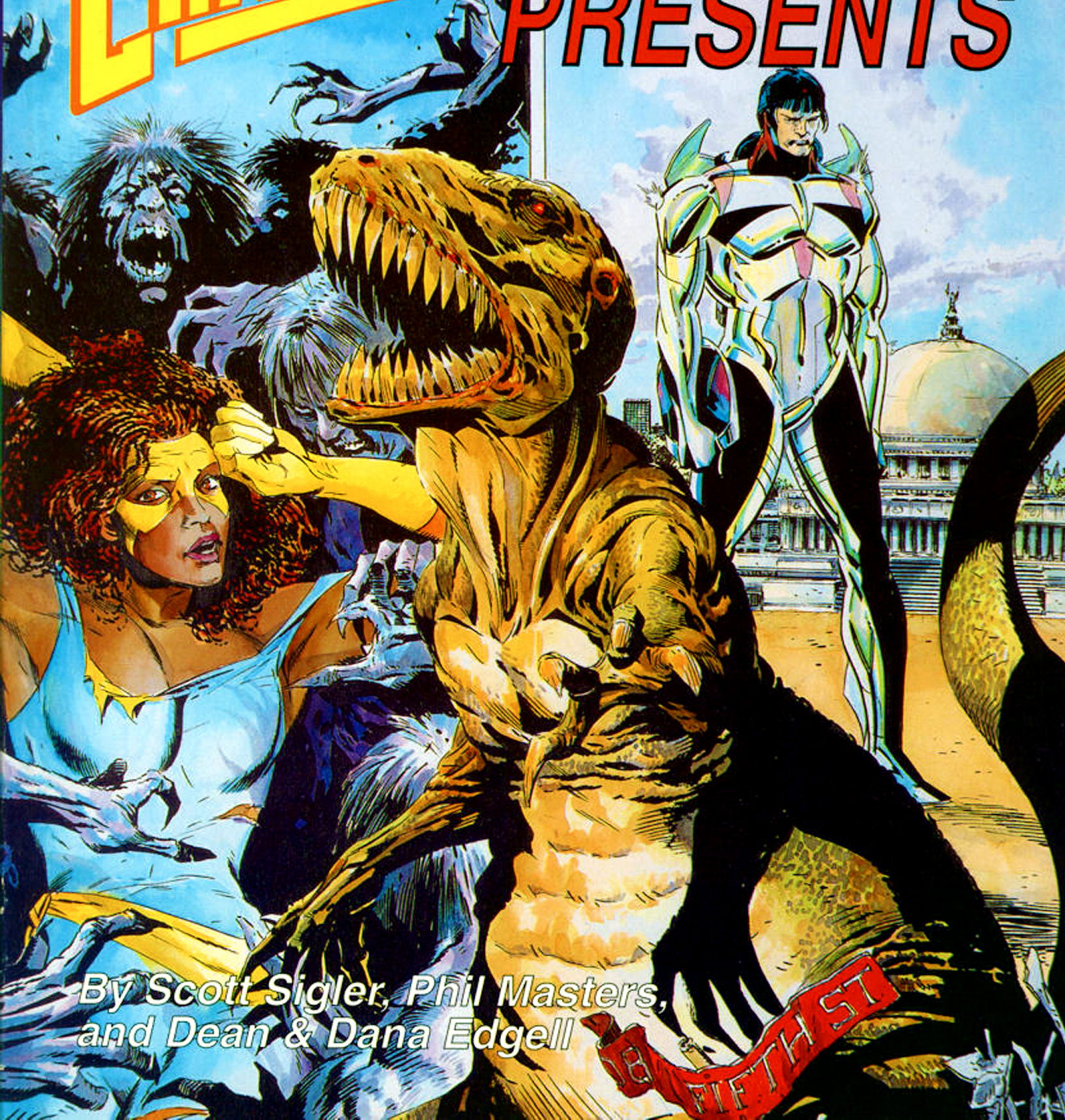


CHAMPIONS PRESENTS™



By Scott Sigler, Phil Masters,
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18 FIFTH ST

CHAMPIONS PRESENTS #1TM



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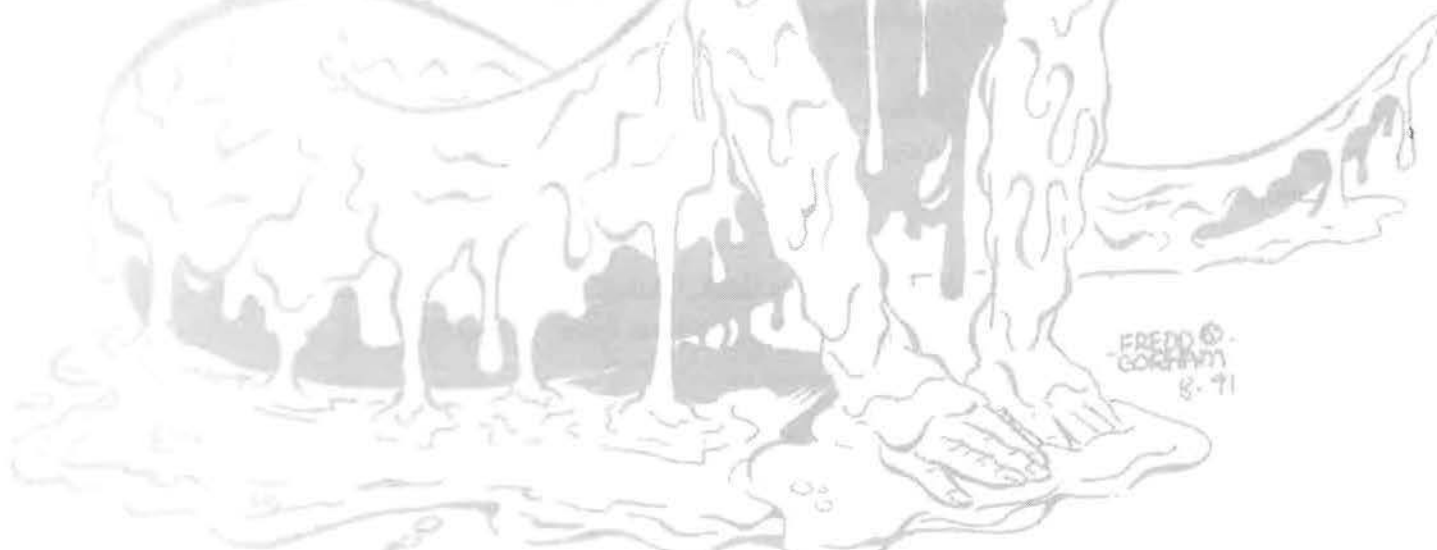
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Spectrum	5
Introduction	6
Plot Overview	6
How to Use This Adventure	7
How to Use This Adventure in a Super-Agent Campaign	7
Background	8
Involving the Heroes	9
Part One: The Speech	10
The Plan	10
Aftermath	11
Part Two: Rescue the Congressman	13
Part Three The Legislation	16
The Final Assault	18
Characters	24
FBI Rap Sheet	27
Prism	28
Rage	29
Hotshot	30
Blue Streak	32
Slime	34
Heatseeker	36
Nimbus	36
Lightshow	38
Purple Haze	39
Blackbird	40
Marine MPs	42



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No News of A Thaw	43
Introduction	44
Author's Note	44
Overview	44
Use With Superheroes	45
Use With Other Genres	45
The Role of NPCs	45
The Adventure	47
Foreshadowings	47
Morning in the City: Frostbite!	47
Quiet Times	49
Search for the Source	49
Travel in the Spirit-World	51
The Road to the Sky	52
The Way Beneath the Sea	53
Afterwards	56
Characters	57
Ice Shadow	57
Ice Shadow's Torngak (The Angakok)	58
Alan Denby	60
Frostbite (Avatar of Keelut)	61
Frost Zombies	62
The Path-Spirit	63
The Guard Dog	63
Sedna	64
Aulanerk	66
Bear Innua	66
Appendix: Inuit Mythology and Other Sources	67

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Menace Out of Time	68
Introduction	69
Plot Summary	69
How to Use This Adventure	69
Background	70
The Adventure	71
Out of Time's Abyss	71
Blast in the Past	77
Marooned in Time	81
Gods of the Ice Age	88
Characters	93
Dr. Timothy Temple	93
Cybercop	94
Thor, God of Thunder	96
Thor's Goats	97
The Crimestopper	98
"Alien" Stormtroopers	99
Baron Von Schull	100
Hierophant	101
Tsurlgra	102
Tsurlgra's Ghost Minions	103
Spitzaur	103
Croaker	104
Corruptor	104
Kalish	105
Goomax	105
Gigantix	106
The Masque	107
The Evaluators	108
Tempus' Destructiods	110
Tempus, Master of Time	112
Master Wu	113
Animals and Extras	114
Appendix A — Extradimensional Travel	116
The Nature of Reality in 6-D	116
Time Travel	117
Travelling Along Other Dimensions	119
Appendix B — Time Lines	120

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INTRODUCTION

Champions Presents is the first **Champions** adventure anthology. In it you will find three separate, complete adventures that can be placed within your campaign, or played together as a mini-campaign. These three adventures are very different from each other in approach, in flavor and in tone. No matter what sort of **Champions** campaign you play, at least one of these adventures will work for you. More than likely, however, you can use all of them, because most **Champions** campaigns, like the comics they are meant to portray, change in tone and type of plot from adventure to adventure.

The first adventure, *Spectrum*, is about a group of supervillains by that name who kidnap a Congressman. Its story and tone is much like the comics of today, at times having a gritty, hard-edge, and at other times not. This can easily fit in either a standard, "four-color" superhero campaign, or a harder-edged, "graphic novel" sort of game.

No News of a Thaw is the second adventure. It deals with Eskimo mythology and the immortal beings which dwell on a chilling spirit plane apart from our world. It is a mysterious, almost horrific adventure with a definitive mood. It will fit well into almost any campaign as a change of pace.

The last, and longest, adventure is *Menace Out of Time*. It is about a master of time and his attempts to use his powers of time manipulation against the player characters. It is a very traditional, "four-color" romp through time, filled with dinosaurs, cyborgs from the future and much more. It will fit into any traditional comic book campaign.

USING THESE ADVENTURES TOGETHER

Note: *Players should NOT read the following section if they wish to play in these adventures.*

One of the best things about comic books is the way that varied, divergent characters can join together to have varied, divergent adventures. It is not uncommon to see a mutant, a god, and a man in high-tech powered armor battle a sorcerer from the far future one minute, and a starship from an alien planet the next. Throw in a few local superpowered crooks and some ninja terrorists and you have about a year's worth of normal comic book issues' plots.

Another great thing about these comic book plots is that they all intertwine. The sorcerer's schemes often begin to become evident while the heroes are still trying to deal with all those darn ninjas. Sometimes, one plot will interrupt another, and the first story won't be resolved until many issues later (much to the aggravation of many comic fans). **Champions** plots can, and probably should (if the GM is trying to imitate the comics) be like this too — at least some of the time.

Champions Presents offers the GM a unique opportunity to attempt to do this "plot intertwining" in his campaign. Herein you will find three completely unrelated, divergent stories, all of which can be fit into most campaigns. If the GM chooses to use all of them, he can start with one (it really doesn't matter which), and then begin to foreshadow one or both of the others. About midway through the first adventure, he can introduce the beginning of the second (or even the third) adventure. Continuing along this path, the GM will have created a very complex plot — much like the comics. The players won't see it as one adventure or another, but as a continuing, flowing series of events that may seem more realistic to them.

Though there are *many* ways to entwine these adventures, presented here is one possible way that a GM can accomplish this:

Start with the first encounter in *Menace Out of Time* (up to, but not including the trip to Dr. Temple's lab). Ice Shadow shows up during the battle with the displaced time beings to help protect the people in the crowd. Because of their excellent work in protecting innocents (assuming this is true), they meet Senator Mansfield from the adventure *Spectrum* who is present at the ceremony and congratulates the heroes on a job well done.

Next, use the Frostbite encounter from *No News of a Thaw*, followed shortly thereafter by another attack from another time. This should prompt the characters along to Dr. Temple's lab. If they go there, they will be hurled back in time, and will play out the rest of that adventure. While in the past, however, Masque can cryptically tell the players that they have to return to their own time, as he knows that they will be the only hope that the entire dimension has of surviving against the threat that they will soon (in their own time) encounter.

When the PCs return, and have rested up, play the first encounter in *Spectrum*. Again, Ice Shadow shows up to help the heroes protect innocents. When this is done, play out the remaining trip to the spirit plane from *No News*. Once they have returned (hopefully triumphant!), finish the trilogy of adventures by playing out the rest of *Spectrum*.

Another option would be to have the opening sequence of *Menace* be the presentation of awards to the heroes for their good job in stopping *Spectrum*. Or perhaps the first encounters from *Spectrum* and *Menace* could be combined into one encounter. The various options for putting these adventures, and any other adventures together is endless.

SPECTRUM

scott sigler

INTRODUCTION

Spectrum is a multi-part adventure best suited for characters of 250-350 active points with 50-65 active point offensive powers and 20-30 points in defenses. This adventure requires the characters to deal with difficult situations, use good investigative work and to function as a team.

This adventure can be used with any type of "superhero" campaign, as heroes are the target of the villain. Even if the heroes are wanted by the authorities and considered criminals by the public, the involvement of a very pro-superhero Senator should be enough to draw them in.

The GM should feel free to decide how he wants to run this adventure. It can be run as a one play session, but much of the sub-plotting and villain's characterization would be lost. It is recommended that this adventure be spread out over several sessions of play.

If the GM has a lot of time to work the adventure into his campaign, he could even use the information provided in the background as an active event in which the characters replace the Champions used in the description. The adventure will run more smoothly if the PCs meet or at least hear of the Senator long before the adventure starts, and if they encounter Spectrum (or at least Prism) in an earlier adventure. This will make the events that happen mean much more to the players.

If you are planning on playing in this adventure, stop reading here.

PLOT OVERVIEW

The main villain in this adventure, Prism, has a deep hatred for all superheroes. It is his intention to aid the passing of a bill which will make superhero groups a thing of the past and paranormal crime-fighting, without the sanction of official sources, highly against the law. If the bill is passed, such actions as vigilantism will no longer be tolerated, and the offenders will be brought to justice.

Prism intends to kidnap Congressman Clayton H. Mansfield. Mansfield is the premier superhero supporter in government today, and his opposition of the bill would make its passage highly unlikely, while his support of the bill might allow it to sneak through. Using his holography and impersonation skills, Prism plans to masquerade as the Congressman, and throw his support in favor of the bill.

The beginning of the adventure takes place before the heroes are involved, as Prism makes Mansfield a prisoner in his own home. After Prism takes Mansfield's place in the day-to-day activities of the popular Congressman, he will draw the player-characters into the plot.

The first encounter takes place during a speech. Prism, posing as the Congressman, will convince the heroes he needs their protection or their appearance for political support. During the speech, Spectrum, Prism's group, will attack and attempt to make off with the "Congressman," leaving the heroes bruised and confused in the wake of a highly coordinated lightning strike.

The second encounter will take place shortly after the first, as Prism is hoping to strike before the characters can recover from the initial onslaught. He provides a clear trail to Spectrum's hiding place, knowing the characters will rush to rescue the Congressman. In this battle, the characters will probably win handily, but Spectrum will escape via a well-prepared rout. This may arouse the character's suspicions, but they have already fallen into the trap. The whole set-up was a sham to give the public an excuse for 'Mansfield's' sudden change in opinion. The whole event will be caught on TV, allowing Prism to announce Mansfield's support for the bill.

Part three will see the characters trying desperately to figure out what is going on before the Bill comes to a vote in a joint session of Congress. In a mad scramble across the city, the characters will track down individual members of Spectrum and hopefully discover the plot.

By this time Congress is wrapping up discussion and quickly coming to a vote. The heroes will have no choice but to attack Prism and his remaining villains on the floor of Congress itself! Failure means not only the death of the real Congressman, but the outlawing of superheroes all across the country and the dawn of a new dark age for paranormals.

An Act

To encourage the enforcement of illegal vigilante action and to cut funding to State and Federally sponsored law-enforcement supergroups.

Section 1. Short Title

This Act may be cited as the "Paranormal Restriction Act of 1991."

Section 2. Vigilante Paranormals

Vigilante activity by means of the use of paranormal powers will no longer be tolerated. It is now a crime in violation of Act 134, section 14 of the U.S. Criminal Code and punishable by up to ten years imprisonment.

All Vigilante activity shall be punished with the corresponding assault and battery charges stated by the law.

Section 3. Governmental Employment of Paranormals

The federal government will only allow two paranormal agents to be assigned to each agency that desires them. Sub-agencies are not allowed to have any paranormals, unless they are assigned out of the allotted two from the parent agency.

Military is not restricted by these limitations and can employ as many paranormals as they wish, with the restriction they can not be used for law enforcement except in times of marshal law.

Section 4. Creation of New Agencies

New agencies may not be created for the purpose of employing more paranormals. Any agency in violation of this section will be punishable by section 12 of the Governmental Fraud Act of 1972.

HOW TO USE THIS ADVENTURE

The GM should try to imagine how the characters will react to the course of events: first with disbelief, then with betrayal. The clues will start piling up, and the characters should eventually realize what is going on.

The villains have been provided with distinct personalities to help the GM bring them to life in the minds of the players. The better versed you are with the villains, the quicker and easier you will be able to run them, giving you more time for their role-playing. Become thoroughly familiar with the powers of the villains, for they are varied and numerous.

Feel free to adjust this adventure to the campaign. The villains in Spectrum were created to be powerful enough to trounce the heroes on a one-to-one basis, but they do not work well as a group. If the heroes work passably well together, they should be able to overcome the villains. If Spectrum is too weak for your campaign, make the villains more powerful or have Prism recruit more colors (characters) to the team based upon black, white, etc.

Adding characters will give the GM extra power he needs, but there are already eight villains you have to deal with. This many characters may interfere with the smooth running of combat and tie you up in bookkeeping when you could be bringing the villains to life.

Representative Mansfield can be tailored to fit any type of campaign. If the heroes are funded by the government, it is likely that he was responsible for cutting through the red tape and getting the support for such funding (behind the scenes, of course. Who knows how voters would react?). If they are popular vigilantes, he will publicly help them in any way he can and support their activities in general. Even if the characters are part of an unpopular, underground group, he will covertly meet with them and give them whatever help and information he can. Mansfield is so adamant about helping superheroes, because he was one himself once (see Blackbird's character write-up).

Mansfield knows that it is only his position that allows him to help heroes, and the longer he stays in office the more good he can do. He will not jeopardize his position to get the characters restricted equipment or trivial information. Normally, he will do nothing against the law. He will, however, do anything necessary if lives are at stake.

Spectrum is a very nasty group of villains. They are extremely tough and powerful, but the fact that they just do not get along should give the players an edge. Many of Spectrum's members are more than capable killers. Do not hesitate to let the characters know that their lives are in danger every time they fight the villains.

HOW TO USE THIS ADVENTURE IN A SUPER-AGENT CAMPAIGN

This adventure can be adapted to a *Super-Agents* (100-150 pts., low-powered supers or high-powered agents) campaign with little difficulty. Scale down the powers and defenses of the villains so that they are on an equal basis with the PCs. Keep the feel of their powers so that they still represent their color. Make Prism a non-super; just give him disguise on 21-, mimicry, and all of the sciences he has now.

