperhead to slither through impossibly small spaces and makes him virtually untouchable. The snake suit is also capable of being stretched to great lengths, giving Copperhead added support as he scales sheer walls. The fangs in the snake-suit's helmet are coated with a highly toxic venom that causes paralysis and death.

ROLE-PLAYING

Copperhead is a Character who lives up to his *nom de guerre*. He's a sneaky, slimy crook who is only interested in himself. He's willing to use others as long as is profitable. He will attempt to trap any foes within his arms and legs, trying to slowly crush the life out of them.

GOLDEN GLIDER *alias Lisa Snart/Star*

DEX: 7	STR: 4	BODY: 5
INT: 5	WILL: 4	MIND: 5
INFL: 2	AURA: 3	SPIRIT: 2
INITIATIVE: 14	HERO POINTS: 46	

POWERS:

Gliding: 5, Ice Production: 6

SKILLS:

Acrobatics: 6, Gadgetry: 5

EQUIPMENT:**Skates**

(DEX: 0, STR: 0, BODY: 0)

HP Cost: 45, Uses: 1, Duration: 13

Jewels:

(8 ACD Omni-Gadgets, 10 APs each)

Hypnotizing Tiara

Hypnotism (5 APs)

Force Field Gem

Force Fields (4 APs)

Teleport Stone

Teleportation (4 APs)

Mass Increase Bauble

Density Increase (4 APs)

Illusions Karat

Illusions (4 APs)

Force Beam Jewel

Bio-Energy (4 APs)

Acid filled Ruby

Acid (5 APs)

Shrinking Emeralds

Shrinking (4 APs)

LIMITATIONS:

Catastrophic Irrational hatred of Flash. Catastrophic Irrational attraction to the Top, Roscoe Dillon, now deceased.

CONNECTIONS:

Skating Circles (High Level)

Underworld (Low Level)

MOTIVATION: Psychopath**WEALTH:** Comfortable**JOB:** N/A**RACE:** Human

Lisa Snart was a world champion skater under the name of Lisa Star. Her boyfriend, Roscoe Dillon, the criminal known as the Top, taught her how to spin at very high speeds. These spinning techniques became her trademark and Lisa was renowned throughout the skating world. When exposure to the Flash's vibrations eventually caused the death of the Top, Lisa set out to make the Flash suffer.

Lisa embarked on a life of crime designed to humiliate and kill the Flash. Using weapons which had belonged to the Top as well as a few items borrowed from her brother, Len Snart, alias Captain Cold, Lisa adopted the role of the Golden Glider. In later crime waves, she would use jewels as weapons. The Glider would incorporate a number of empowered gems into her uniform, using them only at the most opportune of moments.

The Glider can skate through the air when wearing her specially de-

signed skates. The skates create their own ice and actually produce anti-gravity radiation.

ROLE-PLAYING

The Golden Glider got involved in crime to pay off a debt of love. Now, much of the joy of crime has disappeared for her. She joined the Society at the insistence of her brother who hopes the activity will give her life some direction. In most battles, she will step aside, avoiding combat. She would even leave her brother to the heroes should he fall in combat.

The Glider has a myriad of power jewels to choose from in combat. She seems to have no set or preferred patterns of attack and will use whatever jewels are appropriate to the situation.

KILLER MOTH *alias Cameron Van Cleef*

DEX: 8	STR: 7	BODY: 9
INT: 7	WILL: 7	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 20	HERO POINTS: 51	

SKILLS:

Acrobatics: 8, Charisma: 5, Spy: 6, Detective: 6, Martial Artist: 8, Vehicles: 7, Gadgetry: 6, Scholar (Criminology): 7, Thief: 6

EQUIPMENT:**Helmet**

(DEX: 0, STR: 4, BODY: 4)

HP Cost: 25, Uses: 1, Duration: 16

Killer Moth's helmet possesses Antennae Ears as Receiver/Transmitter (see **radio**, Gamemaster's Manual, page 31)

Infrared Glasses

(as Thermal Vision: 12 APs)

Utility Belt:

12 A Omni-Gadgets

Explosives

(DEX: 0, STR: 0, BODY: 0)

HP Cost: 26, Uses: 1, Duration: 0

AV/EV: 6

Lockpicks (8 APs)

(DEX: 0, STR: 0, BODY: 0)

HP Cost: 5, Uses: 1, Duration: 0

Substitutes for Thief Skill when picking locks.

Infrared Flashlight

(DEX: 0, STR: 0, BODY: 0)

HP Cost: 6, Uses: 1, Duration: 12

(as Thermal Vision: 12 APs)

Moth Line

(DEX: 0, STR: 13, BODY: 0)

HP Cost: 22, Uses: 4, Duration: 15

Laser Torch
(DEX: 0, STR: 0, BODY: 0)
HP Cost: 14, Uses: 1, Duration: 0
(as Heat Vision: 12 APs)
Strand Gun
AV: 4, EV: 6, RANGE: 0/3-4/5-6
AMMO: 6
HP Cost: 40, Uses: 1, Duration: 15
(Acts as Snare weapon or line)

CONNECTIONS:

Underworld (High Level)
Gotham City Society (High Level)

MOTIVATION: Thrill Seeker

WEALTH: Affluent

JOB: N/A

RACE: Human

In attempting to make himself a champion for downtrodden criminals, the man known as Cameron Van Cleer set out to adopt the guise of Killer Moth. Using a fortune gathered in numerous criminal actions, Van Cleer excavated a huge cave under his mansion. The cave was outfitted with an extensive crime lab which was designed to make crimes impossible to solve.

Killer Moth also devised a complete arsenal that rivaled the weapons of even the most dangerous of heroes. When he was prepared, Killer Moth offered his services, at a price, to Gotham's underworld.

ROLE-PLAYING

Killer Moth is the mirror image of the Batman. He is a tough and ruthless man who despises the heroes of the world. With no time for incompetents and being very quick to anger, Killer Moth likes to fight and show off his vast arsenal. Most often he relies on his Strand Gun to assault his enemies.

During his crime, Killer Moth will act very arrogant and bossy to the other villains. In any other crime in which he is involved, Killer Moth will attack the heroes in an attempt to show the other villains the "proper" way to do things.

MATTER MASTER <i>alias Mark Mandrill</i>					
DEX:	3	STR:	3	BODY:	4
INT:	5	WILL:	5	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	65		

SKILLS:

Thief: 6, Gadgetry: 5,
Scholar (Alchemy/Spelunking): 5

EQUIPMENT:

Mentachem Wand
(DEX: 0, STR: 0, BODY: 10)
Uses: 8, Duration: 15

Matter Master's Mentachem Wand has the following Powers:
Matter Manipulation: 15
Animate Objects: 15
Force Field: 15
The wand can absorb power from any natural source, solar power, lightning, or even wind.

VULNERABILITIES:

Mandrill has no powers without his wand or some small amount of Mentachem.

CONNECTIONS:

Underworld (High Level)
Magical Societies (Low Level)

MOTIVATION: Thrill Seeker

WEALTH: Comfortable

JOB: N/A

RACE: Human

While searching for the secret of transmuting lead into gold, Mark Mandrill found a certain mixture of chemicals that would respond to his every thought or command. By experimenting, Mandrill found that he could use the compound to exert control over any mineral or vegetable matter in its natural state.

Further tests proved that Mandrill could also transport, shrink, expand, or even animate materials. He can control these natural elements over great distances as long as he is contact with some form of Mentachem.

Mentachem is also capable of absorbing and releasing pure forms of energy, such as electricity, heat, radiation, or wind. Mandrill used the Mentachem formula to form a wand that allowed him to focus his energies.

Since no actual explanations have been given for the properties of Mentachem, it has been speculated that Mandrill has somehow tapped into a power of true magic.

ROLE-PLAYING

The Matter Master is a loudmouth and a braggart. He likes to make a great show of using his powers. However, he's a terrible physical combatant and will quickly fold if his wand is taken away. During his crime, he will constantly threaten to use the Earth itself as a weapon should the Characters approach. Matter Master will always depend on his wand to entrap and crush any foe.

MIRROR MASTER <i>alias Samuel Scudder</i>					
DEX:	7	STR:	6	BODY:	7
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	72		

SKILLS:

Gadgetry: 6, Weaponry: 8,
Vehicles: 2

EQUIPMENT:

Mirrors
(DEX:0, STR: 0, BODY: 0)
Uses: 1 Duration: 5
15 ABC Omni-Gadgets, 10 APs each
Mirror Master's mirrors have the following Powers:
Force Field: 5
Hypnotism: 6
Illusion: 4

Prism
(DEX: 0, STR: 0, BODY: 0)

Uses: 1, Duration: 5
Mirror Master's prism has the following ability:
Energy Blast: 8

Light Gun
(DEX: 0, STR: 6, BODY: 6)
Uses: 12 Duration: 14

LIMITATIONS:

Catastrophic irrational attraction to mirrors.

CONNECTIONS:

Street (High Level)
Underworld (High Level)
Federal Prison (Low Level)

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: NA

RACE: Human

During one of his many stays in prison, Sam Scudder was assigned to the shop. There, he spilled some chemicals onto a piece of glass. He was about to throw the glass away, when he discovered that his image had somehow been frozen onto the glass. He began experimenting with different solutions and pieces of glass until he mastered their possibilities and uses.

Scudder's inventive mind fashioned a number of prisms and mirrors with which he can do almost anything. Scudder has also designed a light gun which is capable of shooting solid beams of light. In his criminal activities, Mirror Master shows a marked interest in gems and jewelry.

PIED PIPER *alias Hartley Rathaway*

DEX: 7	STR: 5	BODY: 5
INT: 6	WILL: 8	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 18	HERO POINTS: 72	

SKILLS:

Artist (Musician): 8, Weaponry: 4

EQUIPMENT:

Piper's Horns

(DEX: 0, STR: 0, BODY: 0)

Uses: 1, Duration: 12

Horns: Piper's Horns are known to have the following abilities:

Hypnotism: 10

Flame Project: 5

Illusion: 8

Mind Blank: 6

Magic Blast: 4

12 ACD Omni-Gadgets, 10 APs each

LIMITATIONS:

Catastrophic Irrational hatred and fear of the Flash.

Catastrophic Irrational attraction to musical motifs.

CONNECTIONS:

Underworld (High Level)

Breedmore Institution (Low Level)

MOTIVATION: Psychopath**WEALTH:** Comfortable**JOB:** N/A**RACE:** Human

Hartley Rathaway was a young musician of some talent who practiced constantly. He noticed that his playing seemed to have a strange effect on people. Through study and research, Rathaway discovered that different notes and patterns of sound could have various effects on the human mind. Rathaway expanded his experiments to the point where he realized that all things could be changed or affected by sounds and frequencies.

With a belt full of specially designed horns and pipes, Rathaway pursued a career of crimes, all with a sound or musical motifs. In later years, the Piper began to lose his mind. Whether it was due to his constantly being bested by the Flash, or whether the massive numbers of weird melodies he'd played had finally taken their toll on his mind has yet to be determined.

ROLE-PLAYING

The Piper is a small man trying to make it in a big world. He desperately wants to be on top of things and to be a respected member of the criminal community. However, he will be quick to run if the tide of battle turns

against him. Should his crime fall apart, he will bolt at the first opportunity. He will later blame the failure of his plan on the incompetence of the other criminals.

The Piper will normally act as a sane and rational human being, or at least one with criminal tendencies. However, he will fall to pieces if any Flash-related object appears on the scene. The Piper's first action in combat will be to attempt to hypnotize any foe, hoping to subvert them to his will.

SHADOW THIEF *alias Carl Sands*

DEX: 8	STR: 5	BODY: 7
INT: 6	WILL: 4	MIND: 5
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 17	HERO POINTS: 41	

SKILLS:

Acrobatics: 3, Gadgetry: 6, Thief: 6

EQUIPMENT:

Dimensional Gloves

(DEX: 0, STR: 0, BODY: 6)

Uses: 10, Duration: 18

Allows Shadow Thief to reach between dimensions. Negates Two-Dimensional power for hands. Shadow Thief can normally attack and pick up objects while using gloves.

Dimensiometer:

(DEX: 0, STR: 0, BODY: 2)

HP Cost: 60, Uses: 10, Duration: 10

Shadow Thief's Dimensiometer has the following Powers:

Darkness: 4,

Two-Dimensional: 4

Allows Shadow Thief to become two-dimensional as he slips from this dimension into another. Looks and is worn like a wristwatch.

