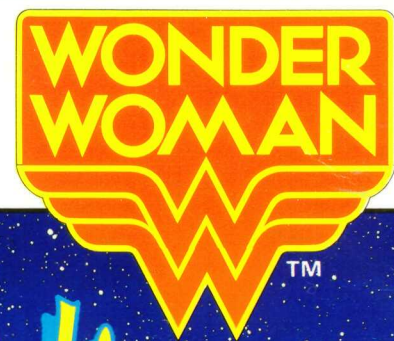




HEROES

ROLE
PLAYING
MODULE



Strangers in Paradise



by Dan Greenberg
in collaboration with George Pérez

WONDER WOMAN



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Strangers in Paradise

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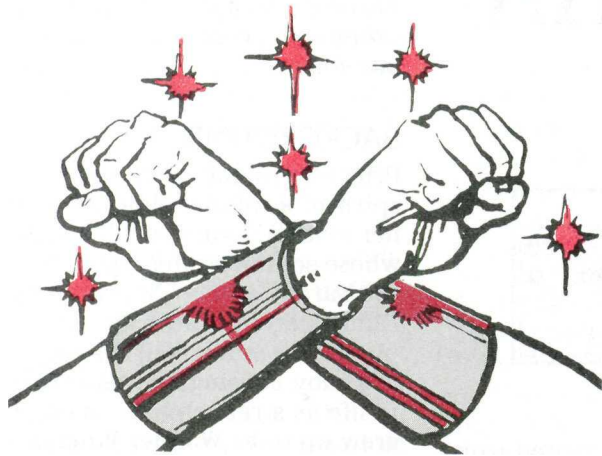
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Introduction



The Wonder Woman Sourcebook is a complete reference work on the new Wonder Woman and contains detailed information on the fabled Amazon Princess, her history, friends, foes, and the realms she inhabits, from Paradise Island to Boston to Mount Olympus. The first section of the Sourcebook (Wonder Woman) details the Character of Wonder Woman. It includes her game statistics, background, personality, and tips on role-playing the Amazon Princess.

The Sourcebook sections entitled History of the Gods and The Olympian Gods chronicle the history of the Olympian Gods who created both Wonder Woman and the Amazons; the gods play an extremely important part in the life of the new Wonder Woman. Included in this section is information relating to Zeus, Ares, Artemis, Athena, and other gods as well as notes on incorporating the gods into a **DC Heroes** campaign.

The Sourcebook sections entitled The Amazons, Themyscira, and Amazon Non-Player Characters deal directly with the Amazons, describing the people, places, and history of Paradise Island, including complete details on the Island of Healing, the Temple of Hades, and Doom's Doorway.

The Friends and Villains sections describe Wonder Woman's allies and foes. Complete statistics are provided for friends like Steve Trevor and Julia Kapatelis and for such enemies as the Cheetah and Eris.

The new Wonder Woman possesses an important destiny and occupies a special place in the DC Universe. This reference work explains what makes her unique and how a GM and his/her Players can get the most from any Wonder Woman adventure.

Strangers in Paradise

Strangers in Paradise is a solitaire adventure which accompanies *The Wonder Woman Sourcebook*. It is the story of the first official delegation from "Man's World" to visit Paradise Island.

However, some of the ambassadors come from nations whose people espouse little respect for women. This, coupled with the fact that many Amazons are suspicious of outsiders, creates a tense situation; tempers flare as strange events occur, the two cultures quickly falling at odds.

Questions arise: Are the Amazons simply not intended to mix with outsiders? Or is someone trying to sabotage the expedition? If so, who? And most importantly, can Wonder Woman discover who is responsible for the strife before the situation explodes?

The conclusion to this taut and enigmatic first Wonder Woman adventure introduces a new, striking Character to the Wonder Woman pantheon.

The New Wonder Woman

With the advent of the *Crisis On Infinite Earths*, the DC Universe was shaken to the core, its history ultimately destroyed. From the ashes of the first world of heroes came a revitalized and streamlined universe. DC Comics' anchor Characters, Superman and Batman, were designed compelling new origins and often remolded into creative variations on their traditional themes.

Now the third member of the DC Triumvirate of Justice has joined the fold. Having undergone her own powerful transformation, Princess Diana of Themyscira (Wonder Woman) now stands as one of the most vibrant and exiting "new" Characters of the DC Universe.

The talent and commitment of her creators have brought a sweeping scale and a tight continuity to the cosmic series. Each issue builds upon an ever-richening, unfolding saga rather than simply presenting new episodic adventures. Consequently, the first year+ of the book read as a single epic story: an origin in fourteen parts.

The new Wonder Woman saga weaves an elegant tapestry of legend drawn both from Princess Diana's colorful history and from the Greek Mythology which has always been a part of her background. Infused with the creative dynamism that has become the hallmark of DC Comics, Wonder Woman is once again as exciting and mature a Character as ever graced the DC Universe.

In her previous incarnation, Wonder Woman was an Amazon crime-fighter who lived a secret life as Air Force Officer Diana Prince. The "new" Wonder Woman is an ambassador of peace from the island of the Amazons to Man's World. She has no secret identity and is known to all as Princess Diana.

Paradise Island is still the home of the Amazons but it no longer has technological artifacts like the Purple Ray. The Amazons live in a world essentially unchanged from Greece of 1200 BC. They keep ancient customs, use simple tools, and worship the gods of old.

The Greek gods of myth now assume an Important role in the series, providing assistance and insight (and often new problems) for Diana. These gods created the race of the Amazons; the fates of Wonder Woman and the women of Paradise Island are directly and inexorably linked to the fates of the gods.

Wonder Woman



WONDER WOMAN <i>alias Princess Diana</i>					
DEX: 20	STR: 26	BODY: 15	INT: 10	WILL: 12	MIND: 10
INFL: 12	AURA: 10	SPIRIT: 8	INITIATIVE: 42 (65)	HERO POINTS: 180	

POWERS:

Directional Hearing: 4, Empathy: 5, Flight: 15, Hypnotism: 10, Superspeed: 13, Swimming: 6, Telepathy: 12, Telescopic Vision: 3

SKILLS:

Acrobatics: 12, Animal Handling: 8, Charisma (Persuasion): 13, Detective: 6, Martial Artist: 23, Medicine: 7, Military Science (Tracking): 10, Scholar (Ancient History): 4, Scholar (Linguistics, Ancient Greek, Themysciran): 5, Weaponry: 16

LIMITATIONS:

Naive of the world outside Paradise Island, Hypnotism operable only to place lassoed victim to sleep, Telepathy between Gods of Olympus only.

CONNECTIONS:

Superman (High), Themyscira (High), Olympus (Low), United Nations (Low)

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

Ambassador of Themyscira

RACE:

Human (Amazon)

EQUIPMENT:

Bracelets

DEX: 0 STR: 5 BODY: 30
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 1671 HPs + \$4B

POWERS:

Force Shield: 5

Diana's bracelets were created from Zeus' aegis, an impenetrable shield from the primordial goat-goddess Amaltheia. It was this goddess who wet-nursed Zeus and provided the binding energy which created Mount Olympus.

Lasso of Truth

DEX: 0 STR: 20 BODY: 42
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 6920 HPs + \$2.04T

POWERS:

Animal Control: 20, Control: 20

LIMITATIONS:

Animal Control works only to ward off beasts, Control operable to force lassoed victim to tell the truth.

Diana's Lasso of Truth was forged by the god Hephaestus from the Girdle of Gaea. It is considered unbreakable by man or god.

Sandals of Hermes

DEX: 0 STR: 16 BODY: 8
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 995 HPs + \$235M

POWERS:

Teleportation: 23

LIMITATIONS:

Sandals teleport wearer between Paradise Island and Man's World only

Tiara

DEX: 0 STR: 5 BODY: 12
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 224 HPs + \$85K

Diana's Tiara is a razor-sharp throwing weapon. She only uses it when she is certain she wants to kill her foe.

BACKGROUND

Princess Diana is the reanimated spirit of a human child who died in her mother's womb in 30,000 BC and whose soul was intercepted by Gaea, the Earth Goddess. Nearly thirty-two thousand years later, five Greek gods placed the infant soul in a clay statue of a baby, causing the statue to spring to life as a real child ... a child who grew up to be Wonder Woman — an Amazon blessed by the gods and charged with a sacred and timeless destiny.

Diana's story begins in the early days of the human race, when people banded together into tribes and struggled to live lives superior to those of the animals. Diana's mother was a Cro-Magnon woman who was murdered by her husband, an angry and frightened man who had been exiled from his tribe for losing his hand.

The nimble and manipulatable digits of the human hand proved very important to the emerging race of Man, as tool-making and tool use were all that gave weak and awkward primitive Man an edge over the faster, stronger animals.

The loss of a hand meant loss of status as a member of the tribe; an outcast human had little chance of surviving on his own. This primitive man, filled with terror and self-loathing, turned his anger against the only person who still stood by him: his pregnant wife.

Sensing her husband's pain, the woman tried to comfort and soothe him but the man felt only degradation at her touch; yet, his inner need for her sympathy intensified his feelings of shame and emasculation. In a moment of blind rage, the one-handed caveman lashed out and savagely clubbed his wife to death, his unborn daughter dying in the brutal attack as well.

The Plan of the Gods

The Earth goddess Gaea was saddened by this sudden, violent, and recurrent turn in the development of the human race. As the twin souls of the murdered mother and daughter fled their bodies, the compassionate goddess plucked them from their journeys and gently bore them to the Cavern of Souls in Hades. There she tended the errant spirits, nurturing them and preparing them for rebirth.

Gaea continued gathering select souls of women killed at the hands of frightened and ignorant men and by 1200 BC she had located thousands. At this time, the Greek gods were at the height of their power, a vital factor in the continuing development of the human race.

A select group of gods, led by Artemis, goddess of the Hunt, wished to create a race of women who could teach the world the wisdom of the gods. Artemis and four fellow goddesses took the spirits Gaea had gathered from the Cavern of Souls and sent all but one raining down upon Earth, where they were reborn as fully grown mortal women.

The Rise of the Amazons

These re-embodied souls were called Amazons, the Cro-Magnon woman who was the first spirit intercepted by Gaea becoming their Queen. She was reincarnated as a strong and beautiful woman called Hippolyte and she ruled with a wise and loving hand. Hippolyte guided the Amazons as they taught the human race how men and women could live together in peace with each other and in harmony with Gaea, the Earth Mother.

The Amazons built a great city-state and flourished but over many years they slowly withdrew from Mankind, neglecting their mission to set an example for Man. At length the women were betrayed and enslaved by Heracles and his troops. The Amazons broke free but knew they had failed the gods.

The five goddesses who had created the Amazons then banished them from the land of Man, exiling them to the Island of Themyscira, which was shrouded from the view of the outside world by a thick blanket of turbulent clouds.

As punishment, the Amazons were made immortal, to ever recall their failure, and were forced to wear bracelets which symbolized their former bondage by Heracles. They were further charged with acting as guardians of Doom's Doorway, a gate which housed the underworld horrors of Tartarus.

To their credit, the Amazons created a veritable paradise on the island and lived through the centuries untouched by age, yet many died keeping the evil under Themyscira from passing through Doom's Doorway and into the world. The course of one such battle with the monsters from Tartarus was altered by the appearance of the first mortal adult from the outside world ever to stand on Paradise Island. The presence of this woman, Diana Trevor, changed the lives of Amazons, and paved the way for the emergence of Wonder Woman.

The Appearance of Diana Trevor

In the 1940s, Ares had taken particular delight in a massive global war that raged in Man's World. At the end of the war, a female pilot in the Women's Auxiliary Ferrying (WAF) Squadron, made her final mission flying a Sabre jet across the ocean. That pilot was Diana Trevor, a woman who lived by Amazon ideals, although she did not know it.

Diana Trevor's jet passed over the Island of Themyscira, where technology ceases to function. Her plane's controls seized up, the craft plummeting into the ocean. The god Poseidon and his Nereids rescued Diana Trevor and cast her onto Paradise Island in the very midst of a horrible battle between the Amazons and Cottus, one of the vile hundred-handed children of Uranus and Gaea which had been relegated to the world of Tartarus. A woman of courageous mettle, Diana Trevor ran to aid the Amazons without hesitation. She died while saving many lives in the process.

The Amazons built a memorial to Diana in the Temple of Hades, where they placed the mysterious automatic pistol she used to save so many Amazon lives. They designed a warrior's coat of arms based on the American flag and WAF insignia patches found on Trevor's jacket, vowing to honor her memory and

swearing to rigorously train until one of them was worthy of wearing her mantle.

The Birth of Princess Diana

Over the centuries, the power and influence of the Gods had waned to a shadow of its former glory. But the gods, ever wise, still had a plan to aid both Amazon and mortal alike. The five godly midwives who created the Amazons were joined by Hermes, the messenger god, to create the final Amazon. These gods travelled to the Cavern of Souls and took the last spirit from the Womb of Gaea.

This soul was the spirit of Hippolyte's unborn child, who died with Hippolyte's previous incarnation as a Cro-Magnon woman. The gods instructed Hippolyte to create a child from the sacred clay of Paradise Island, which is linked to the power of Gaea. Hippolyte did so and opened herself to the power of the Midwives of Olympus.

The gods blessed the spirit, each god in turn imbuing it with a special gift. Demeter gave the spirit the ever-renewing power and strength of the earth; Aphrodite, beauty and loving compassion; Athena gave wisdom; Artemis, a keen eye and empathy with animals; and Hestia gave the spirit sisterhood with the Fires of Truth, that people would always trust and speak truthfully to the new child.

The full power of Hestia's gift would manifest later, when the gods granted the fully-grown Wonder Woman her Lasso of Truth. Hermes' own gift to the spirit was that of superhuman speed and the incomparable gift of flight.

The gods channeled the spirit from the realm of the gods to the realm of humans, where it passed through Hippolyte and filled the clay image with life. The child of clay transformed into a real child, to be named Diana, after the revered Diana Trevor.

Diana developed under the doting eyes of a thousand mothers, all of whom were enchanted by the child and lavished her with affection. As Diana grew to womanhood, she excelled in all endeavors. She was a scholar, an athlete, and a skilled warrior. Above all else, she had a natural wisdom and a harmony with all life.



Julia Kapatelis

Diana knew only one other child during her own childhood. From time to time, the gods would rescue drowning female children from Man's World and wash them up onto Paradise Island. The Amazons would raise and nurture the girls, instilling in them Amazon ideals of love and strength. When, as young adults, the girls are returned to their homes in Man's World, they are forced to forget the Amazons but always remember their lessons.

One such child, Julia Deneiros, was brought to Paradise Island while Diana was very young. The two girls liked each other immensely but after they parted, neither girl thought she would see the other again. Julia eventually married following her return to Man's World and became Julia Kapatelis, now one of Diana's dearest friends and closest advisors, having reunited with Diana during the Amazon's first visit to Man's World.

The Tournament

Diana lived an idyllic life on Themyscira, never knowing strife other than mock combat. Diana's mother, Queen Hippolyte, was over-protective of her young daughter and never let the growing Diana stand guard over Doom's Doorway, as Amazon custom would dictate.

The serenity of Paradise Island was shattered one day when Menalippe, the oracle of the Amazons, reported that Ares, the god of War had gone mad and was acquiring a horrible power that could destroy the entire world. The Amazons were to choose a champion to confront this evil.

Hippolyte forbade Diana to take part in the contest but Diana entered the tournament in secret and easily bested the opposition. Diana was named most worthy of all the Amazons and was awarded a very special pair of silver bracelets.

Diana's final contest prior to approval as Ares' opponent was the Trial of Flashing Thunder. The young Princess was taken to the Temple of Hades, where Diana Trevor's service automatic rested since the pilot's death. The gun was fired at Diana at point blank range and she was required to react quickly enough to

deflect the bullets with her silver bracelets. She faced the challenge bravely and survived it, although to this day she remains horrified by the deadly power of such weapons.

The Gifts

For triumphing over all the challenges, Princess Diana was named the champion of Themyscira and given the mantle of Diana Trevor. The Amazons had designed a costume from what they believed the banner of Diana Trevor, the American Flag. The costume was red, white, and blue, with white stars on a blue field and white stripes on red boots.

A stylized gold WAF sign was emblazoned on the breast, designed to look like an American eagle with outspread wings. To reflect Diana's Amazon heritage, the Amazons added a stylized golden girdle, and for a crowning touch, gave Diana a golden tiara, patterned after the Girdle of Gaea and adorned with a star.

To complete the awesome task they set for her, the gods gave Diana the Lasso of Truth, forged by the god Hephaestus from the Girdle of Gaea. Hestia blessed the Lasso and endowed it with the power to make all persons speak the truth and see the truth when they are deceiving themselves. This powerful tool works both in accordance with the Amazon way of peaceful solutions in opposition to war and in accordance with the will of Gaea: that all her children live in peace and mutual respect.

As Diana prepared to face Ares, the War god attacked Paradise Island. In a stroke of cruel irony, he selected the son of Diana Trevor to be the pawn who would bomb Themyscira from existence, the technological might of Man's World destroying the gods' own creations.

Stephen Trevor had become an Air Force pilot like his mother and Ares found Trevor sufficiently skilled to pilot a jet through the Bermuda Triangle and pierce the cloud cover over Paradise Island. Diana narrowly averted the bombing while also saving Steve Trevor's life. Trevor was the first man Diana ever saw.

With the aid of Hermes, Diana thwarted Ares' mad plan and actually triumphed over the god himself. By using her Lasso of Truth, Diana

opened the eyes of the god of War to the folly of his plan. Gods and men are inextricably linked, Ares learned, and if all humans were killed, the gods would perish as well, as no humans would remain to provide the gods the honor and reverence they require to survive. Ares ended his assault and Diana was recalled to Paradise Island.

The Challenge of the Gods

After Diana's triumph over Ares, Zeus took a special interest in the Amazons. Encouraged by a Man-hunter in the guise of the god Pan, Zeus attempted to seduce Diana. When she rejected his advances, Zeus demanded that Diana undergo a series of trials to prove her worth.

In fulfilling this challenge, Diana was made to venture through Doom's Doorway into Tartarus and defeat the monsters present. She did this, releasing the imprisoned demi-god Heracles as well.

Diana's mother, Queen Hippolyte, followed Diana into the depths of Tartarus and the two fought alongside one another. With Diana's patient understanding, Hippolyte was able to come to terms with Heracles, who had so severely wronged her and the other Amazons through their enslavement, and forgave him for his cruel treatment of her. Hippolyte's forgiveness opened Heracles' heart and the two soon fell in love.

While in Tartarus, Diana met the spirit of her namesake, Diana Trevor, and learned of her own special heritage. Diana discovered she is not just an Amazon but that she is also forever linked to the outside world through Diana Trevor.

By eradicating the monsters beneath Themyscira, Diana atoned for the Amazons' retrogressions; the gods thus released them of their banishment from the outside world. Heracles stood on the surface of Paradise Island, symbolically ending the centuries of separation.

The Amazons were uncertain how to relate to Man's World, so they chose Diana as their ambassador. Queen Hippolyte, who had resolved to protect Diana from the danger's of the outside world, soon came to understand Diana's unique destiny and allowed her daughter to go with her blessing.

Worldly Friends

During the time she battled Ares, Diana met people who would become her dearest friends in the world of mortals. She met Julia Kapatelis, her young female friend who washed ashore on Paradise Island as a child. The two developed a strong bond of friendship and Julia guides and advises Diana through a strange and sometimes confusing world. Diana is also close to Julia's teenage daughter, Vanessa, who, with awestruck idolatry, regards Diana as an older sister.

Diana also developed her friendship with Steve Trevor, the Air Force pilot she first met during the Ares Affair and whose mother was Diana's namesake.

METHODS

Wonder Woman is a unique Character in the world of heroes and cannot be played like any other super-powered crime-fighter. The most essential aspect of her motivations is that she is driven by a love of peace, not by a desire to combat villains. Rather than being spurred to action by a crisis, she is in action constantly, striving to bring peace to the troubled hearts of nations, groups, and individuals.

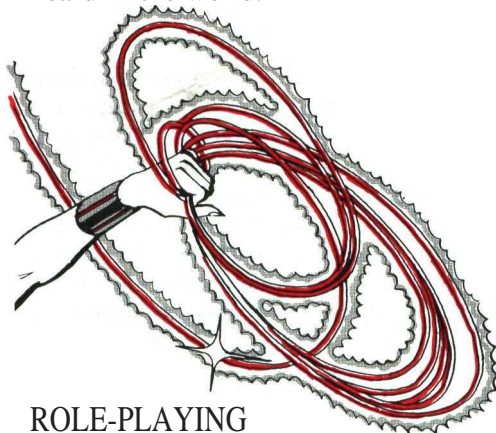
Princess Diana is a woman on a mission of vital importance to humans, Amazons, and gods. Her driving belief is that people can live in peaceful, harmonious existence. She does not believe war is inevitable or unavoidable and she demonstrates her peaceful beliefs with every action. Diana never attacks unprovoked and will never fight when a peaceful solution can be found.

Princess Diana fights only as a last resort and even then only in self-defense or for the protection of innocents. She would never seek confrontation and treats all but the most wicked of foes with a disarming respect.

When she is forced to fight, Diana takes very real precautions — when confronted by an unknown opponent, her first strike will always be made with an open hand. In this manner, Diana is assured that she will not kill or unduly injure her enemy. (In game terms, this aspect of Wonder Woman's Character can be simulated by having her first attack on a Character be modified as "Pulling Your Punch.")

Diana is most emphatically not a crime-fighter. Crime is unknown on Themyscira and while on Man's World, Diana sees no reason to spend her time stopping thieves and rounding up criminals. She would no sooner use her powers to track down bank robbers or counterfeiters as she would use them to collect the trash of the world. Her purpose in Man's World is very different: she will intervene when people are in danger but she never goes out of her way to find wrong-doers to fight and punish.

As her creed, Diana stands for peace in the world and she will do whatever is necessary to achieve her dream. The Amazon Princess will face disappointment, ridicule, and slander to make her message of peace and love heard. She has spoken before many influential groups, from heads of state to the UN General Assembly, and will continue making her message heard in the world.



ROLE-PLAYING

A Player should keep in mind Diana's goals when playing her. She is a caring and trusting woman and should be played with a compassion and a reverence toward all peoples and creatures. She loves deeply and is not ashamed to express her care and compassion, occasionally to the embarrassment of the more socially-reserved objects of her affection.

Diana is truly a stranger in a strange land. She grew up on the very secluded, pre-technological paradise of Themyscira, where her day-to-day companions were immortal, adult Amazons. Man's World is an alien environment to her, filled with complexities and dangers of which she never dreamed. She had only heard of the outside world through the tales of the Amazons, who were primarily unfamiliar with the post-1200BC world.

Diana had never met a man before she saw Steve Trevor and is still unsure of herself when dealing with men. Although she learns rapidly and adapts quickly to new situations, Diana is not comfortable with technology.

Diana's primary characteristics are honesty and innocence. She should be played with rich sense of wonder but never as a naive simpleton. She is trusting but far from stupid. While much of Man's World is new to her, she is clever and learns quickly. It will be challenging to play a Character as honest and trusting as Wonder Woman but it should also be rewarding when done correctly.

Olympian Faith

By the standards of Man's World, Wonder Woman is a pagan. She worships the gods of ancient Greece. She does not honor them in an abstract manner but prays to them and worships them as living gods. Unlike most people, Diana has tangible evidence that her gods are real and she constantly strives to be worthy of the gods' trust in her.

Diana's faith in pagan gods is disturbing and even threatening to some fearful people in Man's World but, true to her Amazon ideals, Diana greets intolerance with acceptance. Her religion is an important part of her life and she regularly prays to the gods for guidance and council.

Killing Combat

Contradictory as it may seem, Diana is first and foremost an unparralleled pacifist warrior. Unlike most heroes, Diana does not possess a code against killing. She comes from a culture which reveres life but one which does not preclude killing when necessary. If an innocent person is threatened by creatures of true evil and no alternative seems apparent, Diana will skillfully and efficiently destroy her foe.

Because killing is often the way of Amazon warriors, the Standard Awards Guidelines for **DC Heroes** are uniquely applied to Wonder Woman. Provided her foe is an evil entity (like Deimos or Cottus) who has presented a definitive threat to the lives of innocents, Diana is not penalized Standard Awards when she kills.

HISTORY *of the Gods*



The Olympian Gods play a central role in the life and history of Wonder Woman. The gods created the Amazons and Princess Diana, who honor the gods and do their bidding. Diana saved the gods from extinction when they were powerless during the Ares Affair and now they feel a mutual respect for her. She is a "favorite child" of many gods and has a special friendship with Hermes, the messenger god. Diana often spends time visiting the gods or praying to them; her destiny is closely bound to theirs.

The Birth of the Titans

Before the age of the gods, there was the dark, infinite space called Chaos. While unformed, Chaos contained the potential for all things. Chaos then stirred and brought forth the primal gods Gaea, goddess of the Earth, and Erebus, god of Darkness. These were followed by the gods Night (Nyx) and Day (Hemera). In the beginning of a cosmic tradition, Erebus dethroned and slew Chaos. The god of Darkness then took his father's place as ruler of the infinite cosmos.

Gaea was an abundant goddess and gave birth to all things. She first gave birth to Uranus, who was the sky. Uranus sent Gaea gentle rains that brought forth seas, mountains, and all forms of vegetation. From the union of Gaea and her son Uranus came the twelve Titans in matched pairs, male and female: Iapetus and Themis, the Titans of Justice; Crius and Mnemosyne, the Titans of Memory; Coeus and Phoebe, the Titans of the Moon; Hyperion and Thia, the Titans of the Sun; Oceanus and Tethys, the Titans of the Sea; and finally Cronus and Rhea, the Titans of the Earth.

Gaea also gave birth to a misshapen brood of monsters such as the one-eyed cyclopes and the hundred-handed Hecatonchires (like Cottus, the frightful entity hidden behind Doom's Doorway). Uranus hated these ugly children and banished them to the pit of Tartarus, deep in the bowels of Earth. So great was Gaea's compassion for all her children that she gave Cronus a magic sickle capable of wounding Uranus provided her son free his captive siblings.

Cronus attacked and dismembered his father; Uranus' blood rained down on Earth and his flesh fell into the seas. When the drops of Uranus' blood fell on Earth, they

became the Furies and the giants. His flesh foamed in the seas and formed Aphrodite, goddess of Love. The usurped Uranus left Earth to the Titans but prophesied that Cronus' own children would in turn rise against him and dethrone him.

The Coming of the Gods

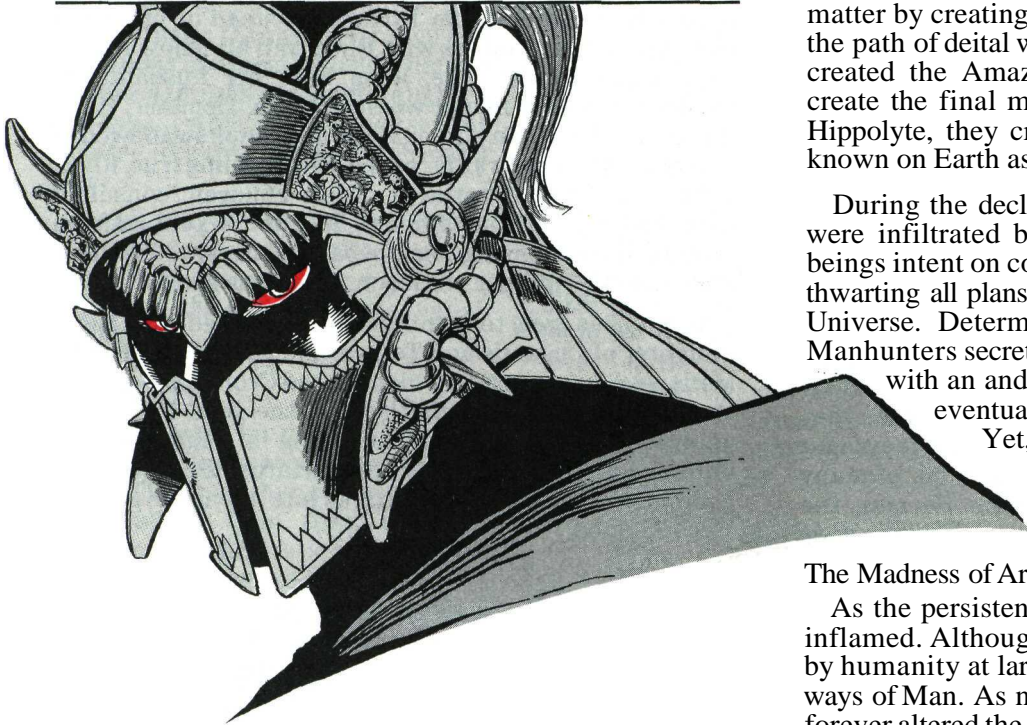
Cronus broke his oath to his mother Gaea and did not release his brothers from Tartarus. Instead he created a paradise on Earth for his wife, Rhea, and his fellow Titans. During this Golden Age, Rhea bore her husband six children, the first five of whom (Hestia, Demeter, Hera, Hades, and Poseidon) the suspicious Cronus swallowed to prevent his father Uranus' oracle from coming true. Rhea, aghast at the mistreatment of her children, consulted with Gaea who advised Rhea to hide her next child from Cronus, instead giving her husband a stone to swallow. Rhea did this and her sixth son, Zeus, was spared.

When Zeus grew to manhood, he conspired with Metis, daughter of Oceanus and Tethys, and goddess of Insight. Metis gave Zeus a potion which caused Cronus to vomit up the swallowed gods. Zeus then led the gods in a battle against the Titans and, following a raging battle, imprisoned them deep within Tartarus. Zeus had the goddess Hecate transform Cronus into a twisted, gnarled tree in Limbo.



The great gods' war unleashed tremendous amounts of cosmic energy throughout the universe. This rich energy touched and transformed the inhabitants of many planets, giving rise to countless races of New Gods. So much power had been lost in the war with the Titans that Zeus had Hecate cast an enchantment over Olympus that sealed them off from all contact with their unwitting progeny, an act which gave the Olympians time to rebuild and regain power lost in the war. As young pantheons emerged, unsuspecting of their ancestry, they thought of the Olympians as merely another race of New Gods, like themselves.