The plot is that Prism is trying to cut the funding to the character's agency, which has been keeping him in check for the past few years. With the agency out of the way, Prism will have a relatively free reign. If funding is cut, the characters will not only be out of a job, but there will be no one to stop Spectrum.

BACKGROUND

Superheroes have become one of the most interesting aspects of modern-day society. Heroes currently enjoy a great deal of popularity in the world, their amazing powers and diverse personalities a beacon for drawing attention. And yet, it is commonly known that superheroes are far from popular with everyone.

Many areas of our culture have taken a stand against paranormals; civil liberties, anti-mutant factions, ultra-conservative politicians, some religious sects, and, of course, the insurance associations, to name but a few. These groups have been ignored by some, feared by others, but they have made their voices heard.

Mounting pressures from these groups and their active anti-paranormal lobby finally resulted in the unpopular "Paranormal Restriction Act" which is currently worming its way through Congress. The controversial bill was sponsored by Representative James Mattheson (D., CA), whose son was killed in a battle between Ogre and the Protectors several years ago.

The Bill is typically thought of as a joke by the general populace, and few law enforcement organizations will support it. These factors would seem to spell certain death for any measure, but there is one more important reason that the Bill seems doomed to failure. That reason is Congressman Clayton H. Mansfield.

Representative Mansfield is the chairman of the Congressional Subcommittee on Paranormal Activities. He is a staunch supporter of most paranormal activities and vigilante groups that work for the public's interest. Mansfield is a dynamic personality, considered a man of impeccable integrity, and maintains an immense amount of popularity in the public eye and with his peers, both Democrats and Republicans.

The Bill is one of those gems that piques the public interest, and it has become a media banquet. All of those involved with the Bill have been splashed across the nation's televisions and newspapers for the past few weeks. Although it has little public support in the media polls, the populace thirsts for news about the measure that could possibly throw its favorite defenders into jail.

There are, obviously, those who would like to see the Bill pass with flying colors. Unfortunately for Mansfield, one of those people is a master villain named Prism. He intends to see the Bill pass by removing its opposition, namely Mansfield.

Prism's attitudes towards heroes are the polar opposite to those of Mansfield's. He hates heroes with a passion, and blames them for everything that is wrong in his life (see Prism's origin). Prism has strived for years to find a way to make heroes pay for what they have done to him, and now he has his chance.

Prism is a master of light manipulation, and among his many powers is the ability to disguise himself as anyone he wants. His plan is not just to remove Mansfield from the picture, but to replace him personally and then throw support behind the Paranormal Restriction Act. With Mansfield supporting the Bill, rather than opposing it, it will have a chance of passing.

Prism knows that a sudden turnaround of attitude will look more than a little suspicious to the public, so he has arranged for circumstances that will make the change seem only natural. His gang of supervillains, known as Spectrum, are going to secretly kidnap Mansfield two days before an important speech in his home state. Prism, flawlessly disguised as Mansfield, will take his place. In this disguise, he will ask the characters to attend the speech because he fears for his safety. Spectrum will attack during the speech and 'kidnap' Prism, beating up on the characters as much as possible in the process.

The resulting rescue of Mansfield, again orchestrated by Prism, will be televised (thanks to an 'anonymous' tip to the television station). Playing the brave-in-the-face-of-danger-politician, Prism will make an 'impromptu' speech in front of the cameras. He will cite the dangers of paranormals, which he only now fully understands, as his reasoning for throwing his support behind the Paranormal Registration Act.

Prism has grown accustomed to his role as a master villain. He realizes just how much power he wields, both through his capacity for sheer destruction and his ability to stay one step ahead of the competition.

The Paranormal Restriction Act is a godsend to Prism, a device that will punish the heroes longer and more deeply than anything he created with his vengeful imagination. The heroes will be ostracized by the very society they are trying to protect, and the very act of paranormal crime-fighting will be against the law! This is a fate for the heroes that Prism finds full of delicious irony.

Prism has thrown all of his resources into achieving the goal of seeing the Bill passed. He has amassed a great deal of money during his criminal capers, most of which is funding the current endeavor. He also has Spectrum, his very dangerous villain group which has enough power to achieve all of Prism's goals.

Spectrum's current, temporary headquarters are *under the Senator's house!* The Senator is, in effect, being kept right under everyone's noses. A hastily built, but efficient tunnel system has been put in under the house. The tunnel system houses the members of Spectrum while their boss gallivants around the city in his masquerade. The entire group will travel there after the rescue scenario. Slime and Rage, besides Prism, are the only ones who knew of the temporary base before that time.

The fact that Prism can't keep an eye on his lackeys is posing a problem. They tend to bicker amongst themselves and some (Blue Streak, Rage, Lightshow) often leave the temporary HQ to go about their personal business. Although Prism has threatened them not to continue this practice, their respective needs and desires drive them out into the city of Washington, D.C.

Prism himself resides in the Senator's home to keep up appearances, but is seldom there. He spends most of his day campaigning furiously (after the kidnapping and rescue scenarios, that is) for the Paranormal Restriction Act. He will be making appearances all over Washington D.C., as well as a few in other major cities, most noticeably those in his home state. The beginning of the adventure has been meticulously planned by Prism, and there is little chance of the characters staying out of his manipulations. After the rescue, however, his many campaign appearances could give the characters chances to ferret out the plot and put a stop to Prism's plan.

INVOLVING THE HEROES

There are several ways to involve the characters in this web of trickery. Congressman Mansfield could represent the state the characters are based in, although this is not vital to the plot, as most of the action will take place in Washington D.C.

It is important to Prism's plan that the heroes try to stop Spectrum, although it will not matter if the characters succeed in doing so. No matter what the heroes do, Prism will turn up missing. This scenario works well, as the heroes should feel it was their fault the 'Congressman' was kidnapped.

- 1) **An invitation.** The disguised Prism will ask the characters to attend the speech. He tells the heroes that he feels he is in danger because of his pro-hero stance and thinks there may be an attempt on his life. There are, after all, many groups who would like to see the Bill pass, and many of them don't operate inside the law. One such group that he is quite afraid of is Genocide, the anti-mutant organization.
- 2) **Street Talk.** There will be word on the street that there is going to be an assassination attempt on the Congressman during his speech. These rumors have been carefully placed by Prism and are spreading like wildfire through the streets the day of the speech. Any Streetwise character should hear about it. Even the most callous characters would see the need to keep Mansfield alive, and should show up to stop the hit.
- 3) **Personal Relationships.** It is likely that the Congressman is friends with one or more of the characters. The rumors and the fact that Mansfield (Prism) himself will ask the heroes for protection should be more than enough incentive for the hero to contact his associates.

4) **Tracking down Spectrum members.** Prism allowed his lackeys to have a little fun in the city and told them to brag a little. They will be seen here and there before the speech scenario, but will be careful not to get caught. Two or three incidences (probably with Rage, possibly Blue Streak) of Spectrum members causing trouble will occur, but they will be careful not to get caught and there are probably no encounter options here (unless the GM wants to insure the villain can escape).

A character investigating the presence of Spectrum in town should stumble onto their kidnaping plot by talking to witnesses. The villain was spouting something about attacking the Congressman. To the hero, it should appear as though the members of Spectrum have been careless and talked too much.

5. **Miscellaneous.** If the characters aren't familiar with Mansfield, they will discover that he is well liked by any NPC hero they talk to. He has always supported crime fighting and has earned much respect from the superhero community. More than anything else, Mansfield seems to know what the life of a hero is like. He understands the dangers, the stress, and the joys that are involved for what is often a thankless job.

The heroes defend the public and the American way, but Mansfield protects the heroes from forces against which their powers are useless: political forces. The heroes should rally together and rush to protect him from danger, for he is a true believer and supporter of their cause. Unfortunately for the characters, that is exactly what Prism wants and expects.

PART ONE: THE SPEECH

A rare, quiet night at home. Clayton Mansfield had finished up his speech revisions and said goodnight to his staff. After seeing them out, he sighed with relief and headed for the bedroom where his wife was already fast asleep.

The floor erupted under him and he tumbled to the ground. Dazed, he tried to scramble to his feet. Huge hands grabbed him with a grip that threatened to break every bone in his body with ease. Clayton was lifted effortlessly off the floor and found himself looking into the twisted face of the terrifying Rage.

"At the risk of sounding quite cliché," a voice with a slight oriental accent called out from behind him, "Resistance really is useless." Rage turned him roughly in the direction of the voice. Mansfield watched as the man with the shimmering armor gracefully climbed out of the hole in his floor. He was followed by a disgusting, green, snake-like woman. Clayton recognized the first as Prism, who stood haughtily before him, clearly in charge of the situation.

"Get the woman," Prism said to the man in blue, who was a blur of speed as he raced upstairs.

"Hello Congressman," Prism said as his features began to melt and shimmer. They quickly reformed and Mansfield found himself staring at, himself! The doppelganger spoke up in a disturbingly familiar voice, "Let's talk politics."

THE PLAN

The speech in the park is a highly publicized part of Mansfield's campaign against the Bill outside of Congress. His strategy is to continue to drum up public ridicule of the measure, and he refuses to let up on his pressure for a second. As the speech takes place in his home state, and his speeches are known to draw public appearances from well known heroes, there should be a crowd of 500-1,000 (GM's discretion). Fans, onlookers, political supporters, TV and news people will be packed in the park to see the dynamic Congressman work his oratory magic.

The speech will begin at 2:00 pm.

SPECTRUM'S GOAL

Spectrum's main goal is to defeat the characters with a fast, organized attack, then blatantly walk out with the Congressman on national TV. If that proves impossible, the secondary goal is to distract the heroes long enough for Prism to turn invisible and slip away in the confusion.



SPECTRUM'S STRATEGY

Spectrum will attack about one-quarter of the way through the speech. Slime will tunnel up into the middle of the crowd, giving her some temporary cover, and use her ranged drains on the heroes. Rage, Heatseeker, Blue Streak and Purple Haze will attack from the south, coming from a van that is parked a block away. During the speech, Hotshot and Lightshow will work their way up to the podium as normals, and wait until the heroes on the stage act before they shoot. They hope to catch those on the stage by surprise when the player-characters move to attack the rest of Spectrum. If the heroes are known to have high force-fields, Hotshot and Lightshow will attempt to shoot by total surprise (x2 stun).

Hotshot will land on the podium and fly away with Prism. If he is stopped, Blue Streak will make an attempt to grab him and speed away. If both of them fail, Hotshot will set the podium on fire, which should provide Prism with enough cover to slip away. If this happens, the characters may not know that the Congressman is missing until the fire is put out.

The villains are not interested in killing the heroes, although they are not actively avoiding it, either. They will leave as soon as it is apparent they will not be pursued significantly. They will also leave if they are being drubbed by the heroes and will escape post haste.

IF SPECTRUM IS BEATEN...

Spectrum is very confident this time out, and they haven't prepared a plan of escape. If things go awry, they could be in trouble. If they have to retreat in a hurry and are followed, they will lash out with their most powerful attacks to discourage their pursuers (and their most powerful attacks are very discouraging indeed). Spectrum members will spend about two or three phases trying to rescue fallen comrades, as long as there is no danger to themselves.

The hope is that if they have to run, the heroes will be too busy with their wounded, the panicking normals, the dying normals and the burning areas of the park to pursue. Several areas should be on fire (Hotshot, Lightshow), normals will be trapped under debris (Rage), and the general panic of the crowd should give the heroes plenty to do other than chase down Spectrum.

With the heroes preoccupied, Spectrum can gather up its wounded and escape scot free. The members will not sacrifice themselves for each other, so it is possible that the players can capture a villain at this time.

There are twenty policemen there for crowd control and security, and five more are being used for traffic control in the immediate vicinity. The Police will be occupied with the panicking normals, but one or two may get a shot off at a Spectrum member. If this happens, the officer will undoubtedly be in a lot of trouble from a retaliatory attack.

To cut down on civilian deaths and injuries, the GM may opt to have NPC heroes at the speech as well. If this is the case, have them concentrate on saving lives while the characters focus on stopping Spectrum. Use the NPCs to ease the character's minds, but don't let the NPCs fight the character's battles for them.

AFTERMATH

WHAT HAPPENED

The characters will probably fail in protecting the Congressman. With the prepared ambush and the advantage of the crowd for cover, Spectrum should easily defeat the heroes. Even if Spectrum is defeated, Prism will simply turn invisible and slip away the first time no one is looking.

Whatever the case, Prism will probably get away. If the villains run, the Congressman will still turn up missing, and it will be presumed that he was kidnapped. Some unseen member of Spectrum must have snuck in and spirited the hapless Mansfield away. If the villains do lose, Prism will cause "Mansfield" to change his views on superheroes because of something that happened during this first scenario (like civilians getting hurt, etc.). If this happens move the adventure right away to the last scenario.

Spectrum will run away to a pre-arranged rendezvous 10 blocks East of the park where Slime has fashioned a large tunnel leading to the temporary hideout. As soon as they are sure there is no more pursuit, they will head down the tunnel to their headquarters. They will have disappeared without a trace, and Slime will close up the tunnel behind her. About six hexes past the main entrance, there are hundreds of side tunnels she has placed, also filled in, to insure that they will not be followed.

The police will want statements from the characters (if possible) and the local news will be there as well. Journalists will be in the character's faces, asking who attacked, why, and why did the heroes fail in protecting the Congressman? This can be a time for some great role-playing, as characters will have to show restraint against the obnoxious reporters.

"WHAT HAPPENED?"

The heroes should be left taking care of the injured civilians, as well as caring for their own wounded. There will be many questions on their mind. Was he kidnapped for ransom or revenge? Was this a terrorist attack? Why is Spectrum involved? The players should see to the safety of the normals before taking any action.

After the characters have recovered from the incident, they will have to figure out what they want to do next. The next part of Spectrum's plan will kick into high gear that same night, so if the heroes decide to lick their wounds and figure out their next move, their next move will be decided for them. If they want to start looking for clues right away, there are plenty to be found.

The GM will have to decide if he wants to let the heroes start looking right away or not. If they do, they may be separated when Prism makes his next move, and it will be harder to get them together. They have a good four or five hours to search, however, before Prism acts again. If they are intent on looking right away, and you want them to stay together, have the police chief show up on the scene and ask them to stay and answer a few questions.

If the GM decides that Spectrum is visiting from another city, the heroes will be forced to contact an NPC (The Champions, The Protectors) or the local police chief for background information, such as appearance, tactics, history, etc (see the Rap Sheet). If the GM wants to introduce Spectrum, as a group or as individuals, before the adventure or weave them into the history of his campaign, the characters will know some of that background info.

IN CASE OF CAPTURE...

There is a definite possibility that a villain could be captured in the speech scenario. Although much useful information can be gleaned from a captured villain, all that Spectrum members are aware of is the next part in the plan, and they do not know Prism's grand scheme.

They know roughly what time the heroes are supposed to attack the Hotel Morris, which is where the set-up is supposed to take place, although most of them don't know that it's a set-up. That is about all they know, besides the location of the hotel. The villains do not even know they are going to throw the fight, as Prism will tell them that when they get to the Hotel. Members of Spectrum will be happy to tell where the Congressman is being held but will wait until 8:45 pm so the heroes can only get there by 9:00. As far as the captured villain knows, his/her comrades will arrive at the hotel at about 8:30.

Someone with telepathy or mind control can force the information out of the villain but won't get much else. Prism is perfectly aware of the consequences of running into a mentalist, and his lackeys know nothing of his overall plot. They simply do what they are told. The only ones that even know that Prism was posing as the Congressman are Rage and Slime. A mentalist is not going to have any luck with Slime, and Rage's capture seems unlikely.

If a mentalist burrows his way into the captured villain, he will find out that Spectrum is arriving at the apartment building at 8:30 to set up a trap for the heroes, and Mansfield will be there as bait.

In truth, however, Spectrum will go to the hotel directly after the speech scenario and wait. The plan is supposed to be for 9:00 p.m., but Prism will be ready if the heroes arrive earlier, especially if one of his own has been captured and the heroes have a known mentalist. If one of his people have been captured, he will move up the schedule by an hour and be prepared at 7:30.

HOW SPECTRUM WOULD REACT TO BEING CAPTURED

Rage: It's unlikely Rage would be captured. If he is, he will be abusive and lash out at every possible opportunity. He can not be threatened with physical violence and can laugh at any form of interrogation the characters can dish out. Rage has no true loyalty to Prism, and will tell what he knows to anyone who offers him a deal (but he will wait until 8:00 pm, just to let the characters know he could wait indefinitely if he wanted to).

If his mind is read, the characters will discover that Prism was actually disguised as Mansfield and they can discover the location of the temporary hideout (under the Congressman's house). This will give them the plot very early in the adventure, but it will still be very difficult for the characters to prove anything. If Rage is captured and his mind is read it should not upset the remainder of the adventure, but the GM should be selective with this as it will take the fun out of the ensuing investigation.

Blue Streak: Danny's speed makes it improbable he would be captured. If he is, he will be calm and generally cooperative in hopes of making a sudden dash to safety. If this possibility is taken away, he will be resigned to the fact that he is captured.

Danny is in the dark as to Prism's plan. He does know about the set-up at the hotel, but he thinks the real Mansfield will be there. He will only give the information if gets a guarantee that he will be set free. He isn't stupid and won't settle for anything less than a full pardon. Interrogation techniques are basically useless on the incredibly stubborn and disciplined Blue Streak, as he would be beaten unconscious before giving up the information voluntarily.

Hotshot: Hideko will constantly shout about how great Prism is and how the heroes are destined to fail. They will all die miserably when Prism gets hold of them, their souls will burn in hell etc., etc. Hideko knows the same information as Blue Streak (above).

Hideko is not used to being at a disadvantage, and will crumble under intensive interrogation. He will hold out for a few hours, but it should be obvious to the characters that he will soon spill his guts.

Lightshow: Robin is a crack addict, and a very unstable woman in any situation, let alone an interrogation. She knows the same info as Blue Streak (above), and will tell this if the characters promise or supply her with a fix.

Slime: Roberta is difficult, if not impossible, to catch. She knows the most information (as she built all the tunnels), but any mentalist who tries to pick her brain is in for a surprise, and a very painful surprise at that. At any rate, she will go desolid and flee as soon as she regains consciousness.

Purple Haze: Purple Haze is the biggest enigma of the group. There is no way he could be interrogated mentally and he really has no concept of physical pain. Regardless of this, he is the easiest of all the Spectrum members to glean information from. If the characters are nice to him and make him laugh, he will tell the characters what he knows, which is what Blue Streak knows (see above).

Heatseeker: Heatseeker's multiple personalities will pose a problem. He will be psychotic and destructive until he realizes that he can't escape, at which time he will revert to the personality of Timmy, a four-year old boy, who will have no information. Mentalists should be extremely careful when messing with a multiple personality, because whatever is keeping Heatseeker from escaping might not stop Nimbus, his other super-powered persona.