VULNERABILITIES:

As a shadow, the Thief cannot make any attacks and can't be damaged by any Physical Attacks (except when he wears his gloves), but he can be affected by Mental or Mystical Attacks.

He must be tangible in this dimension to steal objects or to take any action. The Shadow Thief possesses no true powers of his own. He needs a Dimensiometer in order to transform to the two dimensional state.

MOTIVATION: Mercenary**WEALTH:** Struggling**JOB:** N/A**RACE:** Human

Carl Sands had always been a luckless criminal. During his numerous

times in prison, he liked to experiment and play with the shadows surrounding him. Eventually he contacted an alien being in another dimension through these shadows.

Sands saved the alien's life and was rewarded with a device that would allow Sands to physically transfer himself to that dimension while his shadow stayed in this one. With that device, a wrist band called a Dimensiometer, and a special pair of gloves which allowed him to reach between dimensions, Sands launched his new criminal career as the elusive Shadow Thief.

Every time Sands uses his Dimensiometer, it affects the magnetic lines of the Earth. If he continues to use the meter over an extended period of time, it could bring on a new Ice Age.

ROLE-PLAYING

The Shadow Thief is a meek crook who prefers to operate in the dark. He doesn't like to be noticed and he doesn't like public exposure. He is cruel, although, and will always use devious, vicious methods when he has the upper hand. If his crime is interrupted, the Thief will fade out, leaving the others to their own problems. Although he can use the Dimensiometer as an offensive weapon, it's usually only a defensive tool.

THE SHARK

DEX: 9	STR: 10	BODY: 8
INT: 5	WILL: 4	MIND: 6
INFL: 3	AURA: 4	SPIRIT: 2
INITIATIVE: 17	HERO POINTS: 60	

POWERS:

Telekinesis: 9, Telepathy: 7, Underwater Freedom: 6 Force Manipulation: 4 (with no common item or color limitation)

EQUIPMENT:

Razor Sharp Teeth:

(DEX: 0, STR: 15, BODY: 8)

Uses: N/A, Duration: N/A

MOTIVATION: Power Lust**WEALTH:** N/A**JOB:** N/A**RACE:** Humanoid

The product of a nuclear explosion, the Shark evolved from an ordinary shark into a humanoid creature. The mutation also gave him telekinetic and telepathic abilities. The Shark ventures on land to terrorize and hunt human prey. Another sideeffect of the nuclear explosion is a yellow "aura" that prevents his primary foe, the Green Lantern, from attacking him directly.

Friendly NPCs

MAYOR *John Field*

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

SKILLS:

Charisma/Persuasion: 3,
Vehicles/Land: 3, Detective: 2

CONNECTIONS:

Police Department (High Level)
Government (High Level)
Ladies' Club (Low Level)

WEALTH: Affluent

JOB: Mayor

RACE: Human

Mayor Shanks is a short, hard working man who really wants his city to do well. Newly elected, he's still getting the feel of the job. Shanks is a determined man who knows what he wants. Although he is an ex-police officer, he hasn't had much exposure to hero/villain types and this whole crime wave has him a bit unnerved.

Shanks' primary mannerisms tend toward great sweeping gestures and an occasional dramatic pause while speaking, which he does in a very brusque manner. When getting a point across, Shanks will often fold his hands, interlocking his fingers as if in prayer, demonstrating his deep-felt sincerity.

The Adventure Begins

SETUP

Now that the Flash is missing, Central City is left unprotected. What better time for criminals to make their move upon the defenseless town? A massive crime spree has erupted and the hapless citizens cry out for help.

The Justice League hasn't answered its calls, the Outsiders have moved all the way to the West Coast, and the Teen Titans are busy on a case in New York (see **Blood Feud**).

A discreet call for help goes out from the officials of Central City to any heroes who may be able to help them. The message in Player Information was sent to the police department of every major city, so that they might pass it on to any and all heroes they might contact.

NOTE: If the Players don't pick up on the problem in this manner, within a few days, the major networks around the country will have picked up the story of the crime wave which is sweeping the beleaguered city. For two nights, the national news broadcasts will end with the urgent plea for any heroes who are listening to come to the aid of Central City.

PLAYER INFORMATION

One night while watching the news on television, the newscaster finishes up with the following message:

"... while Dunston with a 9th-inning homer put Chicago only 1½ games out of the National League East.

"This just in. Our sources in Central City report police forces there have been sorely troubled recently by a rash of robberies and other criminal activities following the disappearance of their resident hero, the Flash. Reports are being issued desperately seeking someone to adopt the heroic mantle left by the great speedster.

"Central City's Mayor John Field gave this statement at a press conference held late last night:"

Read as Mayor Field:

"Central City is being plagued by a rash of criminal activity by numerous villains. Known felons with major records of violence and mayhem have been seen stalking our fair streets. As you know, Central City recently suffered a tragic loss, with the disappearance of our resident hero, the Flash.

"No one has risen to take his place and our city council may soon have to declare a city-wide state of emergency. While Central City possesses what we consider to be the finest police force in the nation, we are ill equipped to handle a conflict of this magnitude. Any heroes who can respond are urged to assist us. We need your help."

Read as Newsman:

"Mayor Field stressed the urgency of Central City's condition equating the possible outcome of such a takeover to the fall of democracy itself in the western world.

"Once again, the mayor and citizens of Central City, a community oppressed and overridden with crime waves propagated by villains of all kinds, have issued an urgent plea for assistance from any and all available heroes to come to the defense of the beleaguered city.

"Stay tuned; we'll be back with more sports in a moment."

GM INFORMATION

When the Player Characters appear in Central City and begin asking about the recent rash of criminal activity, they will be directed to Mayor Field's office, on State Street in the City Center section of town.

Upon arriving at the office, the Mayor's receptionist will give the Player Characters a map of the city (pages 16 and 17) and inform them that they are welcome to look around Central City as they wish.

The Mayor has set up a conference for all heroes in these offices. The Player Characters may use this interim time as they wish, but no person (including police, FBI, or any Player Character contact) will be able to give them any information on the events occurring in Central City.

The Mayor's Office

SETUP

Thursday - 9:00 AM

The mayor's office is located on the seventh floor of City Hall on State Street, directly across the street from police headquarters. The office is nicely furnished with big easy chairs and a deep pile rug. A large mahogany desk, left over from the White Administration, is the centerpiece of the room. It sits solidly before a bank of windows which looks out over State Street.

As this is a corner office, there is another wall of windows which looks out onto Edward James Memorial Plaza. The other two walls are composed of dark paneling, intermixed with tall bookcases.

Mayor John Field, the man who won out over former Mayor Pinchot in the last election, is about five-foot-two and craggy looking. This influx of villains is the mayor's first major crisis. As an ex-police captain, he is not yet sure how to deal with these vigilante heroes. However, anyone who can help him end this problem will have his undying gratitude.

PLAYER INFORMATION

After a brief wait, Mayor Field, a short, craggy-looking man, enters and greets you all enthusiastically. He ushers you into his comfortable office, asking you to feel at home. After an offer of drinks and sandwiches, he calls you to the window.

Pointing down into the Edward James Memorial Plaza, he shows you the map of the United States which has been inlaid directly into the red bricks. A new flag pole extends

up from the star which marks the spot indicating Central City's location. He turns to you slowly.

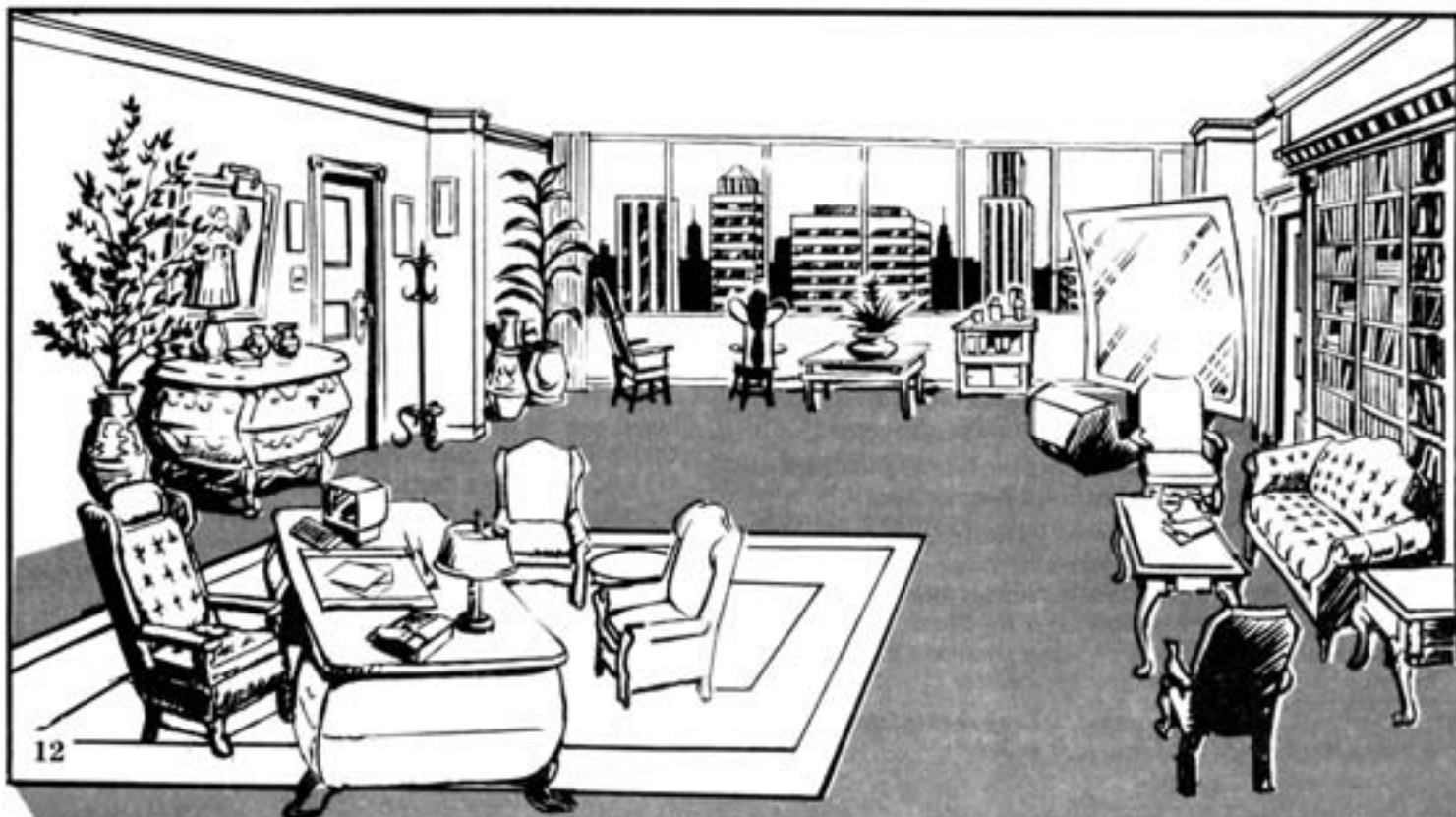
"I'd like to welcome all of you to Central City." He gestures dramatically out the window. "There she sits, heroes, the proud heart of our very country. She needs your help.

"Since you've heard the news, you know we're in bad shape. Among the villains that have been seen on our streets are Captain Cold and Chronos, the time thief. Also the Cheetah and the Pied Piper have recently been busted out of the Breedmore Asylum and are rumored to be somewhere in the city. It appears that most of these crooks are acting together, although we can't be certain of that.

"To be honest, there have been robberies, burglaries, arson, and kidnappings, as well as all sorts of other public mayhem. But it's not only the major criminals that have me worried. The percentage of success shown by these felons is instilling a new level of bravery into common thugs and street punks. I'm afraid that soon this city will be reduced to a virtual war zone!

"We have managed to capture one criminal, however. He's a crook known as the Mirror Master, who was accidentally knocked unconscious during a robbery at the Johnston Lens and Glass factory. So our police force hasn't been helpless. But they're no match for this crime wave.

"The city is totally at your disposal. Everything from the police department to the new Fornik 7 crime computer (see page 14, **Fornik 7**) I brought in is here solely for your use in this matter. Call on me anytime. But, please, you must stop these criminals."