Protected from the races of gods he accidentally created, Zeus divided up the three realms of the world with his two brothers by casting lots. Zeus drew the heavens, Poseidon, the seas, and Hades, the netherworld, domain of the dead. Mount Olympus was formed as the domain of all gods save Hades, who does not leave his own realm for the company of the other gods on Mount Olympus or the Earth.



The Creation of the Amazons

The Gods flourished for millennia, growing and prospering just as the emerging race of humans grew and prospered on Earth. The gods gave birth to their own children, adventured, loved, fought, and generally lived full, passionate lives. They were not perfect beings; often their flaws and passions interfered with and hurt the evolving human race. But these gods truly cared for Mankind and they guided and nurtured the development of Man far more than they hampered it.

One of the greatest gifts the gods gave the flourishing human race was the Amazons. In 1200 BC, Artemis and a council of compassionate Olympians created a race of wise and powerful women who would guide and instruct the world in the ways of the gods. The Amazons were given twin girdles of Gaea, to symbolize that the women possessed the trust of the gods. Ultimately, however, the Amazons failed in their task and were exiled from the world of Man to the Island of Themyscira, where they served as guardians of Doom's Doorway, a gateway into Tartarus.

The Decline of the Gods

As the centuries passed, Mankind continued to grow and learn. Soon, like a maturing child, Mankind outgrew its reliance on Olympian Gods, devising new systems of learning which no longer included worship of the demanding and often mercurial Greek gods. As Man's belief in the gods waned, the power of the gods faded as

well, although some gods retained a semblance of power through indirect worship, as Man's constant warfare allowed Ares to keep a measure of his former power.

Despite being forsaken by Man, the gods still kept an interest in the world and watched Man with care. The gods still intervened in the lives of mortals but this intervention was always in subtle, indirect ways. Their very existence threatened, the gods acted directly on the matter by creating the Amazons to redirect Man toward the path of deital worship. The tribune of goddesses who created the Amazons joined with the god Hermes to create the final member of the Amazon race. Through Hippolyte, they created Princess Diana, who would be known on Earth as Wonder Woman.

During the decline of the gods, the Olympians' ranks were infiltrated by an android Manhunter, a race of beings intent on controlling all levels of life on Earth and thwarting all plans of their enemies, the Guardians of the Universe. Determined to infiltrate Olympian society, Manhunters secretly killed the god Pan and replaced him with an android double (a Manhunter who would eventually cause the Challenge of the Gods).

Yet, before that calamitous event occurred, the Gods would face a menace from within their own ranks.

The Madness of Ares

As the persistence of the gods faded, one god's anger inflamed. Although the gods were no longer worshipped by humanity at large, they are always directly tied to the ways of Man. As nuclear neurosis gripped the world and forever altered the face of war, so too was Ares, the god of War, altered.

The existence of the ultimate tool of destruction and conquest proved too tempting for the War god to resist. Ares, irresistibly drawn to nuclear power, was corrupted absolutely when he attained it. He soon became obsessed with the uncontrollable urge to erupt the world's nuclear arsenal and obliterate the life of Gaea.

The gods, mere shadows of their former selves, were virtually powerless to stop Ares. That task fell to the Amazons. The gods forged a lasso from the girdle of Gaea to accomplish the nigh-impossible mission and presented it to the champion of the Amazons: Princess Diana.

Diana succeeded where the gods could only have failed and bested Ares by linking him with the mother of all, Gaea, forcing him to see the truth he hid from himself. In a moment of great anguish, Ares realized that to unleash nuclear death on Man would eradicate the entire race, leaving the gods totally alone. Without even indirect worship from Man, the gods would fade into absolute nothingness.

The Challenge of the Gods

Heady with the success of his spiritual granddaughter and driven by an alien Manhunter in the guise of the god Pan, Zeus turned his notorious amorous attention on Princess Diana. The naive but perceptive Diana refused Zeus, arousing his anger.

Stinging with rejection, Zeus demanded that Diana prove her loyalty to the gods by submitting herself to the terrors of Tartarus and destroying all its legion monsters. In addition, he commanded the other gods to give her tasks as well.

Diana triumphed in all her challenges, cleansing the depths of Tartarus by removing the demons of Pandora's Box and channelling them into the realm of Ares. She also succeeded in freeing Heracles, whom Zeus had punished by forcing him to support the weight of Themyscira on his shoulders while Harpies tore at his eyes.

Diana's kindness in saving and forgiving Heracles touched the heart of Zeus; indeed, all Olympus was transformed by her example. The gods released the Amazons from their millennia-old penance and granted them the right to chart their own destiny. Heracles was allowed to return to Olympus and all seemed well, save to Hermes, who mourned the death of his son, Pan.

The Coming of Darkseid

The joy following the Challenge of the Gods was short-lived, however. The tyrant Darkseid of Apokolips located the secret Olympian dimension and lusted after the realm of the gods. Darkseid knew that if he could enslave the Olympian gods and harness their power, he would have a far stronger and more stable base of operations from which to launch his attacks on the multiverse.

The gods sensed Darkseid's plans and vacated Olympus prior to the invasion. Darkseid arrived and conquered Olympus without a fight. Only Hermes was present during the invasion and the messenger god summoned Wonder Woman to rescue him. Diana showed Darkseid the folly of conquering a godly realm that was nothing more than an empty shell and the tyrant left in anger. In a fit of pique, the frustrated Darkseid attempted to destroy Olympus as he left but the eternal city, beyond Darkseid's power to destroy, endured.

Darkseid's plan failed because he believed himself superior to the Olympian gods. In his arrogance and pride, he deluded himself into thinking the Olympian gods were mere off-shoots of his own race of New Gods, when in truth, they far pre-dated the creation of New Genesis and Apokolips.

The Future of the Gods

Darkseid's invasion failed to enslave the gods but it succeeded in driving the Olympians further from the realm of Man. The divine exodus came at an especially critical time for the Amazons, who had just won the freedom to chart their own destiny. After three thousand years of virtual isolation under the watchful eye of the gods, the Amazons were suddenly allowed to act as they pleased, without guidance from the gods. Whether this timing was an unlucky accident or part of a larger wisdom and plan remains to be seen.

As for the gods, they presently occupy themselves with creating their new Olympus and have severed relations with their worshippers as they play out their roles in the cosmic drama.

Destiny and the Gods

For all the power of the gods, they, too, are mere players in a vast, cosmic drama. Gaea, the mother of all Titans, gods, and men, ordains their destinies. Attempting to thwart the way of nature is to seek turmoil and pain. The more accurately gods or mortals are able to fulfill the path Gaea has divined, the more fruitful and content their lives.

The gods, being highly enchanted beings, are far more entwined in this cycle of fate. Mankind is blessed with a greater range of free choice, a concept which makes humans unpredictable and very special. The gods, for all their power, are slaves to their fate. Mankind, however, is much less powerful and, as such, much more free. In a sense, gods are slaves to their power; they know far too much about the workings of the Cosmos.

Playing the Gods

The Olympian gods are not intended for use as true Non-Player Characters. With a few notable exceptions, they are not given actual statistics and are not intended to be involved in standard hero/villain conflicts. Because they avoid direct contact with Mankind (even the Amazons), the gods should not be used as sparring partners in any campaign.

However, the Olympian gods are a fundamental cornerstone of Wonder Woman's universe and they will always hold a prominent place in the Wonder Woman mythos. Following are some guidelines to incorporating the Gods of Olympus into a campaign scenario:

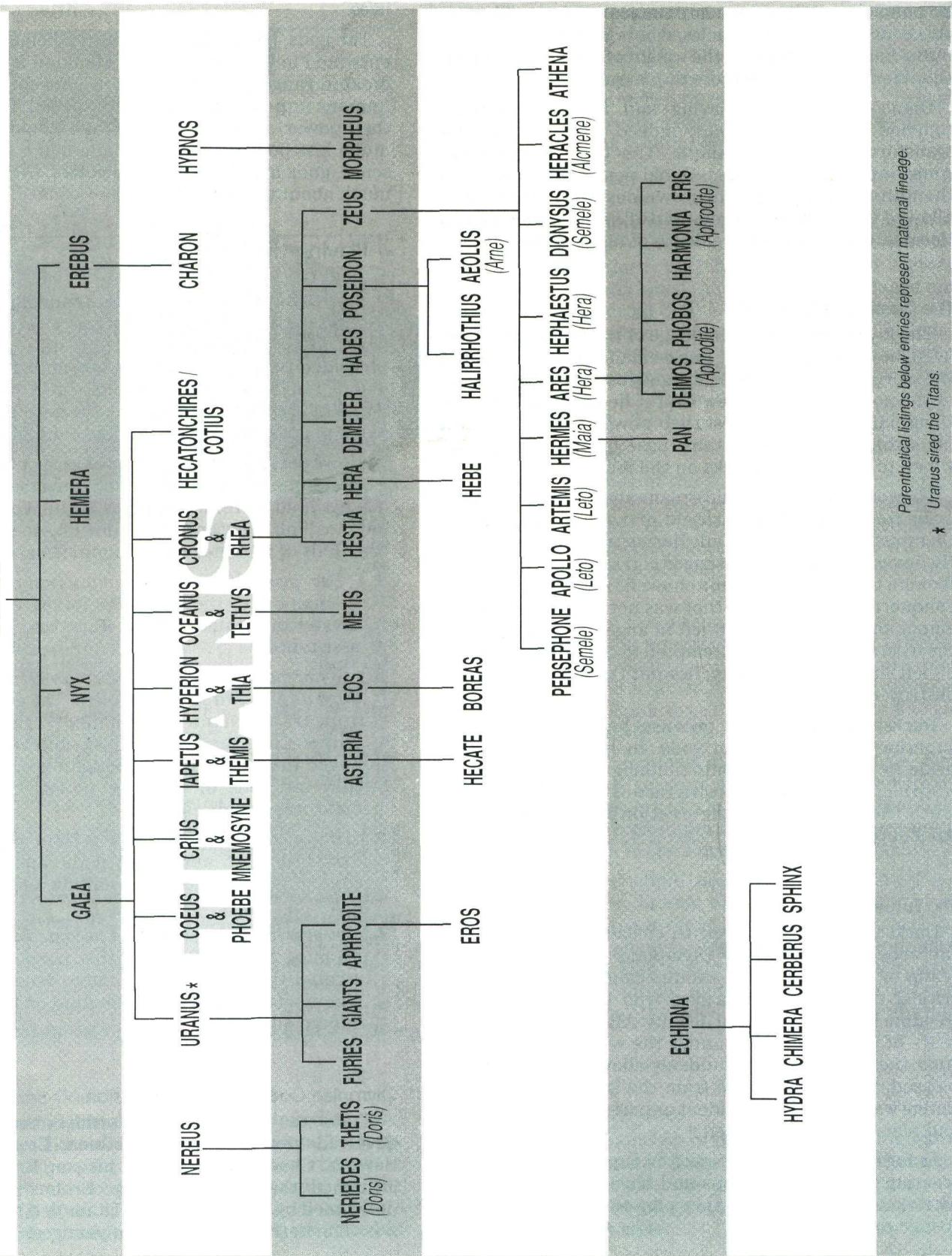
- 1.) *Use godly intervention sparingly.* In Wonder Woman's life, the gods are forces of vague and mysterious guidance, inspiration, and limited assistance.
- 2.) *Gods should intervene more as elemental forces than as Non-Player Characters.* The gods will often appear to Diana at seemingly random, even inopportune, moments, occasionally wreaking more havoc than providing immediate assistance. While they are gods of immense power, they are also creatures of imperfection.
- 3.) *Diana cannot summon the gods or receive divine assistance at will.* The gods answer Diana's communions at their own volition and often not at all.
- 4.) *Primarily, the gods do not become involved in the ways of Man.* It was for this purpose that they created the Amazons and, more recently, Wonder Woman: to aid and guide Mankind on its tumultuous human adventure.

Olympian Gods' Line of Succession

Chaos was the primal god, formless and dark, until it devolved into four children: Gaea, Erebus, Nyx, and Hemera. Chaos, dethroned by his son, Erebus, does not influence the world of Man. Erebus was, in turn, dethroned by his children the Titans, led by Cronus, who was then dethroned by his own youngest son, Zeus.

FAMILY TREE

CHAOS



Parentithetical listings below entries represent maternal lineage.

* Uranus sired the Titans.

OLYMPIAN *Gods*

Aeolus is a demi-god entrusted by the gods with control of all the winds of Earth. The son of Poseidon and the mortal woman Arne, Aeolus is often in the company of his father, blowing over the oceans. Aeolus is seldom seen in Olympus, preferring to inhabit the mountains and seas of Earth.

Aphrodite, the goddess of Love, is a beautiful, graceful goddess with long, flowing, blonde hair who usually wears short, pink robes and golden jewelry. Born of the sea-foam that rose up around the Titan Cronus' dismembered parts, Aphrodite is the mother of Eros, god of Love. During her tragic marriage to Ares, Aphrodite gave birth to Deimos, Phobos, and Harmonia.

Aphrodite is the most beautiful of all deities and rules the hearts of both men and gods. She is graceful, impulsive, and light-hearted and was one of the midwives who created the Amazons and Princess Diana, bestowing on them the bounteous gift of unreserved love.

Apollo, also known as Phoebus Apollo, is the bright shining god of Light, Poetry, and Music. He is patron of art, science, and philosophy on Earth and the sworn enemy of barbarism. Like his twin sister Artemis, Apollo is an expert with a bow but in his peaceful ways prefers to carry a slightly different stringed implement: the lyre. The son of Zeus and Leto, Apollo is a fair-haired god who wears a short white tunic.

Apollo is a force of reason and clear thought who seldom acts rashly or emotionally. He is the epitome of thoughtful, studied self-control, and pragmatism. Even the gods often mistake Apollo's calm rationality for cold, aloof detachment while he is really a warm empathetic god. Although he had no hand in the creation of the Amazons, Apollo serves as the Amazon's connection to the gods by acting as their oracle.

Ares is the god of War, a sullen, brooding figure who is never seen out of his ornate black battle armor. The son of Zeus and Hera, Ares in turn fathered Phobos, Deimos, Eris, and Harmonia by Aphrodite.

Ares exalts in butchery, violence, and war for war's sake (as opposed to defensive war, which is Athena's domain.) He is a bitter and angry god, eager to conquer the emerging race of Man and force Mankind's worship from its petty people. During the age when the gods were feared and worshipped by men, Ares plotted to subjugate man and overthrow Zeus. He left the nurturing environment of

Olympus for the cold, barren Areopagus, where he could be free of suffering the compassion of the other gods. Ares opposed the creation of the Amazons out of fear that they would be a voice of peace and sanity on Earth.

When the influence of the other gods on Earth decreased and the cosmic exodus occurred, Ares remained to receive worship indirectly from Man's wars, thus retaining a measure of his power in mortal realms. In the late 20th century, Ares gained sufficient control over the American and Soviet military commands to escalate the opposing nations toward nuclear holocaust.

Gaea's champion, Princess Diana defeated Ares by opening his eyes to the reality of his actions, providing him with a brief glimpse of all life's interconnectedness. His sanity returned, Ares forever abandoned his plan to crush Mankind. He now resides in the Areopagus with his daughter, Harmonia, where he still designs wars but none of the apocalyptic scale he once did.

Artemis is the goddess of the Hunt and the first member of the Trinity of the Moon, with Demeter the mother, Hecate the hag, and Artemis the maiden. An expert with the bow, Artemis carries a golden bow and arrows and wears a red tunic cut short for unencumbered movement. Artemis was born to Zeus and Leto, daughter of the Titans, and is the twin sister of Apollo.

Artemis is a strong-willed feisty woman and is a compassionate, caring goddess, although she is also capable of swift and fierce action to protect what she loves. Artemis acted as the spiritual head of the five goddesses who created the Amazons and is the central figure in the Amazons' development.

Athena is the goddess of Wisdom and Defensive War. A tall, statuesque woman with dark hair and blue robes, this goddess carries a sacred owl on her shoulder as a symbol of wisdom. Her father was Zeus, from whose brow she sprung fully grown and fully armed. (Some say Athena's mother was Metis, goddess of Insight, whom Zeus had swallowed to gain her wise council.)

Athena is the wisest of the gods and she represents clarity of thought. She has guided Man's social and ethical development, as well as endowing the Amazons with wisdom. The patron of peaceful solutions, Athena will nevertheless fight for righteous causes when all peaceful options have been exhausted. She is invincible in battle, even in combat against Ares.

Athena is one of the midwives who created the Amazons and she granted a measure of her wisdom as a gift to the young Princess Diana.

Boreas, son of the goddess Eos, is the god of the North Wind and has a billowing white beard and hair.

Charon is the ghostly ferryman who carries the souls of the dead across the river Styx to their final resting place in the Underworld. He is a chilling figure, clad in a pale white shroud and mummy-like wrappings. The son of Erebus, primal god of darkness, Charon's features are hidden by a hood which casts a dark shadow across his face.



Charon is a cold, mysterious god who seldom speaks but conducts his morbid tasks with a chilling enthusiasm.

Deimos was a severe, bitter god who wore a greek warrior's uniform endowed with a mantle of serpents. A cold, calculating god, one who preferred behind-the-scenes manipulation to direct confrontation, in battle, he would choose to Intimidate his opponents through the use of the serpents of his helmet and beard. Deimos usually relied on the psychological power of the frightening attack form to demoralize his opponents.

Born the son of Ares and Aphrodite, Deimos assumed the role of the god of Terror in his father's legions, terrifying soldiers on battlefields with his brother, Phobos. When Ares declared war on Mankind, Deimos was his choice for manipulating key military leaders of the Soviet and American armies. Deimos controlled the minds of these nations' leaders, causing them to bring the planet to the brink of World War Three. Deimos was ultimately killed by Wonder Woman in an act of self-defense by the Amazon.

For complete statistical information on Deimos, reference the Villains section of this Sourcebook.

Demeter is the goddess of Farming and Agriculture who functions as the mother (the second member) in the Trinity of the Moon, along with Artemis (the maiden) and Hecate (the hag). She is a stately, reserved woman who wears green robes which symbolize her connection with all growing, verdant life. The second daughter of the Titans Cronus and Rhea, Demeter is the mother of Persephone.

A nurturing, prospering goddess, Demeter provided food for the emerging race of Man, blessing the peoples with fertility. Demeter was one of the midwives in the creation of the Amazons and Princess Diana, providing them with the vital essence of life.

Dionysus is the god of Joy, Freedom, the Arts, and merry revels. His trademark is the wine that makes men merry and say what is truly in their hearts. Dionysus is a jovial man with a gray beard and curly hair. His robes are purple, symbolizing his connection with the sacred vine, and he wears a headband of grapes and vine leaves to ward off hangovers. The youngest of the Olympian gods and the only one with a mortal mother, Dionysus was born the son of Zeus and a woman named Semele.

Dionysus is a buoyant, merry god, who delights in festivals and merry-making. He is exceptionally

compassionate towards Man and the **Amazons**. always strictly opposes any plans which might in any way harm the Amazons.

Echidna, known as the Mother of Monsters, spawned such beings as the Hydra, the Chimera, Cerberus, and the Sphinx. Echidna possessed a woman's upper body while her lower body appeared as a long, serpentine tail. Driven by the fires of hate and anger, possessing neither pity nor compassion, Echidna killed for the mere pleasure of slaughter, doing so completely without remorse.

Consigned to the regions beyond Doom's Doorway, where she tried to stop Princess Diana from fulfilling the Challenge of the Gods, Echidna was finally killed by Diana's mother, Queen Hippolyte.

For complete statistical information on Echidna, reference the Villains section of this Sourcebook.

EOS is the "rosy fingered" goddess of Dawn, an ethereal maiden with billowing locks of white hair and a breezy saffron mantle. The daughter of Titans Hyperion and Thia, Eos is a delicate, ephemeral goddess.

Eris, daughter of Ares and Aphrodite, is the goddess of Discord. Like her father Ares, Eris has retained a large measure of her power even as the influence of the gods has faded, keeping her power due to the great amount of strife and discord in the world.

Eris delights in sowing discord and strife by spreading rumors and playing with the fears and jealousies of her victims. Far more subtle and calculating than her brothers, Deimos and Phobos, Eris devises careful plans which require far less effort and overt action on her victims' parts to accomplish. Rather than artificially fabricating strife, Eris takes the natural tension in any situation and magnifies it.

For complete statistical information on Eris, reference the Villains section of this Sourcebook.

Eros, the god of Love, is the son of Aphrodite. He is a vibrant, youthful god, with handsome features and short blonde curls. He wears very little clothing, being usually clad in just a brief golden tunic.

Hades is the lord of the Underworld and the god of the Dead. He wears a white cape and toga and wields a staff with a flaming tip, which lights his way through the dreary lands of the dead. The son of Cronus and Rhea, Hades, like

his brothers Poseidon and Zeus, is one of the three ruling deities of the Olympian pantheon. Unlike most gods, Hades does not leave his realm for the comparative comforts of Olympus.

Hades is a quiet, dignified, regal god, far from the evil monster many believe him to be. Hades strives to bring solace and peace at life's end, acknowledging his part in the cycle of life. Princess Diana met Hades and gained respect for the deity during the Challenge of the Gods.

Harmonia is the goddess of Harmony and Balance, the daughter of Ares and Aphrodite, a fitting lineage for a goddess of Balance. Harmonia's heritage gives her Character a dual aspect: from Ares she inherited madness and repulsive physical features. In this respect, Harmonia appears as an ugly hag with matted hair clad in rags and wrappings. From Aphrodite Harmonia inherited a radiant beauty. In this respect, she appears as a tall, wise, majestic maiden with a flowing tunic and sculpted hair.

Harmonia's most important possession is her amulet, a powerful charm which she once gave to Princess Diana to help the Amazon in her battle against Ares. Harmonia was ultimately restored to the beauty that was her birthright when Diana set the cosmological balance aright during the Challenge of the Gods.

Harmonia is a giving, compassionate goddess with a fiercely independent streak inherited from her father. One of Harmonia's many talents is the power to shapeshift into the form of a vulture.

Hecate is the goddess of Witchcraft and the third member of the trinity of the Moon, along with Artemis, the maiden, and Demeter, the mother. Born an aged crone and married to Hades, Hecate commanded the respect of the gods, especially Zeus, and was instrumental in the protection of Olympus after the war with the Titans. Spurned by Hades for Persephone and humiliated by a resentful Hera, Hecate left Olympus, investing her entire essence in the mortal sorceress Circe.

Her physical body gone, all that remained of Hecate was an exceedingly powerful and immortal Circe. Before she passed on, Hecate left a prophecy that, *"Upon the death of witch and birth of witch, Hecate, by name and choice, shall repossess her soul."* The second witch prophesied is Princess Diana of the Amazons. Should Circe be killed, Hecate's power would enter Diana's body and alter the Amazon forever.

Hephaestus, craftsman of the gods, is the god of Metalworking and Fire. He is the son of Zeus and Hera and is the ugliest of gods. When Hephaestus was born, his mother threw him from heaven, laming him. Hephaestus has a white beard, a balding pate, and wears simple brown clothes. His tools are hammers and anvils, and he always carries a staff.

Hephaestus is a cynical and bitter god. He was once married to Aphrodite and never truly forgave her for betraying him with Ares. A clever god, capable of creating the finest of implements and machines, Hephaestus created Zeus' scepter and forged Gaea's Girdle into Wonder Woman's magic lasso.

Hera is the wife of Zeus and the Queen of the Gods. She is the patroness of marriage, virtuous womanhood, and, like Zeus, the skies. A majestic goddess, adorned with a gold crown and pure white robes, Hera was born of the Titans Cronus and Rhea and is the mother of Ares, Hephaestus, and Hebe.

Hera is the most influential of goddesses, although she uses her power with studied self-control. She often disagrees with her husband Zeus but rarely interferes with his plans and decisions. While she is often understanding of her husband's caprices and lusts, Hera is also prone to spiteful jealousy over his legendary philandering.

Following the Challenge of the Gods, Hera came to terms with Zeus in which the two presently act as more equal partners than squabbling spouses.



Heracles is the greatest of the Greek heroes. A large, broad-shouldered, strapping demi-god with a full beard and an overpowering personality, Heracles is the son of Zeus by the mortal woman Alcmena.

Heracles is a passionate man who possesses a huge appetite for life. Capable of great anger and greater happiness, Heracles led the expedition that sacked and raped Themyscira. As atonement for his villainy, Heracles spent thousands of years imprisoned in Tartarus, supporting the Island of Themyscira on his shoulders.

When the compassion of Princess Diana resurrected him, Heracles experienced a change of heart and begged the Amazons' forgiveness, which he received. Heracles has since returned to Olympus to live with his great father's race.

Hermes, patron of trade, herdsmen, and thieves, is the herald of the gods. He dresses lightly, usually wearing simply a red cape and a short yellow tunic. The son of Zeus and Maia and the father of Pan, Hermes wears a round, winged helm and winged sandals, and carries a golden staff, the caduceus.

Hermes is a vigorous, exuberant youth who exalts in his speed and flight. He relays messages from Olympus to Earth, occasionally transporting the gods themselves

between the divine realms. While not actually one of the five mid-wives who gave birth to the Amazons, Hermes joined with them in their creation of Princess Diana.

Hermes first brought Princess Diana to Man's World and it was he who aided her in her first adventures. The more he learns of Diana, the more he comes to admire her. When the other gods chose to flee Olympus after Darkseid's invasion, Hermes remained, later to become Diana's travelling companion on Earth.

Hestia, is the goddess of Home and Hearth, the patroness of health and hospitality and the first child born of Cronus and Rhea. She wears simple, demure robes of pale rose.

The most modest of the gods, one who withdrew from the conflict and strife which consumed the others, Hestia settles quarrels in Olympus and in the world of Man. As one of the midwives who created the Amazon race, Hestia passed her love of peace on to her charge, Princess Diana.

Morpheus is the god of Dreams and Slumber. Son of Hypnos, the god of Sleep, Morpheus commands the mists of sleep and looks like an old man with white hair, sharp features, and is normally adorned in ornate violet robes.

Neriedes are the fifty sea Nymphs who attend Poseidon. These beautiful, graceful water spirits, the daughters of the sea god Nereus and Doris, help mariners and have even aided Princess Diana on occasion.

Pan was the god of Nature and the Countryside. He appeared to be half-man and half goat, his upper torso like a man's but possessing goat-like legs, hairy arms, and horns. Son of Hermes, Pan was a rustic woodland god who played pipes made from reeds.

Pan's life ended in the days when the gods were still worshipped. He was cruelly killed by the alien Manhunters and replaced by an android duplicate in the Manhunters' quest to supplicate all Earth. The original Pan was a merry schemer but the schemes of his Manhunter replacement were dark and dangerous. The double attempted to embroil Princess Diana in the Millennium affair but his deception was uncovered by Queen Hippolyte. Ultimately, Princess Diana destroyed the android double and Pan's death was properly mourned.

Persephone is the goddess of the spring, a cool, stately beauty with long, straight raven tresses and a light grey-white robe. The daughter of Zeus and Demeter, Persephone is a beautiful young maiden who is forced to spend half of each solar year in the Underworld as the wife of Hades. Her time in the Underworld has changed Persephone, adding a stern, forbidding quality to her previously generous, bountiful nature.

Phobos, son of Ares and Aphrodite, is the Olympian god of Fear. A squat, troll-like god whose very essence is of such power that it literally smolders from his hands and

'topknot. Phobos serves his father by terrifying opposing troops in battle. Phobos has access to the powerful Heart of the Medusa and can use it to craft enchanted creatures at will.

Phobos is impulsive, unrestrained, and extremely likely to take action without thinking through the consequence, positive or negative. A coward who prefers to frighten his foes without risking himself in battle, Phobos will generally find a good safe vantage point near his foes, read their minds to determine their deepest fears, and then craft an illusion of that fear with his victim at its center.

For complete statistical information on Phobos, reference the Villains section of this Sourcebook.

Poseidon is the god of the Seas, the fifth child of the Titans Cronus and Rhea. Together with his brothers Zeus and Hades, Poseidon is part of the Olympian ruling trinity, although he rarely leaves his watery realm for Olympus. Because his domain is the seas, Poseidon appears as a majestic, blue-skinned man with long hair and a flowing beard of foam. He wears a robe of gold netting and carries a magnificent trident as his scepter.

Poseidon is a tranquil, regal god who rules with the sea goddess Thetis and is followed by countless sea nymphs called Neriedes. When his anger is raised, Poseidon often causes violent shipwrecks but he normally calms the waters or sends favorable winds to Man. Poseidon bears a special grudge against Ares, who killed his son, Halirrhothius.

Poseidon parted the seas to allow the Amazons to walk from Greece to the Island of Themyscira and cooperates with the midwives of the Amazons in rescuing female children lost at sea and washing them ashore on Themyscira for reeducation in the Amazon ways.

Thetis is a goddess of the Sea, a kindly deity who has served Zeus and the other gods faithfully. When Steve Trevor's plane crashed into the seas off Paradise Island, Thetis rescued him and protected Diana from the corruptive presence of Ares' unwitting pawn in the wrecked plane.

Zeus is the Father of the Gods and the ruler of Olympus. He is the god of the heavens, the skies, storms, and thunder. Empowered to Zeus is the lightning bolt, the most powerful weapon in Olympus. White haired and fully-bearded, Zeus is a patriarchal figure adorned with a gold crown and robes of royal blue, bearing a golden scepter of his kingly power. He is the last son of the Titans Cronus and Rhea and is the father of many of the gods, including Apollo and Artemis (by Leto) and Athena (of himself).

Zeus is an autocratic, arrogant, authoritarian ruler who cares fiercely for his fellow gods and would defend them to the death. A complex deity, Zeus is given to both great wisdom and great foolishness, driven by legendary lusts and appetites which often override his normally more sensible nature. He tends toward pettiness, caprice, and overwhelming pride and occasionally even displays childish tantrums but is not above owning up to his mistakes and learning from them.

REALMS *of the Gods*



The world of the gods is divided into three realms. Above in the heavens is Mount Olympus, which is ruled by Zeus. Below is the Underworld, which is also called the House of Hades, after the god who rules it. Between these two is the Earthly realm which is comprised of the Seas, ruled by Poseidon, and the Earth, the domain of all gods. Most gods have abandoned Earth in preference of Olympus, leaving the world to the race of Man. As Man's belief in the gods faded from Earth, so did the gods.