CLUES AND SIGHTINGS

The members of Spectrum have very distinctive appearances, and sightings of most of them would be reported to the police. If the characters ask, have the police provide them with descriptions and related incidences. They can have the information right away (computer cross-referencing is very handy). That is, of course, if the characters are on good terms with the police. At any rate, the information listed below and in the Rap Sheet section is in the computers to be had, so those hackers in your campaign will have to dig it out.

The information can also be had on the streets, in back newspapers, etc. It is there for the heroes to find, if they follow up on leads. These clues may not be needed right after the first scenario, but they will be very handy after the second.

- 1) On three occasions in the past two months, bars have been trashed in the South side of town. Witnesses describe a huge man with a bad sunburn who was quick to anger and possessed immense strength. Several people have been killed, but the police have not been able to track the suspect down.
- 2) Three drug dealers have been incinerated in the past month on the South side. They have been found with remnants of money and some drugs, but never any crack, which was their stock and trade. Police think it may be a gang war of some kind as these are ritualized killings, but they have not been able to find any connections with the murdered dealers. Forensics has been unable to ascertain what was used to burn the dealers only that intense heat was used and the combustion was very sudden.
- 3) A flaming man has been sighted several times in the past month streaking across the sky. No pattern can be detected as to when and where, but the sightings have only been at night and are highly visible.

4) Various odds-makers have laid 5-8 odds that Blue Streak is actually former college football star sensation Daniel Lee Baker, who was last seen coming home from a drug rehab center on the day of the NFL draft. It was suspected that the mafia got to him, for Baker was a compulsive gambler and very much in debt.

5) A ghost has been reported in movie theaters on the South side of town. It has been described as a slimy, green visage that sits and watches movies and then passes through the floor. The sightings have become somewhat of a media joke, and it is currently the city's "Loch Ness Monster."

If the characters follow up on any of the clues, they can probably get a very general idea of Spectrum's location. It is obvious they are on the South side of D.C., and although this narrows it down, it is still a vast area.

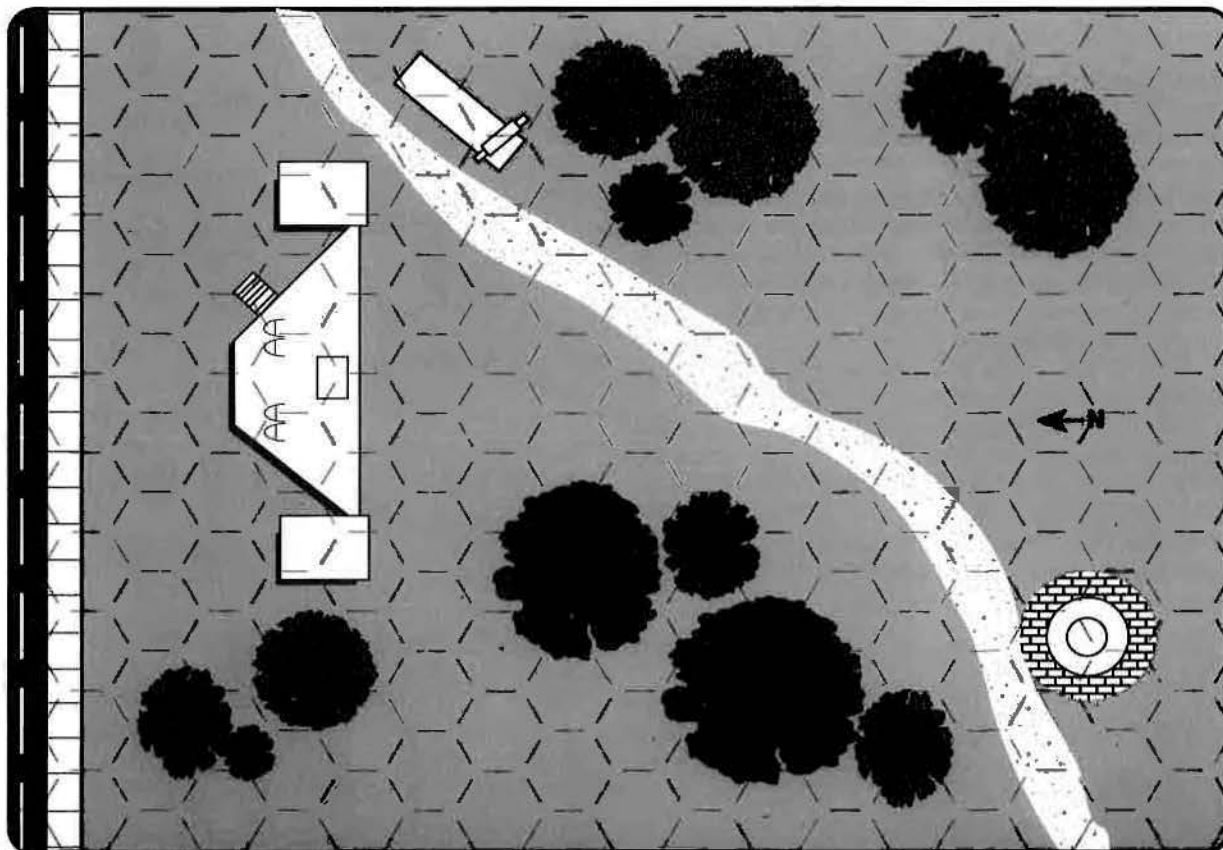
If they set out to look for clues right away, they may be able to narrow the location down to a few blocks in the South side of town (as narrowed down as this is, it is still far too large an area to search effectively).

In the next scenario, they will be receiving a call from Christy McNamarra, an overzealous anchor woman on the local news. She has received direct information about the location of the Congressman, and will give it to the characters, should their efforts to find him turn up in vain.

If the characters capture a member of Spectrum that will talk, the call from Christy will only confirm the information about the hotel.

It is possible that the characters can find the hideout before Christy gives them the location, but it will take excellent deduction on the players' part.

1 hex = 4m



PART TWO: RESCUE THE CONGRESSMAN

"10 minutes to air, Christy."

"Thank you Tim." Christy called back as they finished up her make-up. What a news cast she had for tonight! Congressman Mansfield had been kidnapped, and the Champions had been trounced in the process. She had managed to get some interview footage with Solitaire but had failed to get any from Mrs. Mansfield. As it turned out, she was nowhere to be found either, and it looked as if she had been kidnaped as well. They had channel 7 scooped silly, and she loved it. She smiled at herself in the mirror, once again realizing just how good she was.

The door flew open and her assistant rushed in. His clothes were singed and smoldering in spots, he was gasping for air, trying to catch his breath to speak.

"John, what's the matter?" Christy asked.

"I have," he panted, "a message from Mansfield! It says to get help, and I know where they are holding him!" Christy quickly read the note.

"How do you know this is real?" she asked incredulously.

"I saw him! He waved at me, for crying out loud! Then those Spectrum guys tried to fry me. It's real all right!" Christy grabbed the phone and furiously punched the buttons.

"Tim?" she said excitedly. "Christy here. Get me a replacement for tonight and get me a truck. Yes I know we go on in seven, just do it! Get me three mini-cams with sound men, get me the police, and before you do any of that, get me the Champions on the line!"

Prism chose the site for this part of his plan very carefully. The hotel that Spectrum is in is right across the street from a T.V. news reporter's apartment. The reporter works for Christy McNamarra, an anchor woman with a knack for covering panoramas and a flair for the dramatic. Prism knows that the reporter will take the note directly to her, and he knows what Christy's reactions will be: she will bring her cameras and bring the characters.

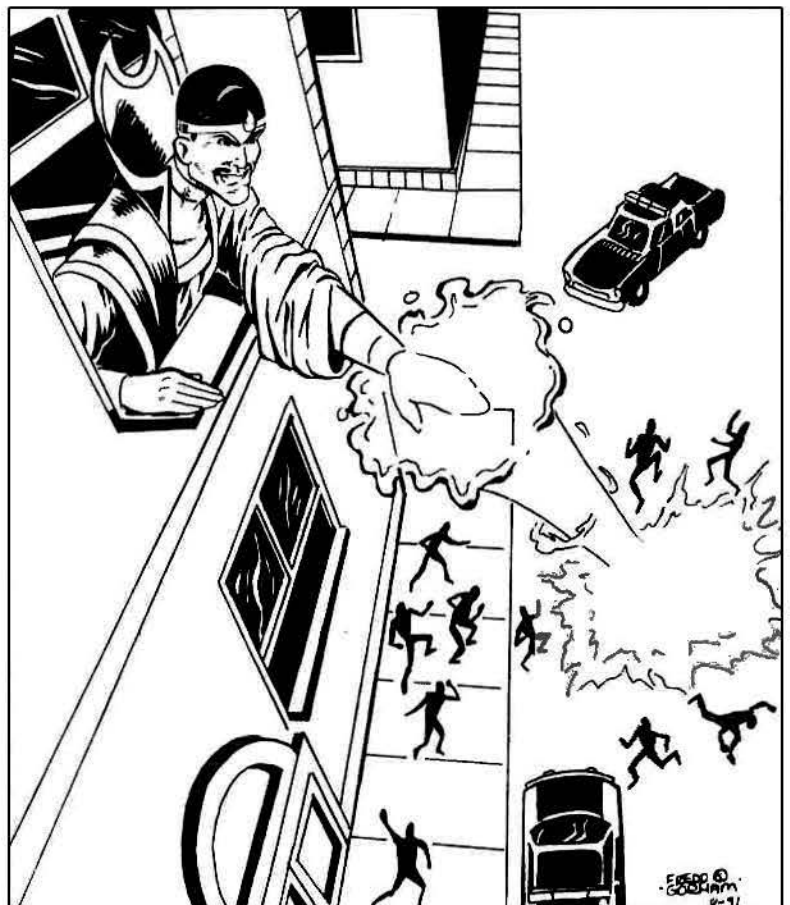
Christy will tell the characters she knows where Mansfield is being kept. All they have to do is follow her news van to the scene of the crime. That is the only way she will tell them, as she wants to catch every bit of the action. Christy will time her arrival to be a few minutes ahead of the police, whom she has also contacted, so she can have her cameras rolling when they arrive.

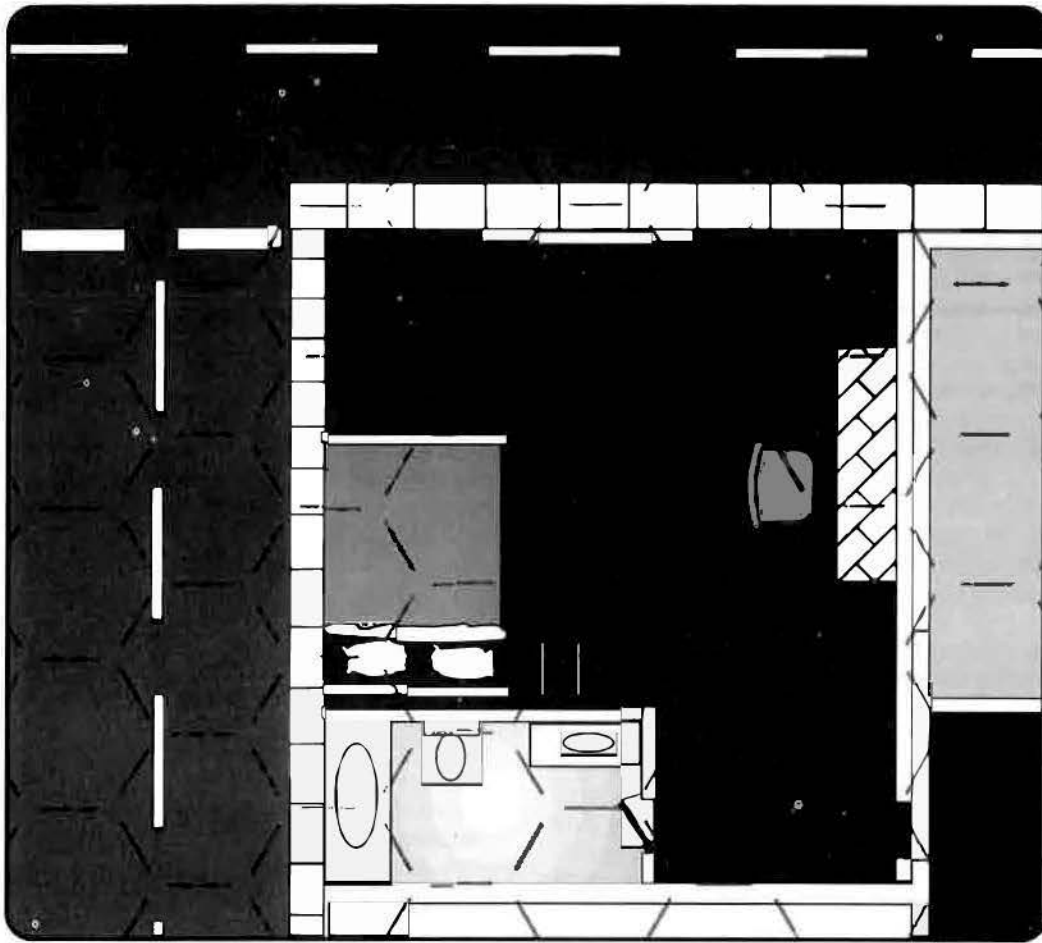
The reporter saw the note crash through his window, tied to a glass ashtray. He read it quickly, and then saw Hotshot and Purple Haze pull Mansfield out of the window, fly out of the hotel window and head straight for him. After a hair-raising chase in which the reporter narrowly dodged Hotshot's blasts (missed on purpose, of course), he escaped and headed straight for the news building to tell Christy. The chase is all Christy needs to confirm the validity of the note.

The note reads:

Help me. I am trapped in the Hotel Morris, and am being held by the group known as Spectrum. Get help, I think they are going to kill me!

Clayton Mansfield.





SPECTRUM'S GOALS

Spectrum wants to put up a losing battle, but make it appear as if they are trying to win. The idea is to make the characters fight their way into the hotel, slowly allowing them inside. Once the characters are closing in, Spectrum will flee the building via a well-prepared escape route, leaving the disguised Prism as their reward for such heroic behavior.

SPECTRUM'S STRATEGY

Spectrum is on the third floor of the old hotel. When the police arrive, Lightshow, Hotshot and Purple Haze will use the windows for three-quarters cover and blast away at any target that presents itself. Since Prism told them the battle will be on TV, they will go for the dramatic targets first, such as cars or other objects that will explode nicely. They will be careful not to hit the news people, for Prism will need them later (a particularly observant player may notice this).

Spectrum is lying in wait for the characters and intends to pound them into the ground for the first couple of segments. After that, they will begin to miss shots and deliberately throw the fight. Although they will try to make it look real, some observant characters may notice the fact that their accuracy is dropping.

Their first target will be any character that flies towards the apartment, and they will concentrate fire to take the hero out of the air as quickly as possible.

As soon as a character makes it into the room, Spectrum will begin their retreat. If Nimbus spots a character in the basement, this will trigger the retreat as well. Slime will phase

through the floors to the basement. Hotshot, Purple Haze, Lightshow will head down the hole, in that order. Rage and then Blue Streak will protect their back, being the last ones to go.

SPECTRUM POSITIONS

Lightshow and Purple Haze are using the north windows, Hotshot is at the west window. Slime is in the middle of the room waiting to tunnel through the floors to the prepared escape route in the basement. Rage and Blue Streak are in the middle of the room, waiting for any player-character who enters. Heatseeker is guarding the basement tunnel. If anyone comes near it, he will alert Purple Haze via their mindlink and attack the intruder.

HOW THE BATTLE SHOULD PROGRESS

Spectrum should easily have the upper hand. They are well prepared for this fight, and the GM should play it accordingly. Even if the heroes make spectacular rolls and overpower Spectrum, the villains' whole strategy is based on escaping in the first place. It will take an excellent strategy or a great deal of luck to capture any of Spectrum at this time. Spectrum members are now aware that Prism is posing as the Congressman, so try to keep the villains out of the hands of the characters.

Any shots that miss the villains will take chunks out of the walls around the windows, as will the numerous police bullets. The whole effect will resemble a high-powered Western shootout with the bandits stuck in the apartment. If the battle is prolonged, the front section of the building may be in danger of collapse. Spectrum is prepared for this, and at the first sign of the ceiling giving way they will dive through the hole Slime will make. Even though it would only be a small part of the building, it would still be dramatic. Spectrum will use the same strategy if a brick tries to bring the building down (the hotel is in use, however, and there are plenty of normals inside, so bringing the whole building down would be a rather unheroic move).

After a turn of fire-exchange, Spectrum will start to throw the battle. Lightshow and Hotshot will power up their force fields and expose themselves to take a blast. Once they are hit, they will stay out of sight away from the windows. Don't make it obvious, just have them stand up to take a shot at a hard-to-hit target, like a concealed character. Their DCV will be at half value (by choice), but it would take a perception roll (asked for by the player) to notice that they are taking the hits on purpose.

After the energy blasters are out of the way, the heroes will probably try to rush the building. As soon as her companions are away from the windows, Slime will start tunneling through the floors. Three phases after she starts, there will be a straight drop to the basement. Lightshow, who will act very wounded, will be carried down by Hotshot through the hole, and Purple Haze will follow after mind-blasting the first character in the building. Rage and Blue Streak are fresh, and they are waiting to engage the heroes and cover their companions' escape.

If the characters come in through the window, they will be attacked by Rage and Blue Streak. The characters will see the rest of Spectrum fleeing while fighting the brick and the speedster.

If they come in through the basement at any time, they will run into Heatseeker. He should keep the heroes distracted long enough for Slime and the others to drop through the floors to the basement.

Rage and Blue Streak will take advantage of the close quarters, which will keep all characters within their range, and fight for a few phases until the odds start to become too great for them. Blue Streak will have all of his levels on DCV and throw mostly defensive strikes. Rage will fight the only way he knows how, viciously and full powered. Their job at this point is to fight convincingly for as long as they are not in serious danger, then get out.

Heatseeker will go for the kill. Once he has a character at a disadvantage, he will have fun by phasing through a wall, hiding from his victim. He will then pop out of various places in the walls to attack his foe, as long as time permits. If he is facing multiple opponents, he will lash out at one, then the other. His large amounts of stun should let him fight for a long time. If he is cut off from escape, he will go desolid and phase through the floor. If the characters gang up on him and knock him out, he will return much sooner than the heroes expect. As soon as he goes unconscious, his other personality will come to the front, and the characters will face a fresh Nimbus.

Prism, disguised as Mansfield, will be tied up in the back corner of the living room. Blue Streak will make an attempt to get him, but only after there is a hero there to stop him. Blue

Streak will pick him up and start to run, but the close quarters will not allow him to get any speed. As soon as a character gets in the way, Streak will drop the congressman and head down the hole. As he is the fastest character for Spectrum, he will be the last one to use the escape route. If it is blocked off for him by a hero (or by Slime, who will close the tunnel as soon as the heroes try to enter) he should be able to use his speed and martial dodge to avoid fighting and get away.

Have the villains rub it in a little whenever they have the upper hand. This will probably be the second time Spectrum escaped the characters, even though the heroes "won" this round. Use soliloquy to personalize each villain, and have each villain try to antagonize a certain hero. While Spectrum is shooting from the windows, it is a perfect time for soliloquies. Get into their character and think of what each member would shout between energy blasts. This will bring Spectrum alive in the minds of your players and give them an immense amount of satisfaction when they pound Spectrum in the last scenario.