GM INFORMATION

Give the Characters a chance to ask for drinks or whatever they want. Mayor Field will be only too anxious to please. His is a city in bad shape, as are his chances for ever being re-elected. He needs all the help he can get. Field is also a bit nervous, since he's not really used to dealing with heroes.

TROUBLESHOOTING

Mayor Field will do his best to grant anything within reason that the Characters request. He won't offer any of it on his own, but will grant what they ask. He will give them an office to work out of, salaries, phones, police band radios to keep in contact with the authorities, hotel rooms, whatever.

While working within Central City, Player Characters will be granted high-level police connections which may or may not become permanent within the campaign, depending on the GM's wishes and how well the Player Characters performed.

Field will expect immediate results. Anyone asking for any of these favors will be given three days to work. If at the end of that time some progress hasn't been accomplished, all these benefits will be rescinded and the would-be heroes will be ousted.

Field will also grant permission to anyone who wishes to interview the Mirror Master. If asked he will also admit that Cheetah and the Pied Piper were busted out of Breedmore by an outside team of villains.

Two things are important to note while the mayor is talking with the heroes. The first is the offered salaries. If the Players are good at role-playing their Characters they will most likely refuse the offer. This is something to note for possible Hero Point Awards at the end. For more information about this, refer to "Being A Hero" at the beginning of the DC Heroes Player's Manual.

Another item, one which should be heavily emphasized, is the offer of the police band radio. This will help the GM as well as assisting the Players. As the GM reads through the remainder of this adventure, he/she may notice a few sections where the Characters may need to hear things over the radio, an occurrence made simple should the Characters have their own radio at their disposal! Should such an event occur, see *The Radio Option* section on this page.

Be sure Mayor Field calls the Characters over to the

window as this may be helpful in clue analysis in a later encounter. When dealing with the secretary, the GM might ease or slow play by making the Characters wait or having them return at a later time in the game. This might be a method to use in getting all the Characters together at one time.

There is no combat in this encounter, so the GM should heavily emphasize the role-playing aspect, allowing the Players to express their Characters' personalities while getting to know one another. Also, the Players can get a feel for what's going on. The GM can play the roles as he or she likes. Such an encounter should be enjoyable and fun for GM and Players alike.

Play can progress to Encounter 2, *The Note Option*, Encounter 3, *Fornik 7*, Encounter 4, *The Mirror Master*, or the crimes themselves in *The Crimes*.

PRESENTATION

When speaking for Mayor Field, the GM should think of a bull dog, using that brand of rough countenance to convey Field's personality. While not at all hostile, Field is unsure of the heroes but will be very grateful should they capture the villains.

If it's convenient, the GM may wish to serve drinks and snacks as the mayor does.

The Radio Option

As the Players are leaving Police HQ, an emergency call will be broadcast over the central radio system.

The GM should fill in the location (indicated by a blank space) with the scene of the first crime. The *squawk* notations before and after the message are the sounds of the police radio cutting in.

SQUAWK

"Attention all units... Attention all units.

"Costumed criminals have been located and verified at . All units please respond. All units, criminals are to be considered armed and dangerous. Approach with caution.

"One Adam-12, Car 54 request backup."

SQUAWK

Play now proceeds to *The Crimes*.

The Note Option

SETUP

Towards the end of the heroes' meeting with the mayor, a note which gives three clues for the Player Characters to follow up arrives by special messenger.

PLAYER INFORMATION

(Show the Players the copy of the note which appears on the following page.)

Greetings, Mayor Field —

It has come to our attention that you have called in a group of would-be do-gooders to stop our take-over of your fair city. To prove that such actions aren't going to bother our plans, we've decided to give you a sporting chance.

Below is a list of three clues, all having to do with crimes which will be committed sometime today.

We give you this information because we know there's not a thing you or your costumed chumps can do to stop us.

There is no signature. At the bottom of the note are three sets of words (the GM should put in appropriate code words pertaining to the crimes he has planned).

GM INFORMATION

Within one phase of the Players' readings of the note, it will completely deteriorate.

Fornik 7

SETUP

One of the innovations that Mayor Field has brought in to aid the police during this current crime wave is a powerful computer, the model Fornik 7. The Fornik 7 is an advanced crime computer connected to the FBI's main computers in Washington. Its sole function is to deal with crime and criminals; all other information is superfluous. The Characters will have complete access to this computer during their stay in Central City.

Fornik 7 Computer

INT: 7 WILL: 0 MIND: 0 BODY: 5

Uses: 4 Duration: 20

SKILLS:

Detective: 7 APs

Medicine: Forensics: 7 APs

Military Science: Cartography: 7 APs

Scholar: 7 APs (Major Earth languages,

Sociology, Psychology)

Scientist: 7 APs

Spy: 7 APs (Coding, Photo Interpretation)

To use the computer, Players need to key in certain bits of information. The only items which will give the Players a worthwhile response are the code words which are given in the note to the mayor from the Secret Society.

Clue words are given at the top of each crime. The GM should use only those clues for the crimes which he or she has chosen for this particular version of this adventure. On the note to the mayor, the clues should be listed in the order in which the crimes will occur, although this should obviously not be told to the Players.

When any of these clue words is input into the Fornik 7, the display screen will respond with the information listed in the respective section. For instance, should the words "Ice Cold Drinks" be entered into the computer, this would appear:

NOTE: This encounter's information continues and the Fornik 7 computer readouts appear on page 19.

The GM should give the three clues that correspond to the crimes he or she has chosen to run. For these clues, consult the main headings in Encounter 3, *Fornik 7*. The GM should choose the three underlined clues that correspond to the three crimes he/she has chosen to present to the Players.

Play now proceeds with Encounter 1, *The Mayor's Office*.

PRESENTATION

Have a copy of this note on hand to give the Players, in case this option becomes necessary. Five seconds after the Players have read the note, take it away from them, crumple it up fiercely, and throw it in the garbage, not allowing any Player to retrieve it.

NOTE: Should the Players request clarification from the computer, the Fornik 7 will give its hypothesis as to which site is most likely to be most attractive to criminals by highlighting each choice with an asterisk *. (Should the Player Characters make such a request, the GM should place an asterisk next to the appropriate/correct crime.)

GM INFORMATION

Other information can be gained from the Fornik 7. It has an extensive base of criminal files and is programmed with enough data to make an "intelligent" guess regarding modus operandi and other criminal activities. This computer is linked to all other computers within the Central City Police Department so it can tap into any files.

From here, play may proceed either to Encounter 1, *The Mayor's Office* or *The Crimes*.

TROUBLESHOOTING

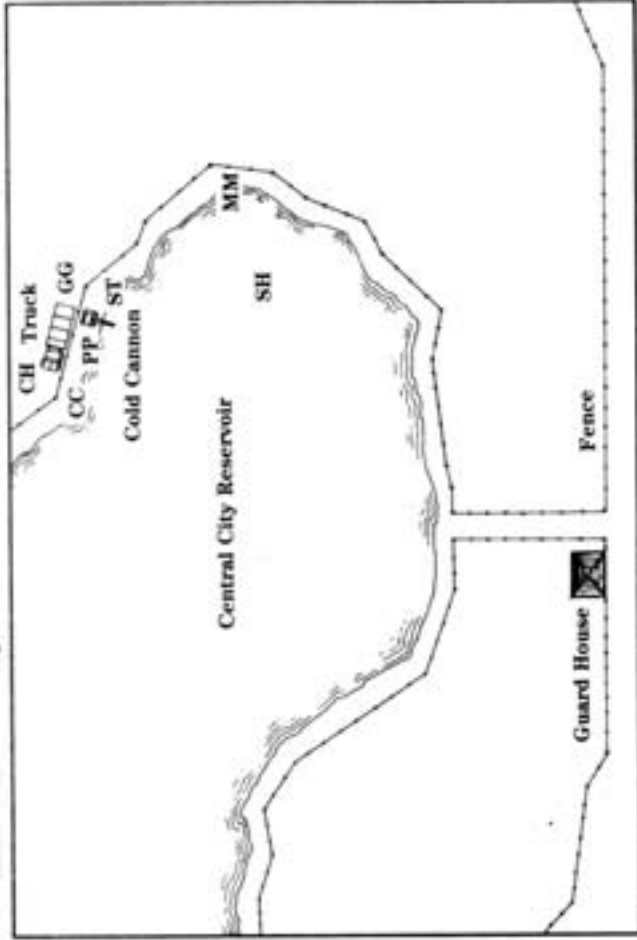
As to the timing of things, one definite clue and at least one possible clue have been included in each computer readout. If Characters show up at the site of one of the three crimes which will occur during the adventure, but perhaps the wrong crime to occur at the given time (too early, too late), the GM may wish to have the crime going on. This would facilitate matters for the Players.

Since the Players have no idea in what order the crimes will occur, it doesn't matter when they happen. So, if the Characters inadvertently step into a spot where the GM had a crime planned, even if it was for later, he or she might want to think about letting it occur earlier.

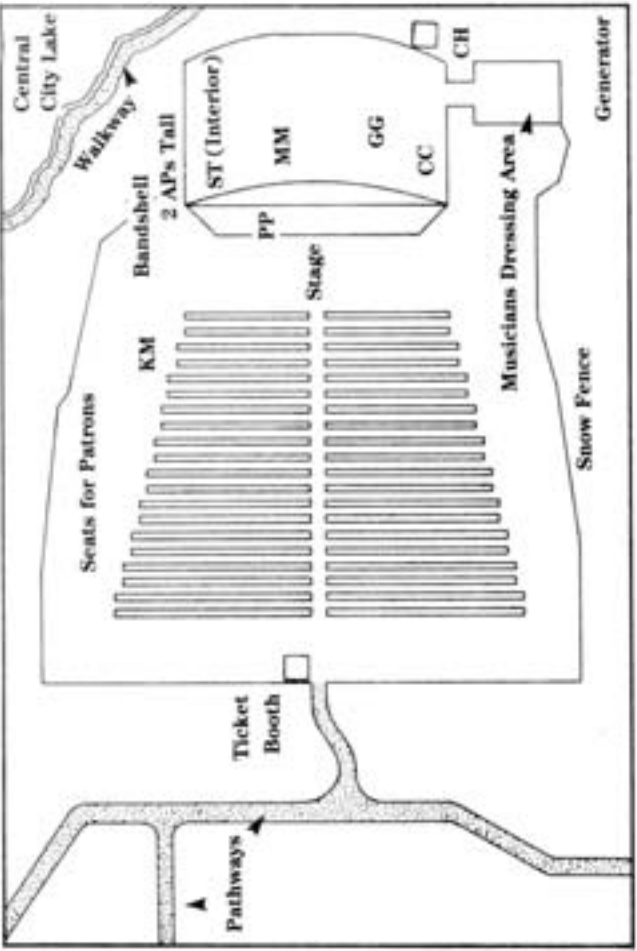
If during the course of their investigations, the Players misinterpret the clues and go to the wrong sites the GM would have two options.