The Areopagus

In addition to the original lands of the gods, Ares has built himself a private realm. His land, the Areopagus, is a dark, foreboding sub-dimension of Olympus; once green and fertile with life, the growing madness of Ares

corrupted and blackened it, killing all life present. In his mad delusions, Ares had driven all the life from his land, just as he planned to wipe out all life on Earth.

As a result of Diana's grueling ordeal in the Challenge of the Gods, the demons released from Pandora's Box were transported to Ares to reside in the Areopagus. Ares' intentions for their use is as yet unknown.

Earth

The middle realm of the gods is the most familiar to Mankind. It is the Earth, which is pervaded by the spirit of the Earth Mother, Gaea. Enchantment here is so familiar to humans that it is virtually taken for granted. Plants, animals, seasons, growth, and all other expressions of life are part of the power of Gaea, although Man regards them as mundane and common-place occurrences.

Hades

Hades is the domain of the dead, where the spirits of those mortals who worship the Greek gods are taken after death. Olympus is connected to Hades by the river Styx, an unrippled black river over which dead souls are transported by Charon to their final resting place.

Hades is divided into two realms: Elysium and Tartarus. The Elysian Fields are a bright, beautiful land, where the souls of the good and heroic are taken to spend an eternity of bliss with those they love. Tartarus is a deep, dark, vile abyss, where the Titans and monsters are imprisoned.

Mount Olympus

The legendary home of the Greek gods, Mount Olympus exists in a secret pocket dimension steeped in magic. The physical laws of the Olympian dimension are very different from the natural laws of Earth. Enchantment and divine power are as common on Mount Olympus as is technology on Earth.

The physical structure of Olympus is non-euclidean space; the entire structure of this extra-spacial universe is wrapped around itself and an artificial gravity exists on any surface.

New Olympus

Zeus and his brothers Hades and Poseidon forged a new compact in the dedication of a new Olympus following the original's abandonment by the gods and its near destruction by the villain Darkseid. The gods created this New Olympus in a secret pocket dimension far from Earth's own, an action which caused a temporary rift between the gods and their remaining Amazon worshippers. The move was worthwhile, however, as the gods may now enjoy a far greater safety and security for their base of power.

The Oceans

The watery world of Poseidon covers the Earth, reaching even to Olympus and Hades. Because his realm exists on Earth, Poseidon has remained somewhat active in the affairs of Man long after the other gods faded from the interests of the young race. Poseidon and his court have rescued infants at sea, healed Princess Diana, and even rescued Diana Trevor and Steve Trevor during their respective perilous flights over Paradise Island.

AMAZONS



The Amazons are a race of immortal women created by the gods. They live in a state of mutual respect and love of all life — without crime, war or strife.

Their great Island of Themyscira is ruled by Queen Hippolyte, the oldest and wisest of the Amazons (her original incarnation on Earth pre-dates the others'), and mother of Princess Diana. Hippolyte is assisted by her aide, Phillipus, and her oracle, Menalippe.

The Midwives

The story of the Amazons begins in 1200 BC, when a council of goddesses, Artemis, Athena, Aphrodite, Demeter and Hestia, petitioned Zeus for the creation of a race of strong, wise women to guide Mankind and increase Man's worship of the gods. Ares opposed the plan, as he knew such a force for peace and sanity would inevitably interfere with his plans for conquest and domination. Zeus neither gave his blessing to the creation of the Amazons nor did he oppose the action.

The Birth of the Amazons

The five goddesses ventured deep into the Earth, to the deepest corner of Hades, where they entered the Cavern of Souls, the womb of the All-Mother Gaea, from which all life once sprung.

From the Well of Rebirth, the goddesses plucked the souls of women whose lives were cut short by the fear and ignorance of early Man. The goddesses combined their powers and their sacred blessings to send the souls to Earth, to be reborn as strong, powerful, beautiful women.

Athena granted these souls great wisdom, Artemis, the skillful ways of the huntress. Demeter made the earthly fields flower and gave the souls a kinship with nature, while Hestia built for them great cities and warmed their hearths. Above all else, Aphrodite bestowed on the souls the incomparable gift of love. All these souls save one were then sent to Earth. The soul of one special child who died in her mother's womb remained next to benevolent mother Gaea's bosom.

The five divine midwives chose Hippolyte, the eldest of the reincarnated souls, to be the Queen of the newly-created race of Amazons. Antiope was chosen to rule beside Hippolyte, the two given Gaea's Girdle, a golden belt to symbolize the Amazon's spiritual connection to the Earth Mother. This sacred sisterhood pledged to honor and worship the glory of the gods, constructing the great, vast city of Themyscira. Soon the justice and compassion of the wondrous Amazon race was heralded across all of Greece.

The Betrayal of Heracles

Ares was displeased with the Amazons' influence, despising the peace and trust they induced on Earth. Preying on the petty fears of patriarchal kings, Ares began a propaganda campaign against the Amazons and manipulated Zeus's demi-god son Heracles into waging a war against the Amazons aided by Theseus' army.

When Hippolyte defeated Heracles in fair combat, the humiliated Heracles feigned a change of heart, pretending to seek peace and then betraying the Amazons. His troops attacked and imprisoned the sisterhood when the woman lowered their guards. The Amazons were then sorely abused and degraded by their new captors.

Hippolyte, rededicating herself to the gods, was given the strength to free herself and her sisters. Antiope desired bloody vengeance but Hippolyte refused to lead the Amazons down Ares' own dark road. However, Antiope and her own Amazon followers split from the main group, seeking their own retribution.

The Fate of Antiope

Antiope and her Amazon army pursued Heracles, who had continued on his labors, but found Theseus instead. A bloody battle ensued, during which Theseus fell hopelessly in love with Antiope, humbling himself before her, begging forgiveness. Antiope obviously felt as strongly for Theseus as he did for her; soon the two were married.

Antiope and Theseus' alliance began an age of respect and equality between the sexes, an era of happiness which was, unfortunately, short-lived. The wicked enchantress Circe found Theseus' vengeful former wife, Ariadne, and transported her into Antiope's bedchamber, where she slew the sleeping queen.

Paradise Island

As penance for their failure in belief, the rest of the Amazons were forever required to wear manacle-like bracelets on their wrists, a symbol of their former bondage. The gods made the Amazons immortal, forever to recall their humiliation, and exiled them to an island in the Atlantic Ocean, far from sight and influence of Man.

The island, called Themyscira, was surrounded by a barrier of magical storm clouds which prevented its discovery by outsiders. The magic of the area also prevented technological devices from functioning, thus assuring the Amazons' eternal isolation.

On Themyscira, the sisterhood carved out a city and a civilization without the assistance of the gods. Their only contact with Olympus was through the oracle Menalippe, who received only vague premonitions and hazy images from the deities.

Exile was to be only the beginning of the Amazons' penance, however. Their true responsibility was to serve as the caretakers of Doom's Doorway, a passage to the underworld of Tartarus. The raging monsters beyond Doom's Doorway constantly and savagely fought to escape; many Amazons fell in battle while fighting to contain the horrors.

Over the centuries, the Amazons remained in slight contact with the gods through Menalippe, their only contact with the outside world coming when the gods would rescue young girls from drowning at sea, and, with the aid of Nereides, wash them ashore on Paradise Island. The Amazons would raise the girls, instilling in them the Amazon virtues of peace, equality, and compassion.

Diana Trevor

The only adult mortal ever to set foot on Themyscira during this time of isolation was the Women's Auxilliary Ferrying (WAF) pilot Diana Trevor, whose jet malfunctioned over Paradise Island. Trevor was saved from drowning by the gods, only to find herself in the midst of a raging battle between the Amazons and Cottus, the hundred-handed monster beyond Doom's Doorway. Brandishing her service automatic, Diana Trevor ran to the aid of the Amazons; she saved the Amazon oracle Menalippe but lost her own life.

Her bravery and her sacrifice earned Diana Trevor a place in Amazon legend as the greatest of all warriors. Her WAF insignia and pieces of the American flag on her uniform were fashioned into a coat-of-arms and suit of armor, which were placed in the temple of Hades to await a warrior worthy of wearing them.

Princess Diana

The great destiny of the Amazons was finally fulfilled with the advent of Princess Diana. In her former life as a Cro-magnon woman, Queen Hippolyte died while pregnant. When time came for the soul of the Cro-magnon woman's unborn child to arise, five divine midwife goddesses, together with the god Hermes, imbued the last spirit in the Cavern of Souls with great power and sent it to Earth.

The once-unborn spirit finally received the greatest of all gifts and was born to the Amazons. She was named Diana, after Diana Trevor, and became the first child to grow up on Paradise Island.

When the gods called upon the Amazons to select a champion to fight the mad Ares on Man's World, Diana triumphed over all other Amazons in competition. In the final test of her worth, she faced Mankind's technological wrath in the form of Diana Trevor's gun.

Diana survived its onslaught by deflecting the bullets with her bracelets and was rewarded with the mantle of her namesake, Diana Trevor. Princess Diana became the champion of the Amazons and, armed with the gods' gift of a golden lasso forged from Gaea's Girdle, went on to defeat Ares.

Challenge of the Gods

When Princess Diana returned from Man's World, she brought with her many artifacts. Myth and legend chronicles gave tantalizing hints about the fate of Antiope and the other Amazons, information Hippolyte chose to keep from all Amazons save those of her court. Hippolyte feared an increased interest in Man's World would cause her beloved daughter to again leave Themyscira.

Despite Hippolyte's best intentions, Diana was again taken from the safety of Paradise Island and placed into great danger. Having angered Zeus by rejecting his amorous overtures, the Amazon Princess was required to single-handedly destroy the creatures that lurked beyond Doom's Doorway.



Diana unflinchingly descended into the abyss, although suppressing the monsters normally required the assembled might of all the Amazons. The distraught Hippolyte followed Diana; mother and daughter vanquished the monsters together and rescued the imprisoned Heracles, who had been punished for his crimes against the Amazons by being forced to bear the weight of the island of Themyscira. The forgiveness of Hippolyte and the Amazons touched Zeus' heart; in turn he forgave Heracles and the Amazons their retrogressions. The Amazons were no longer exiled from the world of mortals, Heracles no longer forced to bear the great weight of Themyscira upon his back.

In the festivities celebrating the end of the terrors below Paradise Island, the Amazons destroyed their weapons and rededicated their lives to the process of peace. Queen Hippolyte relaxed her protective grip on her daughter, bestowing upon Diana permission to return to Man's World as the ambassador from Themyscira.

Having been given complete reign and control over their own destinies with the exodus of the Olympian gods, the Amazons face an uncertain future as they debate whether or not to bring mortals to Paradise Island. Yet whatever fate portends, the mighty Amazons will unquestionably face their destinies with a grace, nobility, and dignity befitting their race.

THEMYSCIRA

Themyscira, the lush tropical island that is home of the thousand remaining Amazons, is hidden at the heart of the Bermuda Triangle and covered with a dense cloud bank. Often called Paradise Island, Themyscira was named for the original Amazon city in ancient Greece. The island is twenty miles in length, is always temperate and its days are always filled with brilliant sunlight (save during magical storms).

Enchantments on Paradise Island cause all technological equipment to fail. Electrical or electronic equipment will network, although low-tech items such as cameras will operate provided they are not equipped with automatic functions. The enchantment is so powerful, in fact, that even planes flying over the island will lose power and the instruments will fail.

Coliseum

This is the arena where the Amazons test, hone, and ultimately display their amazing skills. It was in the Coliseum that Diana won the right to champion the Amazons against Ares during the Ares Affair.

Doom's Doorway

This impressive structure stands as entrance to the Cavern of Doom. Since Diana cleansed the Cavern of Doom of all its monsters, the gods chose Doom's Doorway as the holding cell for the murdered Ixion.

Island of Healing

Located on a small island chain near mainland Themyscira, the Island of Healing is a tranquil and serene place where pure waters flow and healing herbs flourish.

Royal Palace

Queen Hippolyte holds audience here, in the building of highest elevation on the island. Built atop the center of Themyscira, overlooking all of Paradise Island, the Palace is a grand and regal structure, suitable for both royal receptions and daily conferences.

The Senate Chamber

The Amazon Senate meets here to discuss important issues of the day and confer its decisions publicly to the rest of Amazon society.

The Statue of Artemis

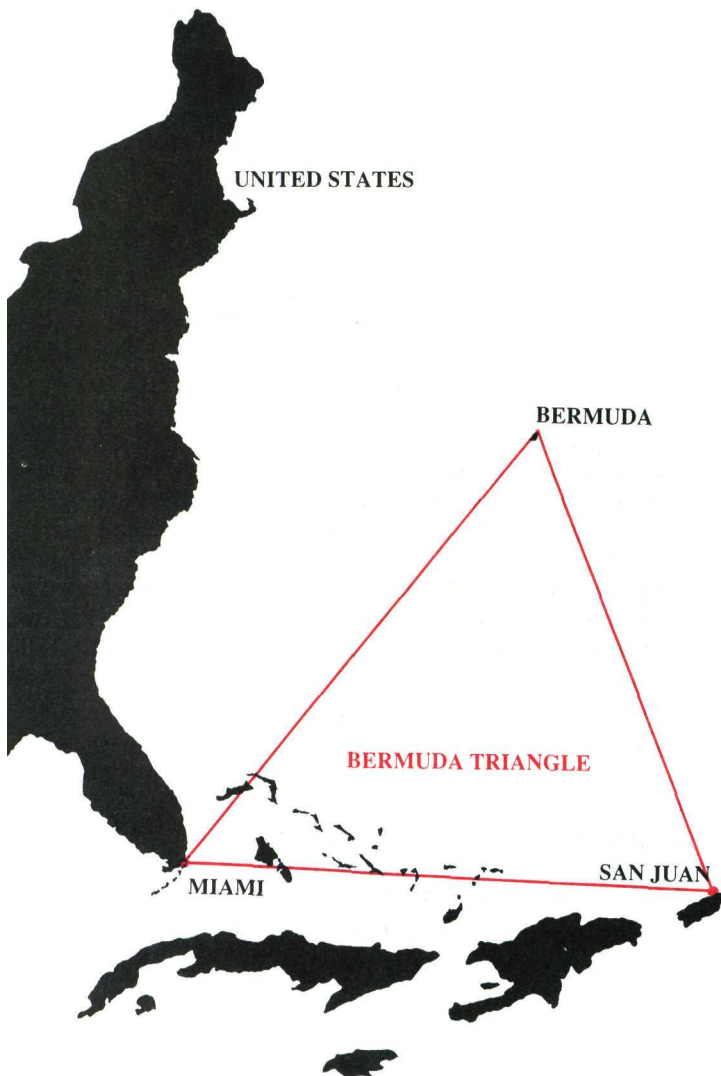
In honor of the goddess who championed their cause, the Amazons constructed this to be the highest and most prominent feature on Themyscira. The statue, located in a clearing in the woods, can be seen from every point on Paradise Island.

Temple of Hades

The ancient Greeks feared Hades so fiercely they built no temples in his honor. The immortal Amazons, who possess far less fear of the god of the dead, built a glorious shrine to honor him. Relics of Amazons who have died since their inception are deposited here, including the mantle of the Amazons' mortal idol, Diana Trevor.

Temple of the Oracle

Adjacent to the Royal Palace, the Temple of the Oracle is Menalippe's sanctuary, which she attends to consult with the Olympian gods.



AMAZON

Non-Player Characters

QUEEN HIPPOLYTE

DEX:	9	STR:	7	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE: 22 (31) HERO POINTS: 25					

SKILLS:

Acrobatics: 6, Animal Handling: 3,
Artist: 2, Charisma (Persuasion):
4, Martial Artist: 9, Medicine: 3,
Military Science (Tracking): 6,
Weaponry: 7

CONNECTIONS:

Who knows yet?

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Queen of the Amazons of
Themyscira

RACE:

Human (Amazon)

BACKGROUND

Queen Hippolyte is the reincarnated essence of a Cro-magnon woman who was killed by her prehistoric mate. At the time of her murder, the woman was pregnant with the spirit of a child eventually to be reborn as Princess Diana—Wonder Woman.

As the Queen of the Amazons, Hippolyte brought her subjects into the world of Man, teaching them and leading them into a divinely-inspired golden age. When Heracles and his minions razed Themyscira, for their failure Hippolyte and her followers were exiled to Paradise Island by the gods.

The Amazons remained isolated from the rest of the world until the gods sent the spirit of Hippolyte's original unborn child to her. The child was named Diana, her destiny to become the greatest of the Amazons and fulfill the promise of the gods.



PHILIPPUS

DEX:	9	STR:	8	BODY:	6
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 19 (27) HERO POINTS: 10					

SKILLS:

Acrobatics: 5, Animal Handling: 3,
Artist: 2, Charisma (Persuasion):
3, Martial Artist: 8, Medicine: 2,
Military Science (Tracking): 7,
Weaponry: 7

CONNECTIONS:

Who knows yet?

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

Captain of Amazon Armies

RACE:

Human (Amazon)

BACKGROUND

Philippus has served Queen Hippolyte since the days they were mortals and the two have become fast friends. During the Challenge of the Gods, when Hippolyte donned her armor to venture below Doom's Doorway in search of her lost daughter Diana, Philippus stood opposed to her, refusing to sacrifice the Queen for the Princess.

Philippus' loyalty to the Amazons brought her to that most difficult of decisions, for she truly loves Diana as well; Philippus acquitted herself with nobility and dignity.

ROLE-PLAYING

Philippus is the main protector of Themyscira, a position and responsibility she takes very seriously. Duty is all-important to this Amazon, who would gladly lay down her life for any of her people. Philippus often seems a little too serious and grim but this is merely a reflection of her strong sense of responsibility. When Philippus desires, she can be as joyous and amiable as any Amazon.

MENALIPPE					
DEX:	6	STR:	5	BODY:	4
INT:	8	WILL:	6	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE: 21 (25) HERO POINTS: 5					

POWERS:

Precognition: 6, Telepathy: 16

SKILLS:

Acrobatics: 3, Animal Handling: 8, Artist: 2, Charisma (Persuasion): 2, Martial Artist: 4, Medicine: 4, Weaponry: 4

LIMITATIONS:

Telepathy between Gods of Olympus only

CONNECTIONS:

Who knows yet?

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Amazon Oracle

RACE:

Human (Amazon)

BACKGROUND

Before her reincarnation as an Amazon, Menalippe was a woman with extraordinary psychic talents who did not understand her rather frightening powers. Murdered for witchcraft and reborn an Amazon, Menalippe's talents were accepted and appreciated by her Amazon sisters, who rely on Menalippe for her powers of divination.

Menalippe foretold the coming of Heracles and the destruction of Themyscira, the growing madness of Ares, and the threat of Zeus' Challenge of the Gods. Menalippe's power tends not only toward the negative aspects of precognition, as she also foresaw the birth of Diana and end of the period of Amazon contrition.

METHODS

Menalippe is the only Amazon in regular contact with the gods and even her connection is not direct. The gods reveal information to the oracle in vague signs and symbols, which Menalippe is then forced to interpret. Her precognitive powers are entirely her own — they are not gifts from the gods. As far as contact with Man's

World is concerned, Menalippe is content to leave the matter in Diana's hands.

ROLE-PLAYING

Menalippe is a fragile, ephemeral woman, one who is more comfortable dealing with the world of spirits with which communes than with the physical world she actually inhabits. Because her precognitive signs are often hazy and indistinct, Menalippe is hesitant to reveal her visions before she has a definitive understanding of their portents.

Often all Menalippe feels in her premonitions is a growing sense of dread and at such times she is not comfortable alarming her Amazon sisters over such phantom feelings. Yet whenever Menalippe has a strong sense of the future or a clear picture, she will immediately inform her queen and will not remain silent until proper action is taken in response.

STANDARD AMAZON					
DEX:	8	STR:	6	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE: 17 (23) HERO POINTS: 10					

SKILLS:

Acrobatics: 6, Animal Handling: 3, Artist: 3, Charisma (Persuasion): 2, Martial Artist: 6, Medicine: 3, Military Science (Tracking): 5, Weaponry: 6

CONNECTIONS:

Who knows yet?

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

Various

RACE:

Human (Amazon)

BACKGROUND

The average Amazon has been through a lot: born in pre-history, violently killed somehow/somewhere by an unthinking early man, reborn as an Amazon, raped by one of Heracles' troops, exiled to Paradise Island, turned immortal, and finally, after thousands of years, asked to resume contact with the Man's World.

The Amazon is a hearty and steadfast breed, a woman of superior strength, courage, intelligence, and moral character. While all life stands as sacred to this woman, no life is more sacred to an Amazon than that of her sister.

ROLE-PLAYING

The average Amazon walks the fine line between her innate compassion and her learned suspicions. Although the Amazons have forgiven Heracles and his men for their defilement of Amazon culture, the Amazons have yet to rejoin the race of Man, nor are they completely certain they wish to do so.

The average Amazon contemplates her destiny in a way she never has before now. While their answers to the question of contact with Man's World may vary, all Amazons agree on one point: they completely love and greatly admire their sister, Princess Diana.

Notable Amazons

Aella: Courageous warrior and inconstant lover.

Epione: Healer.

Euboea: Warrior and confidant to Princess Diana.

Hellene: Leader of the Senatorial opposition to increased contact with Man's World.

Mymosyne: Aide to Menalippe.

In Memorium

‡ Antiope ‡

Fellow Queen of the Amazons when they were mortal, Antiope did not accept the punishment of the godly Midwives, instead choosing vengeance against her assailants. After a bloody conflict, Antiope married the hero Theseus, only to be murdered by Theseus' former wife in collaboration with the witch, Circe.

Antiope was a great and willful woman; her absence is ever sorely felt amongst the Amazons.

FRIENDS

Julia is best described as a curious hybrid of youthful curmudgeon.

JULIA KAPATELIS, <i>Professor</i>					
DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	5		

SKILLS:

Scholar (Archaeology, Ancient History, Geology): 6, Scholar (Middle Eastern Linguistics): 7

CONNECTIONS:

Harvard University (High), Wonder Woman (High)

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Archeology Professor

RACE:

Human

BACKGROUND

Julia was born in Greece, the daughter of Agostos and Maria Deneiros. Because she was born in July, her father Agostos (who was born in August) named her Julia. Agostos was a fisherman who often took his daughter sailing. When Julia was very young, she fell overboard in a boating accident and was rescued from drowning by the Neriedes, who washed her ashore on Paradise Island.

Julia was raised by the Amazons, who instilled in her their powerful Amazon virtues. Julia's memories of Paradise Island were suppressed but when she was returned to Greece, she never forgot the deep pride and purpose she had learned. Julia is the last of the line of children raised on Themyscira.

Julia's early experience with the Amazons left her with a lingering fascination for antiquity. She studied

ancient history and became one of the world's foremost authorities on the ancient world and archaic languages. Julia married David Kapatelis, a noted archeologist, the couple having one child, Vanessa, before David died during a tragic archeological expedition.

Following David's death, Julia moved to Boston to teach History at Harvard University. It was here Julia met Wonder Woman, the gods thus providing Princess Diana with a guide in Man's World during the Ares Affair. Julia taught Diana to speak English and acclimated her Amazon friend to Western thought and culture. When Princess Diana and Steve Trevor assaulted Ares' sons Deimos and Phobos, Julia joined them, fighting with an Amazon's spirit.

Julia Kapatelis and her daughter Vanessa have the distinction of being the first outsiders ever to visit Themyscira.

METHODS

Julia is both friend and mentor to Wonder Woman and acts as Diana's guide through the puzzling and sometimes infuriating world of Man. Diana is somewhat naive in the customs of the outside world; Julia's down-to-earth, worldly-wise ways have been invaluable to the Amazon Princess. Julia sees Diana as a friend, confidant, and a second daughter. Much like Queen Hippolyte, Diana's true mother, Julia is sometimes a trifle over-protective of her surrogate daughter, but she has the best intentions.

ROLE-PLAYING

Julia is a strong, willful, stridently independent woman who knows what she wants and knows how to get it. Decisive and outspoken, she should be played with intensity and humor.

VANESSA KAPATELIS <i>alias Nessie</i>					
DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

SKILLS:

Acrobatics (Gymnastics): 1, Scholar (Ancient History): 1

CONNECTIONS:

Who knows yet?

MOTIVATION:

Thrill of Adventure

WEALTH:

Comfortable

JOB:

High School Student

RACE:

Human

BACKGROUND

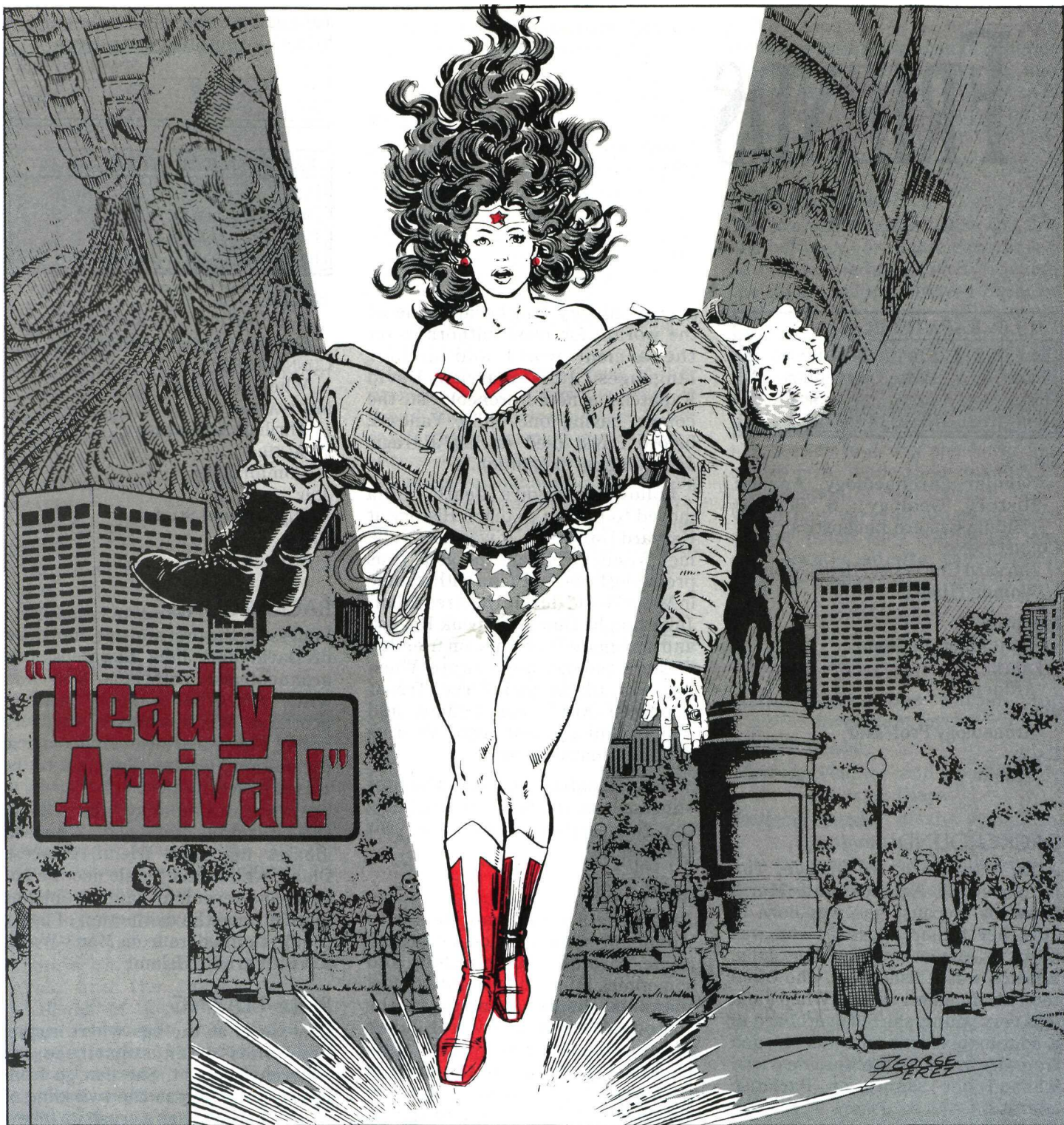
Vanessa is the first and only daughter of David and Julia Kapatelis, two archaeologist/historians who met while researching Loch Ness in Scotland. When Vanessa was very young, David died on an archeological expedition, leaving Vanessa to be raised by her mother.

A vivacious, spunky, and slightly self-conscious teenager, Vanessa idolizes her close friend, Princess Diana, who treats Nessie like the kid sister she never had. Vanessa and her mother have the distinction of being the first outsiders from Man's World to visit Paradise Island.

ROLE-PLAYING

Vanessa is at the age where raging hormones often substitute for coherent thought. She can go from moody to bubbly in the twinkling of an eye. Vanessa has a crush on fellow classmate Barry Locatelli, who does not completely reciprocate her feelings, something which Vanessa attributes to Barry's admiration of Wonder Woman, which often arouses feelings of prickly envy for her older "sister."

Despite her occasional flashes of jealousy, Vanessa has a good heart, would never wish anyone harm, and holds Diana in the very highest of esteem.



STEVE TREVOR <small>U.S. Air Force Colonel, Ret.</small>			
DEX:	3	STR:	3
INT:	3	WILL:	3
INFL:	3	AURA:	2
INITIATIVE:	9 (12)	HERO POINTS:	15

SKILLS:
 Acrobatics (Dodging): 2, Charisma (Persuasion): 2, Detective (Law):

1, Martial Artist: 3, Medicine (First Aid): 2, Military Science: 2, Spy (Photo Interpretation): 2, Vehicles (Air): 5, Vehicles (Land): 3, Weaponry: 3
CONNECTIONS:
 U.S. Air Force (Low)
MOTIVATION:
 Upholding the Good
WEALTH:
 Comfortable

JOB:
 Freelance Investigator and Troubleshooter
RACE:
 Human

BACKGROUND
 Steve Trevor is the son of two Air Force flyers, Ulysses Steven (U. S.) Trevor, a Lieutenant during World War II, and Diana Trevor, a former

barnstormer who flew transport planes for the Woman's Auxiliary Ferrying (WAF) Squadron. Steve's mother was a thrill-seeker who crashed while flying over Paradise Island and died while saving the Amazons from the oppressive threat which loomed behind Doom's Doorway.