AFTERMATH: THE SPEECH

Now we get to the heart of the plot. After the rescue is over, Prism, as Mansfield will give a statement to the news people covering the event. In this statement he will give his new policy towards paranormals. Prism will preach up a storm, saying that he finally realizes that he was wrong for his past support of vigilante heroes and now it is time to rectify the situation. He will announce his support of the Paranormal Registration Act.



The characters should be shocked by this behavior. Prism will refuse to talk to them or be anywhere near them after he is rescued. He will even ask the police to keep the heroes away from him. He will put the heroes on the spot with accusations of incompetence or perhaps even collaboration with known villains. Prism will be careful not to do this with popular heroes, but only those who are already questionable in the public's eyes.

If the heroes have any known Berserks, Enrageds, or sensitive spots caused by verbal barbs, Prism will be certain to use them now. As he has had time to plan this speech he will work the insults into it as unobtrusively as possible. If it is not possible to say such items without looking purely vindictive, he will say them when he is off camera (after all, one little insult is nothing, news-wise, compare to an assault on a Congressman by a so-called hero). If he is attacked, he will dodge as best as he can while trying to look like a normal, and wait for the rest of the characters to pull the attacker off. Remember, there are very few ways (one of which is discriminatory smell, and Prism will make every effort to stay away from a character with this power), at this point, that the characters could know that the man is not Mansfield (unless Rage was captured).

If Prism knows or suspects that there is a way he could be identified, he will cover it up. If, for example, there is a character with discriminatory smell, he will make sure that the villains spilled something on him that is very odoriferous (an entire bottle of cologne, perhaps).

This is a very dramatic moment in the adventure. Prism will be on television with the trashed building as a backdrop. Use the speech given and work in points relevant to your campaign, or come up with your own speech if you wish. At any rate, practice the speech to be given. Get emotion into it and be able to read it fluently and dramatically. This should be a shocking point in the story for your players, and you want to make it as dramatic as possible. The better you give the speech, the more your players will be sucked into the intrigue of it all.

Prism will be prepared with comments for any characters who have killed villains in the past or whose reputation is cast in shadow.

The Speech

"In the past few hours, I have been held captive by a terrorist group of paranormals. In that time, I came very close to being killed, and the experience has caused me to realize a few things I was blind to before. I realize that I was wrong in many of my views towards paranormals.

These people are above today's laws. They are so powerful, that they are a standing threat to the country and to world peace. The only ones who can seem to stop these terrorists are the so-called heroes, but are those heroes any better?

Most of them are vigilantes, operating outside of the law. They claim to be helping us, but why are they hiding their identities? These heroes are hiding behind masks. What do they have to hide? By undermining the laws of this country with their activities, they prove themselves to be no better than the criminals they fight while tearing our cities apart!

We cannot even use the current criminal system for these people. Most of them were arrested by a vigilante, which technically frees them right off the bat. If they go through a normal trial, they can easily escape the court room. Even if we can make them stand trial, and convict them, there is only one prison in America that can hold them. It is clear that the whole criminal system needs to be revised when dealing with paranormals, and the first step is to be rid of these vigilantes who endanger themselves and civilians whenever they fight.

These people are power incarnate. Can the system of checks and balances survive with so many of these people involved in our government? It is too much power in too few hands, and that power must be limited. Only the military can make effective use of these killing and destructive powers, and the military is where the majority of paranormals belong.

It is at this time that I would like to announce my support for the Paranormal Restriction Act. This measure is a necessary means to controlling the growing threat of paranormals in America, and its passage is vital if our way of life is to be protected.

I'm ... afraid I won't be able to answer any questions at this time. My press secretary will have a written statement for you in the morning. Thank you."

Prism will then walk towards the waiting policemen, ignoring the questions of the reporters as he stares off into space.

Allow your players plenty of time to talk about what is going on, as they will have plenty to discuss. They may suspect that something is fishy, but they will not know what — at least not right away.

PART THREE: THE LEGISLATION

"Paranormals are too dangerous to exist in society. Now some of these people are what the press likes to dub heroes.' They say that these heroes are benefitting society. The fact of the matter is that very few of these 'heroes' are employed by law enforcement agencies. By the letter of the law, these people are vigilantes, operating with no jurisdiction. By their example, these heroes are encouraging unlawful vigilante enforcement in this country! This behavior must not be tolerated any longer!"
— Congressman Daniel Baker on the house floor during Paranormal Restriction Act debates.

Prism will campaign hard for the Bill. Public polls on the Bill will show a steady increase of support. During the course of the investigation, the characters will see popular poll-support for the Bill rise from about ten percent to about forty percent. While that will be enough to tip some of Congress' votes towards passage of the Bill, the real danger will be in political favors. Prism will call in every one of Mansfield's markers on this one, and it will almost guarantee passage of the Bill. If the characters talk to any Congressmen or Senators besides Mansfield, this fact will become obvious.

The characters will actively be trying out figure out what is wrong. The basis for the rest of the adventure is finding out why the Congressman has changed his mind so suddenly. Players guesses and routes of investigation will be varied, but there are several solid clues that can help them find out what is going on.

CLUES

There are many clues to use in discovering the charade. Most of them are covered here, but these ideas are not set in stone. It is crucial to the adventure that the heroes do find out it is an imposter who is berating them, and not their friend and ally. If the players come up with an innovative way to discover this fact, by all means let them have it.

1) His scent is wrong. For a hero to get close enough to smell him will take stealth and guile, for Prism is not about to let any hero, let alone one with discriminatory smell, get near him. A discriminatory scent roll will confirm that it is not the real Congressman (if the character has met the Senator before), but unless the character has fought Prism before it will not tell who it is. Remember, few will believe the character should he go public with this information, and fewer still will go out on limb based on a character's nose. After all, someone's scent is not exactly admissible in court.

2) Mental Imprint is wrong. If anyone has been inside Mansfield's head before, they will know that he has no ego defense. Telepathy on Prism should prove impossible, because it would take a great roll just to get his surface thoughts! You might give your mentalist bits and pieces if the roll is close enough. Give just enough to make your players think that this is not the real Mansfield, but not enough so that they know what is going on.

3) Telepathy. If they can roll the required total with this power, the game is up. They will know who the imposter is, but not where the real Congressman is being kept. They will find out, however, that Mansfield is still alive. If the campaign has a mentalist that can achieve a roll of 65 or 75 (an immensely overly powerful capability), then they will know the plot inside and out. But then, if the PC mentalist is that powerful, the GM and the players are probably used to that.

4) Inside knowledge. Depending on how long the GM wants to take to set up this adventure, the characters may know something that only Mansfield would know: something private that Prism couldn't have had access to. The biggest clue would be Mansfield's paranormal powers as Blackbird. If they know about this, the biggest question is why didn't he use his powers to escape? There are many little things a player could know that Prism does not. If the character comes up with a plan to test this inside knowledge, let him have success with it.

This is a very vague category, so use your discretion. It is up to you as the GM to decide how much of this knowledge they might have, and up to you to decide what it is, only you know your campaign that well. This type of clue will let them know that they are not dealing with the real Congressman, but it will be nothing they could take to the authorities or the press.

5) His Wife is missing. If the heroes follow up on this clue they will find that Prism reported the missing Mrs. Mansfield to the FBI. They have had no luck in tracking her down, and believe she disappeared during a shopping trip at one of the local malls. After all, the "Congressman" was home all night, and she didn't come back to the house. The main part of the clue is that the Congressman doesn't seem to be too concerned. Someone who knows Mansfield well will know that he is crazy about his wife, and would be crippled with fear for her safety, should she turn up missing.

HUNTING DOWN SPECTRUM MEMBERS

A good way to find out where the real Mansfield is being kept is to find the individual members of Spectrum. Using the above clues provided by the police, the characters can stake out an area and nab at least one of them.

There should be enough time to capture a member a short while before the Bill is about to be put up to a vote, creating a dramatic interrogation scene.

Use the guidelines listed in How Spectrum Will React To Being Captured listed above to play any member's capture. By now they all know Mansfield is being held under his own house, and they know Prism is posing as Mansfield.

Age — He can be found in bars on the south side of town. He will be hard to distinguish unless the characters want to question every huge man they find (which could result in some interesting situations if they begin to harass some other brick ...). If he is captured and contained, he will spill his guts to anyone who offers him a solid deal.

Hotshot — She will be harder to find. Robin is a crack addict, so the characters could use this to catch her. Anyone with Streetwise skill or street connections might be able to find her through "channels."

Slime — Roberta is difficult, if not impossible, to catch. She frequents movie theaters on the south side of town, as she longs for the life she used to know. With a little detective work, the characters will find out that all of the sightings have been at Roberta DeJesus films. If they want to pursue this lead, let them find her. Any time she faces heroes without the rest of Spectrum, she will go desolid and flee.

Purple Haze — Kurtis is a music fanatic. Classical, Jazz, Fusion, Metal, Rock, Pop, Rap, Country, New Age, Kurtis loves it all. Whenever he sneaks out, it will be to listen to a concert or be at a club with live music. He will usually sit in the back of a club where the lights are low and just absorb the tunes. At a larger concert, he will get close enough to see the band, giving himself room to enjoy the show with a mild force field.

If there is any funk-metal, heavy blues or any other Hendrix-influenced shows, it is a sure bet he will be there. Kurtis doesn't want trouble, he just wants to enjoy the show. Any character that disrupts his enjoyment (a terrible lack of class, man, you're distracting the people from the show) will feel his full wrath. Kurtis will try to get the character outside so the band can continue with the set and then he will fight.

If captured, he will refuse to talk to the character who disturbed his musical enjoyment. That character will forever be on Kurtis' hit-list, and the character had better watch his back until Haze is put in jail.

Blue Streak — Danny Lee makes no effort to hide his identity, although few people really care who he is. He was reasonably famous at one time, any big football fan should know him and the characters should be able to track him down. Danny's gambling record is famous, and showing his picture around the local booking establishments will reveal that he has placed a \$10,000 bet on today's game (fill in appropriate teams and season).

If the characters stake out that game, they will find him. Danny will wear his old football jersey, waiting for people to recognize him and lavish him with praise. If the characters walk around the stadium during the course of the game, Danny shouldn't be hard to spot.

If he is captured, which may prove difficult with so many potential hostages around (characters must be very careful if they decide to fight in a crowded arena/stadium), he will talk only if an iron clad deal is cut. Danny Lee won't be fooled, and he will not settle for anything more than six months in jail. He will taunt the players that they had better cut him a deal, because they are running out of time. "If yaw'll don' hurry, yer precious little Congressman'll dah!". Danny Lee is also too proud and stubborn to let the truth be beaten out of him. If this is your PCs preferred interrogation technique, they can beat him into the ground and he will not talk.

Hotshot — Hideko rarely ventures out of the hide-outs, and the heroes will not be able to find him anywhere else. If he is captured in one of the scenarios, he will be difficult to get information out of. He is very haughty and conceited in his mannerisms and believes Prism to be his protector and greatest friend.

PRISM'S PERSONAL PROTECTION

Whenever Prism makes a public appearance, it will always be in a crowded place. He will have between ten and twelve policemen guarding him at any time, and there will be a PRIMUS squad on hand as well.

ATTACKING THE CONGRESSMAN

Police

The policemen wouldn't be able to stop the characters should they attack the Congressman. They will, however, provide a tough obstacle in the sense that they will protect the Congressman as best they can. This means that the heroes will have to go through the police to get to Prism. Prism knows that any hero would be reluctant to injure a fellow law enforcer, and he is confident that the weak protection will be more than enough.

PRIMUS

A highly trained PRIMUS squad will be present at all times, providing a second line of defense behind the Police. PRIMUS will be quick to come to the Policemen's aid, but there will always be four-to-five agents at the Congressman's side at all times.

In the event of an attack by the characters, PRIMUS' main goal is to get the Congressman to safety. They will call for reinforcements and round up the characters later, but their primary concern is getting the Congressman away from the danger.

For character information on PRIMUS agents, see PRIMUS and DEMON or Classic Organizations, or use the marine write-up provided with a laser rifle (6d6 AP EB, 15 charges) and a light armor suit (8 rPD/8 rED Armor, OIF). The PRIMUS Iron Guard are a unit of powered-armor troops (+15 PD, +15 ED, OIF Battle Armor) with energy weapons (9d6 EB, Double Knockback, 16 charges, Burnout 14-, OIF — Gauntlets) that are used to counter superpowered threats. They will probably be present as well.

PRISM'S TACTICS

If the heroes are really determined and callous, fight past the Police and defeat the PRIMUS squad, odds are that there will be no Congressman there. In any concentrated attack, Prism will take the first chance that presents itself and turn invisible, slipping away in the confusion. He will turn up at the Police station or at a PRIMUS base, if there is one in town, and call for the immediate arrest of the player-characters.

If any of the heroes have psych limitations, Prism will be trying to set them off, hoping that the character will kill a few Policemen or PRIMUS agents during his rage. Such actions on the part of the characters is practically a guarantee that the Bill will pass. Make sure that your characters understand the ramifications of what such an attack will be like; let them know it's just playing into Prism's hands.

As long as Prism is posing as the Congressman, he is in the catbird seat, and he knows it. If a hero successfully attacks him, he will take the damage and not fight back until his very life depends on it. If the characters have no way of knowing this is not a normal they are dealing with, they therefore have no way of knowing that the fake can take the damage. Actions such as this are far out of the realm of heroic activity, and any results they have will not be positive. This type of behavior may even cripple their efforts.

If the heroes persist in an attack and Prism can take the damage without revealing himself, he will play possum until he is rushed to the hospital. Although it would be spur of the moment, he may try to have his lackeys kill Mansfield and sneak him into the hospital. The headlines would scream of Mansfield's death at the hands of the heroes.

RESULTS OF AN ATTACK ON PRISM

Any attack on Prism before the climax will only serve as ammunition for his campaigning, especially if the attack comes from well-known and popular heroes. Even if no one is killed or seriously injured, the publicity from such an attack is very beneficial to Prism.

"The so-called heroes have shown their true tendencies, trying to assassinate a member of the U.S. Government," etc.

As camera crews will be following him everywhere, an attack of this caliber will make the characters look terrible. By doing this, they are becoming an example of the type of behavior Prism is talking about, practically insuring the passage of the Act. If they do attack and fail, Prism will be guarded far too well for a second try. NPC heroes employed by the government (depending on the campaign) will be included in his guards. If you do not have a character that can apply, use some of the characters out of Champions or use the Champions themselves (except for Jaguar).

THE FINAL ASSAULT

If the player characters use any of the methods listed above or come up with some of their own, they are probably going to discover that the Congressman is a prisoner in his own home in Washington, D.C. Prism and his people put in a crude underground facility beneath the house right after they captured Mansfield. This facility is a mini-headquarters, complete with rooms for all of the Spectrum members.

PLANS FOR THE CONGRESSMAN

Mansfield is alive and in surprisingly good shape. Prism is keeping him alive so he can kill two birds with one stone. After the passage of the bill, Prism, still disguised as Mansfield, intends to drive home by himself. Members of Prism are to meet him there with Mansfield. The Congressman is then to be put in the car which will be driven off the road and riddled with energy blasts.

The ensuing autopsy will show that Mansfield did indeed die on the night of the passage of the bill, and that his death came at the hands of paranormals. An outraged public will more than likely blame his death on vengeful heroes (not necessarily the player-characters). In death, Mansfield will become a martyr for the very cause he stood directly against in life.

With Mansfield dead, Prism's plan will become complete. Heroes will be persecuted by authorities, and the odds of the bill ever being overturned are practically nil. Prism will enjoy the delicious irony of the situation as he begins to rebuild his fortune, finally free of the pests known as superheroes.

If the player characters do not stop Prism, the Congressman will surely die.

WHAT IF THE BILL PASSES?

The Bill stands to pass with a relatively high margin of victory. The GM should make sure that the characters realize what passage of the Bill means. Even if the characters uncover Prism's fraud and expose his charade to the world, passage of the Bill may stand and not be repealed.

It may stand because there are few Senators and Congressmen who will admit that they have been duped. Imagine how it would look to their voters if they admitted to being conned into voting for the Bill. Most of them will claim that they stand by their vote, that that is the way they would have voted regardless of who was campaigning for or against the Bill.

Therefore, it is vital to the player-characters that they stop Prism *before* the Bill comes to a vote. That is the only way the characters can be sure that Prism's plan will be stopped.

FINAL OPTIONS

There are several options for the GM in the final scenario, depending on the choice of the player-characters.

- 1) A direct assault on Prism while he is discussing the Bill on the floor of Congress.
- 2) An assault on Prism's headquarters underneath Mansfield's house, rescue Mansfield, then assault Prism at Congress.
- 3) Split the player characters, sending half of them to the headquarters and half of them to Congress. The positioning of Prism's forces will depend on the player character's choice.

ATTACKING PRISM ON THE FLOOR OF CONGRESS

If the characters decide to attack Prism full-out at Congress, they are in for a tough time. Not only will Spectrum be waiting for them but the characters will have to fight past the defenses of Congress and the PRIMUS agents who are protecting it. If the characters manage to get past these obstacles and carry the fight onto the floor of Congress, there are a couple of hundred highly important normals around who are bound to get hurt.

Fighting this scenario will be a true challenge for even the most seasoned player. No member of Spectrum has the slightest compulsion about taking a hostage or killing members of Congress. Characters will have to keep a careful eye on missed energy-blasts and excessive knock-back.

Congress Defenses

With the sensitivity of the issue at stake during this session, PRIMUS has sent two full squads to Congress. If there have been any attacks on Mansfield before this session, there may (GM's option) be a company of Army soldiers on guard outside of Congress, complete with two M-1 Abrams tanks (GM's discretion, tanks outside of congress would create a media uproar. Use only in case of characters with dangerous reputations, or if the characters have already attacked the disguised Prism) and two Huey Cobra helicopters. See Rulesbook, page 195 for the tank and the helicopter stats.

Along with these obstacles are the building defenses themselves. Four manned laser cannons sit atop each corner of the main building (SPD 3, DEX 18, 10d6 EB).

Spectrum Positions

On top of all of this is the most dangerous obstacle of all, Spectrum. Spectrum has permission to do whatever it takes to keep the heroes from disturbing the vote, so they will be fighting tooth and nail. They do not, however, have a predetermined plan of action like they did in the first two scenarios. This time they are spread out and unorganized, giving the characters a big advantage to get some payback.

Using teamwork, the characters should be able to concentrate on one or two Spectrum members at a time and defeat them. Without teamwork on the part of the characters, it will be a long, drawn-out fight that may prevent the characters from entering Congress in time.

Slime is back at Mansfield's house, guarding the Congressman. Hotshot is on the inside of the building, waiting for characters who may enter the Congress floor. If the characters sneak in, Hotshot will sound the alarm bringing the rest of Spectrum in via his mindlink with Purple Haze. The remaining members are waiting outside the building.

Spectrum Strategy

Spectrum plans on meeting the characters outside of Congress and keeping them there. They don't want to get too close to the perimeter defenses, for then they would have to deal with the tanks and the soldiers. If the characters push past them, Spectrum will let them through.

After letting them through, Spectrum will be counting on the building defenses to slow the characters down. While this is happening, Spectrum will regroup and attack the characters together. If the characters manage to force their way inside of Congress, Spectrum will follow them in.