1) The first is to let the chips fall where they may. The heroes made an incorrect decision and it's their tough luck. People at the wrong site won't have any idea what

Central City Reservoir



The Park

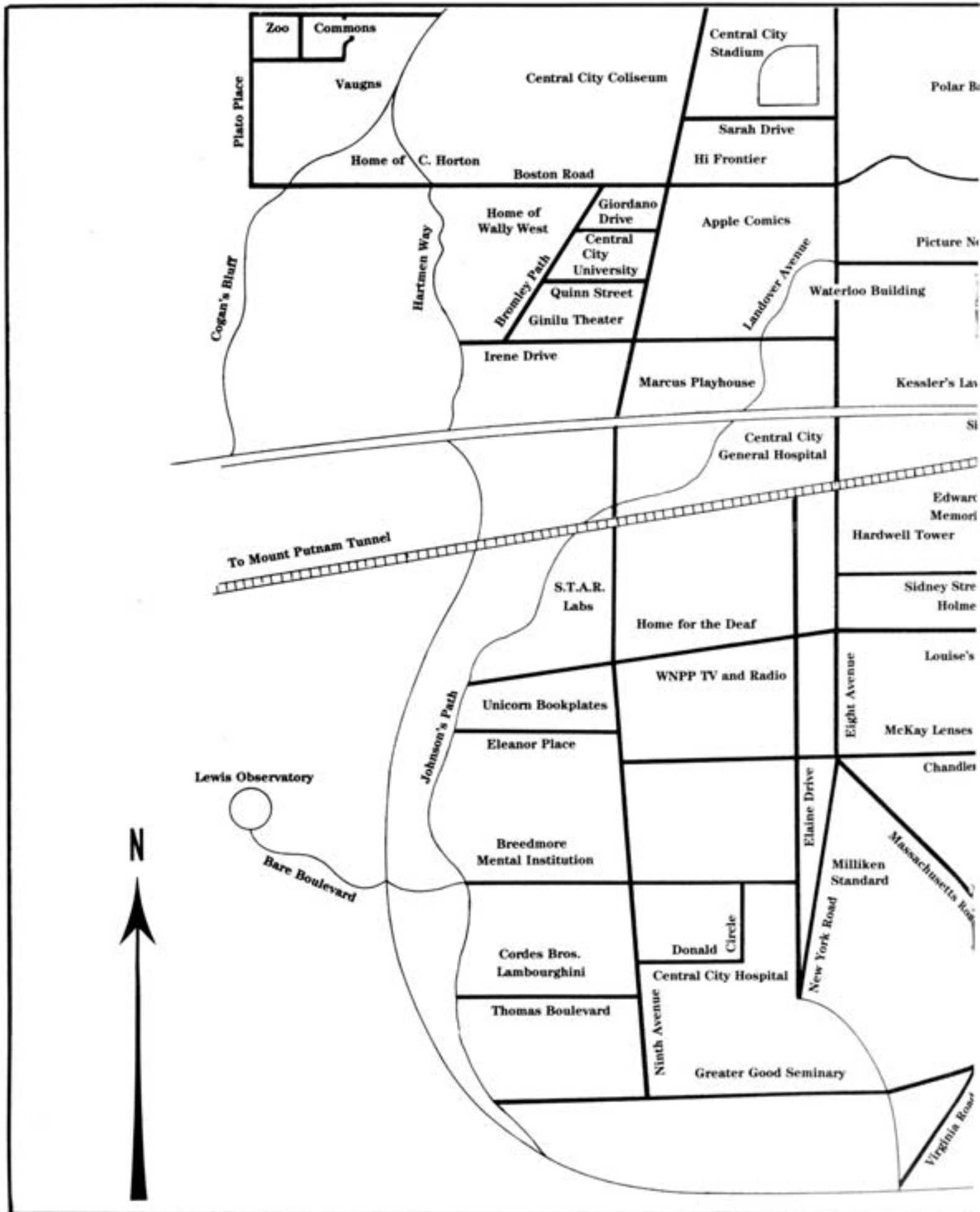


Central City Stadium



The Depository

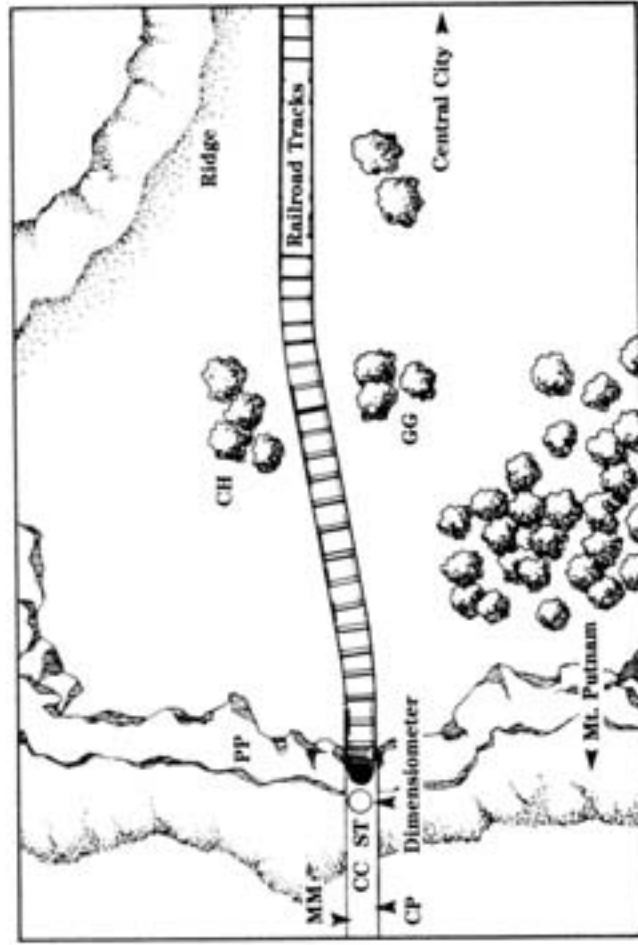




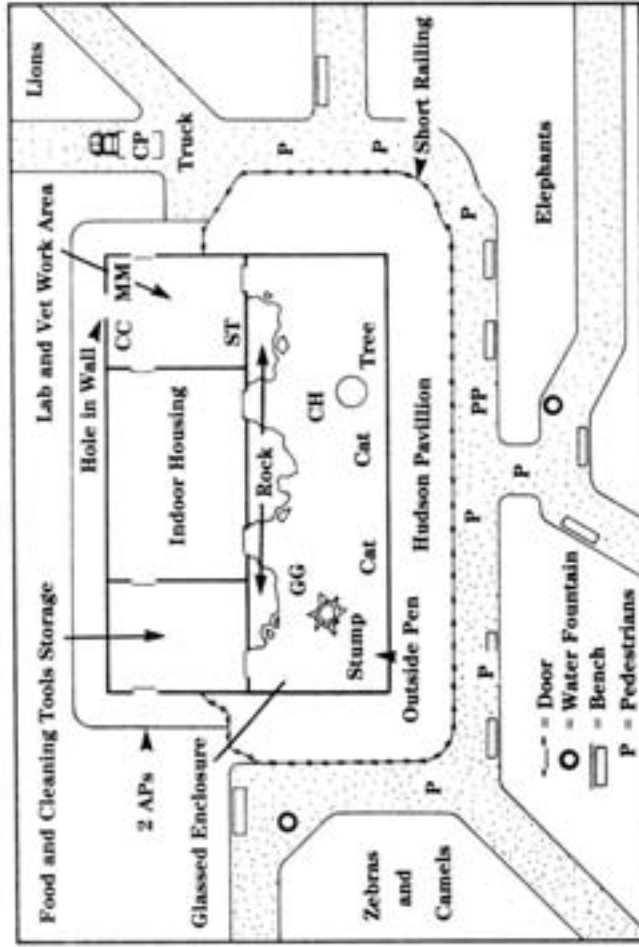


Central City

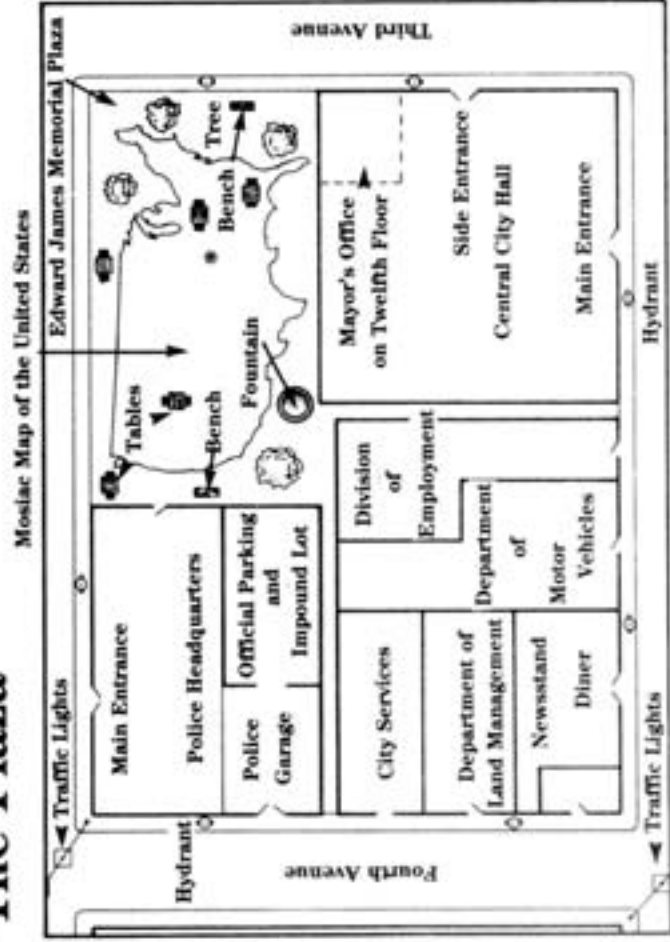
The Dimensiometer



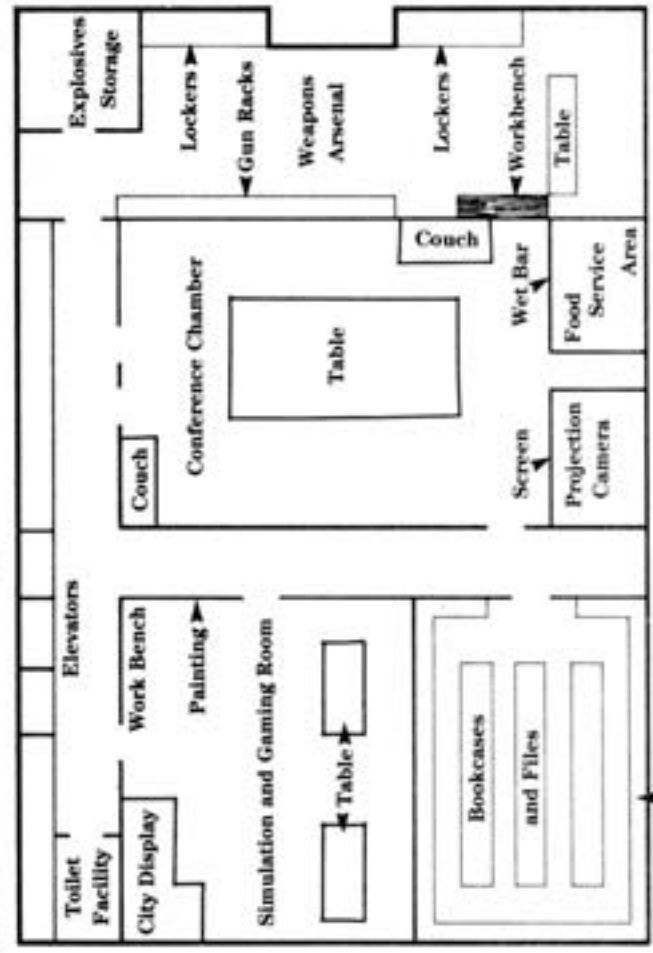
Wylter Zoo



The Plaza



49th Floor Waterloo Building The Citadel Sinister



Landover Avenue

the Characters are doing there. There will be no crime in progress and no one will be able to direct the Characters toward a crime. Meanwhile, the villains will be perpetrating their crimes at another site at the same time.

The GM should remember to keep time consistent, not stalling the villains until the heroes can eventually show up. The GM should continually have the heroes find out about their mistakes later either on the news, from the mayor, or from another source.

Such events can be fun for all involved. The Players should be confused but not be tortured with it. Actually, this may seem to be a bit harsh, so it is recommended this option only be used once per adventure.

2) The second choice open to the GM, certainly a more logical one, is to steer the Players towards the right spot for each crime. As the heroes head out, a new call may come over their police band radio directing them to the correct site or the sounds of alarm bells or police sirens will attract the Characters' attentions, drawing them to where the crimes are actually in progress.

Should the Characters head out to an erroneous crime site without having conferred with the Fornik 7 as to the most logical crime location, the computer could flash up

its opinion as to which is the most likely choice to coincide with the clue word in question.

If villain names are punched into the computer, the Fornik 7 will respond with a biography of the villain but will give no game statistics. Should the Characters request more information, the computer will state there are insufficient data to further analyze the villain.

Any other questions put to the computer will be answered with an "Insufficient Data" statement unless the GM chooses to override the response to provide a more suitable answer. The computer can only supply known information or probabilities. It certainly cannot forecast the future. The GM should not let the Fornik 7 give out more information than is realistic or allow the Players to become too dependent upon the computer.

PRESENTATION

Put the Fornik 7 readouts on 3 x 5 cards, as if the cards were what the Characters were seeing on a screen. Again, should the Players/Characters request computer clarification as to which crime is the most likely to occur, place an asterisk next to the event which will occur and state that the Fornik 7 finds that event to be the most probable.