A football star in college, Steve joined the Air Force as an idealistic, patriotic young man and saw action in Viet Nam. His experiences there quickly disillusioned him about the glory of war but strengthened his love for his country. Steve matured rapidly in the Air Force and became a decorated war hero, although he always tempered his patriotism with realism.

When the mad god Ares infiltrated the U.S. Military during the Ares Affair, the god of War found fertile soil ripe for his corruption in men such as General Kohler, Steve Trevor's supervisor. Trevor resisted Ares' powerful influence, however, going so far as to testify before a Congressional committee about those in positions of power in the Pentagon who had been manipulated by Ares.

Kohler retaliated against Trevor by sentencing him to a desk job, where Trevor's superior flight skills could not be employed. Steve soon grew to hate the job and organization he once loved. Finally, General Kohler sent Trevor on a mission to breach the enchanted cloud field above Paradise Island. Steve's co-pilot, actually a minion of Ares, bombed Themyscira while Steve fought for control of the plane.

Princess Diana successfully defended Paradise Island, eliminating the bomb threat and rescuing Steve Trevor in the process. The two became good friends and together battled Ares and his minions, eventually defeating the mad god's plans to destroy the Earth. Following the Ares Affair, Trevor was initially considered a traitor but soon cleared himself of the charges.

Since their first meeting, Steve had the strange feeling that Princess Diana reminded him of his mother (beyond the name similarity), a supposition which proved partially accurate, as the Amazon Princess was named in honor of Diana Trevor, Steve's mother, the two being kindred souls.

Steve is now in love with his aide Etta Candy and the two live quite happily together. Steve occasionally works with Princess Diana and they enjoy a close friendship.

ROLE-PLAYING

Steve Trevor is an honest, ethical, and true friend to Princess Diana. He is a decent, meritorious man in every sense of the word.

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

SKILLS:

Acrobatics (Dodging): 1, Charisma (Persuasion): 1, Detective (Law): 1, Martial Artist: 2, Medicine (First Aid): 2, Military Science: 2, Vehicles (Air): 1, Vehicles (Land): 2, Weaponry: 2

CONNECTIONS:

U.S. Air Force (High)

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

United States Air Force Lieutenant

RACE:

Human

BACKGROUND

Etta, a career Air Force officer, worked with Colonel Steve Trevor and developed a strong respect for him. When it appeared to the world that he had become a traitor (following his involvement in the Ares Affair), Etta believed in Steve and helped him clear his name. During their time together, Steve and Etta's friendship blossomed into unspoken affection.

Etta was initially jealous of Princess Diana, feeling herself in the midst of a rivalry for Steve's attention, a battle she felt she could never possibly win given her opposition. Beyond these feelings, Etta soon grew to like and admire the Amazon. Etta and Steve soon acknowledged their mutual love and now work together on many of their missions.

ROLE-PLAYING

Etta is a kind, sweet, and gutsy woman. She has a vehement sense of right and wrong and often oversteps the bounds of etiquette when she feels particularly strongly on a subject. Etta Candy will go to any length to assist a friend, selflessly expecting nothing in return.

MYNDI MAYER, <i>deceased</i>					
DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8 HERO POINTS: 2				

SKILLS:

Artist (Writer): 3, Charisma (Persuasion): 2, Vehicles (Land): 2

CONNECTIONS:

Advertising Industry (High)

MOTIVATION:

Mercenary

WEALTH:

Affluent

JOB:

Publicist

RACE:

Human

BACKGROUND

Myndi Mayer was a driven, ambitious woman who clawed her way to the top of the publicists' game by refusing to take "No" for an answer. Although she had no real connection to Princess Diana (and certainly did not have the respect of Diana's best friend Julia), Myndi was able to land the lucrative Wonder Woman contract through clever persuasion and persistence.

Myndi pushed herself overly hard in life and developed a dependent personality. Under the careful ministrations of the treacherous "Skeeter" La Rue, Myndi became severely addicted to cocaine and alcohol; she eventually died of an overdose of the drugs.

ROLE-PLAYING

Myndi Mayer was compulsive, impulsive, and conniving. She was a smirking, calculating woman, never above using her charm, influence, money, or sexuality to get ahead of her opponents.

VILLAINS



DARKSEID

DEX: 23	STR: 18	BODY: 46
INT: 20	WILL: 32	MIND: 30
INFL: 16	AURA: 20	SPIRIT: 30
INITIATIVE: 59	HERO POINTS: 180	

POWERS:

Aura of Fear: 17, Continuum Control: 60, Control: 5, Invulnerability: 38, Life Sense: 19, Mind Blast: 18, Mind Probe: 20, Object Awareness: 32, Sealed System: 18, Skin Armor: 15, Suspension: 32, Telepathy: 32, Truesight: 18, Warp: 32

SKILLS:

Charisma: 15

LIMITATIONS:

Warp inoperable as attack form

MOTIVATION:

Psychopathic (marginally)

WEALTH:

N/A (essentially unlimited)

JOB:

N/A

RACE:

Strange Humanoid

BACKGROUND

Darkseid first encountered the Amazon Princess Diana during his siege on Mount Olympus. Darkseid, enraged that the Olympian gods had fled prior to his arrival, proceeded to destroy the gods' great home; with the aid of Superman, Wonder Woman was able to reveal to Darkseid the folly of his ways and prevent the total destruction of Mount Olympus.

METHODS

When the world of the Old Gods was destroyed in the holocaust ages ago, two new worlds were formed from the ashes. The darker of the two is Apokolips, where almighty Darkseid reigns supreme. At his bidding are the magnificent machines, creatures, and beings of his world. Darkseid's creed is one of destruction and total dominance.

To help him toward this end, he searches for the mysterious Anti-Life Equation, which often takes him to Earth, and seeks to usurp the combined powers of the Olympian gods, which often pits him against Princess Diana.

ROLE-PLAYING

Darkseid is a god of supreme evil, the embodiment of a phenomenal

destructive power. Believing himself to be the first and greatest force in the multiverse, Darkseid views the Olympian gods as a threat to his claim and now seeks to destroy them. He is a cruel and boastful villain bent on the total domination of any and all who stand in his path.

DEIMOS, deceased

DEX: 14	STR: 12	BODY: 8
INT: 10	WILL: 11	MIND: 9
INFL: 12	AURA: 13	SPIRIT: 10
INITIATIVE: 36		HERO POINTS: 30

POWERS:

Aura of Fear: 22, Control:
Omni-Arm: 11

SKILLS:

Charisma (Intimidation): 5,
(Brainwashing): 7

LIMITATIONS:

Minor Irration Attraction
Cruelty, Omni-Arm operable
in relation to Beard of Snakes,
Aura of Fear effective only when
Omni-Arm snakes success
attack opponent.

CONNECTIONS:

Areopagus (High), Olympus (Low)

MOTIVATION:

Nihilist

WEALTH:

N/A

JOB:

Advance Guard for Ares

RACE:

Humanoid

EQUIPMENT:

Helm of Serpents

DEX: 9	STR: 10	BODY: 6
INT: 1	WILL: 1	MIND: 1
INITIATIVE: 10		HERO POINTS: 0
CHARGES: 10		
COST: 369 HPs + \$36K		

POWERS:

Poison Touch: 8

The Helm of Serpents is made of four enchanted, poisonous snakes which attack simultaneously and inflict a deadly, torturous poison upon successful opponent contact.

BACKGROUND

Deimos was a severe, bitter god who wore a greek warrior's uniform endowed with a mantle of serpents.

Born the son of Ares and Aphrodite, Deimos assumed the role of the god of Terror in his father's legions, terrifying soldiers on battlefields with his brother, Phobos.

When Ares declared war on Mankind, Deimos was his choice for manipulating key military leaders of the Soviet and American armies. Deimos controlled the minds of these nations' leaders, causing them to bring the planet to the brink of World War Three. Deimos was ultimately killed by Wonder Woman in an act of self-defense by the Amazon.

METHODS

Deimos was a cold, calculating god, one who preferred behind-the-scenes manipulation to direct confrontation. In battle, he would choose to Intimidate his opponents through the use of the serpents of his helmet and beard. Deimos usually relied on the psychological power of the frightening attack form to demoralize his opponents.

ROLE-PLAYING

As befits the son of Ares, Deimos was an insidious, manipulative, and cruel god. Like the serpents which were his motif, Deimos enjoyed worming his way into the psyches of his targets, twisting their minds into accord with his own. If utilized, Deimos should be played with a macabre sense of pleasure over his manipulations.

Deimos had a running rivalry with Phobos; the two brothers regularly bickered and fought, although they generally set aside their feuding when enemies arose. Still, a skillful manipulator could always stoke the fires of their rivalry in combat sufficiently to escape or get in a surprise blow.

PHOBOS

DEX: 12	STR: 15	BODY: 10
INT: 6	WILL: 9	MIND: 8
INFL: 12	AURA: 13	SPIRIT: 10
INITIATIVE: 30		HERO POINTS: 40

POWERS:

Animate Objects: 13, Aura of Fear:
8, Illusion: 12, Telepathy: 9

SKILLS:

Thief (Stealth): 7



When the prey entered striking range, Echidna would perform a Grappling Attack with her tail and move to strike the hapless victim with her battle axe.

ROLE-PLAYING

Echidna was driven by the fires of hate and anger. Possessing neither pity nor compassion, Echidna killed for the mere pleasure of slaughter, doing so completely without remorse.

CHEETAH <i>alias Barbara Minerva</i>					
DEX: 17	STR: 19	BODY: 13			
INT: 9	WILL: 7	MIND: 8			
INFL: 8	AURA: 8	SPIRIT: 5			
INITIATIVE: 34 (54) HERO POINTS: 35					

POWERS:

Cling: 11, Iron Will: 25, Swimming: 8, Thermal (IR) Vision: 8

SKILLS:

Acrobatics: 12, Martial Artist: 20

LIMITATIONS:

Must use rare herbs and undergo a special ritual to gain Powers, Iron Will operable only against the powers of the Lasso of Truth.

CONNECTIONS:

Boston Underworld (Low)

MOTIVATION:

Power Lust

WEALTH:

Affluent

JOB:

Archeologist

RACE:

Human

BACKGROUND

Barbara Minerva is a mysterious archeologist who uses an arcane ritual to transform herself into a powerful humanoid cat-creature. Minerva discovered the ritual in Africa, where she travelled in search of a legendary race of cat people. Although she never found the lost race, Minerva did locate the ancient herb the cat-people worshipped and returned with the plant.

Aided by her African assistant Chuma, Minerva follows the secret rituals of the cat-people by bleeding herself onto and then consuming the plant, a bizarre process which then transforms her into the powerful and deadly Cheetah.

Minerva is a catty, aloof, and treacherous woman who possesses a shady reputation in the archeological world. The Cheetah persona, the last of its kind, is dominant in her and has left very little of the Barbara Minerva personality remaining.

Minerva's paramount goal is to obtain the Girdle of Gaea, which has been fashioned into Wonder Woman's Lasso of Truth.

METHODS

In her Cheetah form, Barbara Minerva is a savage, merciless killer. Like the jungle cat which is her namesake, the Cheetah attacks without warning and battles to kill. She uses her tail to grapple and strangle her foes while pulling her opponents toward her razor-sharp claws.

ROLE-PLAYING

While the Cheetah is a cunning and ruthless adversary, she is also a huntress with great patience. She stalks her game in both the social and physical arenas, deceit and death being her most formidable weapons.

SILVER SWAN <i>alias Valerie Beaudry</i>					
DEX: 12	STR: 4	BODY: 5			
INT: 3	WILL: 3	MIND: 3			
INFL: 2	AURA: 3	SPIRIT: 2			
INITIATIVE: 17 HERO POINTS: 33					

POWERS:

Flight: 12, Force Field: 18, Mental Blast: 15, Sonic Beam: 26

LIMITATIONS:

Catastrophic Irrational Attraction to H.C. Armbruster, Force Field must be dropped for the Swan to touch any object, Mental Blast is linked to Force Field and is operable only when Swan is encircled by the Lasso of Truth.

CONNECTIONS:

Armbruster International (Low)

MOTIVATION:

Unwanted Power

WEALTH:

Millionaire

JOB:

Consort

RACE:

Human

BACKGROUND

Valerie Beaudry is the daughter of a human couple exposed to early nuclear tests. Born grotesquely deformed and very ugly, Valerie was a withdrawn child who had no childhood friends until gaining a pen-pal through an advertisement she placed in a teen magazine.

Valerie's correspondent, Maxine Sterenbuch, became her best friend, although Valerie steadfastly refused to send Maxine her picture or meet with Sterenbuch personally. When Maxine flew to North Dakota to see her, Valerie suddenly severed their relationship; not until years later did Valerie contact Maxine and meet with her old friend in person.

In the meantime, Valerie met multi-millionaire industrialist Henry Cobb Armbruster, who used Valerie in his "Silver Swan" experiment, which bestowed upon Valerie mutant sonic disruption powers.

The experiment was carried out by Professor Benjamin Buchman, a research scientist employed by Armbruster International in HCA Labs' Alaska division. Buchman died at the end of the experiment — a death Buchman's son blames on Valerie.

Armbruster gave Valerie a Silver Swan costume, complete with wings for powered flight, and forced her to use her sonic abilities to commit high-level crimes. Armbruster also hired assassins to kill Valerie's childhood pen-pal Maxine, fearing that Maxine knew of the Silver Swan project. Maxine has since come under the protection of Solomon Buchman, who is the son of deceased Armbruster International scientist, Benjamin Buchman.

METHODS

Although she is technically a supervillain, Valerie is not a criminal by nature and has no fighting instinct. She is driven to commit crimes by her lover, H.C. Armbruster, who gives Valerie specific commands via a speaker built into the Silver Swan costume.

The Silver Swan has the innate ability to generate a sonic Force Field and a disruptive Sonic Beam but only one of these powers can operate at any given time. In addition, the Swan

must pause between each power activation (one phase between operations, for game purposes).

The Swan's Force Field can remain on indefinitely; however, if the Swan wishes to attack via her Sonic Beam, she must lower her Force Field one phase prior to activation of the Beam and must wait one phase following the attack before raising the Force Field once again. During this delay time, the Swan can attack and move normally in any other fashion

When utilized, the Silver Swan's Sonic Beam is preceded by a moment of total silence, as all sound within Range is consumed by the initiation of the Swan's all-encompassing scream.

ROLE-PLAYING

Valerie is an emotionally and physically battered woman, her will broken, her self-esteem chronically low. As a result of her childhood deformity, Valerie believes herself unattractive and unwanted, although Armbruster has transformed Valerie into a truly beautiful woman.

Valerie lives for Armbruster's approval and will do anything to obtain it, including committing crimes and submitting herself to mental and physical abuse. A fearful, hesitant, and emotionally vulnerable woman, Valerie actually possesses a loving heart and has no interest in the combat she so frequently initiates.

CIRCE

DEX:	7	STR:	4	BODY:	8
INT:	12	WILL:	12	MIND:	11
INFL:	12	AURA:	11	SPIRIT:	9
INITIATIVE:	31	HERO POINTS:	25		

POWERS:

Mental Blast: 25, Shape Change: 16

LIMITATIONS:

Power Limitation: All Circe's magic is useless against the herb Moly and anything protected by it; Shape Change also affects other beings.

VULNERABILITIES:

The death of Diana would cause Hecate's spirit to leave Circe's body, effectively killing the goddess.

CONNECTIONS:

Island of Aeaea (High)

MOTIVATION:

Power Lust

WEALTH:

Affluent

JOB:

Enchantress

RACE:

Human

BACKGROUND

Circe is the daughter of Hyperion and Perseis. A princess of Colchis and practitioner of magics, Circe was exiled to a rocky island for killing her husband and proceeded to use her magic to lure sailors to her island, where she tortured and killed them.

Circe made a pact with the goddess Hecate, who was angered at the Olympian gods for their foul treatment of her. Hecate, infusing her own soul into Circe's, disorporated and left behind a cryptic comment foretelling that she would one day repossess her abandoned soul.

Using Hecate's power, Circe turned her enemies to beasts, converting allies into predators, enemies into prey. Circe, who hates the Amazons and their ideals of peace, took special pains to kill the final remaining leader of Amazons in Man's World, Antiope.

After thousands of unthreatened years, Circe discovered Diana's presence and, fearing that Hecate's soul would leave her to fulfill Hecate's prophesy, set about her plan to destroy the Amazon Princess. Circe's plan failed and Hermes took the sorceress to Olympus for punishment.

METHODS

Circe despises love and compassion and enjoys fanning the intense flames of the battle of the sexes. Circe uses her magic to transform men to beasts as punishment for their crimes of existence.

ROLE-PLAYING

Circe is a cool, crafty sorceress who smiles sardonically as she destroys her foes. She is regal and elegant without being flashy.

Circe often indulges in egotistical recitations, completely detailing in abject superiority her heinous plans to her incapacitated opponents.

BESTIAMORPHS

DEX:	7	STR:	6	BODY:	5
INT:	2	WILL:	3	MIND:	3
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	85		

POWERS:

Animal Mimicry: 10

SKILLS:

Military Science (Tracking): 6

LIMITATIONS:

These creatures must be transformed by Circe and cannot cross the circle of Wonder Woman's enchanted Lasso of Truth.

CONNECTIONS:

Island of Aeaea (High)

MOTIVATION:

Power Lust

WEALTH:

Various

JOB:

Underling

RACE:

Humanoid

BACKGROUND

The BestiaMorphs are men and women who are allied with Circe and have traded a portion of their humanity for the right to share in Circe's power.

METHODS

The BestiaMorphs rely on numbers and intimidation rather than their formidable fighting skills to defeat their opponents. While they are quite terrifying in appearance, BestiaMorphs are both inexperienced and relatively ineffective in combat.

ERIS, Goddess of Discord

DEX:	18	STR:	27	BODY:	13
INT:	13	WILL:	16	MIND:	14
INFL:	14	AURA:	12	SPIRIT:	10
INITIATIVE:	45	HERO POINTS:	85		

POWERS:

Broadcast Empath: 13, Flight: 18, Iron Will: 10, Teleportation: 13

SKILLS:

Charisma (Intimidation): 15, Charisma (Persuasion): 12

LIMITATIONS:

Minor Irrational Attraction to Disorder, Broadcast Empath used to project Confusion, Disorder, or Hostility only.

CONNECTIONS:

Areopagus (High), Olympus (Low)

MOTIVATION:

Power Lust

WEALTH:

N/A

JOB:

N/A

RACE:

Humanoid

BACKGROUND

Born the daughter of Ares and Aphrodite, Eris is the goddess of Discord. In her most celebrated act, Eris caused a major crisis on Olympus and all-out war on Earth. When intentionally omitted from the wedding of Peleus and Thetis, Eris repaid the snub by rolling a golden apple in among the wedding guests, an apple was marked "*Kallisti*," or "*To the Fairest*."

In their vanity, every goddess attending the wedding claimed Eris' golden apple as her own; an unholy row broke out between Aphrodite, Hera, and Athena over who would possess the apple. Zeus wisely abstained from settling the dispute, turning the matter over to the Trojan mortal, Paris.

To sway Paris toward voting for them, each goddess promised Paris wonderful gifts. Paris eventually chose Aphrodite as recipient of the apple because she promised him the love of the most beautiful woman on Earth. Unfortunately for Paris, that woman, Helen, was married at the time, her husband being the king of Sparta.

In his fervor, Paris abducted Helen and the greek fleets amassed to retrieve their queen, an action which brought all of the Mediterranean to war. The gods took sides in the conflict, pitting Hera against Artemis, Athena against Aphrodite, even Hera against her husband Zeus. Eris, taking advantage of natural rivalries, jealousies, and insecurities, exploited the gods with surprisingly little effort. The results were explosive and spectacular, their ramifications from that point on forever affecting interrelations of the Olympian gods.



Like her father Ares, Eris has retained a large measure of her power even as the influence of the gods has faded, keeping her power due to the great amount of strife and discord in the world.

METHODS

Eris delights in sowing discord and strife by spreading rumors and playing with the fears and jealousies of her victims. Far more subtle and calculating than her brothers, Eris devises careful plans which require far less effort and overt action on her victims' parts to accomplish. Rather than artificially fabricating strife, Eris takes the natural tension in any situation and magnifies it.

Eris derives spiritual strength from the discord around her. As confusion and strife grow, Eris' power waxes proportionately.

ROLE-PLAYING

The most curious thing about Eris is that while she is malicious, spiteful, and vicious, she enjoys a good contest and seems almost pleased when someone resists the allure of her power. Since the gods themselves have proven easy prey for her discordant powers, Eris finds she must look elsewhere to develop a good struggle.

Princess Diana's mission of peace is just such a challenge for Eris, who delights in thwarting the Amazon's efforts at any possible step, enjoying herself thoroughly whether she wins or loses. Diana stands opposed to strife and contention, principles for which Eris is the living embodiment. Eris revels in watching her mirror-image daughter struggle to resist the temptation to fight strife with strife.

HOW TO USE THIS BOOK

As a Sourcebook on the new Wonder Woman, this book contains game-related and background information about Wonder Woman, her friends, and her foes. Gamemasters who prefer writing their own adventures will find this Sourcebook helpful since, in addition to Characters' backgrounds and statistics, it includes information pertinent to the new Wonder Woman. For example, there are sections detailing the Amazons and important locations (such as Olympus).

There are certain Characters whose statistics are somewhat different from those given in the *Gamemaster's Manual* and/or in previous modules. This is intentional, as the DC Universe is ongoing and new developments always occur. For example, a character may have learned Martial Arts. Thus, the Martial Artist Skill can now be included in that Character's statistics.

Some Power descriptions in this book, such as Time Travel, are also different from other descriptions of the same Powers. This is also intentional. The differences reflect an updated perception of how these Powers operate in the DC Universe.

The New Gadget Box

The gadgetry rules have undergone some changes. Any equipment in this book will use the new gadget format. Given in this section is a brief explanation of this format. For details on the new gadgetry rules and a list of new gadgets, refer to the *Hardware Handbook*.

The gadget box looks similar to the character statistic box, but there are some important differences.

Gadget Box		
DEX:	STR:	BODY:
INT:	WILL:	MIND:
INFL:	AURA:	SPIRIT:
INITIATIVE:	HERO POINTS:	
CHARGES:		
COST:	HPs + \$	

OMNI—GADGET	
CLASS A:	
CLASS B:	
CLASS C:	
CLASS D:	
CHARGES:	
COST:	* HPs + \$

Attributes are listed by class: Physical, Mental, Mystical. If a gadget has a value for one attribute in a class, it must have values for all of them, even if the value is 0. If a gadget has no attributes in a particular class, that line will be missing from the box. A gadget with no attributes in a class cannot be attacked with a power that affects that class.

For example, a villain cannot use Control on Nightwing's combat disk, because the combat disk has only Physical attributes, and no Mental attributes.

A gadget must have APs in each Mental attribute to have Artificial Intelligence. In order for a gadget to have free will, that gadget must have APs in *each* Physical, Mental, and Mystical attribute.

Initiative is only listed for those gadgets that have free will. A gadget that does not have all three classes of attributes (and at least 1 AP in each of the Mystical attributes) cannot decide for itself what action to take and then execute the plan: thus, it has no Initiative.

Hero Points are only given to gadgets that have free will.

Charges are listed as a reminder that this is a gadget (even if it is also a character), and must have routine maintenance and refueling.

The number of charges represents the amount of energy in a gadget's reservoir. **One charge is burned each time a dice roll is required when the gadget is using its attributes or standard powers or skills. If a gadget uses Automatic powers, it burns one charge for each AP of time its powers are used.** A gadget may use more than one attribute, power, or skill during one AP.

Some gadgets have an external or internal power source; this is indicated as EPS (*external power source*) or IPS (*internal power source*). NA means *not applicable*. In these cases, players do not need to keep track of charges burned.

Cost is the price in Hero Points and cash that a hero must pay for a prototype device of this nature. Notice that the gadgets in this book are in prototype form. For a character to build a prototype gadget, s/he must also build or acquire the manufacturing equipment and testing facilities; there is also a certain amount of time required to develop a gadget. In most cases, it is less trouble to buy the gadget from a retailer, an inventor, a government... or from whomever has access to it.

Cash Costs are given with the following abbreviations:

K = thousand. (\$38K means \$38,000.)

M = million. (\$2.574M means \$2,574,000.)

B = billion. (\$1.0398 means \$1,039,000,000.)

T = trillion. (\$8.005T means \$8,005,000,000,000.)

Q = quadrillion. (\$6.5Q means \$6,500,000,000,000,000.)

QN = quintillion. (\$4.9QN means \$4,900,000,000,000,000,000.)

Omni-Gadgets, which are gadgets whose exact powers and attributes are unknown, have their own boxes. If a class of attributes is not listed for an omni-gadget, the gadget does not have that category of attributes, and cannot be attacked with powers that affect them.

When an omni-gadget is not functioning, its BODY is the number of APs assigned to class A (Physical attributes).

An omni-gadget's class indicates the type of device that the omni-gadget can turn into.

OMNI-GADGET CLASSES

Class A	Physical attributes (DEX, STR, BODY)
Class B	Mental attributes (INT, WILL, MIND)
Class C	Powers
Class D	The ability to substitute its own APs for its user's attributes

All omni-gadgets must possess class A. The inventor may assign 0 APs to class A if s/he wishes. Omni-gadgets never possess skills or Mystical attributes. In addition, if a gadgeteer anticipates the need for powers with a Mental link, s/he requires an omni-gadget with class B. *Omni-gadgets never possess powers with Mystical links.*

Converting New

Gadgets to the Old Rules

If you do not have the *Hardware Handbook* or prefer to use the old gadgetry rules, use the process outlined following to convert the new gadgets in this book to the old rules.

Leave all attribute, power, and/or skill scores as they appear in the new statistics. You need only to convert Charges to Uses and Durations; use the following procedure:

1. Count the number of attributes, powers, and skills the gadget must use constantly to fulfill its purpose.
2. Divide the total number of Charges by this number. The result is the gadget's Duration.
3. Count the number of attributes, powers, and skills the gadget does not use constantly to fulfill its purpose. This is the number of Uses.

Adjust these numbers as you feel is appropriate.

Because of the differences in the underlying philosophies of the old gadgetry rules and the new, especially in the areas of attribute use and energy supply, it is impossible to develop an exact conversion method. These procedures will yield close approximations of the same gadget in the two systems.

COLUMN SHIFTS

• **A negative (-) column shift** to the OV is to the *left* on the Action Table and makes an action easier.

• **A positive (+) column shift** to the OV is to the *right* on the Action Table and makes an action more difficult.

ABBREVIATIONS

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



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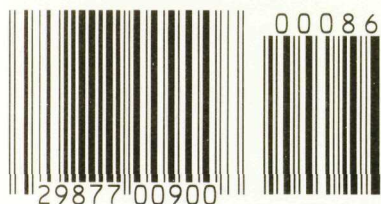
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Strangers in Paradise



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SOLITAIRE

Play



Playing the Adventure

In this solitaire adventure module, *Strangers in Paradise*, the Player assumes the role of Princess Diana of Themyscira: Wonder Woman. Wonder Woman will begin the adventure with **Encounter 1: Boston Reception** and will progress through the adventure as instructed by the module based on the Player's action choices.

In a solitaire adventure, the module itself act Gamemaster for the Player. At the end of each Encounter entry, the Player is either instructed to go to a particular Encounter or is offered a choice of action for his/her Character. Based on the decision, the Player will be instructed to turn to a resultant Encounter to learn the outcome of the chosen action.

Reading an Encounter Heading

Each Encounter will begin with an Encounter Heading. These Headings provide the Player with information pertinent to the Encounter at a glance: the Encounter number, the name of the Encounter, and a listing of Encounters whose play could lead to that Encounter.

An example of an Encounter Heading is as follows:

61	Risilis
<hr/>	
57,65,68	

In this example, the Encounter number is *61*, the name of the Encounter is *Risilis*, and game play leading to this Encounter could have been from Encounters 57, 65, or 68.

Running Combat

On occasion, the Player will be instructed to "roll normal combat" against any number of opposing forces. Normal combat is usually restricted to Physical attacks, where Wonder Woman must pit her Physical Attributes (DEX, STR, BODY) against those of an opposing force. Success is determined through the standard DC Heroes system, with every action having Acting, Effect, Opposing, and Resistance Values (AV, EV, OV, and RV, respectively).

Combat should be rolled on the Action and Result Tables (available in the *DC Heroes Master Set*), with such variables as Pushing and burning Hero Points still being applicable (for both Heroes and Villains). Should any Character enter combat using a Power or Skill, Opposing and Resistance Values should be determined using the normal DC Heroes combat system (a Mental Power used offensively would have its APs of the Power as AV/EV while OV/RVs would be the INT/MIND of the opposing force; a Mystical Power so used would have OV/RVs of INFL/SPIRIT, etc.).

Character Sheet

The results of any actions performed by Wonder Woman during this adventure will be based on her Attributes, Powers, and Skills when utilized. All pertinent information concerning Wonder Woman's statistics and equipment, as well as important sections whose gameplay meanings will become apparent during the adventure, are provided on the accompanying Character Sheet.

WONDER WOMAN <i>alias Princess Diana</i>			
DEX: 20	STR: 26	BODY: 15	
INT: 10	WILL: 12	MIND: 10	
INFL: 12	AURA: 10	SPIRIT: 8	
INIT: 42 (65)	HERO POINTS: 180		

POWERS:
 Directional Hearing: 4, Empathy: 5, Flight: 15, Hypnotism: 10, Superspeed: 13, Swimming: 6, Telepathy: 12, Telescopic Vision: 3

SKILLS:
 Acrobatics: 12, Animal Handling: 8, Charisma (Persuasion): 13, Detective: 6, Martial Artist: 23, Medicine: 7, Military Science (Tracking): 10, Scholar (Ancient History): 4, Scholar (Linguistics, Ancient Greek, Themysciran): 5, Weaponry: 16

LIMITATIONS:
 Naive of the world outside Paradise Island, Hypnotism operable only to place lassoed victim to sleep, Telepathy between Gods of Olympus only.