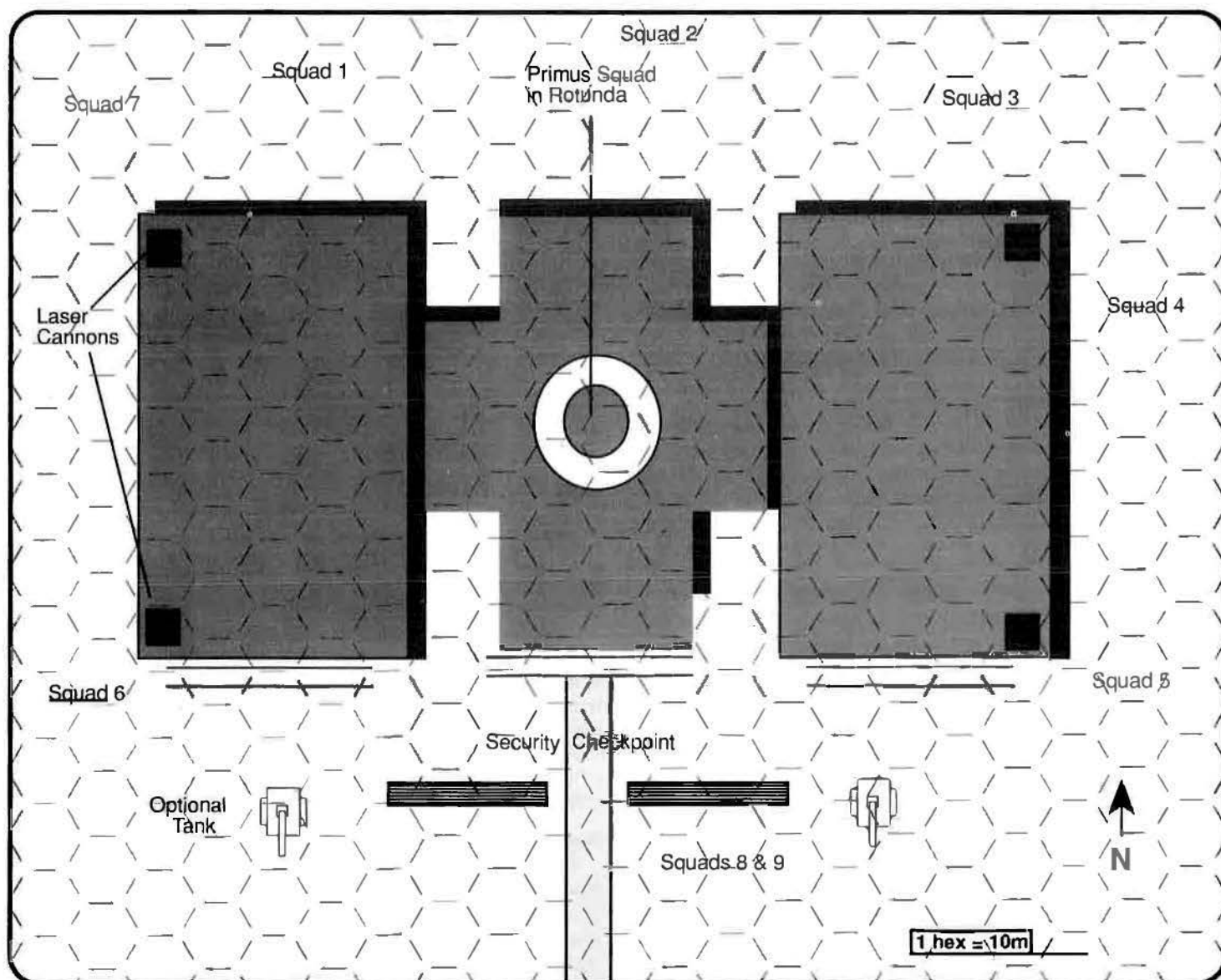
PRIMUS agents will quickly converge on any character who enters the floor, using maximum force to stop the character as quickly as possible.

Fight on the Floor

Once the fight is carried onto the floor, general panic will ensue and the Congressmen will take cover or attempt to flee to combat zone. Be sure to describe to the characters the fleeing people and the panic of the room. Once the fight is over, there will be plenty of Congressmen left to witness the exposure of Prism.

The Map of Congress will show the location of troops and defenses.





ASSAULT ON MANSFIELD'S HOUSE

If the characters decide to attack Mansfield's house before heading to Congress, they will catch half of Spectrum totally off-guard. Purple Haze, Slime, Nimbus and Lightshow are guarding the base and Mansfield. The rest of the group is at Congress guarding Prism and his plans.

House Defenses

The house is a two story affair with a wall surrounding a spacious yard. Infrared beams and motion sensors make up the security systems (most of which was added right after Prism took the house over), so it will be very difficult to sneak up on Spectrum. A character with security systems will be able to recognize the defenses with little difficulty, as Prism had little time to disguise them. If a stealthy character can slip past the defenses (Security Systems at -4 and Stealth), the whole defensive system can be shut down at a junction box located just inside the front door. There is no on/off switch, so the box will have to be jury-rigged. Security systems at -2, Gadgeteering or Electronics at -3 will shut the outer system down.

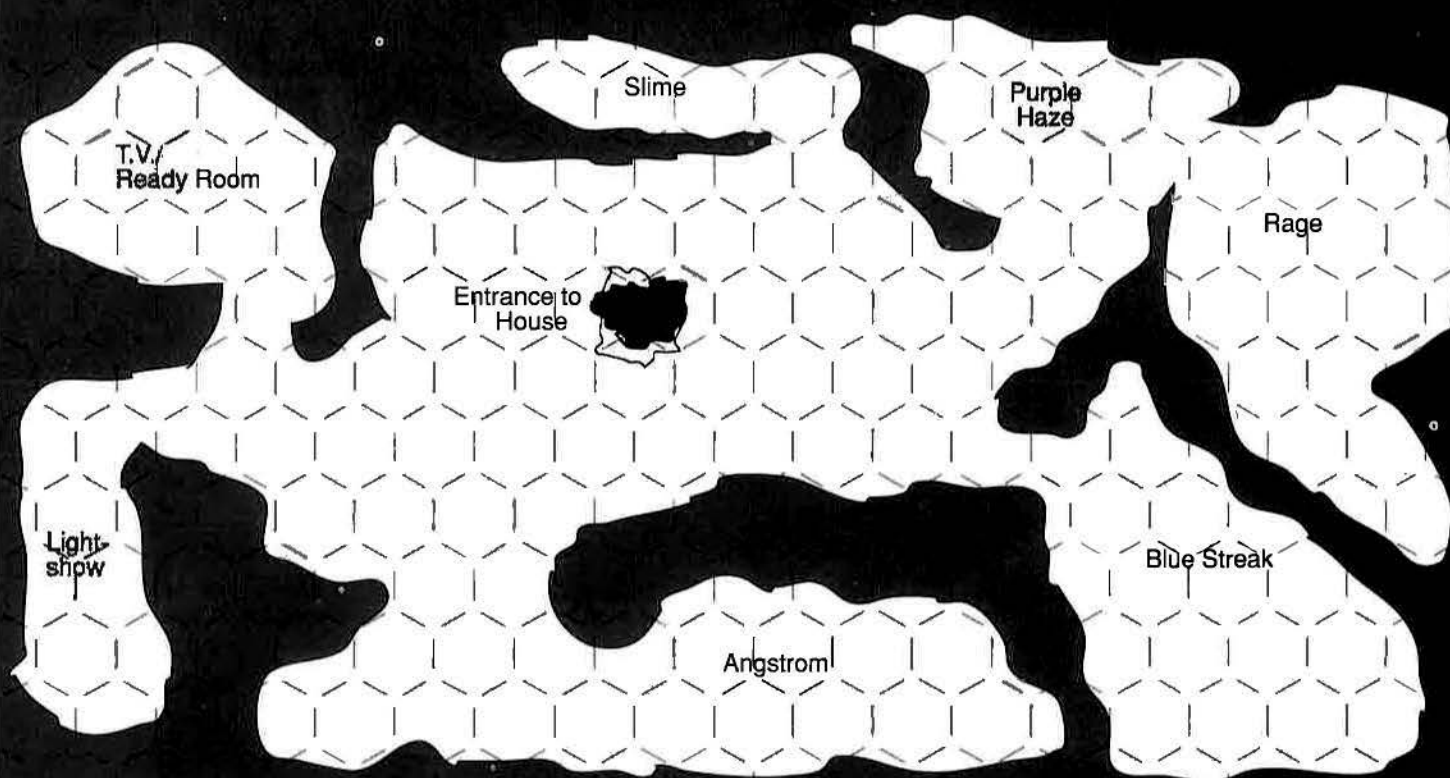
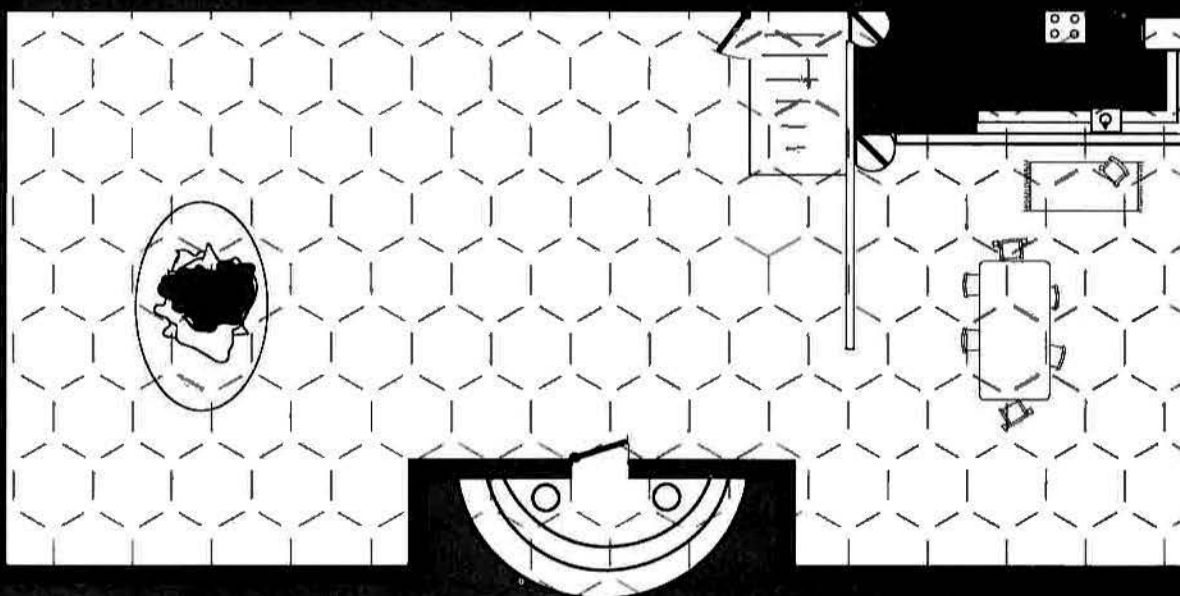
If the Alarm is Tripped...

If a character screws up and trips the alarms, the game is not up. All of the villains are in the sub-basement tunnels that Slime has constructed. They will hear the alarm and begin to evacuate. Nimbus and Lightshow will venture into the house to confront the trespassers while Purple Haze and Slime will take the Senator out of the escape tunnel.

If the Alarm is not Tripped...

If the characters sneak past the scanners undetected, they will catch Spectrum completely off-guard. A short battle will ensue in which the characters should easily come out on top.

Purple Haze is in the containment cell watching Mansfield, who is locked up with heavy equipment after he tried to use his powers to escape. The Congressman is in good shape except for a huge black eye and a broken nose (his escape attempt didn't get past Rage).



Slime is in her room being sleeping, dreaming about the tortures she would inflict on everybody were she in charge. If she comes into the battle when the heroes already have things in hand, she will escape through the floor. If the fight is a toss-up, she will join the fray.

Nimbus (GM should feel free to use either personality at this time) is in his room, debating with himself the mental abilities of Shakespeare versus Freud. Remember that any Enrageds he picked up in the last fight will carry over into this one, and he will go after the target of that enraged right off the bat.

Lightshow is coming down off of a fix in the T.V. room. She is in complete control of her nerves this time around, and will make a very dangerous opponent if pressed (no activation roll on her levels). She is, however, still very high, and could really care less about fighting the characters. If she is not attacked, she will not press a fight and will simply try to escape.

Freeing Mansfield

After the characters mop up Spectrum, they will undoubtedly free the Congressman. After a round of grateful thanks, he will ask the characters how they stopped Prism from passing the Bill. The characters will then, probably, inform Mansfield that they haven't stopped him yet.

Mansfield will be frantic when he hears this information, urging the characters to stop Prism before the vote is passed (use the reasons listed under "What if the Bill Passes" above). Even in his weakened condition, he will try to fly with the characters to stop Prism. The characters, if they have any sympathy for Mansfield's political position, will probably not let him come along.

ONWARD TO CONGRESS

With half of Spectrum out of the way, the characters will have to make a mad dash for Congress if they are to stop Prism. As Mansfield will stress, time is of the essence.

The set-up for the attack on Congress will be the same as listed under *Congress Defenses* above with the exception that Rage, Blue Streak and Hotshot are all on the inside of the building waiting for the characters. The four of them came in with Prism and have fake I.D.s that will allow them to stay in the building.

They will try to keep the characters on the outskirts of the building, attempting to prevent them from entering the interior and the floor. As listed above, Spectrum will follow the characters onto the floor of congress.

Just because there are no Spectrum members on the outside does not mean the characters will waltz into the building. There are still the two tanks, the company of soldiers and the two squadrons of PRIMUS to deal with. Getting past these troops, all of whom are protecting the Congressmen, not helping Prism, will take skill and finesse unless your characters could care less about the soldier's well-being. These troops are here to soften the characters up for the waiting Spectrum members to make the fight more even and challenging. The troops are not intended to be the main obstacle in this scenario, but they should give the characters plenty of problems on their way inside.

SPLITTING THE CHARACTERS

If the characters split their forces, sending half to the house and half to Congress, the split of Spectrum will be pretty much the same. The GM should feel free to change the lineups around to give the characters a better chance in winning the fight.

Other than shifting the lineups around, both scenarios should progress similar to what is listed above. If the characters attacking the house can finish up quickly, Mansfield's urgings may send them to Congress in time to serve as reinforcements for the other characters (it may take the Congress group much longer, seeing as they have to get through the outer defenses and then fight a prepared Spectrum group).

IF THE HEROES WIN

Prism will not make a last ditch effort to win. He knows when he is beaten, and will escape post-haste. If all of the Congressmen are able to vote, Mansfield will be allowed a last few minutes to talk before the vote is called and the Bill will be shot down miserably.

If Congressmen have been hurt or killed, the session will be postponed. A postponement is just as good as an immediate vote, because the Bill will still be shot down when it finally comes up.

IF THE HEROES LOSE

If the Bill comes to a vote before the heroes can get in to stop it, they should arrive just in time to hear the Chairman announce its passage.

Life in a world where the Superhero Restriction Act is a fact of life will be very difficult indeed. If the characters are government employees, they may lose their jobs. If they are vigilantes, PRIMUS and SAT will be after them should they continue to fight crime. All characters will be under serious investigation for the murder of Representative Clayton Mansfield as well.

It will not be an easy life for the characters, ducking the authorities while trying to turn the real criminals over to them. Fans of *X-Men* or early *Spider-Man*-style campaigns may enjoy this persecution in the face of heroism.

In some campaigns, characters have become complacent about being funded by the government, flying to the scene of the crime in their personal jet, lounging about their headquarters and having access to any information they request. If the GM of such a campaign wished to shake his characters up and give them a little adversity to deal with, let the Bill pass. The characters simply arrived too late to stop the vote. If this is the choice of the GM, the decision can be reversed if Mansfield was saved (after the characters have learned to appreciate what they had, that is).

FUTURE ACTIVITIES OF PRISM AND SPECTRUM

Prism will not rest until the superhero menace has been dealt with properly. He will try to find their ways to banish heroes and to humiliate them, if not kill them outright. He realizes that the Bill was his dream come true and it is not likely that he will ever have another chance like it again, but there is more than one way to skin a cat.

Another grand plan of his is to use his light-manipulation skills to ruin the heroes reputation and see them cast into jail. He will design a specific disguise unit for each of his Spectrum members to make them look like a specific hero. The device will mimic the looks, voice, and even appearance of the powers of that character.

Prism will create some type of trap in which he can lure the heroes in. Once he has captured the characters, he will put them to sleep in his headquarters and let Spectrum, disguised as the heroes, lose on the city.

Spectrum will ravage the city, killing, maiming and destroying buildings left and right. After their spree is finished, Prism will dump the characters in some side alley and let them wake up to face a most hostile public. The characters will have to prove it was not them who did the damage while ducking authorities and every NPC hero the GM can get his hands on.

The same type of scenario may take place one character at a time. Prism will lure each character somewhere, arranging for the character to be alone and distracted while Prism conducts his masquerade. Prism will do horrible things to throw the character's reputation in the trash, and possibly even put the character in jail. The two scenarios could be put together, with Prism spoiling each reputation singularly then sending his disguised troops out as shown above.

REPLACING SPECTRUM MEMBERS

If any of Spectrum is killed or captured, they will be replaced by a different villain of the same color. Prism understands the relative futility of attacking Stronghold, although with his disguise capabilities it is highly likely he could spring one or two of his lackeys.

If the GM has any existing villains whose powers could represent a color and whose origin is in shadow, he could have them join Spectrum. The known villain will give even more color to the group, making the fights between them and the characters all the more enjoyable.

PRISM MOTIVATION

Prism's whole goal in life is to get even with all heroes. He is dedicated to this goal, and will not be discouraged by any loss he is handed. He has vast resources and a huge intellectual capability, a combination which will provide no end of sleepless nights for the player-characters. Prism will be back, and next time he won't be so nice...

AFTERMATH

Obsidian rose shakily to his feet, standing above the unconscious Rage who had fallen only moments before. Defender flew over and dropped a limp Hotshot on top of the villainous brick before landing next to his exhausted comrade. Representatives and Senators looked up from behind the desks they had dove behind as Defender finally spoke to the man behind the podium.

"It's over, Prism, your charade is over." The man on the podium looked shocked at the accusation. His shock quickly turned to anger as he shouted at the heroes.

"What are you talking about? I'm Senator Mansfield, you terrorist. You see?" the man said, suddenly shifting his attention to the dazed legislators who still crouched uneasily behind their desks. "Do you see now the dangers we are faced with? These terrorists have carried their power right onto the floor of Congress! I have posed an obstacle to them and now they try to kill me! Who is to say that you aren't next?" The man's shouts were met with angered murmurs of approval by the Congressmen on the floor.

"He's an imposter!" Defender pleaded, turning to address the crowd. "That's not Mansfield, you people knew Mansfield and what he stood for. This fake is directly opposed what the man believed in!"

"Believes in. I'd prefer you didn't talk of me in the past tense, my friend." Heads turned and jaws hung agape as the crowd looked back at Clayton Mansfield. They looked back and forth at the two Mansfield's, one dressed in a suit, looking clean and respectable, while the other was covered with bruises, dressed in soiled, ripped clothes.