	Item		Event Location
ICE COLD DRINKS	CENTRAL CITY LAKE	<i>"The Big Drink"</i>	New Brighton
	DIAMONDS	<i>"Ice" in Street Terms</i>	Leawood
	POLAR BAR	<i>Bar Done in Eskimo Motif</i>	Petersburg
	RESERVOIR*	<i>Central City's Drinking Water</i>	North of Central City
	WYLER ZOO	<i>New Leopard w/ Temperature Controlled Environment</i>	Brookfield Heights
NO SOUND OF MUSIC	CITY PARK*	<i>Free Public Concert</i>	New Brighton
	HOLMES LIBRARY	<i>No Noise</i>	Windsor Heights
	HOME FOR DEAF	<i>Poetry Reading in Sign</i>	Westminster
	HOSPITAL ZONE	<i>No Noise</i>	Windsor Heights
	MARCUS PLAYHOUSE	<i>"Sound of Music" Onstage</i>	University Town
DIAMONDS	ARDAN JEWELERS	<i>City's Largest Diamond Display</i>	Danville
	BLUE DIAMOND TEA	<i>Tea Importers</i>	Lawrence Hills
	CENTRAL CITY STADIUM*	<i>Baseball Diamond</i>	Leawood
	GEMS	<i>"Ice" in Street Terms</i>	Streets
	GINILU THEATRE	<i>Guest Appearance by Rocker Sal Diamond</i>	University Town
MONEY SHORTAGE	CITY PARK	<i>Free Concert</i>	New Brighton
	2ND NATIONAL BANK*	<i>Transfer of Funds</i>	Danville
	VAUHNS FOODS	<i>Payroll Cutback</i>	Brookfield Heights
	WYATT REGENCY HOTEL	<i>"Short Peoples" Assembly</i>	Petersburg
	COURT HOUSE	<i>Embezzling Charges Against Councilman Byrne</i>	City Center
TUNNEL VISION	BERNIE'S TV	<i>Display of 150" TV</i>	Lawrence Hills
	TELESCOPE	<i>New Optical Lenses</i>	Lewis Observatory
	TRAIN TUNNEL*	<i>Trans Terra Express Run</i>	Mt. Putnam Tunnel
	WYLER ZOO	<i>Mole Exhibit</i>	Brookfield Heights
	HOWARD EYE CLINIC	<i>Advanced Laser Scalpel for Eye Operations</i>	New Brighton
CHANGE OF SPOTS	COLISEUM	<i>Dog Show</i>	Leawood
	EDWARD JAMES PLAZA	<i>Recent Excavation for New Flagpole</i>	City Center
	2ND NATIONAL BANK	<i>Change Counting</i>	Danville
	WYLER ZOO*	<i>Leopard Exhibit Open</i>	Brookfield Heights
	TRANS TERRA TRAIN	<i>Art Exhibit Relocating</i>	Mt. Putnam Tunnel

The Mirror Master

SETUP

Any Characters interested in speaking with the Mirror Master must first cross the Edward James Memorial Plaza to reach Police Headquarters. The plaza is a lovely open common area, set in red brick. Its most prominent feature, besides a huge, bubbling fountain, is a scaled-down map of the United States inlaid into the bricks.

Once at Police HQ, the Characters will be escorted by two armed policemen down to the holding cells, which are two floors below street level. This holding level is dark and dismal. A few of the cells are occupied, although no one looks up as the Characters enter.

PLAYER INFORMATION

You are escorted down a long, stark corridor lined with drab and sparsely accommodated cells. The inmates gaze at you with hollow, questioning eyes.

From down the corridor, you hear one of the cops bang on the bars of a cell towards the rear.

"Somebody here to see you, wise guy," the cop sneers.

Slowly, Samuel Scudder raises his head to stare at you with brooding eyes. He is wearing only pants and is obviously undernourished. He is thin but carries himself with a haughty stance, an obviously cultured person. After a moment Scudder speaks in a rough hoarse voice.

"What can I do for you, heroes?"

GM INFORMATION

No matter what the Characters may ask, Scudder will be uncooperative. While weak, he is still cocky and self-assured. After a few of the Characters' questions, Scudder will say:

"I'm not answering any questions because I won't be staying long. I'm part of a big group and they've got plans. They won't be leaving me here, so I've got nothing to gain by chatting with you pantywaists."

NOTE: It is unlikely that Scudder will attack at this time. Of course, if any Character is particularly belligerent or physically assaults Scudder, he will reply in kind.

If asked, the guards will say that Scudder isn't allowed any clothes or full rations during this rash of criminal activity because the mayor is afraid Scudder will find a way to use such materials to make an escape. The mayor doesn't want to take any chances during this state of emergency.

Should the Characters order the guards to feed and clothe the prisoner, they will grudgingly comply. Although the measures are harsh, the guards will attempt to emphasize that these are dangerous times in Central City.

This should be a good opportunity for some in-depth role-playing between the GM and his Players. Of course, Scudder will never be grateful and will not help the Characters at this point. Any Persuasion or Intimidation attempt on Scudder are made at +4.

Play may proceed with Encounter 1, *The Mayor's Office*, *The Radio Option* then *The Crimes*, or Encounter 5, *Goldface's Ultimatum*.

TROUBLESHOOTING

The GM should be certain to describe the plaza to the Players as their Characters walk through it.

The heroes, if they are even fairly well-known, may be harassed by some of the cons in different cells. Rude comments about the Characters' attires such as, "Look at the tough guy in the pink tights" or, "Hey, can you guys give me an autograph or did you forget your crayons?" might be passed. If Scudder's voice gets loud enough for all to hear, the heroes will certainly be razed on their way out.

If the Players are still having trouble getting started, use *The Radio Option*, page 13, and proceed to the First Crime.

The Crimes

Villains who are captured during any of the crimes will be taken to police headquarters. They will be questioned by police, although they will refuse to talk. If they are interrogated by the Characters (villain's INT/WILL vs. the Character's INT/WILL), the villains will reveal the following information:

Villain Interrogation

RAPs

- 2: The details of the villain's personal crime.
- 3: Who else is involved in this crime.
- 4: The *Secret Society* is being formed anew.
- 5: The identity of the force behind the formation of the new *Secret Society*.
- 6: The location of the new Citadel Sinister.

The villains are, of course, Opposed to any Character's motivation, so Persuasion attempts will be at +4. The GM may decide if the villains have a Personal Vendetta going, which results in a +7 modifier to a Persuasion attempt.

Captured villains will be taken to the same holding level as the one where the Mirror Master is being held. They will be stripped of their uniforms and given prison garb to wear. If the Characters have not spoken up on behalf of the incarcerated felons, the crooks will be kept on half rations until this emergency is over.

During the course of a play, a villain might get captured before his crime occurs. For example, Captain Cold might get caught during the Cheetah's crime while his crime was

supposed to come up next. In this case, the GM should think to himself "What would Goldface do?"

It is most probable that Goldface would simply choose another crook, currently free, to run the crime in Captain Cold's place. The GM (as Goldface) could either move the third crime up into the second slot, getting a new crime for third or he/she could choose a new crime to fill the second slot.

To best role-play each criminal, the GM should consult the **Role-Playing** section of each Character's description.

Important Note

If at any time three or more of the founding members of the Society and/or four or more of the pledges are in custody, a special message (**Goldface's Ultimatum**) will be broadcast throughout Central City. In either case, one of these captured villains will be the Mirror Master, since he is already in custody, to give the Player Characters an

opportunity to elicit his aid. In this case, play proceeds with Encounter 5, **Goldface's Ultimatum**.

NOTE: Should these major crimes prove to be an insufficient challenge to the Player Characters (which probably means the Players are all running Superman), the GM may wish to include a number of smaller, simpler crimes. For instance, on the way back from the First Crime, the Characters might spy a purse snatching (stats for a normal thief appear in the Gamemaster's Manual, page 87). It doesn't have to be a big crime, just enough to indicate the continuing societal decay of Central City.

These smalltime crooks will have no idea about what's going on with the Secret Society. To determine other possible small crimes, use "Creating a Quick Adventure" in the Gamemaster's Manual, pages 13-15. None of these crooks will possess any extraordinary powers.

It is important to keep in mind that while the encounters are listed with numbers 1-8 (along with the six included **Crimes**), this is not to indicate any preferred or

Goldface's Cells

Any heroes who are captured during any of the battles accompanying these crimes will be taken directly to the Citadel Sinister. Once here, they will be kept in cells specially designed to negate that hero's particular abilities. Each cell must be designed by the GM, since only he will know what powers his Players' original heroes might possess.

For instance, if a hero has flame powers, the cell will be temperature controlled and filled with liquid. Or if the hero can fly, the cell will be dug into the ground and will be very small in size. These cells are located on the floor below the Conference Chamber.

The cells should be simple and based on the powers of the heroes who are trapped therein. However, should the GM feel that he needs to gear these cells more towards exact numbers, he may want to assign specific OV/RVs and BODY APs to each cell.

Each cell serves as a conductor of specific powers and/or abilities which negate and counteract its occupant's escape or damage attempts. When a Character utilizes a Power or Skill against his/her cell, the cell immediately respond with the applicable Power which would be most effective against the attacker.

For example, if a Character tries to crack-freeze a wall using Ice Production, the cell would respond by melting the ice before it reaches its target using Flame Project. The Character's attacking Power or ability is the AV/EVs, the cell's response, the OV/RVs.

In the creation of each cell, Goldface (as role-played by the GM) is allotted 40 APs to distribute between the cell's OV/RV APs of the response Power and the BODY of the cell itself. For example, the cell in the above case could have a Flame Project Power acting as an OV: 10, an RV: 10, and the cell would have a BODY: 20.

Each cell will be computer-controlled to monitor and anticipate the confined Player Character. As such, each cell will have an Initiative of 30 when entering combat to offset any break-out attempt. Each cell has Uses: 3, Duration: 20.

There is a chance that Goldface, in his researching

each Player Character while designing the cells, will discover a Character's particular Character limitation(s). This is done via a normal Mental Attack (although the Character will not realize it has occurred) pitting Goldface's INT/WILL against the INT/WILL of the Character he is researching. Any positive RAPs gained in this fashion will increase Goldface's ability to nullify the Player Character's powers by giving him additional APs which he may distribute between the cell's OV/RV/BODY, as follows:

RAPs	Additional APs
1	5
2	10
3	15
4-5	20
6	25
7	30
8-9	35
10+	40

Goldface may burn Hero Points in his Mental Attacks against a Character if he wishes. The GM should be certain to deduct such expended points from Goldface's total.

Additional Examples: In the earlier example, the Character with Flight could be kept off balance by occasional gusts of wind. Characters with Bomb, Digging, or similar powers could be confined in cells of extremely reinforced BODY. Goldface (the GM) is truly at liberty in creating appropriate holding cells for the Player Characters.

A hero must constantly be on alert. A villain, however, has all the time he needs to plan his most devious of crimes. As such, Goldface has had many months to research the Player Characters and design the holding cells in as specific a manner as necessary.

mandatory order. The GM should refer to Design Notes in the opening section to determine the proper placement of these crimes.

For ease of identification on each map of a crime area, the villains have been keyed in by these letters:

PP - Pied Piper	SH - Shark
ST - Shadow Thief	CS - Chronos
CH - Cheetah	KM - Killer Moth
MM - Matter Master	CP - Copperhead
GG - Golden Glider	GF - Goldface
CC - Captain Cold	

—Crime 1: Captain Cold—

SETUP

CODE WORDS: Ice Cold Drink

Outside of town, about 12 miles to the north, rests the Central City reservoir. The reservoir is guarded by three older men on alternating eight-hour shifts. This reservoir supplies 80% of the water to Central City.

PLAYER INFORMATION

On approaching the reservoir, you note that the gate has been smashed open. A guard house is to the left, inside which lies an old, unconscious man in a guard's uniform.

Arriving at the reservoir itself, you see a white panelled truck parked to one side. Captain Cold and some of his cohorts are busily setting up what looks to be a technologically advanced cannon. They are intent upon their work and don't seem to have noticed you yet.

The guard you saw lying unconscious in the guard house cautiously paces from one side of the reservoir to the other, seemingly oblivious to the villains or yourselves.