CONNECTIONS:
 Superman (High), Themyscira (High), Olympus (Low), United Nations (Low)

MOTIVATION:
 Upholding the Good

WEALTH:
 Comfortable

JOB:
 Ambassador of Themyscira

RACE:
 Amazon

EQUIPMENT:

Lasso of Truth			
DEX: 0	STR: 20	BODY: 42	
INT: 0	WILL: 0	MIND: 0	
CHARGES: N/A			
COST: 6920 HPs+\$2.04T			

POWERS:
 Animal Control: 20, Control: 20

LIMITATIONS:
 Animal Control works only to ward off beasts, Control operable to force lassoed victim to tell the truth.

Bracelets			
DEX: 0	STR: 5	BODY: 30	
CHARGES: N/A			
COST: 1671 HPs+\$4B			

POWERS:
 Force Shield: 5

WONDER WOMAN

Character Sheet



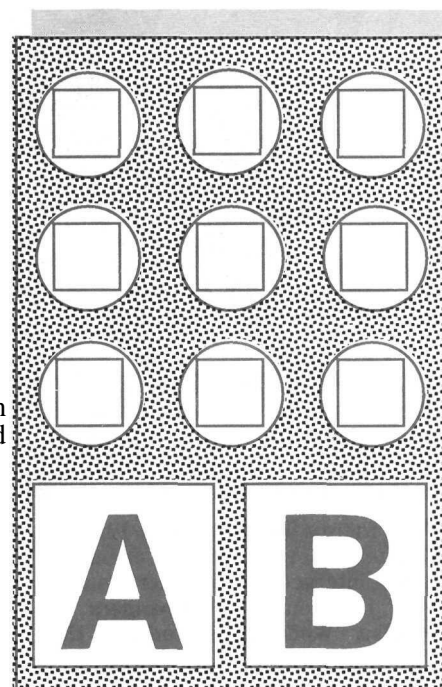
Amulets

Sandals of Hermes			
DEX: 0	STR: 16	BODY: 8	
INT: 0	WILL: 0	MIND: 0	
INITIATIVE: 0 HERO POINTS: 0			
CHARGES: N/A			
COST: 995 HPs+\$235M			

POWERS:
 Teleportation: 23

LIMITATIONS:
 Sandals teleport wearer between Paradise Island and Man's World only

Tiara			
DEX: 0	STR: 5	BODY: 12	
CHARGES: N/A			
COST: 224 HPs+\$85K			



NON-PLAYER *Characters*



The following are Non-Player Characters (both allies and enemies) who will interact with Wonder Woman during the course of *Strangers in Paradise*. While presented in the

accompanying Wonder Woman Sourcebook initially, these Characters' statistics are also presented here for ease of GM reference during the adventure's various combat situations.

PERIMELE — Standard Amazon

DEX:	8	STR:	6	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INIT:	17 (23)	HERO POINTS:	10		

SKILLS:

Acrobatics: 6, Animal Handling: 3, Artist: 3, Charisma (Persuasion): 2, Martial Artist: 6, Medicine: 3, Military Science (Tracking): 5, Weaponry: 6

PHOBOS

DEX:	12	STR:	15	BODY:	10
INT:	6	WILL:	9	MIND:	8
INFL:	12	AURA:	13	SPIRIT:	10
INIT:	30	HERO POINTS:	40		

POWERS:

Animate Objects: 13, Aura of Fear: 8, Illusion: 12, Telepathy: 9

SKILLS:

Stealth: 7

LIMITATIONS:

Minor Fear of Failure, Phobos must possess the Heart of the Medusa to Animate Objects; uses Telepathy only to read opponent's mind and determine innermost fear.

ECHIDNA

DEX:	9	STR:	15	BODY:	9
INT:	7	WILL:	6	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	5
INIT:	22	HERO POINTS:	25		

POWERS:

Flight: 9, Illusion: 17, Poison Touch: 8

LIMITATIONS:

Illusion does not do MIND damage; Poison Touch is inflicted through tail attacks only.

ERIS — Goddess of Discord

DEX:	18	STR:	27	BODY:	13
INT:	13	WILL:	16	MIND:	14
INFL:	14	AURA:	12	SPIRIT:	10
INIT:	45	HERO POINTS:	85		

POWERS:

Broadcast Empath: 13, Flight: 18, Iron Will: 10, Teleportation: 13

SKILLS:

Charisma (Intimidation): 15, Charisma (Persuasion): 12

LIMITATIONS:

Minor Irrational Attraction to Disorder, Broadcast Empath is used to project Confusion, Discord, or Hostility only.

FLOWCHART

Encounter # Goes to Enc. # From Enc. #

1	11, 18	Adventure Start
2	22, 26	15, 19
3	6, 12	8
4	20	12
5	8	11
6	10, 19	3
7	37	40
8	3, 15	5, 14, 18
9	20	15, 19
10	20	6
11	5, 14	1
12	4, 24	3
13	37	32
14	8	11
15	2, 9	8
16	27	22, 24, 26
17	28	27
18	8	1
19	2, 9	6
20	27	4, 9, 10
21	29, 36	28
22	16	2
23	98, 102, 108	99, 105, 107
24	16	12
25	55	43
26	16	2
27	17, 33	16, 20
28	21, 38	17, 33
29	Endgame	21
30	41, 47	43
31	37	39
32	13, 39	36, 38
33	28	27
34	58, 63	46, 50
35	Endgame	40
36	32	21
37	43	7, 13, 31
38	32	28
39	31, 40	32
40	7, 35	39
41	49, 54, Endgame	30
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43	25, 30	37
44	52, 59	55
45	64, 67, 87	69
46	34, 58, 63	52
47	42, 51	30
48	57, 65	60
49	55	41
50	34, 58, 63	61
51	55	47
52	46, 59	44
53	69, 91	72
54	55	41
55	44, 60	25, 42, 49, 51, 54
56	66, 72	57, 58, 59, 63, 65, 68

Encounter # Goes to Enc. # From Enc. #

57	56, 61	48
58	56	34, 46, 50
59	56	44, 52
60	48, 68	55
61	50, 71	57, 65, 68
62	Endgame	72
63	56	34, 46, 50
64	83	45, 80
65	56, 61	48, 71
66	Endgame	56
67	83	45
68	56, 61	60
69	45, 80, 84	53
70	77, 92	83, 91
71	65	61
72	53, 62	56
73	99, 105	93, 97
74	85, 90	92
75	88	85
76	83	80
77	Endgame	70, 78
78	77, 92	83, 91
79	Endgame	87
80	64, 76, 87	69
81	88	85
82	88	92
83	70, 78	64, 67, 76, 87
84	91	69
85	75, 81, 94	74
86	97, 106	100
87	79, 83	45, 80
88	95, 100	75, 81, 82
89	99, 105	106
90	Endgame	74
91	70, 78	53, 84
92	74, 82	70, 78
93	73, 106	100
94	Endgame	85
95	103, 107	88
96	99, 105	106
97	73	86
98	101, 104	23
99	23	73, 89, 96, 103
100	86, 93	88
101	Endgame	98
102	Endgame	23
103	99, 105	95
104	Endgame	98
105	23	73, 89, 96, 103
106	89, 96	86, 93
107	23	95
108	Endgame	23
Endgame		29, 35, 62, 66, 77, 79, 90, 94, 101, 102, 104, 108

Strangers in Paradise

ADVENTURE

1 Boston Arena

Adventure Start

"Ladies and Gentlemen, visiting ambassadors, honored guests. It is with great pride that I introduce our main speaker this afternoon. She is one of those very special persons who truly needs no introduction but I'll do my best.

"She's a woman who comes from a very special nation on this planet and she comes bearing a message that is vitally important today: the message that peace and equality are achievable for our peoples."

The emcee's words float back to you through the cool darkness which engulfs the main stage of this magnificent arena. You stand poised and ready, wearing the mantle of the fabled warrior Diana Trevor, which is known to the world as your Wonder Woman costume. Your regal blue cloak flows casually behind you, whim to the gentle summer breeze.

You calmly peer at the audience through the glare of the arena's lights while waiting for your entrance cue. So many eyes seek you out, full of great expectations. TV cameras glide gracefully along automated tracks; with a speed rivaling great Hermes' own, your electronic image is sped throughout this brave new world.

Fascinating and frightening, these creations of Man's World.

"It is my great pleasure to present... Princess Diana of Themyscira!"

A roar of approval rises from the crowd, unrestrained in its cheering and applause. For just a moment, you hesitate, a brief tremor of stage fright passing through you. And then you have no more time for such petty, mortal concerns. You step forward, your feet effortlessly leaving the ground, and soar into the air above the vast arena. You hurtle past the stage and swiftly fly above the jubilant crowd.

Approval surges from the crowd below and with it all your fears evaporate into mist. You swoop in a tight arc, reveling in the pure sensation of flying and the joy of the crowd's unbridled appreciation. The sky is yours and, for a brief, magical moment, there is no strife and no conflict; all that exists is you and your audience, united by a bond of mutual acceptance.

You revel in the glorious attention while also feeling a twinge of remorse. Although you love bringing joy to the people of this world, a sadness tempers your bliss that such theatrics are necessary to make your message heard.

Again you force the doubts from your mind, concentrating instead on the task at hand. Many in this audience came to hear your message but all came to marvel at your powers. *[If they want a show, they'll get a show]*, you think craftily. You rise up high into the air and swoop rapidly down, preparing to execute a plummeting aerial roll.

Roll an Aura of Fear attack of AV/EV: 8/8 against your INT/WILL.

If the attack yields positive RAPs, go to 11; otherwise, go to 18.

2 Chase Gunman

15,19

You leap over the podium and fly low over the heads of the startled audience, determined to catch the assassin. The man in coveralls runs along an upper arena catwalk, pushing forcefully through the crowds, heading down an arena ramp toward a nearby stairwell.

Roll your Flight Power versus OV/RVs of 3/3.

If the roll yields 7 RAPs or more, go to 22; otherwise go to 26.

3 Notice Gunman

8

"I will choose the five representatives at the end of today's celebration," you continue. "All ambassadors are welcome. If you are interested, please meet with me afterward."

As you speak, you casually scan the crowd. The audience is a varied group. Like your Amazon sisters, they are of every race and culture. Unlike the Amazons, most of those present are men. You note sadly that in the three-thousand years the Amazons have been separated from mortals, little has been done to place women in positions of prominence.

You continue speaking with a calm self-assurance, watching with both curiosity and amusement the wide variety of reactions.

And then you see him.

Perched high on an upper balcony is a man aiming a rifle into the unsuspecting crowd below him. Your breath briefly catching in your chest, you realize he is aiming directly into the special audience section reserved for ambassadors.

Offering an instantaneous prayer of thanks to Artemis for your huntress' eye, you soar rapidly into the portentous air.

If you want to attack the man with the gun, go to 12.

If you want to deflect the bullets in mid-flight once they are fired, go to 6.

4 Hit Gunman

12

You fly toward the gunman, grim with determination. His rifle discharges as you plow into him, knocking him forcefully backwards. The localized but

intense heat from the rifle discharge sears your upper arm. You instinctively move to block the bullet but not even one possessed of the speed of Hermes can intercept it. You pray to the gods you surprised the gunman sufficiently to upset his aim.

You yank the rifle away from the gunman, crushing it into jagged shards of metal and splinters of wood. As the gunman staggers to his feet, you deliver an open-handed slap that sends him hurtling backwards in shock and surprise but does not kill him. He lies sprawled on the ground, dazed, a swarthy, heavyset man with dark hair and workman's coveralls.

[Men and their guns,] you think coldly. [Such instruments only serve to distance men from their acts of violence. There can be great dignity in being a warrior but there is surely no glory in being an assassin.]

As you hand the gunman over to the arena security forces, you notice a crowd milling about the ambassadors' section of the arena across from the gunman. You swoop down for a closer look.

A rather perturbed-looking gentleman from the Emirate of Kabul is shouting in anger and pointing to a hole in the side of his seat. The entire crowd is abuzz with excitement of the nearly-successful assassination. You breathe a sigh of relief and offer a prayer of thanks to the gods.

Go to 20.

5 Crash

11

You desperately twist in the air, channelling your rocketing downward momentum into swooping sideways — but you are approaching the ground far, far too quickly.

Before you fully realize what is happening, you slam into a scaffold of technical equipment, toppling klieg lights, scattering camera equipment. The impact stuns you for a second and as you pull yourself together, TV cameras surround you menacingly. The audience's frightened babble sounds like the gibbering of harpies. Formless fear wells up within you.

Summoning your resolve, you quickly and firmly put aside the event and fly into the air once again, heading for the stage. While the audience furiously applauds your recovery, you are not pleased. You brood on what could have made you lose control so easily.

Go to 8.

6 Block Shots

3

With a rebellious shout, you streak forward, your cape billowing behind you. You fly into the air above the arena, maneuvering between the gunman and his ambassador target.

Above the murmuring of the crowd, your ears make out the distinctive crack of rifle fire. A veritable rain of bullets hurtles toward you and you brace yourself for the impact of intercepting them.

Roll your interception attempt with your DEX and STR versus OV/RVs of 10/10.

If the roll yields 18 RAPs or more, go to 10; otherwise, go to 19.

7 Pray to Poseidon

40

Violent waves tear at the boat, pushing it forcefully backwards.

"Great Poseidon," you say, "hear your daughter's prayer. Aid me in my need!"

The strange sensations of fear within you subside and a new rush of strength floods through you. You grab the heavy boat, hauling it from amidst the sea, and tilt it carefully, as water begins to pour from the hole. The boat then rides atop the waves, buoyant once again.

You fly forward slowly, pushing the heavy boat as you endure the lessening storm. Slowly, the crashing waves subside, darkened clouds part, and light floods the seas, as the little craft sails serenely into the tranquil waters surrounding Paradise Island.

Go to 37.

8 Land on Stage

5,14,18

You slow your flight and float ceremoniously down to the stage, your arms outstretched in a celebration of your flight. Your boots touch gently upon the stage floor and you hold your fists above your head, bracelets crossed in an affectionate salute. You smile, pleasantly surprised to see a great majority of the audience members returning the greeting.

Relaxing somewhat, you look out at the rows of expectant faces before you.

Thousands of people are perched forward on the hard arena seats, eagerly anticipating your every word. Drawing in your breath, you begin.

"Citizens of the world, I bring you greetings from Themyscira. I thank you for the opportunity to address so many of you on the anniversary of my first visit to your world. In this time, I have found you to be kind and receptive hosts. To mark this occasion, my Amazon sisters join with me in inviting ambassadors from five of your nations to be our guests on Paradise Island."

"We have studied your world and your culture extensively and now wish to return your generosity by participating in an exchange of culture and goodwill. We have much to share with one another and much to learn from each other."

"We wish to learn the new ways of Man, of your innovations made in education and the arts during the three thousand years our cultures have been separate. But beyond this, we wish to offer you our ancient ideals of peace and equality."

"I will select ambassadors from five different nations to be our guests. Should this first trip be successful, I can guarantee it will be followed by many more."

Vast applause ripples through the crowd. Your sisters seem to have greatly underestimated the world's interest in Themyscira.

Roll your Telescopic Vision against OV/RVs of 4/4.

If the roll yields positive RAPs, go to 3; otherwise, go to 15.

9 Help Wounded

15,19

With the speed of Hermes, you turn and fly over to the wounded man. A tall man with dark skin and hair, he wears an expensively tailored suit. He is slumped forward, blood dripping from his matted hair. A trio of bodyguards which stands near him angrily waves pistols at the panicking crowds. As you approach, the bodyguards point their guns at you, frightened by your sudden arrival.

You calm them and examine the wounded man. One of the bodyguards identifies the man as an attache of the Emirate of the Kabul. Angrily, another intones, *"and you are letting his murderer escape!"*



"I am not a crimefighter," you explain patiently. "And the gunman is not yet a murderer; this man is still alive."

You lift the man's crumpled body from the blood-covered seat with infinite care and, cradling him so his wound does not worsen, you rise into the air and fly out of the open arena.

From high in the air, you see an ambulance not far from you roaring along the streets toward the arena. You float down and deliver the wounded attache to the surprised paramedics.

Working quickly, they soon announce, "We got him on life-support just in time. He'll live, Wonder Woman... thanks to you."

Offering a brief prayer to the gods, you return to the arena.

Go to 20.

10 Deflect Bullets

6

You whip your bracelets through the air with dazzling speed. A hail of bullets crashes into them, sending a jarring shock through your arms and into your body. Mortals may find your "Flashing Thunder" demonstrations riveting but you still find them drastically unnerving. With a speed born of indignation, you intercept each bullet, sending them all hurling off into the open air above the arena.

During the barrage, you still manage to glimpse the would-be assassin: a heavyset man with dark skin and black hair who wears workman's coveralls. The gunman looks surprised, startled by your unexpected appearance in the path of his bullets. Realizing his predicament, he drops his rifle and bolts toward the arena's exit ramp.

You sail towards him and pick him up as he reaches a nearby stairwell. You swing him forcibly into the wall, knocking the wind out of him. You then deposit the gunman in the arms of the arena's security force, which is finally responding to the alarm.

Go to 20.

11 Rough Flight

1

You lean back, ready to execute your dive, but your mind keeps turning over thoughts and fears about the validity of your actions.

[Do these people really care about the message of peace I bring them?] you ponder, [or are they just here to see me fly, like some sideshow attraction? And has the trill of their adulation overcome my commitment to my mission? Am I growing to prefer their praise to my difficult and often thankless task?]

Suddenly, you realize you are approaching the ground far, far too

quickly. You turn rapidly in mid-flight to avoid collision.

Roll an Action Check with your DEX versus an OV of 25.

If you succeed, go to 14; otherwise, go to 5.

12 Attack Gunman

3

Flashing lights streak past you and the faces of the audience merge into a blur as you hurtle toward the gunman. The would-be assassin, unable to react to your swift, decisive approach, is still aiming into the diplomats' gallery. You accelerate, offering a prayer to Hermes that you arrive before the man fires.

Roll your Flight Power versus OV/RVs of 10/10.

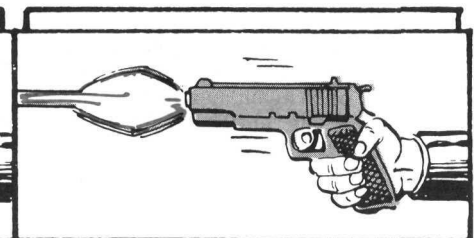
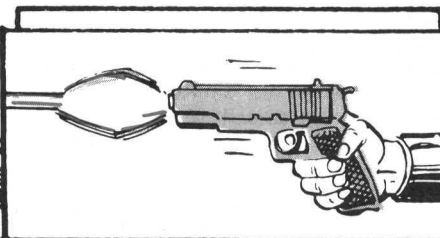
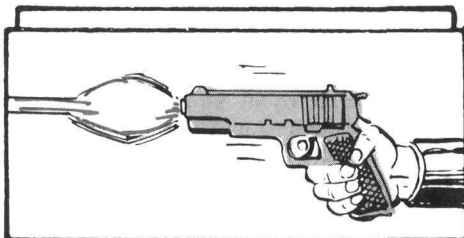
If the roll yields at least 8 RAPs, go to 4; otherwise, go to 24.

13 Save the Ship

32

Waves buffet the little ship, tossing it violently from side to side, sending huge gushes of water over the rails. The ambassadors wisely go below decks to wait out the raging storm.

Lightning splits the skies as whitecaps crash against you in unrestrained elemental fury. You again come to



appreciate the sheer power of benevolent goddess Gaea, the storm frightening in its savagery.

A peculiar sensation of fear wells in you as the image of a watery grave flashes through your mind. You struggle to concentrate on the task at hand. You must focus your will on controlling Hermes' sandals to allow passage to the Island, all the time fighting the winds for control of the ship.

Suddenly, the ship is tossed into the air and crashes back to the seas, its right side submerging. Offering a quick prayer to mighty Poseidon, you grab the mast and pull the ship upright. The mast groans, wood splinters off the ship, but the boat remains intact.

Slowly, the crashing waves subside, darkened clouds part, and light floods the seas, as the little craft sails serenely into the tranquil waters surrounding Paradise Island.

Go to 37.

14 Swerve in Time

11

You desperately twist in the air, fighting to shake off your formless fears. By channelling your downward momentum into sideways flight before you hit the ground, you swerve to the left, narrowly avoiding a head-on collision with a lighting scaffold filled with technical equipment.

The audience releases its collective breath, some members bursting into applause, thinking the near-collision a purposeful maneuver intended to build quick suspense. For an instant, you wonder if it perhaps might have been just that...

You smile, knowing these people care for your safety. Waving reassuringly to the crowd, you descend through the air toward the stage.

Go to 8.

15 Overlook Gunman

8

"I will choose the five representatives at the end of today's celebration," you continue. "All ambassadors are welcome to apply. Interested persons should..."

Suddenly, your statement is interrupted by the unmistakable crack of gunfire. You quickly scan the arena only to see someone in the ambassadors'

section topple over in his chair, blood splattered across the seat in front of him.

In an upper balcony, you spot a swarthy, heavyset man in workman's coveralls holding a rifle. His mission apparently complete, he vaults over a railing and heads for an arena exit ramp.

If you want to pursue the gunman, go to 2.

If you want to help the wounded man, go to 9.

16 Dead Attache I

22,24,26

You return to the stage, where the emcee is valiantly trying to keep the audience members in their seats. *"Please... please, everyone,"* the emcee pleads, *"remain calm. Everything is under control. Everything's fine."*

Taking the microphone from the emcee's hands, you plead a different case. *"No. Nothing is fine,"* you say. *"A man just murdered another man! I do not know which set of tensions resulted in this horror but such hostilities are exactly why I am here. Millennia ago, when men fought with mere bronze swords, the Amazons came to men with the doctrine of peace. Today, when those swords have given way to guns and bombs, our message is especially vital."*

The audience rises to its feet in a sudden outburst of cheering and applause. You are slightly taken aback by the enthusiasm of their reaction. You wonder silently, *[Why is it so hard to bring peace to the world when so many people are hungry for it?]*

Go to 27.

17 Mediation

27

"Gentlemen," you begin. *"If you have a disagreement, there are ways to solve it other than clashing like this."*

"Hah!" the Fujan representative shouts emphatically. *"With this mountain ape there is no option!"*

"The Fujarans never listen to reason," the Kabulian responds. *"They have heads of brick!"*

"Quiet, both of you!" you say, cutting the argument short. *"If you cannot respect one another, simply avoid further contact."*

"We are certain the gunman was

from Fujara!" protests the Kabulian. *"We demand a formal apology!"*

"That is an important matter, I agree," you reply firmly. *"However, it is one which should be resolved at a more appropriate time. My purpose here is to select ambassadors to Themyscira, not to mediate international affairs."*

The two men grumble briefly but soon separate to distant corners of the room. You return to Julia, Steve, and Etta, who smile at you and compliment your success at resolving the immediate situation.

Go to 28.

18 Masterful Flight

1

With a graceful spin, you arch your back and take a long, slow, lazy dive. Spinning downward, you quickly gather momentum. As the ground hurtles towards you, you hear the crowd draw a collective breath, transfixed by your collision course with the ground. Then you check your flight at the last moment, flying sideways and rising out of your downward roll in a rapid spin.

As you glide gently toward the stage, the crowd releases its breath and breaks into another burst of spontaneous applause. You smile, secretly pleased with your success.

Go to 8.

19 Fail Deflection

6

You whip your bracelets through the air with dazzling speed. A hail of bullets crashes into them, sending a jarring shock through your arms and into your body. Mortals may find your *"Flashing Thunder"* demonstrations riveting but you still find them drastically unnerving.

You study the gunman, a swarthy, heavyset man who wears coveralls. As you deflect the first barrage of bullets, the gunman begins firing wildly through the crowd. You have to fly at wider and wider distances to intercept all the bullets, the task becoming increasingly difficult.

And then a bullet gets past you. Terrified screams emanate from behind you as, ahead of you, the gunman turns and runs toward an arena exit ramp.

If you want to pursue the gunman, go to 2.

If you want to investigate the screams, go to 9.

20 Dead Attache II

4,9,10

You return to the stage, where the emcee is valiantly trying to keep the audience members in their seats. "Please... please, everyone," the emcee pleads, "remain calm. Everything is under control. Everything's fine."

Taking the microphone from the emcee's hands, you plead a different case. "No. Nothing is fine," you say. "A man just murdered another man! I do not know which set of tensions resulted in this horror but such hostilities are exactly why I am here. Millennia ago, when men fought with mere bronze swords, the Amazons came to men with the doctrine of peace. Today, when those swords have given way to guns and bombs, our message is especially vital."

The audience rises to its feet in a sudden outburst of cheering and applause. You are slightly taken aback by the enthusiasm of their reaction. You wonder silently, [Why is it so hard to bring peace to the world when so many people are so hungry for it?]

Go to 27.

21 No Roster Change

28

"Hmmm..." you say, pensively. "I suppose you are right. They would certainly be trouble on the trip. Instead I shall choose ambassadors who are obviously prepared to accept the message of the Amazons."

"Very sensible, Princess," Steve says.

At the evening's conclusion, you announce the ambassadors selected for the journey. The festival concludes with a meeting of your chosen ambassadors, who introduce themselves to one another and begin conversing of worldly concerns.

During the meeting, you step out of the stuffy meeting room into the cool night air and offer a prayer to the gods. Instead of the inner glow you usually feel when you pray, there is only a dull ache, as if the gods reject your communion. Then the image of Athena fills your mind and you realize the gods recommend inviting the Kabulian and Fujanian ambassadors.

If you want to keep the roster unchanged, go to 29.

If you want to "uninvite" two of your chosen diplomats in order to invite the Kabulian and the Fujanian ambassadors, go to 36.

22 Dead Attache III

2

Fueled by grim determination, you accelerate toward the running gunman on an intercept course with him. He glances over his shoulder at you, desperation swimming the pools of his eyes. He flails his arms wildly, trying to fend you off as you grasp his collar and slam him into the arena wall. His gun flies out of his hands and clatters down the exit ramp.

You then fly the gunman, dazed and winded, to the arena security force, which takes him into custody.

When you return to the arena, you fly down to the gunman's victim, a tall man, with dark skin and hair, who wears an expensively tailored suit. He is slumped forward, blood dripping from his matted hair. A name tag reveals the man to be Rafai al-Sabad, an attache to the ambassador from the Emirate of Kabul. A medic is closing al-Sabad's eyes.

"We lost him," the medic says ruefully. "Had he received medical attention earlier, we might have saved him. But by the time we arrived, there was nothing to be done."

You watch with sadness and helplessness as the attache's lifeless body is carried away.

Go to 16.

23 Eris

99,105,107

"What do you want here?" you ask, both growing bolder and buying more time.

"Want? Want?" Eris says mockingly. "You drew me here. Or, rather, your Amazon sisters drew me. Their conflict with the outside world attracted me... sustained me. Such wonderful strife between your sisters and the outside world! As long as tension exists between your peoples, I am strengthened!" she says triumphantly.

"You were the corruptive presence which Menalippe sensed," you say, incredulous. "You made one of the ambassadors spread your amulets about the island."

"Of course," Eris states. "Your Kwa Khin has been my pawn the entire game. Jamal was a much more likely candidate for your suspicions than honorable Kwa Khin of Burma, whom you would never have suspected. How

our judgments work against even the noblest of us!" Eris laughs deeply. You look solemnly at Kwa Khin, who sits oblivious on the cliffside. He has a glazed look in his eyes, a victim of Eris' magic.

"How you must yearn to combat me!" Eris says with a roar of laughter. "But don't expect to defeat me as easily as you did my father, Ares. Your lasso is now occupied keeping Echidna bound. Its cursed powers will avail you naught."

"Wait," you say. "So Jamal is innocent?"

"Innocent of the crimes of which you and your Amazon sisters suspected him, perhaps," she says, "although I have enjoyed flaming the fires of Fujara's hatred of Kabul. It was the perfect situation to exploit. The mortals from Man's World are so wonderfully territorial. It was merely a small step from accelerating the conflict between those nations to creating a conflict between Man's World and your pathetic Themyscira."

"Mankind is still as suspicious of women as it was three thousand years ago; your sisters still have a lingering fear of all men from Heracles' abuse. This was an explosive situation waiting to erupt. It took very little effort to encourage your peoples to seek severance of all connections and live in permanent hate and exile."

"Now come," Eris continues, raising her club. "Fight with me! How you must hate me for what I have done to your plan for peace. . . and for what I have done to your sisters! Come, little daughter!"

"I am no daughter to you," you reply.

"You are my very truest daughter!" Eris retorts, circling you. "Regard the Discord you sow in Man's World each time you visit! Look how you destroy all their pre-judgments, their attitudes of men and women, and even their beliefs toward peace and war! See the confusion you inspire! It is Discord most divine!"

"If I inspire discord," you reply, "then I also champion causes which more than heal any momentary confusion I create."

"No!" Eris shouts, shaking her club at you. "You'll never win! You contend against Man's most basic urges! You are challenging the male's urge to dominate the female! Man is a shambling brute and you would try to stop him from squabbling over territory? Such a concept is absurd!"

"You are wrong, Eris," you say. "Sexism and hate are not Man's most basic urges. Among many they are very strong impulses, I grant you, but they are far from the deepest. For the force

that is strongest in Man is not of your creation, or Ares, or even Zeus himself. It is the gift of our mother, Gaea. You know the force I mean!"

"Enough of this!" Eris says furiously. "The only method of fighting Discord is with Discord!" The goddess raises her club above her head and prepares her attack.

If you want to attack Eris, go to 98.

If you want to resist Eris without fighting, go to 102.

If you want to run away, go to 108.

24 Dead Attache IV

12

You fly toward the gunman, grim with determination. His rifle discharges as you plow into him, knocking him forcefully backwards. The localized but intense heat from the rifle discharge sears your upper arm. You instinctively move to block the bullet but it is already gone.

You yank the rifle away from the gunman, crushing it into jagged shards of metal and splinters of wood. As the gunman staggers to his feet, you deliver an open-handed slap that sends him hurtling backwards in shock and surprise but does not kill him. He lies sprawled on the ground, dazed.

[Men and their guns.] you think coldly. [Such instruments only serve to distance men from their acts of violence. There can be great dignity in being a warrior but there is surely no glory in being an assassin.]

Handing him over to the arena's security force, you notice a crowd is huddled around someone in the ambassadors' section. With great dismay, you realize that you did not stop the gunman before he had completed his mission.

You quickly fly down to examine the gunman's victim, a tall man, with dark skin and hair, who wears an expensively tailored suit. He is slumped forward, blood dripping from his matted hair. A name tag reveals the man to be Rafai al-Sabad, an attache to the ambassador from the Emirate of Kabul. A medic is closing al-Sabad's eyes.