"Give it up, mate," Seeker said. His hand rested on the Congressman's shoulder. Jaguar, Quantum and Solitaire all stood behind Mansfield as they glared up to the podium.

The well dressed Mansfield stood for a moment, seeming to consider the brash statement, and then began to shimmer. The crowd of Congressmen gasped in astonishment as his features melted away to reveal a high-tech suit of armor, glistening with the colors of the rainbow.

"You have defeated me, it would appear," Prism said in a slight oriental accent. "My congratulations, but beware! I will be back, and I will have my day, just as you have had yours." Prism shimmered and disappeared from sight, easily slipping out of the crowded room.

"The chair will recognize Congressman Mansfield at this time," Vice President Quale said from his seat. Mansfield walked up to the podium to give his comments as the Champions gave a collective sigh of relief.

CHARACTERS

SPECTRUM

Taro Takashi hit the peak of his career in the early forties. A kind, generous, lovable character, Taro was well liked by all who knew him. His stereotypically absent mind led his genius to be unrecognized, probably because his inventions were the most bizarre of the century.

He left Japan in 1935, at the age of 24, to study abroad, working extensively in Germany, England, and America. Taro had originally planned to bring his valuable education back to Japan to enrich his country, but in America he found something more important than science, he found love.

It was in the States where he met the beautiful Carolyn Towers. Carolyn was a student at Cal Berkeley, majoring in physics and man chasing, and it didn't take much of her high intelligence to see that Taro would be very wealthy someday (If he had the right guidance, that is). Carolyn finagled her way into becoming his temporary assistant. With a winning smile and kind words, she quickly stole the heart of the scientist, and they were soon married, finding happiness in each other in a war-torn world.

After the surrender of Japan, Taro decided he had to return and aid in the rebuilding of his country. Even Carolyn couldn't sway him from his decision, and Taro took his pregnant wife home to Japan.

Unfortunately for the young couple, VIPER was in the minority who recognized Taro's genius, and they had their eyes on the destructive potential of Taro's inventions. They weren't about to let him work for Japan when VIPER could profit instead. They used their fledgling Japan outpost to kidnap the scientist in order to extract his secrets. Taro proved to be much tougher than anyone would have suspected, and refused to work for the villainous group.

Lying in his cell, beaten and battered, he was informed by the Nest leader that his wife would be brought to him in the morning. He would help VIPER or she would suffer. Enraged, Taro surprised the nest leader and tackled him before the guards could react. With quickness that one would never expect from a middle-aged scientist, he snatched the nest leader's pistol. Taro then did the only thing he knew of to save his beloved Carolyn, he took his own life.

Carolyn was safe, as VIPER thought chauvinistically that she couldn't comprehend her husband's work. They were right, but she was very careful to keep all of his notes locked away. Carolyn felt a burning rage in her heart against VIPER for stealing her husband away from her. For all her gold-digging motives, she had fallen in love with the kindly Taro. Somehow, she would have her revenge.

Carolyn gave birth to a healthy son, whom she named after her late husband. Young Taro Jr. grew up with many of his parents' attributes, his mother's greed as well as his father's natural genius. He also knew from an early age who had killed his father, and he shared his mother's hatred for VIPER.

Taro showed his genius from an early age, entering Tokyo University at the age of thirteen. Having already surpassed his professors in knowledge at the age of sixteen, he left for the lucrative call of the private field.

Many businesses vied for the services of the young genius, but the Hikari Corporation finally won out. A fledgling company, Hikari Corporation had one thing going for it: Carolyn Takashi was a major investor.

In Japan, the importance of one's company is paramount to its employees. Pride and honor exist for the successful worker, while shame waits for those that labor for an unsuccessful company. Employers treat their workers very well in exchange for unquestioning dedication to the tasks at hand. For a while, Taro was no different than most of his countrymen.

He worked hard for his new company, and the work soon began to pay off. Taro used his father's notes as well as his own inventions to bring millions into Hikari as patent after patent was granted.

He developed holography into previously unknown levels, and was spreading out into medical and military applications for his work. The Hikari Corporation knew what they had going for them, and treated Taro like royalty. He and his aging mother were living the good life to say the least. Unfortunately for the happy family, this storybook existence was destined to come to an end.

The Takashis' greed led them to start their own company, Takashi Limited. Hikari, bitter over their betrayal, clung to the patent rights, and many legal battles ensued over them. In the end, Taro had lost the rights to about half of his inventions.

It was during Taro's investigations (for legal purposes) into his patents that he came across some disturbing evidence. Several of his discoveries were bringing Hikari millions of dollars per fiscal year, and they had not been seen on the public market. As he knew the Hikari computer system inside and out, he began to track down the mysterious profits. As he easily wove his way through passwords and computer traps, he found one word in the records that instantly cleared up this mystery: VIPER!

Taro could not believe that his company had sold his secrets to his family's worst enemy; the very organization that had killed his father! Hikari would have to pay for being involved with such a treacherous criminal organization. They would have to pay indeed.

He couldn't go to the authorities, for Hikari would simply claim he was involved and drag him down as well. As he worked his way through the files, turning up more and more information on Hikari's evil dealings with VIPER, his plan for revenge became clear.

Taro's largest project to date, a suit of combat armor he was developing for various corporate security firms, was tied up in the patent appeals. It was sitting in his former lab on the outskirts of Tokyo, and there it would remain until Taro

showed someone, besides himself, how to use it. VIPER had already agreed, as the files showed, to purchase five of the powerful weapons. He could not let such a weapon fall into the hands of the evil ones.

With the help of his friend and former co-worker, Hideko Shobuto, Taro broke into Hikari labs late one night and donned the prototype. It was the first practical field test, but Taro was pleased with the results as he thrashed the entire lab complex. He destroyed all remnants of his work, as well as the work of several other scientists. The destruction was enough to set Hikari back years in their profit expectations. Just as Taro was leaving, well satisfied with the night's work, he was blindsided by the Japanese hero, Aslan.

Taro tried to convince Aslan that he was not the villain, but it was Hikari that was evil. Aslan found it hard to believe him as he viewed the twisted, burning wreckage of the lab complex. The lion-man bore into Taro with full force. Although the suit was nowhere near as powerful as it is today, it was still more than a match for Aslan. When Taro was finished, his adversary lay bleeding and unconscious. He fled the scene to deal with his own wounds.

Taro hadn't wanted to fight him, but Aslan had pressed the attack. Aslan had called him dishonorable! The lion-man deserved what he received. As Taro was receiving twenty-five stitches to seal the huge cut he had suffered courtesy of Aslan's sword, he made a note not to forget the lesson of dealing with 'heroes.'

Although he was careful enough to insure that his theft of the suit could never be proven, he still felt it prudent to leave his country. The shores of his mother's land beckoned to him, so they hopped on the next plane for America.

His reputation quickly brought him more than enough backers to re-start Takashi Limited. For the first year, the company showed four-hundred percent profits and its stock jumped from 2.5 to 27.75. Taro was rapidly on his way to becoming one of America's richest men, one of the few who could realize the American Dream to its fullest.

When he saw the hero Lightspeed on the news, it was the beginning of the end for his fortune. It was obvious that Lightspeed's armor incorporated Taro's technology, but how had it come to America? When he found out, the answer shocked him to the bone. Lightspeed was a former villain who had changed his ways and now served justice. As Taro investigated, he discovered that Lightspeed had defected from VIPER!

Taro donned his suit again, and took the English word Prism as his moniker. Prism set out to get what rightfully belonged to him, and to begin a campaign of terror against the murderers of a father he had never known.

Prism caught up with Lightspeed as he was blazing over the city. He matched speed with the racing hero and explained that the suit was his. Would the honorable Lightspeed kindly return it? Lightspeed just laughed as Prism, who responded by attacking. The ensuing battle raged over the rooftops, and Lightspeed's flying experience was the only thing that kept him alive as long it did. Prism had the advantage of knowing how his opponent's suit worked. With a few pin-point shots, Lightspeed found himself powerless and plummeting from the sky. When he crashed into the street without the help of his force field, his fate was sealed. Taro removed the remains of the suit from the dead hero and fled the scene.

Taro was beginning to integrate himself in the American underground computer networks. Just as easily as he found his way through Hikari Computers, he worked his way into the memory banks of VIPER. He was able to find out several small missions of the organization, and seven agents were dead before the week was out.

VIPER had the foresight to see the developing situation. The Supreme Serpent heard the name Takashi and instantly remembered the old man who had proven to be so tough, the old man who had attacked a nest leader, taken his gun and committed suicide to protect his wife. She must be the one behind what was going on.

It was obvious that Taro was either Prism himself or at least his financial backer. It was obvious, from Prism's exploits both in Japan and America that he would be coming after them. It was obvious something would have to be done. As long as a war was inevitable, the Supreme Serpent deemed it prudent to wipe this threat out, permanently.

Their assault on the the Takashi building was awesome to behold, as they threw everything the nest had into the fray. As the missiles detonated around him, glass flying and his empire crumbling before his eyes, Taro again donned the suit. His company was being destroyed by Viper, and the only wise thing to do right now was to flee and fight them another day. Grabbing his main assistant Hideko and his mother, he flew out of the building.

By this time, the heroes of the city were already there. To Taro's shock, Quantum and Defender, who were enraged over the death of Lightspeed, moved to attack him as well as VIPER! Amidst the shouts at him to put the hostages down, Prism slowed to try, once again, to give his side of the story. A VIPER jet agent took advantage of the still Prism, and got off a clean shot. The blast careened off of Prism's head, and he went spinning back into the building.

Hideko managed to cling onto Taro with all his strength, but Taro's mother slipped from his grasp. The heroes were too surprised to reach her in time, and Carolyn Takashi plunged to her death on the front steps of her son's building.

Taro, dazed from the blast, the death-screams of his mother still ringing in his ears, emerged to see Quantum standing over his dead mother. Defender pressed the attack on Prism. Taro felt the rage explode inside of him, he felt the hatred overwhelm his soul, and quickly shot Defender out of the sky. The building began to buckle as VIPER agents still swarmed about it, and laser blasts singed the air all around him. Taro grabbed his friend Hideko and left the remnants of his past crumbling behind him.

He had tried to be patient, he had tried to tell his side of the story calmly. The 'heroes' kept attacking him, and now they were responsible for his mother's death! His mother, the one who had raised him all by herself, the one who had taught him his destiny in life, was gone forever. VIPER had killed his father, heroes had killed his mother, and all of them would pay dearly.

After Taro's empire crumbled around him, he began to realize the importance of numbers. He needed some protection, people who could do his fighting for him.

Dragging out theories that his father had originated, Prism set out to create his protectors. Taro had toyed with the theories in his university days, and it didn't take him very long to hammer them into experimental form. The theories worked on the hypothesis that light had mass which could be worked with to manifest itself in the physical world.

Taro and Hideko spent months converting the theories to their new purpose, imbuing a human being with one ray of the spectrum. The resulting union would result in the creation of a paranormal.

He and Hideko collected experimental subjects by recruiting bums, prisoners, and power-hungry people from every walk of life. His first four tries resulted in very messy deaths. On the fifth try, however, the powerful Rage was created. Ecstatic with his success and more than a little bit impressed with his own genius, Taro went on an experimenting binge. Seventeen more deaths and two successes later, Blue Streak and the loyal Hotshot were created. The deaths and re-births began to have an adverse effect on Taro's already warped mind, giving him a feeling of power, of omnipotence!

Now that he had some numbers behind him, it was time to gain revenge against VIPER. Taro was far too wise to think he could destroy them forever, but he would prove to be more of a thorn in their side than those so-called heroes. Besides, the longer they were around, the longer he had a target for his hatred (Until he could formulate a plan against the heroes that is).

VIPER assumed that Prism was out of the picture (see Prism's origin), and they became sloppy. Between Prism's computer hacking and Rage's street contacts, they found out when VIPER was going to hit a bank shipment. Prism took his three villains out to teach VIPER a lesson. Spectrum, as Prism was now calling the group, attacked and slew the VIPER agents within minutes. Rage helped himself to the bank shipment, walking off with a million dollars' worth of gold. VIPER was just beginning to feel the sting.

Taro had to admit the money came in handy, now that he collected no royalties from his inventions. It was when he saw the police chief being interviewed on television, however, that he became really interested in crime. The chief was asking for help in stopping what might become a huge gang war between VIPER and a rival faction headed up by Prism. The chief was asking for the Champions to intervene.

In crime, Prism saw the opportunity to make the so called 'heroes' look terrible and humiliate them publicly. Spectrum began to hit not only small VIPER operations, but banks and other choice targets as well. Prism and his cohorts would actually wait at the scene of a crime until the heroes showed up, then pummel them into the ground and walk away laughing. He never killed them; he wasn't ready for that yet. Besides, it was too much fun to let them know they had been demolished — and would be again.

Slime was the next to be created. After she was beaten into place by Prism and Rage, she joined Spectrum in its quest for money and revenge.

The crime spree lasted for about two weeks until the Champions finally managed to coordinate their efforts on one of Spectrum's robberies. It was a terrible battle that erupted in the midst of downtown, and Spectrum was badly beaten. Blue Streak was badly injured, Hotshot was apprehended, and Prism's armor was so badly damaged it nearly exploded. But Spectrum gave as good as they got in the battle, and the heroes were too battered to pursue the villains and too weak to confront the seemingly indestructible, inexhaustible Rage. Hotshot got out on bail, and Spectrum limped away under the cover of night. They haven't been a major problem since.

Although quiet, Taro has been far from still. He is through playing around with the heroes. This is not a war of attrition; this is a war he will win! His fervor has stretched over into his experiments, and Lightshow, Purple Haze and Angstrom have been created since his defeat. The Spectrum is now complete.

Taro now has his army of lackeys, but still feels it is not enough to combat the increasing hero population. He could take his Spectrum from city to city and still never catch them all. The solution finally came to him as he watched the nightly news. The "Paranormal Restriction Act", hmmm ...

FBI RAP SHEET

PRISM

Suspected identity: Taro Takashi

1st Degree Murder, 17 counts.

2nd Degree Murder, 24 counts.

Grand Theft, 8 bank robberies.

Kidnapping, 24 counts. Prime suspect in between 51 and possibly 168 more kidnappings.

Assaulting an officer, 19 counts.

Assault with a deadly weapon, 50+ counts.

RAGE

Suspected Identity: Jeff Gibson

1st Degree Murder, 23 counts.

2nd Degree Murder, 12 counts.

Attempted Murder, 7 counts

Grand Theft, 8 counts bank robbery.

Kidnapping, accessory to 15 counts.

Assaulting An Officer, 17 counts.

Assault and Battery, 24 counts.

HOTSHOT

Known Identity: Hideko Shobuto

1st Degree Murder, 7 counts.

2nd Degree Murder, 4 counts.

Attempted Murder, 3 counts

Grand Theft, 8 counts bank robbery.

Kidnapping, accessory to 15 counts.

Assaulting An Officer, 11 counts.

Assault and Battery, 7 counts.

BLUE STREAK

Suspected Identity: Daniel Lee Baker

1st Degree Murder, 4 counts.

2nd Degree Murder, 4 counts.

Attempted Murder, 2 counts

Grand Theft, 8 counts bank robbery.

Kidnapping, accessory to 15 counts.

Assaulting An Officer, 17 counts.

Assault and Battery, 18 counts.

SLIME

Identity: Unknown

1st Degree Murder, 5 counts.

2nd Degree Murder, 6 counts.

Attempted Murder, 3 counts

Grand Theft, 3 counts bank robbery.

Kidnapping, accessory to 7 counts.

Assaulting An Officer, 9 counts.

Assault and Battery, 12 counts.

LIGHTSHOW

Known Identity: Marlene Hill

1st Degree Murder, 7 counts, suspect in 15 more

2nd Degree Murder, 4 counts, suspect in 5 more

Assaulting An Officer, 4 counts.

Assault and Battery, 10 counts.

Petty Theft, 4 counts.*

Possession of Narcotics, 3 counts.*

PURPLE HAZE

Known Identity: Steve Stahl, AKA "Trippin."

2nd Degree Murder, 1 count

Kidnapping, accessory to 4 counts.

Inciting Riot, 4 counts

Assaulting An Officer, 5 counts.

Narcotics Possession, 7 counts.*

HEATSEEKER

Identity: Unknown

1st Degree Murder, 13 counts

Attempted Murder, 7 counts

Assaulting an Officer, 4 counts

NIMBUS

Identity: Unknown

1st Degree Murder, 9 counts

Attempted Murder, 4 counts

Assaulting an Officer, 9 counts

PRISM				
Val	Char	Cost	Combat Stats	
60	STR	*33	OCV: 10	
30	DEX	*40	DCV: 10	
35	CON	*20	ECV: 7	
20	BODY	*13	Phases: 2, 4, 6, 7, 9, 11, 12	
35	INT	25		
20	EGO	20		
30	PRE	*13	Costs	
12	COM	4		
30	PD	*12	Char: 219	Base: 100
25	ED	*12	Powers: 293	Disad: 412
7	SPD	*20	Totals: 512	512
19	REC	*0		
70	END	*0		
78	STUN	*7		
Cost	Powers	END		
53	Multipower (80 pt. Reserve)*			
17m	13d6 EB (Laser Blast), 1/2 END		4	
4u	2d6 AP RKA, Selective Fire		3 (15)	
9u	6d6 NND (10 pts. Flash DEF) +3d6 Flash		8	
3u	5d6 Energy Absorption vs. Light Attacks to suit's END			
4u	40 Pts. Invisibility (All Sight, No Fringe)		8	
17m	13d6 Light Illusions		4	
20	100 pt, 20 REC END Reserve for suit*			
27	Full Damage Resistance (PD and ED)			
30	Life Support; Self Contained, Vacuum, Intense Heat, Intense Cold, Radiation.			
15	22 Pts. Mental Defense			
27	20" Flight*			
Skills				
15	Light Rarefaction, Gamma Radiation, Holography, Biology, All 17-			
5	Computer Programing 17-			
9	Disguise 11-			
5	Mimicry 12-			
5	Stealth 16-			
3	Oratory 15-			
15	+3 Levels with Armor			
10	+1 Overall			
100+	Disadvantages			
20	x2 Stun From Cold Attacks			
20	Megalomaniac			
20	Suspicious of lackeys			
10	No Concern for human life			
35	3d6 From Submersion in water			
25	Hunted by VIPER 14-			
15	Hunted by the Champions 11-			
10	Hunted by PRIMUS 8-			
257	Villain Bonus			
* = OIF; Power Suit				

Background: See group write-up.

Quote: "Science is power, one must not feel compassion when it comes to experimenting."

Personality/Motivation: Prism has three goals in life; to get rich, destroy VIPER and get rid of heroes. He believes that in order achieve the first goal, he has to accomplish the third. Taro feels compelled to punish heroes for his mother and for what they have done to his life.

He feels that he has done no wrong, that he has been persecuted without cause or provocation. Taro firmly thinks that he is in the right at all times, and that all who disagree with him are obstacles. Prism isn't very kind to his obstacles.

Taro is an overbearing, commanding man. Do what he says or pay the price is his common motto. He holds no value in human life, except for his own, and he will kill thousands to get what he wants.