GM INFORMATION

If the guard is revived, he will tell the Player Characters the following:

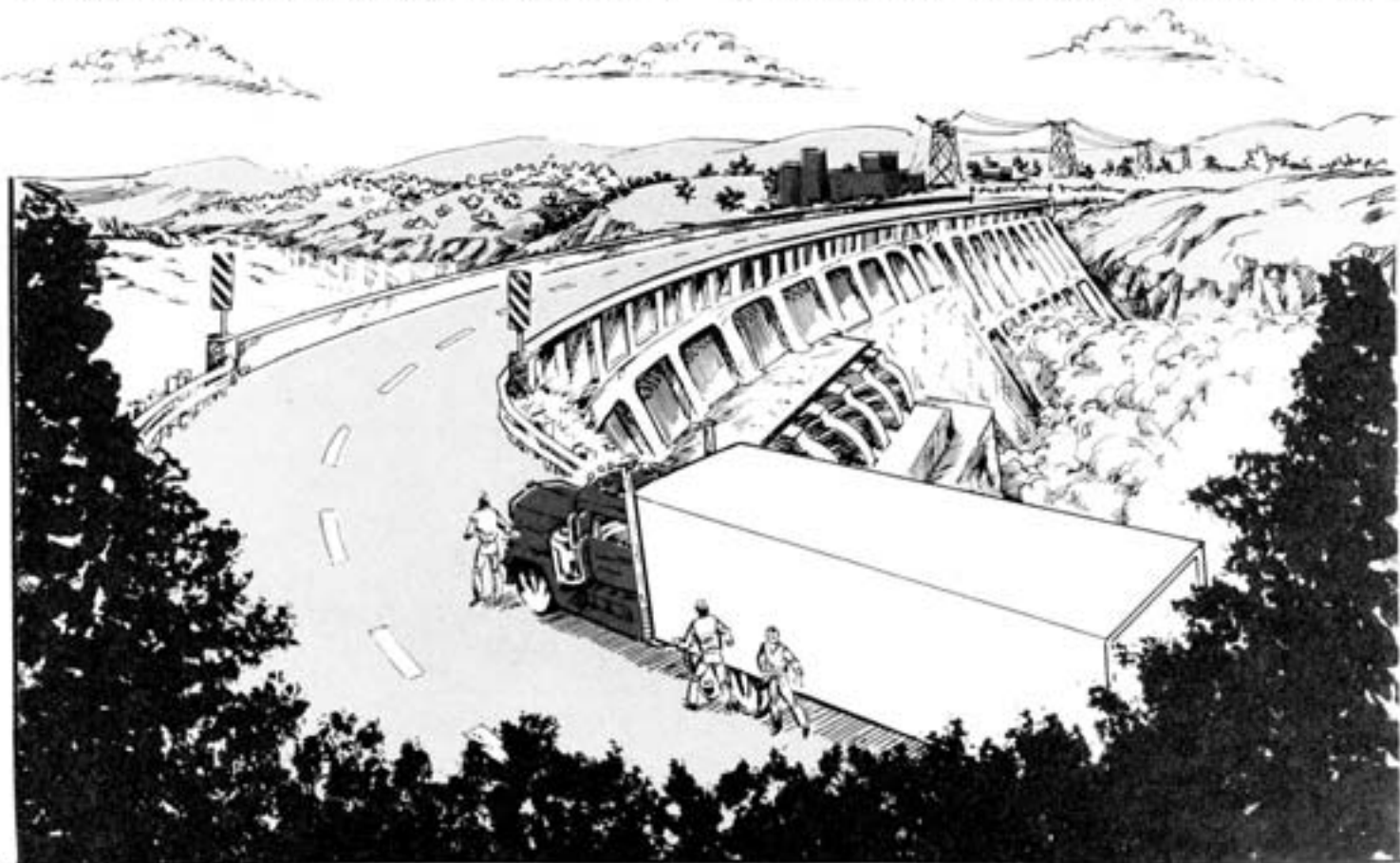
"Yeah... this group of weird-looking characters in a truck busted in, heading for the reservoir."

Captain Cold is in charge with the Shark on hand as advisor. The Pied Piper and the Shadow Thief are helping to man the Cold Cannon, an enlarged version of Cold's gun. Cheetah and Golden Glider are in the truck, lying in wait for the heroes, while the Shark is in the reservoir itself. Matter Master is disguised as the guard, and will attack from the rear.

COLD CANNON

(DEX: 0, STR: 14, BODY: 8)
HP Cost: 40, Uses: 1, Duration: 12
POWERS: Ice Production: 14
AV: 5, EV: 8, RANGE: 0-4, 5-6, 7-8

The Cold Cannon is somewhat mobile and may be used against the Player Characters. However, it is very bulky



and it will require 3 APs of time to move, aim, and shoot it.

After the Characters show up at the reservoir, the villains will, of course, know of their presence, and will stop operations on the lake to begin baiting a trap.

Captain Cold's plan is to freeze the reservoir, thereby depriving Central City of its water supply. In effect he will have stolen the very liquid of life. He will hold it for ransom and expect to get a high price from the city.

Following assembly, it will take 6 APs of time for the gun to become active and to begin freezing the water. The Shark will, of course, jump out as the process begins. It will take 12 APs of time for the reservoir to become completely frozen.

After the Player Characters have either defeated or been defeated by the villains, play proceeds with the next crime the GM has selected.

PRESENTATION

Ice cubes and a strong fan can be used here. The fan should start blowing air over the ice cubes as the cannon is activated, sending out waves of cold air. A well-supplied and aimed squirt gun could readily give the feel of a fall into the reservoir.



— Crime 2: Pied Piper —

SETUP

CODE WORDS: No Sound of Music

The Central City Orchestra, rehearsing for the upcoming free public concert are under the bandshell in City Park. It is a conical bandshell set before an open lawn. The orchestra is renowned as one of the finest in the country.

PLAYER INFORMATION

As you come through the park, you hear the lilting strands of beautiful music. You listen carefully cherishing each dulcet note which grows louder as you near the bandshell. Suddenly, the park falls silent, the music stopped in mid-note.

As you hurry across the lawn to the bandshell, you see the Pied Piper standing there proudly. He haughtily looks at you, gloating.

"Ah it's such a pleasure to see some new blood getting into the hero game. Too bad you'll never live to hear the applause of the public."

With that, the Pied Piper puts his pipes to his lips and draws a slow, lazy breath.

GM INFORMATION

The Piper's objective is to permanently silence the orchestra, making it appear he has stolen the sound from every instrument. Actually, he is turning the bandshell itself into a giant sound damper. It is the shell that is sucking up the sound, for the Piper has had electrodes

attached to strategic spots on the shell causing it to resonate in reverse sync as the music, nullifying the musical notes.

Killer Moth is overseeing this caper from the lawn. Shadow Thief is operating from inside the shell, while Golden Glider, Matter Master, and Captain Cold are positioned at various spots on the outside of the shell.

Each of the electrodes is attached to a generator which is currently hidden in the bushes behind the shell. Cheetah is there, waiting for the Piper's signal to turn it on. Should the Characters attack, Cheetah will abandon the operational generator to join the fray.

Following this encounter, play proceeds with the next crime the GM has selected.

TROUBLESHOOTING

The shell has a structural rating of BODY: 17 and of Weight: 14. There are forty members of the band who are present at this rehearsal. Other than being outstanding musicians, they possess normal statistics.

The musicians are all mesmerized and can't move. They do not possess a "mob" potential, although their safety is certainly at risk. The musicians will snap out of the Piper's control and flee to safety (along with their instruments) at the first attack by either hero or villain.

PRESENTATION

The GM should have a recording of classical music softly playing as the Characters approach the cone. It should be abruptly turned off as the Piper strikes. An inexpensive flute or whistle, or perhaps even a kazoo, can simulate the Piper's pipes.

-Crime 3: Matter Master-

SETUP

CODE WORD: Diamonds

Central City Stadium is located in the Leawood section of town. It is a small, cozy stadium, designed primarily for baseball games and seats approximately 36,000 people. The outfield walls are beautifully ivy-covered and the absence of lights for night games is conspicuous. As such, should Central City's ball team reach post-season play, the playoff games will be moved to nearby Gotham.

PLAYER INFORMATION

There is no game today, so the stadium is empty. Matter Master stands alone at home plate, seeming to be concentrating on the ground. Suddenly, the entire stadium shakes. There is a loud rumbling as the very earth moves and lifts itself into the air.

GM INFORMATION

Matter Master, who is a bit of a loudmouth and a show-off, is out to steal the biggest diamond in Central City. The other villains, including Chronos and Killer Moth as ushers, are positioned in various spots around the stadium. Copperhead reclines casually in the left field bleachers.

Matter Master plans to decrease the gravity around the playing field so that it will float into the air. Then, using the powers of his Mentachem wand, he plans to push the dirt out towards the airport. Not only will it cost the city a fortune to replace the ruined playing field but dropping the dirt at the airport will foul up air-traffic for at least a week. Matter Master wants no money; he is simply out to cause as much trouble and confusion as possible.

Matter Master needs to concentrate in order for his wand to work. When he loses his concentration, if he is attacked or distracted by one of the heroes, his control over the ever-moving stone is broken. If this happens while he is levitating the ballfield, the ground will fall within 3 APs of time.

Following this encounter, play proceeds to the next crime the GM has selected.

TROUBLESHOOTING

Matter Master will attempt to take the diamond to the Central City airport. Using his wand to create a magic platform out of earth, Matter Master can fly so he will be able to propel the dirt through the air. The Characters should be very cautious of disturbing the Matter Master at this point, for if he drops the diamond of dirt, it will endanger the city below.

The Characters might follow the Matter Master until he drops the dirt at the airport and then attack; should they defeat the villains, the Characters could force Matter Master to return the dirt to the stadium. The Matter Master can also will his wand to use the dirt as an attack weapon using the Wand's Animate Objects power.

PRESENTATION

The GM should shake the table and pretend to strain as the ground is lifted by Matter Master with the Mentachem wand. Also, a cardboard cut-out might be used to represent the ballfield in the air, supported above the Central City map (pages 16 and 17).

If something happens to Matter Master or if he loses the wand, the cardboard diamond should drop, thus showing what area of the city and figures are hit by the dirt. The GM should be certain to make the ballfield cut-out proportionally sized in comparison to the Central City map.

-Crime 4: Killer Moth-

SETUP

CODE WORDS: Money Shortage

The Second National Bank is located on Fairfax Avenue in the Danville section of town. A big, grey building left over from before World War II, it is three stories tall and looks more like a library than a depository. The entrance is guarded by a man positioned outside the bank's huge glass doors.

PLAYER INFORMATION

The city streets are fairly empty when you arrive, except for the usual afternoon workers. There is no sign of the villains or of any criminal activity at all.

GM INFORMATION

This is Killer Moth's crime. All of his villainous cohorts are gathered on the bank's rooftop with him or stationed on the street below. Chronos is hovering nearby on his sundial platform. Only those heroes who arrived at this scene by flying will have a chance of noticing the waiting villains (see *Troubleshooting*).

Unless in the presence of either the mayor himself, a high-ranking law enforcement officer, or an official document from either, the Characters will not be admitted into the depository. They will be allowed into the main common area, but no further.

Actually, the GM should keep the Characters outside the depository itself, since the main action will take place

there. If, following an allowable Perception check, the Characters are caught inside when Killer Moth strikes, they will find themselves shrunk along with the building.

Killer Moth will become aware of the minified heroes following the crime and will enlarge them prior to fleeing the scene with the depository. As he attempts escape, he will sneer, "I thought you 'heroes' might like a little boost. I always knew you were small potatoes!"

Moth's plan is to use four shrink discs which he has placed at strategic points inside the depository. These discs, controlled by a small box in his hand, have the capacity to shrink a building with BODY: 15 and Weight: 14 within 4 APs of time. When he presses the control button, the discs' powers will be engaged and the building will be instantly shrunk to the size of a small lunch box with BODY: 25 and Weight: 0.

SHRINK DISCS

(DEX: 0 STR: 2 BODY: 2)

HP Cost: 25, Uses: 1, Duration: 15

POWER: Mimic Shrinking: 23 APs

Following this encounter, play proceeds with the next crime the GM selected.

TROUBLESHOOTING

A Perception check should be rolled for each Character to decide if he/she looks around and notices the criminals on the roof across the street.