"We lost him," the medic says ruefully. "Had he received medical attention earlier, we might have saved him. But by the time we arrived, there was nothing to be done."

You watch with sadness and helplessness as the attache's lifeless body is carried away.

Go to 16.

25 Avoid Involvement

43

Perimele leaps at Ismene and the two women fight, the ambassadors staring in horror. You watch grimly. Two Amazons move to pry Perimele from Ismene and proceed to wrestle the former to the ground, subdued.

"I fear we hurt her badly," one Amazon says to you. "How could this have happened? Why were we forced to take arms against our own sister?"

"I do not know," you say. "But I am certainly going to find out."

Go to 55.

26 Dead Attache V

2

You fly toward the gunman, grim with determination. He notices you heading for him and leaps into the arena. For a moment you lose sight of him amidst the milling crowd.

For eternal seconds, you look around in dazed confusion before spotting the gunman in the custody of the arena's security agents, several of whom look bloodied and injured from a scuffle.

You then fly down to the gunman's victim, a tall man, with dark skin and hair, who wears an expensively tailored suit. He is slumped forward, blood dripping from his matted hair. A name tag reveals the man to be Rafai al-Sabad, an attache to the ambassador from the Emirate of Kabul. A medic is closing his eyes.

"We lost him," the medic says ruefully. "Had he received medical attention earlier, we might have saved him. But by the time we arrived, there was nothing to be done."

You watch with sadness and helplessness as the attache's lifeless body is carried away.

Go to 16.

27 Selection Process

16,20

You finish the lecture on a triumphant note and return to the cool darkness backstage where you are welcomed by your closest friends on Man's World: Steve Trevor, Etta Candy, Julia Kapatelis, and her daughter, Vanessa.

"You were great!" Vanessa gushes, giving you an impulsive hug.

"Good ad lib," Steve says with a smile, leading you along the backstage corridors. "You really got them where they live, Diana."

"I'm very proud of you, dear," Julia says. "But now comes the hard part: a task I've been wondering if even one possessed of the powers of the Greek gods can handle."

As Julia opens the nearby door, you hear the cacophonous babble of a hundred squabbling ambassadors.

In the course of the ensuing day, you meet with dozens of people, each eager to represent his nation on a journey to Themyscira. With the consultation of Julia, Steve, and Etta, you quickly narrow down the list of applicants.

During the meeting, the arena security force informs you that the gunman has been identified as a hired killer, paid by an anonymous backer to assassinate the entire delegation from the Emirate of Kabul. The assassin has not yet been linked to any political faction, which does not keep the Kabulian ambassador from making his own conclusions regarding the employer's identity.

"Obviously a terrorist from Fujara!" the Kabulian ambassador shouts. "We are extremely familiar with the backstabbing ways of our notorious mid-east 'neighbor'!"

"You are just trying to gain sympathy for your own traitorous country!" the Fujaran ambassador shouts stridently. "This is nothing but a cheap ploy to generate publicity out of a tragic event!"

You stride over to the pair and level a calm but steely gaze at them. They turn and look at you. "And what is this to you?" the Kabulian ambassador hisses. "A woman... and an outsider at that!"

Roll a Charisma attempt (OV/RVs of 4/4, with +3 Column Shift for Hostile Characters) to Persuade the ambassadors to stop their bickering.

If the attempt yields any positive RAPs, go to 17; otherwise, go to 33.

28 Information

17,33

"Tell me about those ambassadors," you say.

"They're from two small mid-east nations," Steve Trevor replies, "Fujara and the Emirate of Kabul."

"The feud you saw today has its origins as far back as the middle ages," Julia adds. "And they still dispute their bordering territories."

"Fujara is nominally allied with the United States while the Emirate has ties with the Soviet Union," Etta says thoughtfully. "The U.S. and the U.S.S.R. used to exert some influence over them and could normally keep the two nations from fighting. Unfortunately, Fujara and the Emirate won't listen to either side anymore."

Steve frowns, continuing. "Ever since the two superpowers nearly destroyed the world during the Ares Affair, they lost a lot of credibility with their allies."

"But that was all due to Ares' manipulations," you protest.

"I know that and you know that, Princess," Steve replies. "But most of the world remains skeptical about the actual existence of your gods. Nevertheless, since the Ares Affair, these two nations have been at each other's throat, just looking for an excuse to declare war. And it seems there's nothing anyone can do about it."

"Don't be so sure about that," Julia interrupts. "Diana, if you invited those two ambassadors to Themyscira, they just might learn some important lessons, don't you agree?"

"What?!" Steve asks, incredulous.

"Diana, you can only bring five ambassadors," Etta interjects. "Are they really the sort you'd want to invite?"

"Etta's point is well taken, dear," Julia adds. "These two could benefit greatly from the visit... or they could ruin it all. And think of your Amazon sisters. If the visit goes poorly, they may not accept any more visitors. That would be a high price to pay."

"It's your decision, Diana," Julia continues, solemnly. "Consider wisely, as I know you will."

If you decide against inviting the Kabulian and Fujan ambassadors, go to 21.

If you decide to invite the Kabulian and Fujan ambassadors, go to 38.

29 No Invitation

21

Although it pains you to reject the council of the gods, you are not prepared to invite two such fractious men to your homeland of Themyscira.

You take your five chosen representatives and prepare for the voyage. The trip is enjoyable but uneventful. The Amazons remain unimpressed with the ambassadors from Man's World, who, in turn, find the Amazons and their ways

too exotic to comprehend. At its conclusion, the trip, while not a failure, is no great success, either.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

30 Become Involved

43

"Perimele, my sister!" you say. "Please, stop! I have no wish to harm you!"

"Who are you to command me?" Perimele snarls. "You, who brings outsiders here?"

Perimele topples another guard as she speaks and reaches menacingly for Ismene.

If you want to physically subdue Perimele, go to 41.

If you want to restrain Perimele with your lasso, go to 47.

31 Pull Ship Upright

39

The savage seas pound upon the hull of the little ship, threatening to rend it asunder. You launch yourself into the skies, torrential rain pounding on you, trying to crush you down into the beckoning waves. Blindingly bright, jagged flashes of lightning crash all around you.

Offering a quick prayer to mighty Poseidon, you slowly grasp the rope, careful not to pull too hard and snap off the mast. The ship sluggishly rises, water pouring from its decks. Then it lurches from the water, riding atop the waves, once again buoyant.

Slowly, the crashing waves subside, darkened clouds part, light floods the boat, and light floods the seas, as the little craft sails serenely into the tranquil waters surrounding Paradise Island.

Go to 37.

32 Assemblage

36, 38

When your five chosen ambassadors are finally assembled, you prepare to address them. They are a varied group, representing many different cultures and interests, their names as unique as any you have encountered here on Man's

World: Jules Guisan of Switzerland, Maurice Diawara of the Ivory Coast, Kwa Khin of Burma, Jamal Zayyali of Fujara, and Ahmad ibn Umran Tiryani of the Emirate of Kabul.

These chosen ambassadors make an odd study in contrast. The former three appear to get along quite well but Jamal and Ahmad continue to scowl at one another, quarrelling intermittently.

You take the ambassadors aboard a passenger liner which will ferry them across the Atlantic toward Paradise Island. It is here, at the location of the storm field which surrounds the Island, that technology stops functioning. Your task will be to escort the ambassadors' smaller sailing ship through the treacherous waters of the enchanted barrier, aided by the sandals of Hermes. The liner has instructions to wait for you to return with the ambassadors.

Julia and Vanessa accompany you on the Atlantic crossing, a trip which brings back fond memories for Julia. She reminisces about her childhood and recounts her sailing off the coast of Greece with her father.

During the journey, you become well-acquainted with the ambassadors you have chosen. They are all intelligent, dedicated people, in each of whom you can find appealing qualities. They get along together well enough, although relations between the Kabulian and Fujan ambassadors remain strained. For the sake of the voyage, they keep their hostile outbursts to a minimum but their contempt for each other is appallingly obvious.

At one point, the discussion turns to the Olympic gods. Maurice Diawara, a very educated man says, "The most difficult thing to accept about all this is the presence of the gods — actual living gods. It's incredible, almost beyond belief."

You choose your words carefully. "The gods have passed from the sights and needs of most people," you explain. "While they no longer exercise direct influence over the affairs of mortals, their existence is still quite real."

"If these gods have left Man," Kwa Khin asks perceptively, "then what was behind this Ares Affair?"

"The gods developed alongside Man," you continue, "although along a strikingly different course. The gods have not and never will simply disappear; perhaps it is more accurate to say they have withdrawn, to leave Man to his own destiny."

"Because of the frequency of warfare on Earth, Ares continued to be worshipped indirectly and did not withdraw as completely as the other gods."

"Ares soon grew angry and brought your United States and Soviet Union to the brink of destruction. But the mighty God of War has seen the error of his ways and has now withdrawn as well, content that Manforge his own wars. A contention which is, unfortunately, far too recurrent."

"A statement which sounds like a convenient excuse for rampant power-mongering," Ahmad growls.

"I must admit," Jules says, "it stretches the imagination to believe that traditionally-considered mythical gods are real and can effect such events."

"Is it so much easier," you interject, "to accept a Superman from beyond the stars than it is to accept fundamental concepts from your own history?"

The ambassadors quietly consider your argument during the remainder of the journey to Paradise Island.

When the liner approaches the area near Themyscira, you fly ahead, scouting out the storm field. You swoop low, enjoying the cold, salt sea spray on your face. Spotting the perpetual storms which surround Paradise Island, you turn back to the liner, where you and the ambassadors cast off on the smaller sailing ship.

As the ship draws near the storm-clouds, the small craft is unexpectedly shaken by the suddenly-violent seas. Concern furrows the ambassadors' brows; giving them a reassuring glance, you trim the sails and head into the worst part of the storm, praying to Hermes for a swift and uneventful journey. You concentrate on the sandals Hermes gave you, preparing to activate them as you pass through the barrier between Man's World and Themyscira.

Roll a standard Mystical Action Check versus OV/RVs of 8/8 to activate the sandals' powers.

If the Check yields 6 RAPs or more, go to 13; otherwise, go to 39.

33 Mediation II

27

"Gentlemen," you begin. "If you have a disagreement, there are other ways to solve it than clashing like this."

"Hah!" the Fujan representative shouts emphatically. "With this mountain ape there is no option!"

"The Fujarans never listen to reason," the Kabulian responds. "They have heads of brick!"

"Quiet, both of you!" you say, cutting their argument short. "If you cannot

respect one another, simply avoid further contact."

"We are certain the gunman was from Fujara!" protests the Kabulian. "We demand a formal apology!"

"That is an important matter, I agree," you reply firmly. "However, it is one which should be resolved at a more appropriate time. My purpose here is to select ambassadors to Themyscira, not mediate..."

"Hah!" spits the Fujan. "Who are you to tell us what to do? A woman! In my country we would never allow a woman to speak so!"

"I'm sorry to hear that," you reply. "If you are so set against the rights of women, why do you wish to accompany me to Themyscira?"

"We are curious," the Fujan replies.

"True," the Kabulian ambassador adds. "It would be amusing to see what a poor job women do governing a country." Both men chortle derisively.

"I will keep that in mind..." you say.

The two ambassadors return to squabbling over the earlier incident, although with significantly less fervor.

Returning to Julia, Steve, and Etta, you say with a slight smile, *"I may not have stopped their argument but I appear to have reminded them that they do have some things in common."*

Go to 28.

34 Consult Menalippe

46,50

Clutching the strange amulet in one hand, you sail through the air toward the Royal Palace. You land gracefully outside and jog into the Temple of the Oracle.

Menalippe sits inside, unmoving, staring distantly into the Fires of Divination.

"Menalippe," you say quietly. "Greetings, sister. I am confused about this symbol." You continue, holding out the amulet, "Can you tell me something of it?"

Menalippe turns to you, then glances down and studies the amulet. For a moment, the distant look returns to her eyes. Suddenly, Menalippe shakes, startled. Her breath catches in her throat and she trembles.

"I see terror," Menalippe reveals. "There will be great fear... discord. I see Paradise Island in flames!"

Soon she collects herself, her eyes focusing on you again. She continues, calmer. *"This amulet, Princess, is a symbol of an ancient presence, a presence that delights in disharmony and confusion. The symbol links that presence to this world." She grips your hand impulsively. "Be careful, Diana."*

"I shall," you promise. "And thank you."

You leave the temple, contemplating the symbol during your return to the ambassadors.

If you want to take the amulet to your chambers, go to 58.

If you want to carry the amulet with you, go to 63.

35 Turnabout

40

Violent waves tear at the boat, pushing it forcefully backwards. Fighting the peculiar sensation of fear, you haul the heavy boat up in the water, tilting the craft slightly, as water pours from the hole.

Eventually, the crashing waves subside. For a moment, your heart leaps, as you realize you did not cross the storm field but were pushed back out of it.

The battered ambassadors, hearing your explanation, announce they would prefer avoiding a similar occurrence, even if it would mean cancelling the Themysciran visit. Regretfully, you return the ambassadors and the ship to the liner and begin the journey back to the United States.

Throughout the return trip, you cannot rid yourself of the feeling your fear was not natural. You feel yourself the victim of some unearthly power. Yet, the definitive answer escapes you, leaving only nagging doubts as to your abilities and dedication to your cause.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

36 Reorganizing

21

Summoning your will, you return to the meeting room and address the group.

"I must apologize for this drastic inconvenience," you begin, "but I find myself forced to change the roster of Themysciran ambassadors. I cannot

presently explain my decision but I must include two ambassadors who were not originally chosen; as such, I must leave two of you behind.

"I will select the two who will remain by random draw, unless two among you care to voluntarily decline. In either case, those forced to remain will be offered first place on the next exchange with Themyscira."

The response is overwhelming. Every ambassador unquestioningly volunteers to stay behind, re-affirming your faith in your ability to select the finest people from those around you. In the end, you select those to remain by random ballot; they accept their exclusion with grace and understanding.

Go to 32.

37 Paradise Island

7,13,31

Expertly, you guide the battered little craft along the soft blue waters off Themyscira. The ambassadors come out of hiding below deck to gaze at the lush, fertile island. Even the Fajaran and Kabulian ambassadors are awed by the splendor of the grand, white marble buildings set against the verdant greens of the hills.

You direct the boat toward the main isle and dock, where a group of Amazons, led by Philippus, comes to greet you. As you escort the ambassadors onto Themysciran soil, Philippus says, "Princess Diana, in the name of Queen Hippolyte, I officially welcome you and your friends to Themyscira!"

Following introductions to the Amazons, the ambassadors all begin talking at once, bubbling with excitement and enthusiasm. You watch the group walk up the hill from the shore against the breathtaking backdrop of Themyscira. A sense of anticipation wells within you. In your heart of hearts, you know you have done well.

The ambassadors are first shown to their respective chambers, where they are given a chance to freshen up after the taxing journey. Eventually, they are led on a grand tour of Paradise Island.

Philippus leads the ambassadors to the Senate Chambers, the statue of Artemis, the Coliseum, and a tour of Themyscira's vast and numerous temples. Both the temple of Hades and Doom's Doorway, however, are excluded from the tour, declared off-limits by Queen Hippolyte for their innate dangers, especially to humans.



The tour concludes with an audience with Queen Hippolyte, who receives the ambassadors in the Royal Palace, greeting them as visiting royalty. The ambassadors are obviously fascinated by Hippolyte's presence and, while the Kabulian and the Fajaran representatives feign indifference to a female ruler, you can tell the nobility of her bearing impresses them.

By nightfall, the ambassadors are worn out, while the Amazons are ready for more activities. You remind yourself that your sisters were created by the gods to be prime specimens of humankind; the rest of the world may have trouble keeping up with Amazons.

Go to 43.

38 A Decision

28

"Yes," you say, a smile crossing your lips. "I will invite them. With Athena as my guide, I will show these nations that millennia-old hatred can stop. The

Kabulian and Fajaran ambassadors will have the honor of seeing Themyscira."

"An interesting choice, Diana," Julia says. "I think you'll find it an eventful one as well."

"I can't believe it," Steve intones.

"Neither will they," you reply, smiling.

Go to 32.

In Distress

32

Waves buffet the little ship, tossing it violently from side to side, sending huge gushes of water over the rails. The ambassadors wisely go below deck to wait out the raging storm.

Lightning splits the skies as whitecaps crash against you in unrestrained elemental fury. You again come to appreciate the sheer power of the benevolent goddess Gaea, the storm frightening in its savagery.

A peculiar sensation of fear wells in you as the image of a watery grave flashes through your mind. You struggle to concentrate on the task at hand. You focus your will on controlling Hermes' sandals to allow passage to the Island, all the time fighting the winds for control of the ship.

Then you lose control of the sails. The ship is tossed high into the air and then splashes back to the seas, submerging its right side. You land forcefully in the cold water and fight to pull the ship upright. Waves pound heavily on the ship.

Taking out your golden lasso, you lash it to the mast. You then fly into the air, pulling with all your strength to aright the ship.

Roll a standard Physical Attack versus OV/RVsof 16.

If the roll yields 16 RAPs or more, go to 31; otherwise, go to 40.

40 Broken Mast

39

The savage seas pound upon the hull of the little ship, threatening to rend it asunder. You launch yourself into the skies, torrential rain pounding on you, trying to crush you down into the beckoning waves. Blindingly bright, jagged flashes of lightning crash all around you.

Offering a quick prayer to mighty Poseidon, you pull on the rope, hauling the ship out of the water. Suddenly, above the roar of the seas, you hear a loud crashing sound. A violent vibration travels up the lasso as the mast breaks in two.

The ship sinks back into the water, pulled down by the hungry seas. You swoop down to pull the ship up again but begin to fear for the mission. Without its sails, the ship cannot possibly navigate these rough waters.

You pull on the water-logged boat, towering waves battering the hull. With a splintering crash, the hull splits and chunks of the boat drift away carelessly. Despair steals over you like a spirit of darkness.

If you want to pray to Poseidon for aid, go to 7.

If you want to try to keep the rapidly sinking boat afloat, go to 35.

41 Fight Perimele

30

With a sigh of regret, you leap into the air, sailing toward the rebellious Perimele. She turns toward you, bracing for impact.

Roll for normal Physical combat against Perimele.

Once you do more than 9 points of BODY damage to Perimele, go to 54. **NOTE:** If you subdue Perimele without taking her to -5 points of BODY, go to 49.

If Perimele defeats you, the adventure is complete; go to Endgame.

42 Lassoed

47

Your lasso whips down toward Perimele. She tries to dodge it, but it lands around her, the Amazon struggling as you pull the lasso tight. Suddenly, you sense a violent tremor pass through her and the lasso, as Perimele sinks to the floor.

The great Amazon hall falls silent as Philippus asks, "*Perimele, why did you attack your sisters?*"

"I... I don't know ..." Perimele replies haltingly. "*The urge came over me and I couldn't fight it.*"

"*Why did you drive the horses over the cliffside?*" Philippus asks, more concerned for Perimele's well-being than the horses'.

"Again..." she says, "*I don't know... I got a mad urge to do it. At first I was frightened and then ... angry. Jealous of Ismene for having such fine horses.*" Perimele grows still.

Queen Hippolyte walks over to you, grim with the moment's import. "*Release her, my daughter,*" Hippolyte says. "*We will take her to the Island of Healing until she is fully recovered from her madness.*"

You loosen your lasso and two Amazons lead the subdued Perimele away, taking her to the Island of Healing for observation.

Go to 55.

43 Temple of Justice

37

The next day, the tour's informalities ended, the formal portion begins. The ambassadors visit the Amazon Senate and watch debate of the day's important issues. The chief topic is continued contact with Man's World.

You notice that the term "Man's World" makes some of the ambassadors uncomfortable. It will be good for them to see the world through Amazon eyes, just as it is good for your sisters to see through the eyes of Man. As leader of the

Amazon faction opposed to contact with the outside, Hellene's arguments are remarkably insightful and clear.

The second stop of the tour is the Temple of Justice. The Amazons have a strong and compassionate system of arbitration for settling their disputes, one which the ambassadors should see in action.

Before the arbitration session begins, Philippus prepares the ambassadors for the event, informing them the Amazons are not immune to disputes among themselves and when Amazons argue, the dispute is resolved to mutual satisfaction through arbitration.

The case at hand is over an incident which occurred today at dawn. Ismene and Perimele are arguing over three prize horses which Perimele purportedly sent plummeting over a cliffside.

At first the arbitration goes well, although something about the incident makes you uncomfortable. Perimele's only real defense is that she didn't know what came over her, that she was filled with an irrational compulsion to kill Ismene's horses.

As the discussion continues, Perimele becomes increasingly upset. You wonder if the presence of the ambassadors is affecting her.

Just when the two women are discussing a solution of having Perimele help breed new horses for Ismene, Perimele becomes visibly angry. It is frightening to watch, as Perimele's face contorts with rage and she topples the arbitration table. Two other Amazons rush to restrain her but she effortlessly topples them as well and immediately charges toward Ismene, the unmistakable gleam of hatred in her eyes.

If you want to stay out of the conflict, go to 25.

If you want to help subdue Perimele, go to 30.

44 Island of Healing

55

With a polite grace, you explain your concern for your fellow Amazon and momentarily excuse yourself from the ambassadors' tour. The trip to the Island of Healing, while normally a calm and pleasant one, is troubled this day, your mind awash with disconcerting questions.

Inside the Temple, you find an incoherent, feverish Perimele. Lyera monitors her Amazon sister's condition.

"*She speaks with a confused tongue, Princess,*" Lyera says. "*I fear for Perimele, Diana. Nothing I do seems to*

help our sister. She has said nothing of her troubles with Ismene or at the Temple of Justice. She merely tosses and turns constantly, as if a war were raging within her."

A troubled Lyera returns to caring for Perimele. You gaze thoughtfully at your ailing comrade, feeling no closer to a solution than before your arrival.

Roll an Action Check with your INT versus an OV of 6.

If the Check is successful, go to 52; otherwise, go to 59.

45 Chase Skulker

69

The midnight skulker dashes into the ambassadors' chambers just before you reach the ground. An Amazon sentry spots him entering and shouts, "Halt!" in Themysciran, quickly adding, "Halt!" in English, French, and Arabic.

You follow the skulker into the chamber, the sentry right behind you. Footsteps clatter throughout the marble room, a crashing sound emanating from the darkness ahead of you. A slightly frightened male voice cries out, "Who's there?" in Arabic just before you collide with someone in the darkness.

The Amazon sentry lights a torch behind you and you see Jamal of Fujara sprawled on the ground. A cursory glance reveals you are in his room, his bedside table toppled over, his personal effects spilled onto the floor.

There are two exits to the room. One door, the door you came in, leads outside the room. The other door leads to a hallway and the rooms of the remaining ambassadors, now stirring in their chambers. Behind you, out on the lawn, you hear Amazon voices and many approaching footsteps.

While you help Jamal to his feet, he snarls at you, "What is the meaning of this unwarranted intrusion?!"

If you want to apologize for disturbing Jamal, go to 64.

If you want to question Jamal about what he is doing up in the middle of the night, go to 67.

If you want to accuse Jamal of having been the skulker you chased, go to 87.

46 Take the Amulet

52

"Perimele," you say, "I want to take this amulet. May I have it?"

"Of course... Diana..." she replies.

As you take the amulet from around Perimele's neck, her body visibly relaxes, as if a great tension were slipping from her. Perimele then immediately lapses into a deep, restful sleep. You make a mental note to watch out for the amulet on the rest of your sisters.

As you leave the building, Lyera comes up to you. "I don't know what you said or did to Perimele, Princess, but she is finally stabilized. Thank you."

You leave the Island of Healing and sail back to the mainland. You say nothing the whole trip, spending the time deep in thought. When you return, Philippus has some bad news for you.

"We had another strange incident like Perimele's," Philippus says. "Ambassador Jamal Zayyali of Fujara entered a heated argument with Risilis, who was one of the contestants in the competitions. She hurled a javelin at him, which imbedded in the wall mere inches from his head."

"I do not know where Risilis is now, Diana," Philippus continues. "She ran from the Coliseum in anger, a frightful sight indeed. There is some dark power at work here, Princess, one which must be stopped before your mission is ruined."

As Philippus looks at you sternly, your fist closes tightly on the amulet you found about Perimele's neck.

+ Mark the letter "A" on your Character Sheet.

If you want to consult Menalippe about the amulet, go to 34.

If you want to leave the amulet in your chambers, go to 58.

If you want to keep the amulet with you, go to 63.

47 Lasso Perimele

30

As Perimele fights her way toward the door, you regretfully draw your enchanted lasso from its place on your belt. You unfurl it and swing it about your head, building momentum. Then you cast it out and it soars across the high-ceilinged Temple of Justice, toward a renegade Perimele.

Roll your Martial Artist Skill vs. OV/RVs of 12/10 (Perimele's DEX/STR with +2 modifiers).

If the roll yields 17 RAPs or more, go to 42; otherwise, go to 51.

48 Deflect Javelin

60

Roll your DEX/STR against OV/RVs of 9/9 (Risilis' Martial Artist Skill).

If the roll yields 18 RAPs or more, go to 57; otherwise, go to 65.

49 Win Combat I

41

You grapple Perimele, forcing her backward. You do not relish the thought of striking one of your sisters but you know that it is for her own good. You hesitate long enough for her to strike you, a blow you barely feel but an impact sufficient to return you to your senses.

You strike Perimele with an open hand to keep from hurting her and then grab her hands, pinning her. Moments later, she is completely subdued, but unharmed, and the Amazons take their sister to the Island of Healing.

Go to 55.

50 Notice Amulet

61

As you talk to Risilis, you notice an oddly-shaped amulet around her neck, one of strange design and style.

"I see you've noticed this amulet," Risilis says. "I haven't the faintest idea from where it came. I found it in my room last night and there's something so compelling about it, I had to wear it."

Suddenly, you feel constrained to reach for the amulet. When you touch it, a cold shiver of fear runs through you... a feeling of confusion and discord. Without hesitation, you pull the amulet from her neck.

"Give that back!" Risilis shouts angrily and then, slowly, her face softens and relaxes, tension draining from her.

"Oh, I feel so weary," Risilis says almost imperceptibly.

"This amulet had a harmful effect on you, Risilis," you say. "I would prefer you didn't wear it."

"No . . . of course not, Diana," she readily agrees. "And please tell the mortal ambassador that I sincerely regret my violent reaction. It was very wrong of me. I would tell him myself, but I am so... so... tired..."

Risilis then falls unconscious on the bench. You carry her to a cot in the arena and prepare to leave, making a mental note to watch out for the amulet on the rest of your sisters.

+ Mark the letter "A" on your Character Sheet.

If you want to consult Menalippe about the amulet, go to 34.

If you want to leave the amulet in your chambers, go to 58.

If you want to carry the amulet with you, go to 63.

A disconcerting feeling of confusion and disorientation clouds your mind briefly but then passes.

+ Mark the letter "A" on your Character Sheet.

If you want to take the amulet with you, go to 46.

If you want to leave the amulet here, go to 59.



51 Fail Lasso

47

Your lasso whips down rapidly toward Perimele, who dodges away at the last minute, nimbly avoiding the golden rope. *[Have I spent so much time among the slower-moving mortals,] you wonder, [that I have forgotten the speed and agility of my sisters?]*

You reel back the lasso and fly forward while two Amazons at the door grab Perimele and wrestle her to the ground. By the time you arrive, Perimele has been completely subdued.

"I fear we hurt her badly," one Amazon guard says to you. "How could this have happened? Why were we forced to take arms against our own sister?"

"I do not know," you say, as they lead Perimele to the Island of Healing. "But I am certainly going to find out."

Go to 55.



52 Brief Glimpse

44

As you turn to leave, a glint of metal around Perimele's neck catches your eye. You step closer, for a clearer look, and see an oddly-shaped amulet around her neck, one of unusual shape and design.

"Oh, yes," Lyera says, "I have noticed that myself. Perimele seems quite concerned about it. She often grasps it in her delirium and she has been mumbling about it constantly."

"From what I can gather, she found it in her chambers yesterday, apparently a surprise present from someone, so she wore it. I've never seen anything like it."

Without hesitation, you pull the amulet from Perimele's neck and feel a strange surge of power run through you.

53 Argue Ruling

72

You stand before your mother, defiant but respectful. "If there is one among the ambassadors who wishes us ill," you assert, "is that a reason to penalize them all? They have enjoyed all they have seen here and, despite the troubles, they are learning great things."

The Amazons pause, listening with rapt attention.

"I entreat you, mother," you continue, "allow me time to discover who the corrupting presence is. If one of the ambassadors is truly spreading discord among us, he will soon make a mistake or leave some evidence of his crimes. I will find him out and he will be punished."

The Amazons sit quietly, thoughtfully, weighing your words.

"It will take some effort on our part," you add, "and perhaps still more of our sisters will suffer this odd dementia but nothing beneficial ever comes without a price!"

A murmur floats up from your sisters. They again break to discuss the situation and quickly decide.

"Very well," Hippolyte says. "Return to the ambassadors, my daughter, and inform them they may continue with the tour. But we expect you to uncover the perpetrator of this evil."

"You have my word, mother," you reply.

"Then let us be vigilant," Hellené says, "and let us catch this poisoner."

You return to the ambassadors and explain to them that their status as visitors was in question but they are allowed to stay. You do not tell the ambassadors you know that one among them is spreading a harmful influence.

That night you keep a vigil above Paradise Island, watching for any sign of trouble. All looks peaceful.

Roll your Telescopic Vision against OV/RVs of 3/3.

If the roll yields any positive RAPs, go to 69; otherwise go to 91.

54 Win Combat II

41

You grapple Perimele, forcing her backward. You do not relish the thought of striking one of your sisters but you know that it is for her own good. You hesitate long enough for her to strike you, a blow you barely feel but an impact sufficient to return you to your senses.

You strike Perimele with an open hand to keep from hurting her and then grab her hands, pinning her. Moments later, she is completely subdued, but unharmed, and the Amazons take their sister to the Island of Healing.

Go to 55.

55 The Dispute

25,42,49,51,54

The stillness in the Temple of Justice is broken by Ahmad. "Well," says the Kabulian, with a sneer, "so much for your vaunted peaceful solutions."