Powers/Tactics: Prism's powers are pretty straightforward. He lets Spectrum do most of the fighting, and prepares not to sully his hands. The fact that he is an incredible combat machine may surprise some characters after watching him hide behind his lackeys.

In combat, he will level anybody he knows to have senses that can detect him while invisible (sonar, radar, etc.). Prism will open up with the EB. In crowd situations, he will try to thin out the ranks with an autofire RKA. If the battle begins to go against him, he will go invisible and try to escape.

Once invisible, if he can't be detected, he will use his light illusion and have some fun with his enemies. He will use the light illusions to distract and disorient, hoping he can separate one from the group and finish them off with the EB or with the RKA.

Appearance: Always appearing in his suit of armor when not in disguise, Prism is an unmistakable figure. His armor is very shiny, light glints off of it in several hues of the prism. He stands tall with extreme self confidence, and it is obvious that he fears no one.





Background: Irony. That was the only word for the situation Jeff Gibson found himself in. The prison bus bounced along the pot-holed road, dust finding its way inside the hot, crowded vehicle. The bus was winding its way into San Quentin Penitentiary, where only a few months earlier Jeff had worked as a prison guard, until he was fired for excessive cruelty to the inmates.

It was nothing he hadn't been doing for the past four years, but the new warden hadn't taken kindly to Jeff's vicious handling techniques. He was sent out into the streets, where he found himself without an outlet for his sadistic drives.

It only took him a week to commit the first murder, and four days after that, the second. Unfortunately for Jeff's budding new career, the police easily picked up his sloppy trail, and two days later he was arrested. Now he found himself on his way to join inmates whose lives he had made a living hell. The future seemed bleak indeed.

Fate intervened in Jeff's favor as the bus ground to a stop and roof was torn off. The guards were quickly subdued by a man in a suit of glowing armor. When that man offered the chance for freedom in exchange for service, Jeff jumped at the chance.

RAGE				
Val	Char	Cost	Combat Stats	
70	STR	60	OCV: 6 DCV: 6 ECV: 4 Phases: 3,5,8,10,12	
17	DEX	21		
30	CON	40		
20	BODY	20		
10	INT	0		
12	EGO	4	Costs	
30	PRE	20	Char: 232 Base: 100 + + Powers: 114 Disad: 248 = = Totals: 348 348	
6	COM	0		
30	PD	14		
26	ED	20		
5	SPD	23		
22	REC	0		
70	END	10		
75	STUN	0		
Cost	Powers		End	
14	Hardened PD & ED		2	
35	Hardened Damage Resistance (30 PD, 26 ED)			
10	Power Defense (10 pts)			
10	Lack of Weakness (10 pts)			
5	Flash Defense (5 pts)			
6	+3" Running (9" Total)			
10	-5" Knockback Resistance			
	Skills			
15	+3 w/HTH			
3	Streetwise 15-			
3	PS: Prison Guard 12-			
3	AK: San Quentin 12-			
100+	Disadvantages			
25	Berserk if own blood is drawn 14-, 8-			
20	Vicious and Sadistic			
20	Takes time to torture in combat			
20	Distinctive Features: Face twisted in anger			
10	Reputation: Vicious and Sadistic 11-			
10	2d6 from Healing powers			
10	2d6 from mental calming efforts			
15	Hunted by The Champions 8-			
20	Hunted by VIPER 8-			
98	Villain Bonus			

Of the fifteen prisoners collected off the bus, Jeff was the only one to survive the experiments. The power of Spectrum has turned him into an invulnerable powerhouse. He loves what he has become, but won't give up anything for Prism. His only loyalties are to himself.

Quote: "Bring it on! You'll only end up begging for mercy and you won't get it!"

Personality/Motivation: Rage has only one desire: to hurt people. In effect, this is what keeps him alive. The energies that have given him his powers feed on hate and pain. Rage has enough hate inside of him to keep his power at a peak levels at all times. The pain he causes, however, elates him like a drug. Causing pain is the only thing that makes him truly happy.

Jeff has no regrets, his new life is way he wants it. He has no great loyalty to Prism, although he does have a fascination for the anguish the Spectrum Device causes. Rage follows his orders for the most part, and staying with Spectrum gives him a shelter that allows him to get away with the abuse he loves to dish out. Rage is totally vicious and will always take time to torture his victims before he kills them.

Powers/Tactics: The Spectrum device made Jeff an embodiment of his own psychopathic tendencies. His hate and anger were great, and so is the power they have given him through the Device. His power feeds on his own anger, charging his defenses and giving him high endurance, making him a marathon combatant.

When that hate and anger are removed, Rage could die. Any mental power that calms him or makes him happy, as well as all healing powers, destroy the very fabric of his being and if continued will kill him.

Rage's tactics are simple: crush whoever is in front of him. He will throw full strength punches as long as he can connect. If the enemy is too agile for him, he will throw the largest object at hand. One of his favorite ploys is to take an innocent hostage. When he has the hero where he wants them, he kills the innocent, laughing at his opponent's stupidity. Against weaker bricks, Rage will close and use his high strength in a bear hug (grab) and squeeze until his opponent is unconscious.

Appearance: Standing nearly seven feet tall with a build that would make Arnold Schwarzenegger look like a 98 pound weakling, Rage is a very imposing figure. What really sets him apart is the angry vibes that pour out of his body. There is always a twisted, evil grin whenever pain is being inflicted. A red tinge covers his skin, looking like a bad sunburn. He has red hair and reddish brown eyes. His costume is light red with dark red boots and highlights.

HOTSHOT				
Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 7	
20	DEX	30	DCV: 7	
15	CON	10	ECV: 3	
10	BODY	0	Phases: 3,5,8,10,12	
14	INT	4		
10	EGO	0		
17	PRE	7		
10	COM	0		
8	PD	5		
8	ED	5		
5	SPD	20		
6	REC	0		
70	END	20		
36	STUN	10		
Costs				
			Char:	116
			Base:	100
			Powers:	234
			Disad:	280
			Totals:	380
Cost	Powers			End
30	EC- Light and Heat			
a-30	12d6 EB — Heat			3
b-30	2d6 AP RKA - Heat			6
c-30	30" Flight			3
d-30	3d6, AE Flash (3" Radius)			6
e-30	+20 PD, +20 ED Force Field, 0 END			
15	Reduced END on EB			
15	Reduced END on Flight			
Skills				
9	PS: Geology 18-			
9	PS: Chemistry 18-			
3	English (Native is Japanese)			
3	American Sign Language			
100+	Disadvantages			
20	x2 Stun & Body from Magnetic Attacks			
25	Berserk if Prism is hurt 14-, 8-			
15	Enraged if being beaten and mocked, laughed at 14-, 8-			
20	Complete Loyalty to Prism			
15	Believes whatever Prism tells him			
15	Arrogant and Conceited			
30	3d6 From Sustained Magnetic Fields			
15	Hunted by The Champions 8-			
15	Hunted by Thunderbolt 11-			
10	Public ID			
100	Villain Bonus			

Background: Hideko Shobuto and Taro Takashi were fast friends from the day they met at Tokyo University. Both men were considered geniuses, and both had a contempt for their society. Hideko was a genius in his own right, but he recognized Taro as the superior.

Taro Takashi, the man who would become Prism, was an object of hero worship for Hideko. Taro was the first, and only, man that Hideko had met who he believed had an intellect truly superior to Hideko himself. When Taro left for his new job with the Hikari Corporation, Hideko followed his friend/idol into employment with the company.

Nothing could ever be proven about Hideko's involvement in the sabotage of the lab; his friend had seen to that. Nothing could be proven, but the truth was known and Hideko's reputation as well as his honor was destroyed. He had no choice but to follow his friend to America.

He was with Taro through all of his conflicts, successes and experiments. It was the experiments with the Spectrum Device that called out to Hideko. Every day as Hideko went into the lab, it sang out to him with promises of power and

glory if it should work, and an honorable death should it fail. Every day he watched another poor soul meet his doom in the unforgiving machine. Every day he wished that poor soul was Hideko Shobuto.

Finally, he could live his honorless life no longer. When Prism was out, Hideko set the controls and basked in the deadly rays of creation. The man that went into the machine was Hideko, but the man that crawled out was Hideko only in name. Prism came back to find his assistant and best friend a veritable vegetable who could remember nothing of the past.

Gradually, some of his memory came back. Hideko has regained total recall of his languages, Geology and Chemistry, but virtually nothing else. All he can remember was that he had followed Prism halfway around the world. Should the need arise, he would follow Prism into hell itself.

Quote: "Do you think you are something special? You are nothing."

Personality/Motivation: Hideko was once a brilliant man whose loyalty to his friend led his life into ruin. He entered the machine hoping to die, and in a way he did. The old Hideko is dead, the new being is Hotshot. His memories reach back to the time he left the machine, and he has little before that.

Now he knows that Prism is his friend and leader. Prism has taken advantage of the lack of memory, and has "filled in the blanks" for Hideko. Hotshot considers Prism the greatest human being on the face of the earth. His conceited attitude is another of his traits that survived the transformation. Hotshot considers himself to be better than all of the others with the singular exception of Prism. He is cocky, arrogant and extremely self-centered.

Powers/Tactics: Hotshot's powers are based on the planet's magnetic field. He uses the ambient energy in the field to excite molecules to a high degree. He then channels the energy created by the molecular excitation into whatever power he chooses. Due to the nature of his power, he is highly susceptible to magnetic attacks. Magnetic attacks cause him to lose control of his powers and excite the molecules within his own body. If a magnetic field is sustained on him (entangle, telekinesis, etc.) the excited molecules within him will cause him to ignite. Death will come seconds after the field is activated.

In combat, Hideko will attack the first target at hand. He will stay with this opponent until that person has fallen or his comrades need assistance. During fights, he will use his flight to circle above the action and try to pick out easy targets. No coward, Hotshot will be glad to accept personal challenges and will revel in beating 'lesser' opponents into the ground.

Appearance: Hotshot's demeanor can be summed up in one word; irritating. He is small man, standing at 5'6" and weighing 105 pounds, yet he carries himself as if he were a 250 pound giant. He expects people to be scared of him, for after all, is he not the great and feared Hotshot? His facial expressions are snotty and conceited, and most people who have met the man in person share a common desire to punch him in the face, very hard.

Hideko has typical oriental features and wears a very regal looking uniform of orange with red-orange and gold trim.



BLUE STREAK				
Val	Char	Cost	Combat Stats	
25	STR	15	OCV: 11	
32	DEX	66	DCV: 11	
25	CON	30	ECV: 5	
12	BODY	4	Phases: 2,4,6,7,9,11,12	
14	INT	4	Costs	
12	EGO	4		
18	PRE	8	Char: 188 Base: 100	
16	COM	3	+ +	
20	PD	15	Powers: 110 Disad: 198	
20	ED	15	= =	
7	SPD	28	Totals: 298	298
8	REC	-4		
50	END	0		
38	STUN	0		
Cost		Powers	End	
16	Martial Arts — Speed Fighting			
	Maneuver	OCV	DCV	Damage
	Martial Strike	0	+2	9d6
	Offensive Strike	-2	+1	11d6
	Martial Throw	0	+1	
	Martial Dodge	-	+5	
15	+7 PD, +3 ED Armor			
40	+20" Running (26" total)			
10	Ultraviolet Vision			
10	+2 Levels w/Martial Arts			
	Skills			
10	Find Weakness w/Martial Strike 11-			
3	Stealth 15-			
5	PS: Football 14-			
1	Fam w/ Tactics			
100+		Disadvantages		
20	x2 Effect from Drains and Transfers			
20	Overconfident			
15	Arrogant			
15	Tries to be leader			
20	Hunted by VIPER 8-			
15	Hunted by The Champions 8-			
93	Villain Bonus			



Background: Danny Lee Baker sat slumped in his chair, one hand holding a half-empty bottle of whiskey, the other clutching a framed cover of Sports Illustrated. The cover, which was less than six months old, showed Danny in mid yell, one raised hand holding his helmet and the other pointing a finger to the sky. His hair was plastered to his head with sweat, and slightly out of focus college students could be seen swarming on the field behind him. The caption read: "#1! Danny Lee Baker leads Ole Miss to a 24-0 shutout and the SEC Championship."

That was in the days before they stopped ignoring his criminal record, his drunken binges on campus, and his excessive gambling. Six months ago it seemed like he could get away with murder. He was after all, the best linebacker in the country and the top prospect to be the number one draft choice in the NFL.

Well the draft was over, and Danny Lee had just watched the whole thing. He had watched the excited players hold up jerseys with their names and numbers on them, ready for the big time, ready for the pros. The draft was over, and Danny hadn't been picked first. He hadn't been picked at all.

The NFL had decided to make an example of Danny, an example to show the world that they would no longer tolerate that type of behavior. It was to be a lesson to college players everywhere; play by the rules or you won't play. Now he had nothing, nothing at all.

The phone rang. The same one he had hoped would ring all night, with the news that he was going to play ball, but the news had never come.

"Hello?" Danny Lee slurred through his drunken stupor.

"Hello, Mr. Baker." A voice said with the faintest trace of an oriental accent. "I believe you were probably waiting for a call from a professional organization." Danny Lee sat straight up in his chair, the whiskey spilling onto the floor.

"Y'all are from the pros? Does somebody want me ta trah out?" Danny's voice betrayed the hope he still held.

"I'm from another organization, Mr. Baker. My name is Prism, and I'm offering you the big time"

Prism quickly convinced Danny that he was destined for greatness through the Spectrum Device. He stepped bravely into the machine and bathed in its power. He stepped out better than ever, his athletic abilities magnified to huge proportions. Danny felt the power immediately and knew he had what he had always wanted.

"Coach," Danny said, smiling at Prism, "let's play some ball."

Quote: "Yeee-haaa! Gawd I love this sport!"

Personality/Motivation: Danny Lee is thoroughly enjoying the new found spotlight. He loves the competition he has found from battling with supers and has decided he was put on this earth to be a supervillain.

Danny's attitude in college often caused him to be portrayed as the bad guy, someone everybody loved to hate. His current occupation entices much the same reaction from the public, who just can't seem to hate this handsome, charismatic man. He is truly happy with his life.

Still a sucker for the fans, he loves to sign autographs for those who remember his sensational collegiate days. Any fan of his will be spared from death, while someone who doesn't know of his football exploits is in big trouble.

Powers/Tactics: Danny's metabolism and natural athletic ability have been multiplied to unbelievable proportions. His reaction time and speed allow him to throw many punches before his opponents can even move. His martial arts skill isn't really a special form of combat: it represents his heightened reactions. The martial arts and high DEX are his ability to see punches coming and react to them (Dodge) or to quickly slip a number of punches past his opponent's defenses.

Danny's favorite move is the blindside tackle. A throwback to his days on the gridiron, he will get up to full speed on anybody unaware of his presence. A full speed, full strength move through will be an impressive hit indeed (14d6).

His reaction time also gives him the ability to feel an attack hit his skin before it does full damage, allowing him to move before it penetrates fully (the Armor).

The increased metabolism also makes drains more effective. When a drain or transfer hits him, his body feeds it twice as fast as a normal person's would.

Appearance: Danny Lee retains the 6'4", 240 pound figure he had when he was crushing quarterbacks at Ole Miss. In combat his metabolism is at its full output, and he appears out of focus (slightly blurred) even when standing still. His has a thick southern accent and constantly uses football analogies (sometimes only he knows what they mean, but he says them anyway). His blonde hair and good looks make him a favorite with the ladies, another of his many bad habits.

His uniform consists of a blue body suit with dark blue boots and highlights. Over this he wears a light blue football jersey with a dark blue #6 on the front and back, "Spectrum" lettered across the front and "Blue Streak" lettered across his shoulders.

Blue Streak was a name he picked up in college from his defensive coach. Danny was a leader in sacks and often had devastating blindside hits. His coach told Sports Illustrated, "When Danny hits dem quartahbacks, it looks like they was run ovah by ah train."

SLIME			
Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 8
23	DEX	39	DCV: 6
15	CON	10	ECV: 2
8	BODY	-4	Phases: 3,5,8,10,12
7	EGO	-6	
8	PRE	-2	
4	COM	-3	
22	PD	20	
23	ED	20	
5	SPD	17	
10	REC	10	
70	END	20	
29	STUN	10	
Costs			
Char:	109	Base:	100
	+		+
Powers:	199	Disad:	208
	=		=
Totals:	308		308
Cost	Powers	End	
40	40 pt. Multipower		
4u	4d6 NND Defense is 15 Pts. Life Support	4	
4u	4d6 STR Drain (Drains 1/3 Roll in STR Pts)	4	
4u	4d6 DEX Drain (Drains 1/3 Roll in DEX Pts)	4	
4u	4d6 PD Drain (Drains 1/3 Roll in PD Pts)	4	
4u	4d6 FF Drain (Drains 1/3 Roll in FF Pts)	4	
4u	4d6 ED Drain (Drains 1/3 Roll in ED Pts)	4	
4u	4d6, Def 4 Entangle	4	
4u	4 Pts. Regeneration	4	
8m	8" Tunneling	2	
4u	Desolidification (Affected by electrical)		
52	3d6 EGO Attack Damage Shield versus mental powers except EGO Attack (-1/4) Always On, Persistent 0 End		
8	+4" Running (slithering, 10" Total)	2	
10	Clinging	2	
10	Life Support (Self contained breathing)		
5	Stealth 14-		
15	1 Level Shrinking, Persistent 0 End, Always on		
5	KS: Acting 14-		
3	AK: Hollywood 12-		
3	KS: Famous actors and directors (she used to know them)		
100+	Disadvantages		
15	x1 1/2 Stun from Heat Attacks		
15	Enraged if insulted about looks 14-, 11-		
20	Fear/Hatred of Prism		
15	Hatred of beauty		
15	Fear of Fire		
10	No Legs		
25	Distinctive Looks: Short, Slimy, Gruesome and Grimy		
10	2d6 Unluck		
15	Secret ID		
68	Villain Bonus		

Background: The 'Oscar' weighed heavily in her hands as she walked off the stage, after giving what had to be the greatest acceptance speech of all time. The little statuette was her entire world, and she drifted back to her seat almost by instinct. He gleamed and sparkled, calling out to her in a voice only she could hear, "You did it! You're the best there is!"

Roberta DeJesus was oblivious to the closing ceremonies as she gracefully fell back into her seat. She had an Oscar in her hand, the ultimate symbol of fame and fortune. A symbol of power.

She had stepped on a lot of the little people to get where she was today, at the top. She would step on a lot more before she was through, that was a given. She was happy with an Oscar, but far from satisfied. She always had to have more power, more control. She needed it like a drug. Its addiction was as powerful to her as any narcotic, and far more sweet.

It was when she saw Marlene Hill (Lightshow) flying across the night sky during a news brief that Roberta realized where true power was in the world. Marlene had once been a friend, before the drugs took her over, that is. Now she was more beautiful than ever, perhaps more beautiful than Roberta herself. Marlene shot over the rooftops in a running battle with several VIPER agents. She was so graceful, so enchanting, like a modern fairy tale.

Unlike the little girls who have dreams of being Cinderella, Roberta set her plan to make her fairy-tale dreams of power come true. It wasn't a fortune she spent trying to get hold of Prism, but it wasn't a pittance either, not even for her. Prism appeared one day in her bedroom as she was turning in for the evening.