—Crime 5: Shadow Thief—

SETUP

CODE WORDS: Tunnel Vision

After leaving Central City, the Trans Terra Express runs through Mount Putnam Tunnel as it continues on from Gotham City to Star City. The big luxury train is the first experimental version used in this country. Its design is based upon the "Bullet" trains of Europe and the Far East.

Today the train is carrying a load of precious artworks on their ways to a museum in Los Angeles. The insurance companies have tried to keep this a secret and few people know about it.

PLAYER INFORMATION

Coming upon the Mount Putnam Tunnel, you see nothing unusual. Stepping in closer, you see a few shadows moving inside the tunnel. They are grunting and seem to be lifting something heavy.

GM INFORMATION

Following the railroad tracks out from Central City

Characters can only be shrunk during this encounter if they are inside the depository. The shrink discs, which Killer Moth was able to get from an evil scientist friend, were designed solely to shrink this building. He would have to reset (Moth's Gadgetry vs. OV/RVs of 8) and attach them to a person before they would shrink that person.

While the GM should avoid letting the Characters be shrunk, if the Characters are caught inside, they will be shrunk along with the building. They will remain shrunk, and may operate at this size, until Killer Moth returns the Player Characters to their normal sizes, an action easily done by reversing the polarity of each shrink discs so that the object grows instead of shrinks.

Any minified Character with a Gadgetry skill able to get 1 RAP or more against the discs (OV/RV: 4) will be able to do this on his/her own. If this occurs, Killer Moth and his associates will flee the scene immediately, leaving the shrunk depository. The Player Characters may then re-size the depository themselves.

PRESENTATION

This may require a few props, but all that is basically needed is a shoe box and a small matchbox. The depository shoe box will start out big and then shrink to matchbox size if Killer Moth is successful. Heroes and villains who enter the depository should have their action figures placed within the boxes.

reveals nothing. It is only at the tunnel that any events will occur.

DIMENSIOMETER - Large Size

(DEX: 0 STR: 20 BODY: 12)

HP Cost: 250, Uses: 1, Duration: 10

POWERS: Two-Dimensional: 20 APs

AV: 4, EV: 5, RANGE: 0-2, 3-4, 5-7

The Shadow Thief has set up a version of his Dimensiometer right at the mouth of the tunnel. It is very large, is anchored to the roof of the mouth of the tunnel, and is immobile.

His plan is to send the Trans Terra Express rumbling into his shadow dimension where it will remain until he gets a five-million-dollar ransom. He doesn't know anything about the cargo the train is carrying. The artworks will only be "extras" if he gets away with this crime.

Shadow Thief is in the tunnel along with Captain Cold, Matter Master, and Copperhead. Cheetah and Golden Glider are positioned outside, keeping a watch on things. The Pied Piper is hidden on a ridge above the tunnel.

Following this encounter, play proceeds to the next crime the GM selected.



TROUBLESHOOTING

The GM should not be overly concerned if the Characters are caught by the Shadow Thief's dimension beam, which can occur by their simply stepping directly into its path. The GM could play this to the hilt, having the Characters struggle to return from a misty dimension of shadows. However, this should only be a simple side-encounter, occupying the Characters just long enough for the villains to escape.

If the Characters should be caught, one way to get them back to this dimension is to have them simply step back into the spot where the dimensioner is contacting the shadow realm.

The different realms are easily identifiable when the dimensioner is operational. The dimension the Characters are existing in seems as physically normal as ever, the opposite realm appears misty and non-corporeal. Such an obvious difference would easily allow trapped Player Characters to locate reference points to return to their own dimension.

If the GM decides play should not get this involved, the dimensioner, which has been pre-set to accept the train, will not be able to incorporate the bodies of the Characters. In this case, the Characters will simply be hit by the beam as a 20 AP Physical attack.

PRESENTATION

The room lights should be turned down low when the Characters are in the tunnel, have been caught by the beam, or when they are fighting the Shadow Thief. A powerful flashlight shined into the Players' faces could simulate the dimensioner's beam.

Crime 6: Cheetah

SETUP

CODE WORDS: Change of Spots

The Wyler Zoo is located in the Brookfield Heights section of town. A pair of rare, endangered Snow Leopards is on loan from the People's Zoo outside Moscow. They are housed in a temperature-controlled environment inside the Hudson Pavilion.

PLAYER INFORMATION

Heading towards the Hudson Pavilion, you see a number of people gathered outside. They are all looking through a window at the pair of striking Snow Leopards.

On closer inspection, you notice a third leopard-figure moving in with the animals. You recognize it as Cheetah, who has obviously gained entrance to the pavilion through a noticeable hole in the side wall.

GM INFORMATION

Cheetah is here to capture the leopards. She actually hopes to return them to the wild but she's told the other villains that she wants to hold them for ransom. Central City and the American Government will pay a handsome price for the leopards, if for no other reason than to avoid an international incident with the Soviet Union.

Golden Glider is with Cheetah, currently jumping about to distract the cats. Matter Master formed the hole in the wall; Captain Cold is keeping the temperature at a constant level to insure the safety of the animals. Pied Piper, disguised as a normal citizen, is standing with the crowd out front. Shadow Thief is hidden behind the rocks, while Copperhead waits in the truck outside.

No matter what else happens or who is involved, Cheetah will not let anything happen to the leopards. Other than that, the villains will use any method necessary to

escape. They will even capture and hold civilians if possible.

Following this Encounter, play proceeds with the next crime selected by the GM or with Encounter 5, *Goldface's Ultimatum*.

TROUBLESHOOTING

The onlookers should be the primary concern of the Characters. There are ten people watching the theft, nine citizens and the disguised Pied Piper. Some of these people will panic, some will just be in the way. The GM must keep track of them, even if all ten run for cover (Pied Piper doing so to maintain his anonymity), but he or she should try to use them a bit more creatively. The villains may use these citizens as shields or as bait.

Another thing the GM should watch is that the heroes don't hurt the leopards. These are very rare and valuable animals and their loan to the US is a sign of trust on the part of the USSR. The leopards, however, will be very frightened and will have no such compunction about hurting the Characters.

—Goldface's Ultimatum—

SETUP

5:00 PM - Thursday

Goldface has taken control of all broadcast media to deliver his malevolent challenge to Central City and its would-be heroes.

PLAYER INFORMATION

As you relax back at your headquarters after jobs well-done, you switch on the Channel 7 5:00 news. Suddenly, your television loses its signal as static disrupts the airwaves.

Then a shadowy figure can be seen. Highlighted on a table before him is a scale model of Central City. The figure begins speaking in a deep, metallic voice.

"Greetings, citizens of Central City. Your current leaders, whom I shall soon replace with my own associates, have chosen to involve themselves in my affairs. They have seen fit to engage a group of costumed vigilantes to battle and incarcerate people working with me.

"I can no longer tolerate this interference. If all of my colleagues, including the upstart Mirror Master, are not released, and if each of these roughneck vigilantes is not out of this town by 6:00 this evening, I will be forced to blow Central City right off the face of the map!"

"I have secretly placed explosive charges throughout Central City sufficient to level this insignificant place. I urge all citizens to agree to my demands... or there'll be a hot time in the old town tonight!"

He slams a metallic fist down onto the model, smashing it to pieces. A leering vision of yellow-gold lunges menacingly forward, filling the screen.

LEOPARDS

DEX:	4	STR:	4	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2

Attack Advantage: 4

POWERS:

Running: 6 (limitation of five phases)

Analytical Smell/Tracking: 2

Stealth: 3 (Habitat only)

Camouflage Self: 3 (Habitat only)

PRESENTATION

The fan here may help simulate the temperature-controlled environment. Also, almost every plastic toy zoo set has some small leopards or cheetahs in it. If the size is right, these might be able to be used here.

"So speaks Goldface!"

After a calculated dramatic pause, the transmission breaks off.

GM INFORMATION

The Characters will be unable to track the signal, so they cannot instantaneously figure out Goldface's current location. However, they should now have more than enough information to figure out what Goldface has planned.

Mayor Field will be anxious to comply with Goldface's demands. He will urge the Characters to leave the city and will call for the release of the captured villains. He will do this right away, unless the Characters come up with a better plan.

Checking with the various television and radio stations will reveal that while their signals were all interrupted, none of their facilities reported a break-in or was taken over. Since the signal had to have an origin, one radio station personnel will suggest that one of Central City's tallest buildings may be suspect:

"A powerful enough signal could reach anywhere from the top of one of those babies."

The tallest building in Central City is the Hardwell Tower; the second tallest is the Waterloo Building on Landover Avenue. There will be no available information of any kind at the Hardwell Building.

Play now proceeds with Encounter 6, *The Plaza*.

TROUBLESHOOTING

After Goldface makes his announcement, if the Characters still haven't realized what Goldface's plan is, the

Characters might get some inadvertent help from the villains, who all know where the explosives are and will start to panic, demanding to be released or taken to another facility.

Word of the noise and the panic will certainly be passed on to the mayor and/or the Characters by policemen. The villains will be anxious to leave the premises because they will assume the explosives have been buried beneath Police Headquarters, when in reality they are hidden underneath the adjoining plaza.

PRESENTATION

To simulate Goldface's voice, the GM should get a short metal can and cut out both ends. One end of the can should be crushed to half-closed. The GM should speak through the opposite end of the can, which will cause his/her voice to vibrate off of the metal sides.

The Plaza

SETUP

The Edward James Memorial Plaza between City Hall and Police Headquarters is made of red brick. There is a small map of the United States inlaid into the bricks, with a flagpole sticking up from a star which represents Central City. There is a number of trees throughout the plaza, intermingled amongst the benches and tables. There is also an elegant fountain in the plaza.

PLAYER INFORMATION

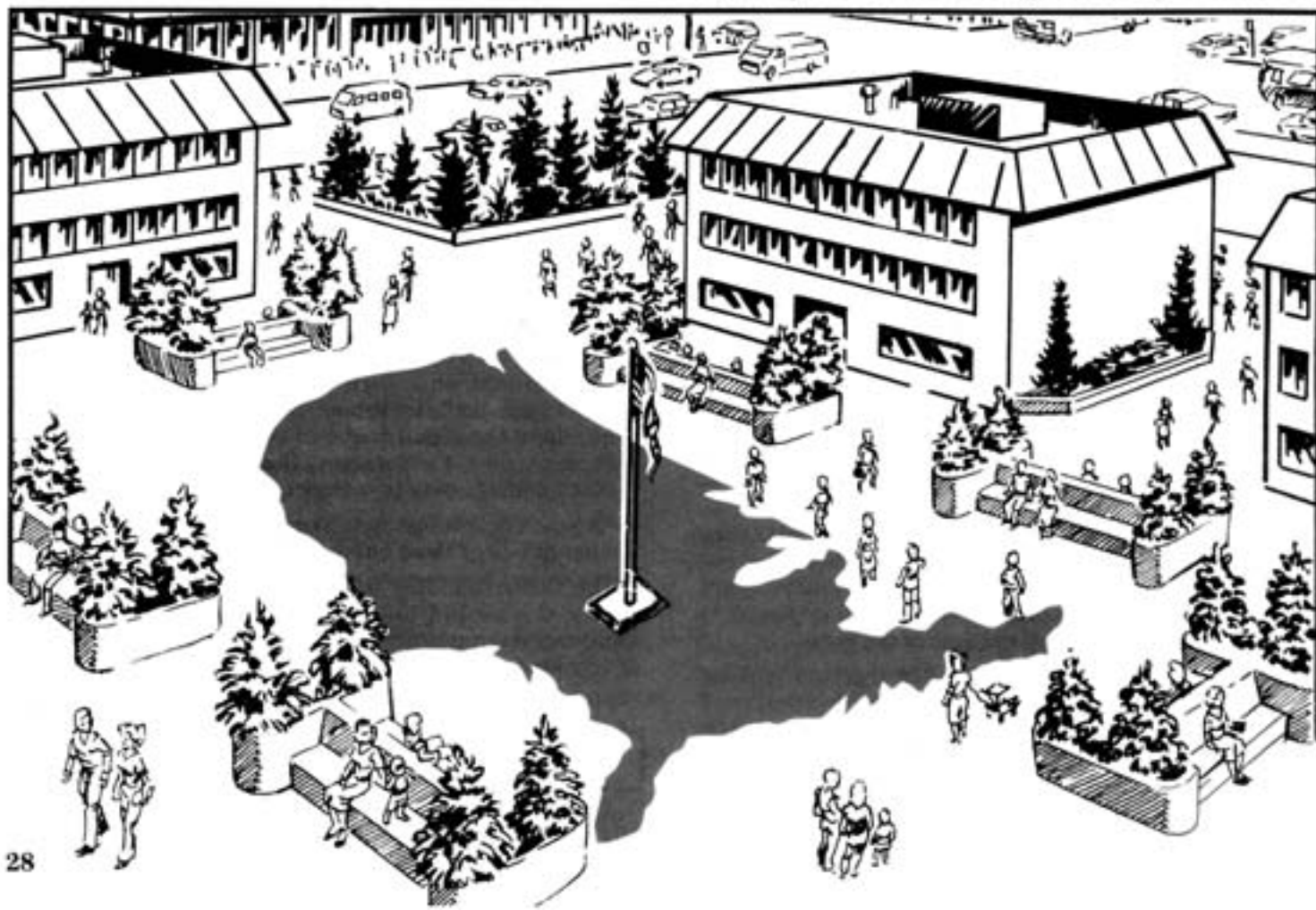
A large number of people is in the plaza, going about daily business. Old Glory flies proudly from the new flagpole which stands near the center of the map of the United States.