"Is that how you see it?" you ask. "Whatever happened to Perimele was not natural. Some dark enchantment is at work here. In recent days I, too, have felt the same unreasoning fears she described."

"Hah! More ignorant superstition, the same foolish illogic which rules this entire island," he retorts.

"Ahmad," you reply, "I pray you are never confronted with the true power of what you call 'ignorant superstition.' Mankind is already far too beset by it."

The incident at the Temple of Justice puts a dark cloud over the delegation. The ambassadors continue their rounds but with considerably less enthusiasm. You wonder about the impression with which they will return to Man's World.

Perimele's violent reaction was completely out of character for her and you wonder what caused it. You find yourself increasingly absorbed with such concerns as the tour progresses. Soon the ambassadors are ready to go to the Coliseum to see the Amazon athletic competition.

If you want to go to the Island of Healing to talk to Perimele, go to 44.

If you want to remain with the ambassadors as they go to the Coliseum, go to 60.

56 Tour Resumes

57,58,59.63,65,68

When the tour resumes, each of the ambassadors is quiet and reflective. You fear that if the tour continues the way it has, all hopes of a collaboration between your two cultures will be impossible.

That evening at dinner, you address the ambassadors.

"I know that the events of the day have not been what we led you to expect," you say thoughtfully. "We do not understand the cause of the friction between you and my sisters."

"It is obvious," Ahmad says, interrupting. "Your people are not ready for contact with the real world."

Philippus bristles. "What do you mean, 'real world'?" We are certainly as real as..."

"Hold," you say, interrupting your sister Philippus' comments. "There are more forces at work here than we understand. But we will solve this problem, I promise you."

Before any can react to your statement, a messenger dashes into the room.

"Princess Diana," the young Amazon says, "Queen Hippolyte wishes to speak to you immediately in the Senate."

If you want to stay and work things out with the ambassadors, go to 66.

If you want to go to the Senate to answer your mother's summons, go to 72.

57 Stop Javelin 48

The heavy javelin streaks through the air toward the petrified Jamal. You reach out and deftly snatch the javelin out of the air, breaking it in two merely by the strength of your hands.

Jamal quakes, uncertain of what just occurred.

"I was not about to kill the little man," Risilis shouts at you, "just teach him a lesson in skill!" Risilis angrily storms out of the Coliseum.

"Such is the famed Amazon even-temperament," Ahmad says with a cold smile.

Jamal begins ranting in Arabic. While you can make out part of his dialogue, anyone could tell the ambassador demands an apology. But more concerning still is Risilis and her strange, uncharacteristic outburst.

If you want to stay with the ambassadors, go to 56.

If you want to leave the ambassadors and talk to Risilis, go to 61.

58 A Safe Place 34,46,50

While you don't know what the strange amulet is exactly, you obviously don't want it too close to you. You take the amulet to your chambers, place it in a heavy box, and quickly rejoin the ambassadors.

Go to 56.

Leave Amulet 44,52

You leave the Island of Healing and sail back to the mainland. You say little the whole trip, spending the time staring out at the tranquil waters, deep in thought.

When you return, Philippus has some bad news for you.

"We had another strange incident like Perimele's," Philippus says. "Ambassador Jamal Zayyali of Fajara entered a heated argument with Risilis, who was one of the contestants in the competitions. She hurled a javelin at him, which imbedded in the wall mere inches from his head."

"I do not know where Risilis is now, Diana," Philippus continues. "She ran from the Coliseum in anger, a frightful sight indeed. There is some dark power at work here, Princess, one which must be stopped before your mission is ruined."

Go to 56.

60 Stay with Group 55

Every ambassador is visibly impressed with the stunning architecture of the Coliseum.

"It's every bit as impressive as the coliseum in Rome," Maurice Diawara says, "and it's in perfect condition." The ambassadors take seats near the Coliseum floor and wait with anticipation.

The first contest is a simple foot race, the speed of the Amazons leaving the ambassadors breathless. "Oh my," Kwa Khin says with a laugh. "If the Themysciran were entered in the Olympics, there would be no need for any other nation to compete."

The ambassadors watch the strength competitions with awe, the sheer power of the Amazons staggering to them. The Amazons easily lift heavy weights and throw javelins as far as the best mortal athletes.

The ambassadors agree the wrestling matches are the most unified of the Amazons' demonstrations, demanding a fine honing of speed and strength to best an opponent. The Amazons are all cautious with one another and never fight full-strength but still wrestle with grace and great skill. You notice that one of your sisters, Risilis, fights more and more savagely as the competition intensifies.

Jamal, however, remains steadfastly unimpressed by the event. "Hah!" he says scornfully. "Do you call this wrestling? An average fighter in Fajara could pulverize these women."

Suddenly Risilis looks up from her opponent, whom she is besting with ease.

"What did you say, little man?" Risilis asks, a cutting edge in her voice. "Have you something to say to me?"

Jamal, not one to back away from a confrontation, rises from his seat. "Yes, Amazon," he says. "You women have not half the skill of a Fajaran athlete!"

"Skill?" Risilis echoes mockingly. She releases her opponent and pulls a practice javelin from the rack. *"Is that what you wish to see displayed here? Then I will show you the skill of a true Amazon!"*

Other contestants run to stop Risilis but she hurls the javelin straight at Jamal before any can reach her. Jamal freezes in fear.

If you want to deflect the javelin, go to 48.

If you want to trust that Risilis is not trying to harm Jamal and let the javelin continue on its path, go to 68.

Risilis

57,65, 68

"Excuse me," you say, interrupting Jamal in mid-tirade. You leap over the coliseum railing and glide down to the stadium floor, dashing past the Amazon contestants to follow Risilis.

You find Risilis in an empty room in the inner chambers of the Coliseum. She is sitting on a bench by herself, huddled in a ball, knees drawn up to her chin.

"Risilis," you say, placing your hand comfortingly on her shoulder. "Why?"

The startled Amazon shakes violently beneath your hand. *"I don't even know myself,"* she begins. *"It's as if I'm fighting some inner beast. It was all I could do not to impale that grinning jackal, Jamal."*

"I will avoid the delegation from Man's World now," she continues. *"I feel great, uncontrollable rage when they are near."*

"At some point we must learn to live with them," you say.

"It just seems so impossible," Risilis responds almost imperceptibly.

Roll your Telescopic Vision against OV/RVs of 3/3.

If the roll yields any positive RAPs, go to 50; otherwise, go to 71.

62 Accept Ruling

72

"Very well," you say. *"If that is your decision, I will abide by it."*

You expect your mother to be pleased with your decision not to dispute her royal decree but she seems somehow

disappointed. You return to the ambassadors accompanied by Queen Hippolyte, Philippus, and the Amazon advisors.

Philippus reads the proclamation. *"By royal decree of Queen Hippolyte of Themyscira, the First Anniversary Tour is ended. Princess Diana is hereby commanded to immediately return the ambassadors to the Man's World."*

Your protests, while powerful and heartfelt, fall on deaf Amazon ears. The ambassadors, although surprised and confused by the sudden, unexplained expulsion, do not argue. Their return to Man's World is unremarkable, as are their respective reports on their experiences as ambassadors to Themyscira.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

63 Keep Amulet

34,46,50

While you don't know what the strange amulet is exactly, you are certain it has something to do with the unusual events on Themyscira. You hide the amulet in a deep pocket and quickly rejoin the ambassadors.

+ Mark the letter "A" on your Character Sheet.

Go to 56.

64 Apologies

45,80

"I apologize, Jamal," you say. *"I was chasing someone who ran through your room. I am sorry to have come in so unexpectedly."*

"Hrumf!" he says. *"Superheroes! Well?"* he continues. *"The door to the hall is open and there's no one in here. I would appreciate it now if you would leave and allow me some sleep!"*

Go to 83.

65 Miss Javelin I

48,71

The heavy javelin streaks through the air toward the petrified Jamal. You reach out to deflect it in flight but the projectile flies through your searching grasp.

With a violent crack, the javelin imbeds in the wall a mere two inches to the right of Jamal's head, sending shards of stone flying. Jamal quakes, uncertain of what has just occurred.

"That is a skill, mortal," Risilis shouts, *"with which your countrymen cannot possibly compete!"*

Risilis grimaces, as if choking her anger back, turns abruptly, and angrily storms out of the Coliseum.

"Such is the famed Amazon even-temperament," Ahmad says with a cold smile.

Jamal begins ranting in Arabic. While you can make out part of his dialogue, anyone could tell the ambassador demands an apology. But more concerning still is Risilis and her strange, uncharacteristic outburst.

If you want to stay with the group, go to 56.

If you want to leave to talk to Risilis, go to 61.

66 Ignore Summons

56

Part of you wishes to answer your mother's summons. However, a more-persuasive part insists you not leave the ambassadors.

"Tell the Queen I shall be along presently," you answer.

"But Princess, your mother wishes to see you now," the messenger entreats.

"Soon, Chidia," you reply firmly. She turns and leaves, confused and noticeably nervous at having to return to the queen with a negative reply.

You turn back to the ambassadors and continue. *"Whatever is occurring here is so unusual that it must have an external source. However, I can assure you we will not be long in devising its solution."*

The ambassadors, thus placated, prepare for a good night's sleep, eager to continue the tour tomorrow. As the ambassadors are preparing to retire to their chambers, Queen Hippolyte arrives with a group of her trusted advisors.

Philippus reads the proclamation. *"By royal decree of Queen Hippolyte of Themyscira, the First Anniversary Tour is ended. Princess Diana is hereby commanded to immediately return the ambassadors to Man's World."*

Your protests, while powerful and heartfelt, fall on deaf Amazon ears. The ambassadors, although surprised and

confused by the sudden, unexplained expulsion, do not argue. Their return to Man's World is unremarkable, as are their respective reports on their experiences as ambassadors to Themyscira.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

67 Questioning 45

"What are you doing up at this time of night?" you ask Jamal.

"What do you mean by knocking me down?" Jamal demands defiantly.

"I apologize for knocking you down, Jamal," you say firmly, "but I must know what you were doing."

Something about the gentle but commanding tone in your voice affects him, because he quickly answers.

"I was asleep," he begins, "when I was awakened by a loud noise. Someone had apparently knocked over my bedside table. I got up to see who it was and then you rushed in to knock me down like so much baggage."

"I didn't see whoever was in here," Jamal continues. "But he must have run out of the room. The door to the hall is open."

"Were you outside at all tonight?" you ask.

"Absolutely not!" Jamal says emphatically.

Go to 83.

68 Miss Javelin II 60

The heavy javelin streaks through the air toward the petrified Jamal. You reach out to deflect it in flight but the projectile flies through your searching grasp.

With a violent crack, the javelin imbeds in the wall a mere two inches to the right of Jamal's head, sending shards of stone flying. Jamal quakes, uncertain of what has just occurred.

"That is a skill, mortal," Risilis shouts, "with which your countrymen cannot possibly compete!"

Risilis grimaces, as if choking her anger back, turns abruptly, and angrily storms out of the Coliseum.

"Such is the famed Amazon even-temperament," Ahmad says with a cold smile.

Jamal begins ranting in Arabic. While you can make out part of his dialogue, anyone could tell the ambassador demands an apology. But more concerning still is Risilis and her strange, uncharacteristic outburst.

If you want to stay with the group, go to 56.

If you want to leave the group to talk to Risilis, go to 61.

69 Notice Skulker 53

From high above the peaceful Themysciran setting, you watch the cool silver moonlight glint off the waters in the Island's harbor. Night animals quietly chatter to each other while the rest of the Island sleeps.

Then, out of the stillness, you hear the sound of padded feet moving quietly across the grass. You descend slowly through the cool air, and scan the ground below you. Then you spot a figure moving quickly and quietly through the darkness toward the marble portico at the end of the ambassadors' quarters.

You glide in quickly for a closer look, keeping your eye on the figure. However, the person spots you and sprints toward the door. You can't tell who it is in the dark but you can see that it is a man, one who can't possibly run as fast as your Amazon sisters.

If you do not want to chase the figure, go to 84.

If you want to intercept the mysterious man, roll your Flight Power vs. OV/RVs of 18/18.

If the roll yields 8 or more RAPs, go to 45; otherwise, go to 80.

70 Familiar Symbol 83,91

In the midst of the confusion, your eye strays to the floor, where Jamal's suitcase was overturned. In the midst of the books, papers and clothes, you see several strange silver necklaces. They are all identical to the same strange amulets you found earlier. Several other ambassadors wander into the room, muttering to themselves.

"What are these?" you ask, pointing to the amulets.

"I have no idea," Jamal says, scattering the symbols. "I've never seen them before now. And how did they get in my suitcase?"

"I found an amulet like these around the neck of a berzerked Amazon sister," you state vehemently. "Have you been leaving these around Paradise Island, Jamal?"

The Amazons gasp and mutter amongst themselves.

"I told you I've never seen them before!" Jamal says.

"It appears Diana has caught you red-handed!" Hellene says. "Who told you to do this? Your Prime Minister?"

"This has shed doubt and suspicion on us all," Kwa Khin says with righteous anger. "How could you do it?"

"I have done nothing!" Jamal snaps. "Of what am I accused? Having amulets that I have never before seen?"

"The amulets must be the corrupting presence Menalippe sensed!" Philippus adds.

"What?" Jamal demands, irate. "You accuse me of your own superstitious fears? An amulet cannot corrupt people! I refuse to be party to this ancient ritualistic foolishness!"

"This has gone on too long!" Hellene says. "He is too stubborn to confess. Diana, use your Lasso of Truth on him. He will tell us the extent of this plot then!"

Should you take any amulets from Jamal's suitcase, mark the letter "A" on your Character Sheet.

If you wish to use your lasso on Jamal, go to 77.

If you do not wish to use your lasso on Jamal, go to 92.

71 Oversight 61

"At any rate," Risilis continues, "it is now all I can do not to hurl these ambassadors ram Themyscira. I have never been this angry since Heracles and his men ravaged our home city of Themyscira."

"Risilis ..." you begin, trying to soothe her.

"Please leave me," she says. "This is something I must wrestle with alone."

"Very well," you say sadly. "I will respect your wishes. But do not hesitate to call on me if I can help at all, my sister."

"Yes, of course" she says, a smile nearly crossing her lips.

You leave her and return to the ambassadors.

Go to 65.

72 Answer Summons

56

You quickly arrive at the Amazon Senate, where an emergency summit has been called. Torches blaze, fires burn in ornate regal braziers, casting flickering shadows across the room. Your mother, Queen Hippolyte, is holding audience with her most trusted advisors. Menalippe stands next to her, a frightened look in her eyes.

"Beloved daughter," Hippolyte begins. "I know you meant only the best when you chose the mortals who represent Man's World here . . . but one of them wishes to destroy us."

"I had a vision," Menalippe states, "a vision of a man spreading confusion and terror through Themyscira by dark enchantment. His face was obscured from me, as if by a great power, but I could sense it was one of your ambassadors from Man's World."

"They must leave," Hellene says imperiously, "before the cruel one spreads any more of his corruption. I also repeat, this is exactly the sort of thing I warned about when it was first proposed that Man be allowed here." You know Hellene had long resisted any contact with the outside world, so her reaction is not unexpected.

"I fear that the oracle is undeniable, my daughter," Hippolyte says sadly. "We must cast out the offending elements."

If you want to contest the decision, go to 53.

If you want to abide by the decision, go to 62.

73 Fit Amulet

93,97

Gently, you push the amulet into the "keyhole" indentation; it fits snugly. The amulet glows for a moment before the massive stone wall swings open with a soft hiss. The cave walls are hideous twisted rock formations. Noxious smoke billows from unseen fires. The air is charged with enchantment; your skin tingles, shivers running down your spine.

At the center of the cave is the monstrous god Phobos, glowering and looking into a fiery cauldron inside of which appear the images of Paradise Island and your Amazon sisters.

Flames billow from Phobos' hands as he rages, "Where is she? Where did the cursed Princess go? How could my brazier have lost sight of her?"

"The Princess is here, monster!" you say. You leap forward, shouting, "For the Glory of Gaea!"

You have caught Phobos off guard and are allowed two free attacks before Phobos can enter combat. If you were told to mark the letter "B" on your Character Sheet, you are allowed only one free attack. Roll normal combat against Phobos.

If you defeat Phobos, go to 99.

If you are defeated by Phobos, go to 105.

74 Keep Lasso

92

As Hellene reaches for the lasso, you quickly yank it away from her. She hisses for a moment and then regains her composure, a steely glint entering her eyes.

"Of course," she says. "I do not want your lasso. Had I grasped it, I would be in your power."

"Not in my power," you say. "You would merely be required to..."

"Enough!" she says. "If you insist on protecting the emissary of Man who spreads confusion and discord, you must be an enemy. Stand aside!"

Hellene charges toward Jamal, anger flaring in her eyes.

If you want to fight Hellene to protect Jamal, go to 85.

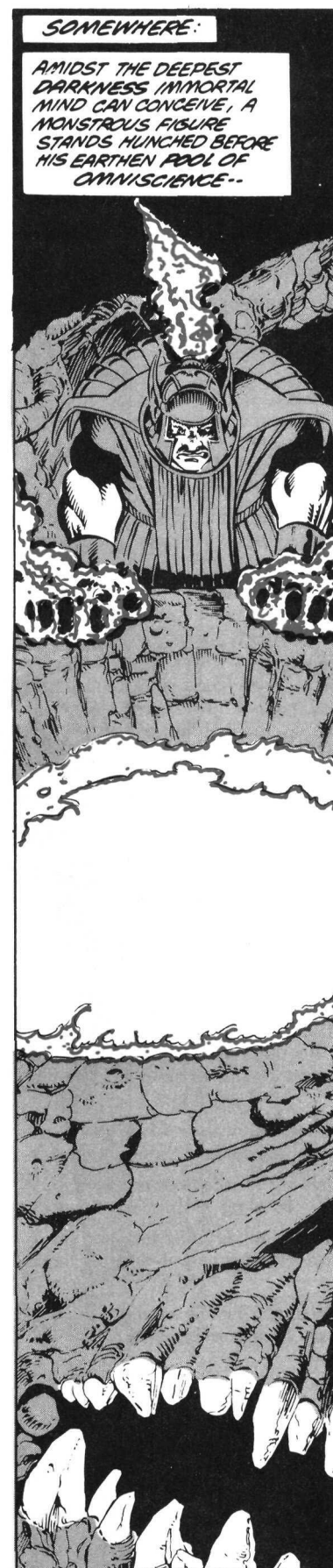
If you want to let Hellene attack Jamal, go to 90.

75 Lasso Echidna

85

Echidna wastes no time, darting forward as you unravel your lasso. You notice that her tail is still a stump, where once you tore off its serpentine mouth. But her remaining fangs are just as deadly; she leaps forward, snapping with her poisoned bite.

You dodge her attack as you whirl your lasso. She grabs your body in her coils and begins constricting. The ambassadors back away in horror but your Amazon sisters run forward to help.





Echidna pounds you relentlessly while you divide your attention between defending yourself and preparing to cast the lasso. Finally, you whip out the lasso, snaring Echidna. She stops fighting, entranced by the power of Gaea's Girdle.

You quickly bind her with your lasso, saying, "Now, Echidna... I believe you will answer a few questions."

Go to 88.

76 Overlook Skulker

80

"What are you doing up at this time of night?" you ask Jamal.

"What do you mean by knocking me down?" Jamal demands defiantly.

"I apologize for knocking you down, Jamal," you say firmly, "but I must know what you were doing."

Something about the gentle but commanding tone in your voice affects Jamal, because he quickly answers.

"I heard someone running through my room and woke up," he begins. "I grabbed my flashlight and was about to get up and look around when you knocked me down like so much baggage."

"I didn't see whoever was in here but he must have run through my room and left. The door to the hall is open."

"Were you outside at all tonight?" you ask.

"Absolutely not!" Jamal replies emphatically.

Go to 83.

77 Lasso Jamal I

70,78

"Yes," you say, raising your lasso over your head. "He will tell us all we need to know."

Suddenly Maurice Diawara interjects. "Are you going to use some form of persuasion to get him to speak?" he asks.

"Yes," Hellene says.

"But Jamal is an ambassador, as are we all," Maurice says. "He must be treated with the utmost of respect."

"Ridiculous," says Kwa. "If he has nothing to hide, let him submit."

"We cannot allow him to spread poison among our sisters," Hellene says.

You step forward and put an end to the discussion by gently lowering the rope over Jamal's head. He trembles as

the power of Gaea flows through his body. A golden glow bathes his face; the room goes silent.

"Why do you want to harm the mission to Themyscira?" you ask.

"To prove that women cannot properly rule themselves without men. Such ideas threaten all my beliefs."

"Who told you to distribute the amulets?" you ask.

"No one," he replies.

"You work entirely on your own?" you ask.

"I never saw the amulets before that stranger ran through my room tonight and awakened me," Jamal continues. "My plan to ruin this mission was to find the negative side of everything and generally cause tension."

You stare at Hellene in horror. "I have made a terrible mistake," you say, slowly taking the rope off Jamal.

"This is an outrage!" Jamal bellows, returning to control of his own body. "Making me reveal such things! They are my own private thoughts! I demand to return home at once!"

You attempt to reason with Jamal, but he is vehemently insistent. The other ambassadors, appalled at such a manipulative display, have lost most of their desire for staying and much of their respect of Amazon culture. The decision to leave quickly grows into a unanimous one.

The return trip is uneventful, as are the ambassadors' respective reports on their experiences in Themyscira.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

78 Never Seen Amulet

83,91

In the midst of the confusion, your eye strays to the floor, where Jamal's suitcase was overturned. In the midst of the books, papers, and clothes, you see several strange silver amulets.

"What are those?" you ask.

"I have no idea," Jamal says, scattering the amulets. "I never saw them before."

As you reach for one of the amulets, a slight wave of dark disorder and confusion runs through you. The amulet is definitely enchanted.

"He must be hiding something," Hellene says. "Diana, use your Lasso of Truth on him. He will tell us the extent of this plot then!"

If you take any of the amulets from Jamal's suitcase, mark the letter "A" on your Character Sheet.

If you want to use your lasso on Jamal, go to 77.

If you do not want to use your lasso on Jamal, go to 92.

79 Lasso Jamal II

87

"Yes," you say, raising your lasso over your head. "He will tell us all we need to know."

Suddenly Maurice Diawara interjects. "Are you going to use some form of persuasion to get him to speak?" he asks.

"Yes," Hellene says.

"But Jamal is an ambassador, as are we all," Maurice says. "He must be treated with the utmost of respect."

"Ridiculous," says Kwa. "If he has nothing to hide, let him submit."

"We cannot allow him to spread poison among our sisters," Hellene says.

You step forward and put an end to the discussion by gently lowering the rope over Jamal's head. He trembles as the power of Gaea flows through his body. A golden glow bathes his face; the room goes silent.

"Why do you want to harm the mission to Themyscira?" you ask.

"To prove that women cannot properly rule themselves without men. Such ideas threaten all my beliefs."

"Who told you to distribute the amulets?" you ask.

"No one," he replies.

"You work entirely on your own?" you ask.

"I never saw the amulets before that stranger ran through my room tonight and awakened me," Jamal continues. "My plan to ruin this mission was to find the negative side of everything and generally cause tension."

You stare at Hellene in horror. "I have made a terrible mistake," you say, slowly taking the rope off Jamal.

"This is an outrage!" Jamal bellows, returning to control of his own body. "Making me reveal such things! They are my own private thoughts! I demand to return home at once!"

You attempt to reason with Jamal, but he is vehemently insistent. The other ambassadors, appalled at such a manipulative display, have lost most of

their desire for staying and much of their respect of Amazon culture. The decision to leave quickly grows into a unanimous one.

The return trip is uneventful, as are the ambassadors' respective reports on their experiences in Themyscira.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

Lose Pursuit

89

The late night skulker dashes into the ambassadors' chambers just before you reach the ground. An Amazon sentry spots him entering and shouts, "Halt!" in Themysciran, quickly adding, "Halt!" in English, French, and Arabic.

You follow the skulker into the chamber, the sentry right behind you. Footsteps clatter throughout the marble room.

Then there is a crashing sound in the darkness ahead of you. A slightly frightened male voice cries, "Who goes there?" in Arabic. Suddenly, portions of the room are flooded in concentrated light and you see a very nervous Jamal of Fujara sitting up in bed, flashlight in hand. You realize that you are in his room, his bedside table toppled over, all of his personal effects spilled on the ground.

You glance around, your keen eyes adjusting to the light of the flashlight. There are two exits to the room. One door, the door you came in, leads outside the room. The other door leads to a hallway and the rooms of the other ambassadors, whom you hear stirring in their chambers. Behind you, out on the lawn, you hear Amazon voices and approaching footsteps.

"I demand to know the meaning of this intrusion!" Jamal shouts.

If you want to apologize for disturbing Jamal for intruding, go to 64.

If you want to question Jamal about what he was doing up in the middle of the night, go to 76.

If you want to accuse Jamal of having been the skulker you chased, go to 87.

81 Defeat Echidna

85

Anger wells in you over having been deceived into thinking you were battling a friend. Yet another part of you is

pleased to now unleash your full Amazon power without fear.

Echidna wastes no time, darting forward. You notice that her tail is still a stump, where once you tore off its serpentine mouth. But her remaining fangs are just as deadly; she leaps forward, snapping with her poisoned bite.

You strike her full in the face, shattering several fangs.

Echidna grabs your body in her coils and begins constricting. The horrified ambassadors back away but your Amazon sisters run forward to help.

Fearlessly, you bludgeon the she-serpent until Echidna falls to the ground, unconscious. You quickly bind her with your lasso, saying, "Now, Echidna... I believe you will answer a few questions."

Go to 88.

82 Relinquish Lasso

92

You stand without resisting as Hellene grabs for the lasso. She takes it, laughing madly. Then suddenly her face changes, her lunatic glee replaced by fear and then anger. Her face looks almost serpentine.

"Curse you, Amazon!" Hellene cries. "You tricked me into grasping your lasso! Now I must tell the truth!"

"Who are you?" you ask.

"Arrrgh!" she cries wildly. "I am Echidna, mother of Cerebus! And I will be the death of you!"

The Amazons and ambassadors watch in horror as Hellene's beautiful face transmutes into that of a hideous, scaly half-woman, half-snake. Her body writhes and undulates as a green snake body tears through the tunic.

Go to 88.

83 Jamal's Room

64,67,76,87

Through the door ahead, the other four ambassadors enter, hastily pulling on robes, blinking bleary eyes.

"What's all this, then?" Jules Guisan of Switzerland asks.

A group of Amazons enters the room from the outside and more assemble within the room. You are not surprised to see Hellene there.

"What happened, Diana?" Hellene asks in Themysciran. "Have you discovered the origin of the evil influence?"

"I chased a fugitive man in here," you begin in English.

"Jamal?" Ahmad asks with a smile. "I don't doubt that this desert rat was up to something suspicious."

"We don't know it was Jamal," you say.

"I saw a man run in here," an Amazon guard interrupts. "We tried to stop him but Diana caught him first."

"I said we are not sure Jamal was that man," you reiterate impatiently.

"If you have something to accuse me of," Jamal says, "please do so. Otherwise, leave me to retire in peace." He turns his night table upright and starts gathering his spilled luggage.

If you were instructed to mark the letter "A" on your Character Sheet, go to 70; otherwise, go to 78.

84 Ignore Skulker

69

You pause in the air as the figure disappears into the darkness of the dark, Themysciran night. Then you return to the skies, recommencing your patrol.

Go to 91.

85 Fight Hellene

74

"Dear sister," you say in protest. "I do not wish to fight you!"

Your pleas fall on deaf ears as the once-calm Hellene lunges for Jamal. You intercept her charge and she crashes forcefully into you.

"Let me go!" Hellene demands.

"No," you reply. An eerie sensation runs through your hand where you hold Hellene. She fights you with a strength beyond that of the other Amazons; you are sure it is not Hellene.

"Who are you?" you ask, wrestling with her.

You feel her body mutate even as you hold her. Amazons and ambassadors alike watch in horror as Hellene's beautiful face transmutes into that of a hideous, scaly half-woman, half-snake. Her body writhes and undulates as her green snake body tears through the tunic.

"Hast thou not guessed?" she shrieks. "I am Echidna, mother of Cerebus! Thou didst rob me of my sting before you fled our last fight. But now I shall be the death of you!"

Roll for normal combat against Echidna.

If you lasso Echidna, go to 75.

If you defeat Echidna, go to 81.

If you are defeated by Echidna, go to 94.

86 No Amulet

100

If you want to try to enter the caves by destroying the stone wall, go to 106.

If you want to leave and get one of the amulets, go to 97.

87 Accuse Jamal

45,80

"Please don't try to lie to me," you say to Jamal, rapidly running out of patience with him. "I chased you here from outside. What were you doing?"

"What? Outside? I was asleep!" he insists angrily, still a little nervous. "This is insufferable! I wasn't outside! And even if I was, what of it? Do you have laws against that?"

Jamal looks at you steadfastly.

If you want to use your lasso to force Jamal to speak the truth, go to 79; otherwise, go to 83.

88 Interrogation

75,81,82

"What are you doing here?" you demand of Echidna.

"Phobos, son of Ares, gave me a chance to revenge myself on you for defeating me in the world beyond Doom's Doorway," Echidna screeches. "He plucked me from that dark world and kept me, waiting for the right chance to strike. He sent me here today, where I took Hellene's place."

"Phobos charged me with making sure you falsely accused one of your ambassadors and humiliated him by forcing him to speak against his wishes with your accursed lasso."

You quickly glance at the ambassadors but the guilty one amongst them does nothing to reveal himself.

"If I could not get you to falsely accuse him, I was to attack him, creating hate between Man's World and the Amazons, Phobos wishes to ruin your mission of peace so discord and strife would always stand between the Amazons and the outside world."

"Phobos is the god of fear, not discord," you reason. "What should be his interest in inciting discord between our two cultures? Does he wish us to fear each other?"

"Fear is merely one part of his plan," she says. "I know not the rest."

"Where is Phobos now?" you ask grimly, binding the monstrous she-god with the golden lasso.

"In a cave near Doom's Doorway."

"Cisseus," you say to one of the Amazons. "Send a messenger to tell my mother what has transpired. Be certain the ambassadors are closely monitored at all times for one of them has betrayed us all."

"Very well," your sister says. "But take care against Phobos, Diana. Would it not be best to utilize combined Amazon might against such a foe?"

If you want to assemble Amazons to fight Phobos, go to 95; otherwise, go to 100.

89 Quick Entry 106

The heavy wall must be magically reinforced for it takes your mightiest blow to topple it. It shatters inward, spraying stone fragments throughout the cave's interior.

Inside the cave are hideous, twisted rock formations. Noxious smoke billows from unseen fires. The air is charged with enchantment; your skin tingles, shivers running down your spine.

Lumbering toward you is the monstrous god Phobos, glowering and snarling, *"Come to pay me a visit, little Princess?"* he bellows mockingly. Flames billow from Phobos' hands as he rages.

"For the Glory of Gaea!" you cry and fly forward.

Roll normal combat against Phobos.

If you defeat Phobos, go to 99.

If you are defeated by Phobos, go to 105.

90 Hellene Attacks

74

"Dear sister," you say in protest. "I do not wish to fight you!"

Your pleas fall on deaf ears as the once-calm Hellene lunges for Jamal. You do not intercept her charge and she crashes into the startled Jamal, the other ambassadors running away, horrified.

By the time the Amazons have subdued Hellene, Jamal is severely wounded. The frightened and angered ambassadors demand to return to Man's World.

You sadly escort the ambassadors to the liner, bound for Man's World. The return trip is uneventful, unlike the ambassadors' negative reports on their experiences in Themyscira.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

91 Overlook Skulker

53,84

From high above the peaceful Themysciran setting, you watch the cool silver moonlight glint off the waters in the Island's harbor. Night animals quietly chatter to each other while the rest of the island sleeps.

A moment later, the stillness is split by a shout. It is a female voice, shouting, *"Halt!"* in Themysciran.

Swooping down to investigate, you see your Amazon sisters leaving their chambers, crossing the green, and entering the ambassadors' chambers.

Making your way into the room, you see the Amazon sentry Noria holding a torch in one hand and a very frightened Jamal Zayyali in the other. Hellene is speaking to him.

The other four ambassadors stand around in their robes, blinking bleary eyes. You notice that Jamal's night table is overturned, his luggage strewn on the floor.

"What happened?" you ask.

Hellene replies in Themysciran, *"Noria was on sentry duty when she saw a man lurking outside the ambassadors' chambers. She chased him in here and found this one!"* She points at Jamal with disdain.

"What are you women saying?!" Jamal demands, shrugging off Noria's formidable grip. *"Speak Arabic! Or English at least!"*

"Why don't you tell us what you were doing?" Hellene asks insistently in English.

"If you have something to accuse me of," Jamal says, *"please do so. Otherwise, go leave me in peace to retire for the night."* He turns his night table upright and starts gathering his spilled luggage.

If you were told to mark the letter "A" on your sheet, go to 70; otherwise, go to 78.

92 Sage Advice

70,78

"He is a diplomat," you insist of Jamal. *"To force him to speak the truth when we have no real proof of wrongdoing would be a grave international offense."*

"What does that matter?" Hellene insists. *"To allow him to continue spreading his poison would be far more harmful than a mere invasion of privacy."*

"But this man is not a criminal," Kwa Khin interjects. *"He has not been charged with anything. In our world we would say all the evidence against him is circumstantial."*

"We are not in the world of Man's so-called Justice," Hellene retorts. *"Our laws are different."*

"The gift of Gaea's Girdle is a great honor," you say. *"I will not use it irresponsibly. If this man is indeed causing trouble here, we will discover this in a way that does not assume his guilt without proof."*

Hellene looks upset. *"A protectress of evil,"* she says bitterly.

"Hellene, Jamal is no threat to us," you assert. *"Even if he is the one mentioned in the oracle, he cannot sow disorder if we are prepared."*

"He must be questioned!" Hellene rages, her eyes flashing. *"It is the only way!"*

"What disturbs you so, sister?" you ask. *"I know you have championed the Amazons who wished to remain isolated from Man's World but your arguments were always sane and sensible. You now sound like the ignorant men who would condemn us without knowledge."*

"He must be made to speak the truth!" Hellene rages.

"Hellene ..." you say, dreading the conclusion you foresee. *"You sound like our sister who recently attacked unprovoked. I fear the forces of*

confusion and disorder that Menalippe spoke of have reached you. If only I had a way to know for sure..."

"What?" she says, teeth bared in challenge. "If any here is a pawn of disorder it is you! You protect the guilty!"

Then, in a moment of desperation, she makes a wild lunge toward you, reaching for your lasso. "Give me the lasso," she shouts. "I will make him speak!"

If you want to keep the lasso from Hellene, go to 74.

If you want to let Hellene take the lasso, go to 82.

93 Have Amulet 100

If you want to try to enter the caves by destroying the stone wall, go to 106.

If you want to try fitting the amulet into the "keyhole," go to 73.

94 Defeat 85

Anger wells in you over having been deceived into thinking you were battling a friend. Yet another part of you is pleased to now unleash your full Amazon power without fear.

Echidna wastes no time, darting forward. You notice that her tail is still a stump, where you once tore off the serpentine mouth. But the fangs in her mouth are just as deadly; she leaps forward, snapping with her poisoned bite.

You strike her full in the face, shattering several fangs.

Echidna grabs your body in her coils and begins constricting. The horrified ambassadors back away. Echidna squeezes and batters you until the world goes black and consciousness slips away slowly, effortlessly.

When you awaken, Echidna is gone, vanished as mysteriously as she arrived. The frightened ambassadors discuss amongst themselves and agree elect unanimously to return to their own world. You attempt to reason with them but their decision stands.

With a heavy heart, you escort the ambassadors to their waiting ocean liner. The return trip is uneventful, as are the ambassadors' respective reports on their experiences in Themyscira.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

95 Bring Amazons

88

"Come, my sisters," you cry to your comrades. "We will take our fight to Phobos and drive him from our beloved Themyscira!"

The Amazons cheer and run to rally the troops. These valiant women may have destroyed all their weapons after the Challenge of the Gods but they are still warriors, heart and soul.

The force assembles in a clearing along the beach and marches down the cliffs to the caves which flank Doom's Doorway. You fly on ahead of the group, peering through the dark of the night, anticipating the grim visage of Phobos.

Suddenly, a pillar of noxious smoke and flame spurts up along the cliffside, in front of an open cave mouth. Within the flames you see a madly-grinning Phobos. The Amazons gasp in terror. Waves of fear washing over them, they halt in their tracks.

The same unnamed fear you felt during the demonstration at the Boston arena returns to you, gnawing your very being.

"Now I shall have my revenge for the death of Deimos!" Phobos bellows. "Come to me Amazons! And let your fair Princess be the first to feel death at my hands."

Roll Phobos' Aura of Fear against your INFL/SPIRIT.

If Phobos' attack yields 6 RAPs or more, go to 107; otherwise, go to 103.

96 Slow Entry 106

The heavy wall must be magically reinforced for it takes a pounding to crack. After several powerful blows it begins to crumble, then glows, as if a powerful, fiery light were on the other side.

Suddenly, the wall shatters, not inward but toward you, stone fragments pelting you in a shower of tiny projectiles. Behind the shattered door stands Phobos, flames and noxious smoke pouring from his hands.

"So the little Amazon Princess has come a-knocking on Phobos' door?" he bellows. "All the better. Come, then, Princess. Be the first to taste death at Phobos' hands." Phobos lumbers forward and prepares for attack.

[The exploding wall caused you 7 points of BODY damage.]

Roll normal Physical combat against Phobos.

If you defeat Phobos, go to 99.

If Phobos defeats you, go to 105.

97 Retrieve Amulet 86

You quickly fly away from the caves and return to the populated area of Themyscira. You locate an amulet and then rapidly return to the caves.

Mark the letter "B" on your Character Sheet and go to 73.

98 Combat Eris 23

With a deftness becoming a goddess, Eris swings her massive club at you. You dodge to the side and deliver a devastating blow to her head. She smiles with immense satisfaction, as the battle begins in earnest.

Roll normal Physical combat against Eris.

If you defeat Eris, go to 104.

If you are defeated by Eris, go to 101.

99 Defeat Phobos 73, 89, 96, 103

You forcibly slam into Phobos, sending the hulking god crashing into a twisted stone pillar. He looks dazed as you pummel his barrel chest. "How . . . how did you find me?" he asks, confused, as you send him crashing over a field of jagged boulders.

Phobos strikes you back and beats a cowardly retreat deeper into the cave. You chase after him and knock him back into the front of the cave, where he dashes out the cave door and into the night air. "Sister Discord!" he cries, running. "Sister! Save me!"

Again you catch him and knock him to the ground. He looks up into the skies, imploringly, as if seeking his salvation. The heavens do not reply.

Other Amazons are running up along the cliffs, drawn by the sounds of battle. Mixed among them you see the ambassadors, who watch as you beat the struggling Phobos.

"Why did you do this?" you ask, vehemently. "Revenge against me for killing your brother Deimos?"

Phobos mumbles, dazed, his arms swinging feebly. There is a clattering of hooves as your mother, Queen Hippolyte, and Phillipus ride up behind you.

"Phobos!" Hippolyte says. "Then he was behind this terror?"

"Impossible," Philippus states. "I can't believe he's clever enough to plan a scheme of this magnitude. It rings untrue of his character."

"Quite true," Hippolyte continues. "His brother, Deimos, was always the planner. Somehow I feel this scheme is indicative of a being far more cunning and inventive."

"Perhaps, mother," you reply. "But Deimos is dead."

Phobos' battered head tilts back, his cavernous mouth gaping. "Eris ... " he intones.

As if in reply, the skies suddenly crack and a great bolt of lightning sears the heavens. Violent winds whip around you, the air fairly aglow with energy. Crackling noises spill over from horizon to horizon and, for a moment, the huge face of a mocking goddess fills the sky.

Then another flash of lightning cuts through the cold air and she appears: a huge goddess never before seen, possessed of a face both malicious and mirthful. She is dressed as a gladiator, entirely in black, her armor bearing a frightening similarity to Ares' own. Emblazoned on her shield is the amulet symbol which has recently appeared on Themyscira.

"Eris . . . ?" you say.

"Quite right, little sister!" the goddess intones, her voice cold and smooth. "Eris, daughter of Ares, goddess of Discord, Confusion, and Strife! And what delightful Discord this is!" she adds, surveying Phobos' limp body.



"You let me beat Phobos!" you say accusingly. "You could have intervened and saved him!"

"Of course!" Eris says with a devilish smile. "I would never interrupt so splendid a conflict. I thrive on all Discord, not merely that in which I am directly involved!"

Eris leans her head back and laughs a chilling howl; the hills surrounding Themyscira shake with dreadful echoes.

Go to 23.

100 Fight Alone

88

Leaving Cisseus behind, you soar into the night sky, sailing with the wind toward the bleak caves which lead to Doom's Doorway. You scan the caves, wary of anything unusual.

Then you see huge footprints in the muddy ground. You swoop lower to investigate and note the footprints lead up to a large rock wall. Closer inspection reveals a hairline crack running through the rock wall, forming what appears to be a hidden door.

At the spot where a keyhole should be, you see an indentation shaped like the mysterious symbol you found in Jamal's luggage... and on your angered Amazon sister.

The indentation seems to be exactly the same size as the amulet... indeed, it looks as if the amulet would fit exactly into the hole.

If you are carrying one of the amulets, go to 93.

If you are not carrying one of the amulets, go to 86.

101 Lose to Eris

98

Eris charges into you, knocking you backwards with the sheer force of her attack. You leap aside, delivering another blow to Eris, who seems a much better fighter than her brother Deimos; for a moment, you doubt the outcome of the fight.

The image of your Amazon sisters then fills your mind and you remember how they rely on your abilities. The ambassadors are counting on you as well, even if they might not appear as grateful.

With renewed vigor, you deliver a crushing kick which sends Eris backwards into the cliff wall. The entirety of Paradise Island shakes with the impact and you are grateful this conflict occurs far from the city itself; the force of such combat would certainly level your beloved homeland.

Eris leaps back and wrestles you to the ground, the impact stealing your breath. The goddess continues with several merciless blows from her club. You helplessly swim the stream of consciousness as the Amazons charge to your defense.

The last you hear is Eris' mocking laugh, a cacophony you will never forget, and her voice taunting, *"Farewell, daughter of Discord. I enjoyed our game. But then, I always win when mortals are foolish enough to play by my rules. I look forward to our next battle of wits; perhaps by then you will be a more worthy opponent."*

The conscious world then slips slowly, mercifully away, a sea of depriving, totally blackened silence absorbing you completely.

You awaken on the Island of Healing, your wounds salved. The Amazons thank you profusely for saving them. The ambassadors, however, are less appreciative, viewing your battle as a defeat, one which placed their very lives in jeopardy; they ask to return home immediately.

Kwa Khin does not remember being under Eris' control and seems none the worse for wear. All of the ambassadors are thoughtful on the return trip from Themyscira, reflecting on their experiences and how to relate them to the outside world.

Paradise Island returns to normal, Phobos and Echidna having vanished along with Eris and her amulets. Hellene continues to argue against contact with Man's World; Philippus continues to argue with Hellene.

In Man's World, the ambassadors to Themyscira present tangled, confused versions of their collective experiences, Discord seeming to follow the incident everywhere.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

102 Refuse to Fight

23

Eris swings her massive club at you as you stare at her, grim with determination. Incredibly, her swing misses. The goddess bellows and screams in disgust.

You step away from her and fly over to the ambassadors, who cower at your approach. Eris thunders across the ground toward you.

"Now you see what we face," you tell the ambassadors, pointing to Eris. *"That is the form our adversary takes. She is Discord personified. Could you take all the fear and mistrust and hate between our two peoples and give it life, she would be its image!"*

The ambassadors consider your words, all the time looking at Eris, with her manic face and contorted stance.

"How dare you ignore me, whelp!" Eris wails. *"Come here and fight me!"*

"That is the voice of our controversy," you continue. *"I ask you, my friends, to join with me, that Eris gains no more power from our strife."*

The ambassadors look away from you, confused and frightened.

"You are making a fool of yourself, little Amazon," Eris says, gloating. *"This ridiculous excursion has been a disaster for these petty men. They will never again listen to you! The only way you can possibly renew their trust is to defeat me. I have ruined your plans for peace . . . display your strength and regain these mortals' confidence."*

"I think you grew stronger when I fought Phobos," you reply. *"I think it strengthened you when I contended against my sisters. I shall help you no more, Eris. Sow your confusion elsewhere. You will not reap the fruits of Discord on Themyscira."*

"Curse you, Amazon!" she shrieks. *"How dare you speak so to a goddess? I have driven men to war over far less an insult! I could kill you for this affront!"*

"Yes," you say. *"But perhaps I would defeat you as I did your brother, Deimos."* A gleam then enters Eris' eyes; she looks hopeful, eager for you to try, until you continue. *"But I am done fighting for now."*

Eris wails in disgust and helplessness.

"You are powerful, Eris," you say, *"I grant you that. Your influence is exceptionally compelling. Resisting further conflict with you is exceedingly difficult. But just as your father, Ares, the God of War, has no power over men who follow the ways of peace, I think you have no hold over those who choose harmony."*

Eris snarls with rage, Amazons and ambassadors alike staring in horror and fascination. Finally, Eris looks up at you, her rage spent, now looking very noble and dignified.

"I will leave now, Amazon," the goddess says. *"I leave you to choose your*

own fate. Keep to your path of peace with all the strength you have, for the moment you elect the path of Discord, I will return with a vengeance."

Eris' image begins to fade, amidst a crack of lightning. Her image spreads across the sky from horizon to horizon and then she is gone, leaving behind a quiet stillness to blanket Paradise Island.

The Amazons and the ambassadors rush up to you, gushing with joy and relief.

"You have taught me quite a lesson," Maurice Diawara says. *"I have never witnessed such bravery!"*

"I am most surprised . . . Princess," Jamal says, shaking his head with wonder. *"Most surprised."*

Paradise Island returns to normal, Phobos and Echidna having vanished along with Eris and her amulets. Kwa Khin does not remember being under Eris' control and seems none the worse for wear.

The following days are bright and full of great promise. The Amazons and ambassadors hold many conferences and informal talks about their respective ways and ideals. While the groups do not always agree, the consensus accepts the widely-differing views.

At the conference's conclusion, the ambassadors seem truly sorry to leave behind their new friends; the Amazons, similarly, regret the ambassadors' departure. Yet, in their wake rests a spirit of new hope, the prospect of peace among all nations and equality between Men and Women.

Upon their return to the outside world, the ambassadors relate exciting, tantalizing tales of Paradise Island and its wonderful, remarkable inhabitants. Fujara and the Emirate of Kabul relax their tensions and begin the process of peace talks; representatives publicly congratulate you for your assistance.

Suddenly your mission in Man's World seems much easier.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

103 Resist Phobos

95

Waves of fear wash over you like a turbulent sea, dragging you deeper and deeper into oblivion. With the last vestiges of resistance, you choke back the burning sensation of fear and fly toward Phobos.



You realize that the Amazons, although formidable, are not strong enough to overcome the horrible waves of terror which emanate from the God of Fear.

"For the Glory of Gaea!" you cry, hurtling at breakneck speed toward Phobos.

Roll normal Physical combat against Phobos.

If you defeat Phobos, go to 99.

If you are defeated by Phobos, go to 105.

104

Defeat Eris

98

Eris charges into you, knocking you backwards with the sheer force of her attack. You leap aside, delivering another blow to Eris, who seems a much better fighter than her brother Deimos; for a moment, you doubt the outcome of the fight.

The image of your Amazon sisters then fills your mind and you remember how they rely on your abilities. The ambassadors are counting on you as well, even if they might not appear as grateful.

With renewed vigor, you deliver a crushing kick which sends Eris backwards into the cliff wall. The entirety of Paradise Island shakes with the impact and you are grateful this conflict occurs far from the city itself; the force of such combat would certainly level your beloved homeland.

Eris leaps back and wrestles you to the ground, the impact stealing your breath. With the agility of Hermes, you quickly reverse your position and pummel Eris mercilessly. Soon, the goddess stops fighting, defeated.

"Eris," you command. "I could destroy you if I wished. These are my demands: release Kwa Khin from your spell, remove Phobos, Echidna, and all other traces of your influence from Themyscira!"

Eris feebly waves her hand and Phobos disappears. Kwa Khin's eyes turn from glassy to comprehending.

"Now, goddess," you command, "swear you will never again corrupt Themyscira!"

A smile plays across Eris' lips. "Princess, you ask too much," she says coolly. Then a flash of lightning blasts down from the skies as the goddess disappears from underneath you, the heavens filled with mocking laughter.

"Well played," comes a taunting voice from amidst the clouds. "You are truly a daughter of Discord."

"What?" you ask, confused, as Eris' image forms to fill the sky from horizon to horizon. "I have defeated you, Amazon! I admit it was a delightful fight. You won the battle but, alas, the war is mine."

The last you hear is Eris' mocking laugh, a cacophony you will never forget, and her voice taunting, "Farewell, daughter of Discord. I enjoyed our game. But then, I always win when mortals are foolish enough to play by my rules. I look forward to our next battle of wits; perhaps by then you will be a more worthy opponent."

Eris' image begins to fade, amidst a crack of lightning. Her image spreads across the entire sky and then she is gone, leaving behind a quiet stillness to blanket Paradise Island.

The next day, the ambassadors ask to return home, their experiences having proved too extreme for their likes. Kwa Khin does not remember being under Eris' control and seems none the worse for wear. The ambassadors are thoughtful on the return trip from Themyscira, reflecting on their experiences and how to relate them to the outside world.

Paradise Island returns to normal, Phobos and Echidna having vanished along with Eris and her amulets. Hellene continues to argue against contact with Man's World; Philippus continues to argue with Hellene.

In Man's World, the ambassadors to Themyscira present tangled, confused versions of their collective experiences, Discord seeming to follow the incident everywhere.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

105 Lose to Phobos

73,89,96,103

You slam into Phobos, sending the hulking god crashing into a twisted stone pillar. He looks dazed, as you pummel his barrel chest.

"Bold actions from so small a creature," Phobos says, his deep, gravelly voice echoing throughout the cave. *"And one already wounded, at that!"* Phobos kicks you with his huge boot, hurling you out of control, across the cave, to crash into a field of jagged boulders.

Phobos leaps forward, pressing the advantage. He strikes you with his flaming fists. Slowly, your perceptions of the cave go hazy, fade to a gray swirl, and then descend into blackness.

Later, you slowly regain consciousness, struggling through the gray haze. You are outside, on the beach before the cliffs of Themyscira. Amazons are assembled along the cliffs, watching in terror. The ambassadors huddle along side, staring in mute incomprehension.

Phobos towers above you. *"Eris! Sister of Discord! I have won! I offer you the Amazon Princess as a prize!"*

As if in reply, the skies suddenly crack and a great bolt of lightning sears the heavens. Violent winds whip around you, the air fairly aglow with energy. Crackling noises spill over from horizon to horizon and, for a moment, the huge face of a mocking goddess fills the sky.

Then another flash of lightning cuts through the cold air and she appears: a huge goddess never before seen, possessed of a face both malicious and mirthful. She is dressed like a gladiator, entirely in black, her armor bearing a frightening similarity to Ares' own. Emblazoned on her shield is the amulet symbol which has recently appeared on Themyscira.

"Eris . . .?" you say weakly, your breath catching sharply in your chest.

"Quite right, little sister!" the goddess says, her voice cold and smooth. *"Eris, daughter of Ares, goddess of Discord, Confusion, and Strife. And what a delightful game this has been!"*

You struggle to bring yourself fully conscious, taking advantage of the time Eris spends boasting.

"As a result of your failed, pitiful conference, the Amazons will never again permit contact with Man's World," Eris continues. *"The mortal ambassadors, similarly, will have some lovely horror stories to tell about the vaunted women of Themyscira!"*

Go to 23.

106 Break Wall

86,93

Bracing yourself against the impact, you hurl yourself forcefully against the wall.

Roll for a normal Physical attack (DEX/STR) versus OV/RVs of 0/16.

If you destroy the wall in one (1) round, go to 89; otherwise, roll additional attacks.

If the wall is not destroyed by the third round, go to 96.

107 Fear Phobos

95

Waves of fear wash over you like a turbulent sea, dragging you deeper and deeper into oblivion. You fight like a drowning child, the impulse of fear being so great.

Uncontrollably, you join your Amazon sisters cowering from Phobos, who emits a rich, hearty, perverse laugh.

"Sister!" he roars apostrophically. *"I have won!"*

As if in reply, the skies suddenly crack and a great bolt of lightning sears the heavens. Violent winds whip around you, the air fairly aglow with energy. Crackling noises spill over from horizon to horizon and, for a moment, the huge face of a mocking goddess fills the sky.

Then another flash of lightning cuts through the cold air and she appears: a huge goddess never before seen, possessed of a face both malicious and mirthful. She is dressed as a gladiator, entirely in black, her armor bearing a

frightening similarity to Ares' own. Emblazoned on her shield is the amulet symbol which has recently appeared on Themyscira.

"Eris...?" you say weakly, fighting to shed your fear.

"Quite right, little sister!" the goddess says, her voice cold and smooth. *"Eris, daughter of Ares, goddess of Discord, Confusion, and Strife. And what a delightful game this has been!"*

Go to 23.

108 Flee

23

Eris charges into you, knocking you backwards with the sheer force of her attack. You leap aside, flying backwards. This goddess seems a much better fighter than her brother Deimos; you doubt the outcome of the fight.

Distraught, you fly back toward Paradise Island, retreating from Eris and the battle. You hear Eris' mocking laugh, a cacophony you will never forget, and her voice taunting, *"Farewell, daughter of Discord. I enjoyed our game. But then, I always win when mortals are foolish enough to play by my rules. I look forward to our next battle of wits; perhaps by then you will be a more worthy opponent."*

A blinding flash of lightning streaks across the heavens and Eris is gone.

The Amazons thank you profusely for saving them; the ambassadors, however, are less appreciative, viewing your battle as a defeat, one which placed their very lives in jeopardy; they ask to return home immediately.

Kwa Khin does not remember being under Eris' control and seems none the worse for wear. The rest of the ambassadors, understandably upset by the visit, do not have charitable things to say about Themyscira.

Paradise Island returns to normal, Phobos and Echidna having vanished along with Eris and her amulets. Hellene continues to argue against contact with Man's World; more and more frequently, other Amazons begin to share her opinion.

In Man's World, the ambassadors to Themyscira present tangled, confused versions of their collective experiences, Discord seeming to follow the incident everywhere.

+ THE ADVENTURE HAS ENDED +

Go to Endgame.

ENDGAME

Standard Award Guidelines

To calculate the Standard Award for this Wonder Woman solitaire adventure, *Strangers in Paradise*, first determine which of the following **Critical Points** actually occurred during play, adding or subtracting the respective number of Hero Points for each event.

Critical Points

Save Attache at Boston Arena	+5
Capture Gunman	+5
Invite Kabulian/Fujaran Ambassadors to Themyscira	+10
Reach Paradise Island	+5
Prevent Perimele's Outburst	+5
Obtain Perimele/Risilis Amulet	+10
(or take amulet from Jamal's Luggage)	+5
Argue Ruling Ambassadors Return to Man's World	+5
Apologize to Jamal without Questioning	-10
Accuse Jamal.	-15
Lasso Jamal:	-25
Defeat Echidna	+10
Defeat Phobos	+15
Defeat Eris in Combat	+20
Defeat Eris without Fighting	+30

Once the number of Hero Points to be awarded for the **Critical Points** category has been calculated, add the Hero Points for the following remaining Standard Award categories to determine the **TOTAL STANDARD AWARD** for the adventure.

Level of Opposition:

Superior	25
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Area of Consequence:

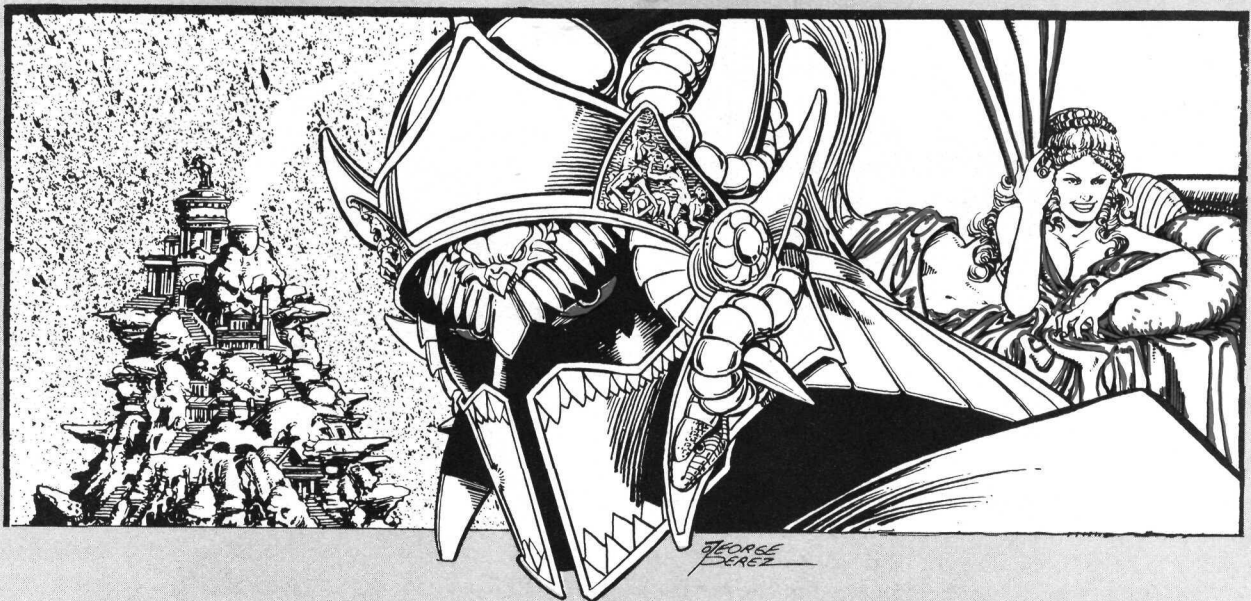
Worldwide	15
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Severity:

Permanent Nonfatal	10
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Example: should Wonder Woman have saved the attache at the Boston arena, invited the Kabulian and Fujaran ambassadors to Themyscira, accused Jamal, defeated Echidna and Phobos, and defeated Eris in combat, the Award for the "Critical Points" category would be 45 Hero Points (5 + 10 - 15 + 10 + 15 + 20 = 45).

Next, add the Hero Points from the "Level of Opposition," "Area of Consequence," and "Severity" categories (50) to the number from the "Critical Points" category (which will vary; the example is 45) to arrive at a **TOTAL STANDARD AWARD** of 95 (45 + 50 = 95).



HOW TO USE THIS BOOK

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Game Results. In any of these sections, *italicized text* is read to the Players.

GM's Introduction

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

Characters

This section contains information concerning both Player and Non-Player Characters involved in the adventure. Occasionally, only modifications to previously published Character information and Hero Points may be listed; see the full description in the Gamemaster's Manual for the rest of that Character's statistics.

Encounters

The DC Heroes Role-Playing system is based on encounters. That is, Player Characters go from situation to situation instead of location to location. Each encounter is broken up into at least three sections: Setup, Player Information, and GM Information. When necessary, there are also Troubleshooting sections, Rules sections, and/or Sidebars to help the GM run the adventure.

Encounters indicate which descriptions and maps are pertinent to each situation. Brief descriptions, including game statistics and incidental character locations, are often included with maps.

Game Results

Usually called Endgame or Aftermath, this section explains the outcome of the adventure and the awards given to Player Characters. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios, if desired.

A Note on the Module Difficulty Rating System

Each module published by Mayfair includes an estimate of the Hero Points required to create Characters powerful enough to complete the adventure. This estimate is given on the front cover in the form: **For 5-7 Characters Generated Using 1000-2000 Hero Points.**

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets

Typical Groups or Characters

250-500.	Beginning Level Characters
501-1000.	The New Teen Titans without Raven and Kid Flash
1001-2000.	The New Teen Titans with Raven and Kid Flash
2001-4000.	Justice League without Superman
4001-8000.	Justice League with Superman
8001-16000.	Wonder Woman
16001+.	Superman

ABBREVIATIONS

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