GM INFORMATION

There are explosives with a destructive force of 20 APs hidden beneath the flagpole in the plaza. The explosives are on a timer which is set to go off at 6:00 PM. The explosives can be disarmed by disconnecting the timer from the detonator. The timer is connected by four wires, a red, a yellow, a blue, and a green one. The green wire must be pulled/cut first, otherwise the explosives will detonate immediately.

Should the GM decide to go with the Presentation as outlined to follow, he/she should allow the Players to examine the wires that are linked to the explosive device.

Those Characters with Military Science, Gadgetry, Scientist, or Detective Skills may be able to gain clues from



the wires. The bomb has OV/RVs of 10, so Characters should attempt to gain their RAP against those numbers.

Disarming the Bomb

RAPs

- 1-2: The red wire is the wrong wire.
- 3: The red and yellow wires are the wrong wires.
- 4: The red, yellow, and blue wires are the wrong wires.

Play now proceeds with either Encounter 7, *The Mirror Master Again* or Encounter 8, *Showdown*.

TROUBLESHOOTING

The pedestrians will crowd in to see what's going on as soon as any costumed heroes or villains arrive on the scene. The crowd will grow larger as the Characters begin digging or breaking up the ground. As always, innocent pedestrians should be a major concern of the Characters.

The Player Characters should make an attempt to dis-

perse the crowd or at least keep them back from the area. If the Player Characters pull the wrong wire or if the timer reaches 6:00 PM, the bomb will explode. Alert Player Characters may attempt to contain the powerful (20 AP) blast at a +4 modifier, but should the blast occur, buildings may be destroyed and nearby persons (even Player Characters) may be killed.

PRESENTATION

This is a bit tricky. GMs are strongly discouraged against using any kind of explosives at all during the course of this game. Not even firecrackers act as an acceptable alternative.

If the GM feels a prop is really in line for this encounter, he/she could get a kitchen timer and hook up four wires or cords to it, being sure to keep the colors the same as above; hopefully the colors will be a clue to the Players.

The GM should then run the wires either under the table to where they're out of sight or attach them to an empty cereal box or inflated paper bag, set the timer for the amount of time the Players have left, and when/if the bell rings, pop the bag. The noise will be surprisingly effective.

-The Mirror Master Again-

SETUP

Returning to the same dismal detention level as in their first encounter with the Mirror Master (see Encounter 4), the Characters are escorted to Scudder's cell. Scudder seems more robust now. He looks healthier and shows more vitality. He also seems angry and anxious to talk to the Characters.

PLAYER INFORMATION

You are escorted back down to the detention level to Samuel Scudder's holding cell. He seems to be in better shape, both mentally and physically, than the last time you saw him, although he does appear to be slightly perturbed.

Scudder sneers at you through the bars: "Those charlatans have left me stranded here. I could rot in this cell and they couldn't have cared less. Well, I'm going to show them never to take the Mirror Master lightly. I want to blow the whistle on the lot of them.

"I know where all these second rate crooks are and what's going on. I can lead you right to their hide-out. All you have to do is get me out of here."

Scudder looks at you quizzically.

GM INFORMATION

Scudder does indeed know where the Citadel Sinister is located and he is truly willing to trade this information for

his freedom. He will not divulge any information cheaply and will demand a full pardon for his crimes. He will settle for a release and acquittal on this current crime, however.

If he and the Characters can come to terms, Scudder will demand his suit and weapons, saying he'll need them for his own protection. After all, his argument goes, he is about to lead the Characters into the den of a group of deadly villains and he should be able to defend himself.

Scudder is sincere in his desire to help the Characters, at least for now. Once he gets his uniform back, he will lead the Characters to the Citadel. If the Characters refuse to return Scudder's suit and equipment he will refuse to divulge *any* information to the Characters. He may be Persuaded, but any Persuasion or Intimidation attempts, or moves to renegotiate his terms, meet with +4 Column Modifiers.

Play proceeds with Encounter 8, *Showdown*.

TROUBLESHOOTING

The GM should not let Scudder give in too easily, while also remembering that he is fairly willing to bargain. The GM may wish to have the villains in the nearby cells interject their thoughts and threats as the Mirror Master divulges his information.

Other villains captured during any previous encounters in this adventure will also be incarcerated on this level. As the Characters approach for this encounter, the villains will warn Scudder not to say anything about the Society.



— Showdown —

SETUP

The current headquarters of the *Secret Society of Super-Villains* is located in the Waterloo Building, a skyscraper on Landover Avenue, near the border between the City Center and University Town sections of the city.

The building, standing at fifty-three stories tall, is of fairly new construction, being made of a mostly dark glass exterior and having an imposing air about it. It is currently the second-largest building in Central City.

The bottom forty-one floors are occupied by legitimate businesses, although some are dummy corporations for all sorts of activities. Global Travel on the first floor, Lupton's brokerage firm on the fourth, and the tenth floor's Conelli Insurance are all businesses which are fronts for Goldface and his mob.

Floors eleven and twelve are empty except for storage facilities. Floors forty-two through fifty-three are given over to the workings of the *Secret Society of Super-Villains*, under the guise of Golden Personnel.

The Characters will have no trouble gaining entrance to the building. Their progress will, of course, be monitored by Goldface and his cohorts. Consulting the directory in the lobby reveals that the majority of the upper floors are leased to a corporation called Golden Personnel.

Using the Perception Checks rules, Characters can gain the information listed on the table below vs. OV/RVs of 4.

In the interests of expediting play, the GM may wish to let the Players see the directory provided even if the Characters did not receive the necessary RAPs.

Directory Perception

RAPs

- 1: No one around has any information.
- 2: The building's directory has an interesting list of names.
- 3-4: Take note of listings for Golden Personnel which seems to occupy all of the top floors.
- 5: Take note of the Lobby Security Cameras which are following all of your movements.

All currently-free villains will be gathered in the Conference Chamber when the Characters appear. Under orders from Goldface, the villains will not attack any Characters until he talks with them — unless of course the heroes attack first.

If the Characters have arrived peacefully, they will be invited to sit at the table for a moment as, from the shadows, behind the curtains, a deep voice addresses them. If the Characters have fought their ways into the chamber, as they enter the room, the voice addresses them.

PLAYER INFORMATION

As you enter the chamber, you hear a deep, metallic voice emanate from behind the darkened curtains at the other end of the room.

"Welcome to our little group. As you've no doubt seen by now, you heroes have no chance to beat our Society. Criminals are indeed soon to be the ruling body here in Central City. However, we're not cruel beings. We're merely business people and are willing to make you an offer.

"You are all invited to join with us. You will receive an equal share of the town and its wealth, as well as all the other benefits of our organization. Of course, should you decide not to join us, we'll be forced to eliminate you. These are our terms."

The room falls to silence.

GM INFORMATION

Goldface's offer is sincere and he will treat the incoming Characters as guests, should they accept. If any or all Characters refuse, the villains will attack those Characters immediately.

The GM must be aware of which Characters decide to go over to the Society and which choose to remain heroes. If there has been a spy in the ranks of the heroes, now is the time for him to reveal himself.

TROUBLESHOOTING

The reaction of the Players is very important here in light of both role-playing and final Hero Point distributions, as any hero who legitimately joins forces with villains will lose all Hero Points which would have been awarded him/her.

If fewer than all of the Players agree to switch sides, Goldface will order the ones who have switched to battle to the death of the ones who have refused. If the remaining heroes declare Killing Combat, they immediately forfeit all potential Hero Point Awards.

If the Player Characters are defeated in battle with the Society, such a defeat will be reflected in their Hero Point totals. A total defeat leaves Central City at the complete control and disposal of Goldface and the *Secret Society of Super-Villains*.

Should the Characters win the battle and capture or drive the villains from Central City, the GM should consider such valiant actions in his/her distribution of final Hero Point Awards.

DIRECTORY

Waterloo Building

Floor	Occupant
1	Global Travel
2	Gizmos and Fun Stuff
3	Yazmine's Skydiving
4	Lupton's Brokerage Firm
5	Wordsmiths of California
6	Popcorn City
7	KTC Pharmaceuticals
8	Rick's
9	The Configuration
10	Conelli Insurance
11	Vacant
12	Vacant
14	Miriam Bender Diagnostic Center
15	Kuehr Detective Agency
16	Tomfoolery, Inc.
17	Kirk's Enterprises
18	The Quarnstrom Corporation
19	Finch Law Firm
20	Arthur's Aviary
21	Loesch Marketing
22	The Duckstore
23	Sandberg's Cubbyhole
24	Gray Computers of Atlanta
25	Jenkinstyme Watch Repair
26	Wink's Bedding
27	CHP Florists
28	Renshaw Video
29	Jones' Excavation
30	Wall Inspection by Tybalt
31	Bromley Stationery
32	T. Flick Concessions
33	Ralph's Guppies
34	The Unnamed Aquarium
35	Sam's House of No-Nos
36	Johnston Engineering
37	Retirement by Deckard
38	O'Dell Tennis Supplies
39	Glaberon Electronics
40	Jerry's Secret Elevators
41	The Forces of Darkness
42 - 53	Golden Personnel

Endgame

Hopefully, the *Secret Society of Super-Villains* has been defeated and Central City is once again under the control of Mayor Field and the legal authorities.

Should the villains emerge triumphant, the Characters will certainly end up disgraced, if not dead. The GM could choose to use the remaining crimes (of the original six) in order to give the heroes another chance. On the other hand, the Characters may want to come back as new heroes in order to face this cadre of crooks.

Any Characters involved in the capture/defeat of the villains will be given a special day of honor. They will be treated to a parade which will end at Edward James Memorial Plaza. Here the Characters will be given the keys to Central City along with plaques proclaiming them to be the new defenders of the city.

The Characters will be allowed to keep all the benefits (office, salary, insurance, status, etc.) that they care to retain. They are certainly free to give up anything they don't want or that they feel will tie them too closely to the bureaucracy of the city.

The Characters should be awarded the following points upon the successful conclusion of this adventure. A successful conclusion must include the break-up of the current Secret Society along with the capture or dispersement of a majority of the villains.

The GM may wish to allow the Player Characters to retain the connections they obtained during the adventure, depending on the Player Characters' performances and the suitability within the campaign.

The GM may wish to include additional Hero Points for deciphering of clues, exceptional role-playing, etc., to form a new possible total for successful completion of this adventure.

The Standard Award

Opposition:

Superior 25

Area of Consequence:

City/Local 3

Severity:

Fatal 15

Critical Points:

First Crime (Even Odds) 3

Second Crime (Even Odds) 3

Third Crime (Even Odds) 3

Potential Character Capture (Seldom Works) 8

Defusing Explosives (Seldom Works) 8

Villains Captured (Longshot) 20

TOTAL: **88**

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 an 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

A Replayable Adventure.

Calling All Pantywaists!



Okay, all you costumed losers and caped creeps, listen up!

So you think you're tough, huh? Tough enough to handle the return of the *Secret Society of Super-Villains*™?

No, we didn't think so.

We own Central City™ and it's off-limits to all you wimpy do-gooders!

So why don't you and your cotton/polyester leotards find a nice rock to hide under? 'Cause you Florence Nightingale-types don't stand a chance against the . . .

King of Crime

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