"Why have you been looking for me, my beautiful Ms. DeJesus?" The man in the gleaming armor demanded. Roberta was taken aback by the sudden visitation, but she took it in stride.

"Because you have something I want, Mr. Prism. Something I want very badly." Prism could see the hunger in her eyes, the same lust for power he saw every morning when he looked in the mirror.

"Yes, I believe I do have what you want, Ms. DeJesus. But I must warn you, the price could be very high."

"Price is no object, you'll have anything you want." Roberta said. She added in a sultry voice, "Anything at all." Prism's mask hid his smirk. This woman was actually presumptuous enough to think it would be her choice if the Device was used or not. Well, it was her funeral.

"Very well, Ms. DeJesus. I believe we can come to an agreement."

"Please, call me Roberta." Prism could barely contain his laugh of contempt.

Roberta stepped into the machine with an air of haughtiness and superiority. Her smugness disappeared when Prism flipped the switch. Energy crackled around her before it plunged into her body. She had never known such searing pain, such total agony! Her legs writhed and convulsed below her, and Roberta collapsed to the ground.

When she regained consciousness, she was covered with a noxious slime. Her head spun as she tried to stand up, only to have her legs fail her. Prism cut the power to the Device, allowing Roberta to see her new look in the reflective glass of the door. Prism heard her scream even through the soundproofed chamber, and couldn't help but laugh. The door flew open and Roberta slithered out, the hate and fury clearly written on her slimy face. Prism sighed and resigned himself to the task of bending his new slave to his will.

Quote: "I've got just the potion for you, my pretty."

Personality/Motivation: Roberta is a little bundle of hate, spite and evil. She is poisoned against anything that is beautiful, for it reminds her of her own hideous visage. She hates Prism for what he has done to her and wants to kill him. He has whipped her into place enough times that she fears retaliation if she leaves him.

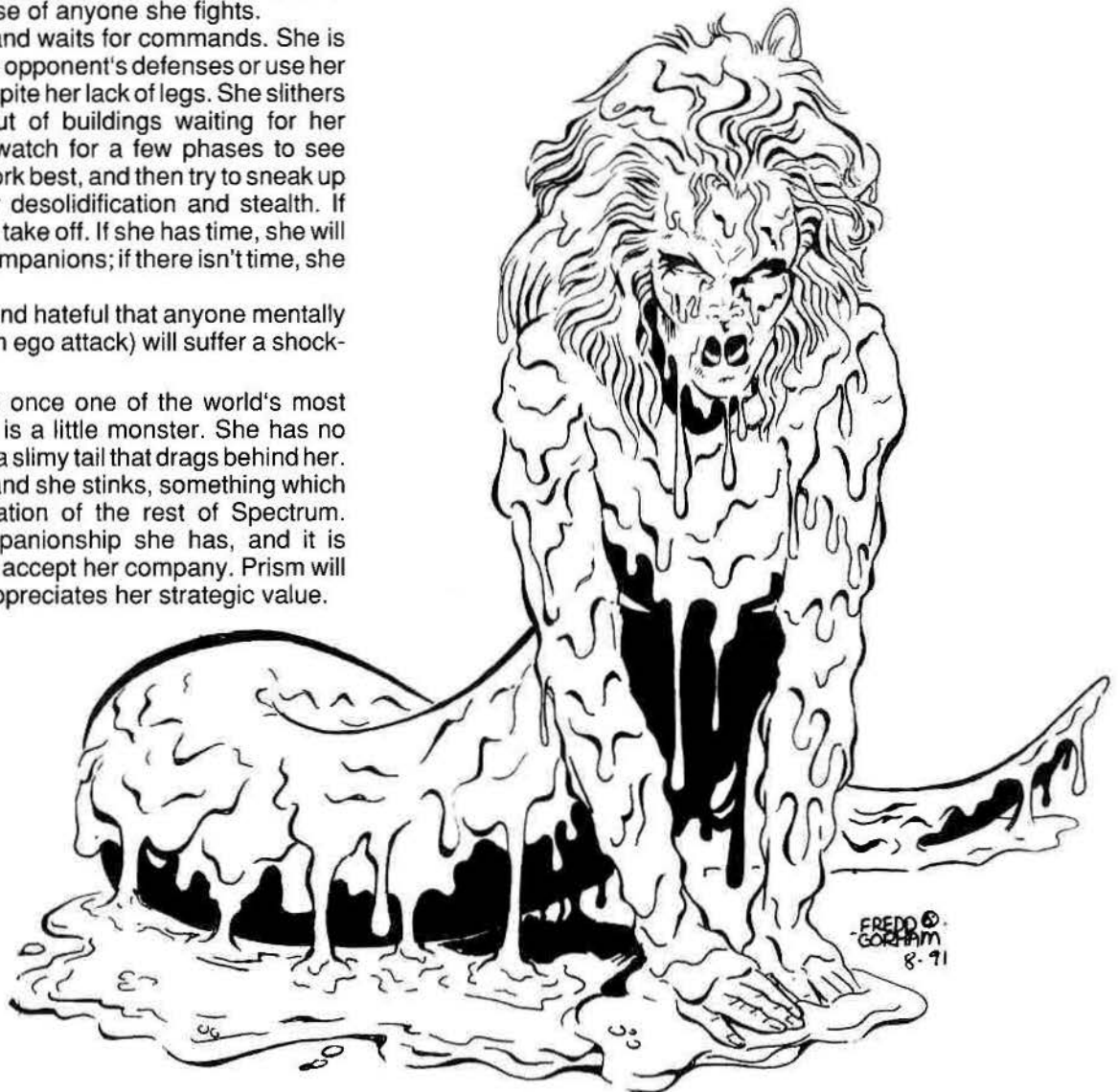
She hates Blue Streak and Lightshow for their good looks; she hates Rage because he is so vicious; she hates Purple Haze because he tries to be nice to her, and she hates Angstrom (Heatseeker/Nimbus) because he is a psycho. Her life is miserable, she has no friends, and is desperate for companionship.

Powers/Tactics: Roberta is a walking chemical dump. She can make chemicals that counter each attack that comes her way and weaken the defense of anyone she fights.

In combat she sits back and waits for commands. She is often called upon to lower an opponent's defenses or use her NND. Slime is quite fast, despite her lack of legs. She slithers around, phasing in and out of buildings waiting for her chances. She will usually watch for a few phases to see which of her drains would work best, and then try to sneak up on the character using her desolidification and stealth. If there is trouble, Roberta will take off. If she has time, she will tunnel in order to help her companions; if there isn't time, she will desolidify and flee.

Her thoughts are so evil and hateful that anyone mentally contacting her (except for an ego attack) will suffer a shocking pain.

Appearance: Roberta was once one of the world's most beautiful women. Now she is a little monster. She has no legs, and slithers around on a slimy tail that drags behind her. She constantly drips slime and she stinks, something which fails to win her the admiration of the rest of Spectrum. Spectrum is the only companionship she has, and it is doubtful anyone else would accept her company. Prism will not let her escape, as he appreciates her strategic value.



HEATSEEKER

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 9
27	DEX	51	DCV: 9
20	CON	20	ECV: 3
10	BODY	0	Phases: 2,4,6,8,10,12
10	INT	5	
10	EGO	0	
25	PRE	15	
16	COM	3	
20	PD	18	
10	ED	6	
6	SPD	33	
11	REC	10	
60	END	10	
80	STUN	55	

Costs

Char:	226	Base:	100
	+		+
Powers:	291	Disad:	266
	=		=
Totals:	366		366

Cost Powers End

45	2d6 HKA, 1 level Penetration	4
20	+ 10 PD, +10 ED FF	2
40	Desolidification, 8 Def	4
20	Regeneration, 2 Body/Phase	
10	10 Pts. PRE Def.	
5	Infrared vision	

100+ Disadvantages

40	x2 Stun & Body from Electrical Attacks
20	Psychopathic Killer
18	Enraged when fighting 14-, 8-
30	3d6 From being touched with a Crucifix
20	3d6 From Holy Water
15	Hunted by The Champions 8-
25	Hunted by The Disciple (religious vigilante) 14-
98	Villain Bonus

NIMBUS

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 7
21	DEX	33	DCV: 7
20	CON	20	ECV: 7
10	BODY	0	Phases: 2,4,6,8,10,12
15	INT	5	
20	EGO	20	
25	PRE	15	
16	COM	3	
10	PD	8	
20	ED	16	
6	SPD	39	
11	REC	10	
70	END	15	
40	STUN	15	

Costs

Char:	199	Base:	100
	+		+
Powers:	239	Disad:	338
	=		=
Totals:	438		438

Cost Powers End

45	2d6 AP RKA	4
75	12d6 EB, 1/2 END Cost	3
20	+10 ED, +10 PD Force Field	2
20	10" Flight	2
6	+2 Levels w/EB	
73	Multiform (to IR Form)	

100+ Disadvantages

60	x2 Stun & Body from Gasses
20	Must kill all unholy ones
18	Enraged when fighting 14-, 8-
35	3d6 From exposure to satanic symbols
15	Distinctive Looks, Holy Nimbus
25	Hunted by Dark Seraph 14-
165	Villain Bonus



Background: Robert Charles was never the most stable guy in the world. Neither was Kurt Klien, for that matter. Michael Eldridge wasn't exactly the poster boy for mental health, either. Of course the thing that these guys had in common, besides a serious psychopathic problem, was that they inhabited the same body.

You could say that this was Prism's one mistake, and it was a big one. When Prism decided to raid his second prison bus, he did not bother to check who was aboard. Fourteen deaths and one (or was it actually two?) success later, Rob/Kurt/Mike had fused into Angstrom. Prism was oblivious to his/their problems.

About a week after the experiment, Angstrom started to develop two different sets of powers, and shortly thereafter two different personalities. One set of powers controlled ultraviolet rays, the other controlled infrared. Both personalities turned out to be — surprise — psychotic. The two just have different ways of going about it.

Early on, the Heatseeker personality encountered the vigilante Disciple, who is known for his religious beliefs and hatred for demonic or satanic beings/objects/etc (use the Crusader character sheet with the appropriate Psych limbs). The Disciple was hunting Dark Seraph when he ran into Heatseeker. The two quickly angered each other and began to fight. In the middle of the conflict, Dark Seraph appeared. However, his startling appearance triggered a change in Angstrom, who became Nimbus. Together, he and disciple drove off Dark Seraph. Neither Disciple nor Dark Seraph realizes that Heatseeker and Nimbus are the same person.

Personality: It would seem that the IR side of Angstrom has watched too many horror movies. He feels that everyone outside of Spectrum should die, and he emulates the Jason/Freddy Kreuger types so common on the big screen.

The UV side is on a holy mission to destroy all of the sinners in the world. Unfortunately for the world, that consists of everyone outside of Spectrum. The UV side believes that he is a messenger of God, and his soliloquy should reflect it.

Quote: (IR Form) "Let's get busy." **(UV Form)** "Thou hath sinned against the one true God! The time for forgiveness is over, judgment day is at hand!"

Powers/Tactics: In his IR form, Angstrom plays the part of a psychopathic killer. He likes to hit an opponent a few times with the HKA until he is at an advantage, then play cat and mouse with his victim. He will phase in and out of walls, taking one attack at a time. For some unknown reason, he is affected by electricity. Prism thinks this may be psychosomatic, as Angstrom has seen many of his heroes destroyed by electricity.

In his UV form, he expects people to listen to him, for after all he is the messenger of God. He attacks with the energy blast until the victim is only a few points above consciousness. Then he will give a speech as to why the sinner should die, and hit him repeatedly with the killing attack (holy lightning).

Both sides of the personality share a common trait, the enraged. When Angstrom makes his enraged roll, the first person (non-Spectrum) that he sees is in big trouble. He will concentrate on that victim, ignoring other attacks as much as possible. No amount of taunting will draw him away from his appointed task. If the victim escapes, during the next fight he/she will be the first one Angstrom attacks, even if he is in a different form from the one he became enraged in. If the victim is killed, Angstrom will find a new target, and the cycle will repeat itself.

Appearance: In his Heatseeker form, he glows softly and is translucent, resembling a walking, glowing ruby. His killing attack takes many forms, including a glowing red chainsaw, axe, ice pick, machete and long metal claws. If one of these devices is knocked from his hand, it will disappear and another will take its place immediately.

In UV form, he glows a soft blue and has a billowing cape. A shining halo circles his head. He will usually hover a few feet off the ground, even if there is no combat going on.

The truly interesting thing about Angstrom's multiple personalities, something that even Prism and Hotshot can't figure out, is that his body changes to fit each persona. When he is a seven year-old girl, he looks like a seven-year old girl, and so on. This fact provides the GM with ample amounts of plot twists, escape possibilities and role playing options.

Future Use: As multiple personalities usually appear with at least three distinct personas, Prism wondered why Angstrom only had two that had superpowers. Lately, however, he has been noticing a third personality emerging in Angstrom. This one has shown itself very seldom, and Prism hypothesizes that it is going to be just as dominant as Heatseeker and Nimbus.

What Prism doesn't know is that the new personality is going to be as powerful as Heatseeker and Nimbus combined; 500 points of crushing, murderous power that has complete control over the entire spectrum of light energy. If Angstrom is captured, during this adventure, the new personality would have little trouble breaking out of Stronghold. The new personality, who would call himself Angstrom, will be just as psychotic as the others, but be in more control. He will try to find bigger and better ways to kill more and more people, culminating in a plot that will attempt to destroy a city of perhaps even the world.

Known Personalities:

- Heatseeker [Dominant]
- Nimbus [Dominant]
- Timmy (A four-year old boy) [Recessive]
- Father Jacobsen (a Catholic priest) [Recessive]
- "Scoop" Phelps (the killer reporter) [Recessive]
- Barry (a retarded 20-ish male) [Recessive]

LIGHTSHOW			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7
20	DEX	30	DCV: 7
15	CON	10	ECV: 3
10	BODY	0	Phases: 3,5,8,10,12
14	INT	4	
10	EGO	0	
20	PRE	10	Costs
24	COM	7	Char: 123 Base 100
8	PD	9	+ +
8	ED	9	Powers: 204 Disad: 227
5	SPD	20	= =
6	REC	0	Totals: 327 327
70	END	20	
36	STUN	10	
Pts	Powers	End	
20	Elemental Control - Light Energy		
a-30	10d6 Energy Blast		
b-30	3d6 RKA - concentrated light energy		
c-20	Flash, 3d6, (U.V., I.R. & Normal) 200" Range		
d-20	+20 PD, +20 ED Force Field		
e-20	20" Teleport		
f-20	Darkness, 3" Radius, Blinding Light Field (I.R., U.V. & Normal)		
23	360" Spatial Awareness, (+1/2, Not in total darkness)		
8	+4 Levels w/EB 11-		
10	PS: Fashion Design 15-		
3	High Society 12-		
100+	Disadvantages		
20	Accidental Change when angry 14-		
15	Berserk when drugs are withheld from her 8-,11-		
25	Will do anything for a fix		
15	Temper, quick to anger		
15	Phys Lim: Addicted to Crack		
20	2d6 From Complete Darkness		
20	Hunted by PRIMUS 8-		
20	Hunted by FBI 8-		
10	Public ID		
60	Villain Bonus		

Background: At one point in her life, Marlene Hill was a prominent fashion designer. Her magnificent creations graced the bodies of some of society's finest, and Marlene was never hurting for money. But she fell into the trap that awaits so many people these days: drugs.

For a while it was the thing to do at her society parties. It did not take long for Marlene to become addicted to crack, and her life fell apart shortly afterwards. Her business went belly up after Vogue called her fall fashions "the most hideous creations since the suit of armor." Her savings quickly ran out, and her stay in the Betty Ford clinic couldn't cure her addiction.

This scenario, of course, did not go unnoticed by the society pages. The former darling of the fashion world became a gossip item of great interest. The stories were noticed by a man who had been a great fan of the gossip columns after coming to America from Japan.

Prism contacted Marlene, confident he could recruit her and then cure her of her addiction, if the experiments were a success. They were, and Marlene joined the ranks of Spectrum as Lightshow. For all of his genius, he has never been able to cure her of the addiction, and now he uses it to



control her. When he has time, he will find a replacement for her, and Marlene will suffer from an unfortunate overdose.

Quote: "Nice costume. Do you buy off the rack?"

Personality/Motivation: Marlene has one concern in her life, crack. It is her driving force and all she really worries about is getting her next fix. She regrets the loss of her old life, but is too concerned with her addiction to pine after days gone by.

Her personality is centered around anger. When she has what she wants, she is mean to all those who do not leave her alone. When she needs a fix, she will beg and grovel to anyone who can help her. Marlene will tell any lie or do anything to get a fix.

Powers/Tactics: Lightshow is one of the most successful experiments to date. Her embodiment of the color yellow has given her control over heat and light. She is usually rather accurate with her energy blast, but her addiction affects her. Half of the time she has the shakes too bad to even fire straight (the 11- on his levels).

Marlene is not a good tactician. She will follow orders for the most part but is not about to throw down her life for the cause. She will always wait for the others to attack before she engages any combat. When fighting, she will fly high enough to stay out of the reach of those on the ground but not out of effective shooting range (6"-10"). She doesn't really care if she hits anyone, as long as she looks like she is trying. The killing attack is saved for those who make her angry, which is anyone who presses an attack against her.

Appearance: One thing Marlene has not lost in her tumultuous fall from grace is her good looks. If anything the Spectrum Device has made her more beautiful than she was before. Her shoulder length blonde looks fantastic no matter what the situation. Her custom outfits accentuate her 5'6", 110 lb. body, a body that will turn the head of more than one male hero. Her numerous costumes are always in yellows, reds, and oranges.

PURPLE HAZE						
Val	Char	Cost	Combat Stats			
8	STR	-2	OCV: 5			
14	DEX	12	DCV: 5			
15	CON	10	ECV: 8			
8	BODY	-4	Phases: 2,4,6,8,10,12			
23	INT	13	Costs			
23	EGO	26				
15	PRE	5				
10	COM	0	Char:	180	Base:	100
7	PD	5		+		+
8	ED	5	Powers:	180	Disad:	260
6	SPD	46		=		=
12	REC	14	Totals:	360		360
70	END	20				
48	STUN	30				
Pts		Powers			End	
50	50 Pt Multipower					
10 m	10d6 Mental Illusions				5	
10 m	5d6 Ego Attack (Psychedelic)				5	
10 m	25" Flight					
50	+20 PD, +20 ED, +10 Ego.D Force Field				5	
15	Mind Link (any two minds)				1	
15	15 pts. Mental Defense					
		Skills				
5	PS: Rock Guitar 14-					
5	PS: Music Writer 14-					
7	KS: Rock Guitarists 16-					
3	KS: The Rock Club Scene 12-					
100+		Disadvantages				
8	Enraged if interrupted while playing guitar 11-, 11-					
10	Enraged if disturbed while listening to live music 14-, 11-					
20	No concept of day-to-day reality					
20	Unable to plan for himself					
10	Short attention span					
30	3d6 From total sensory deprivation					
10	Distinctive looks — Purple hair					
20	Hunted by Roadkill 11-					
20	Hunted by PRIMUS 11-					
10	2d6 Unluck					
10	Public ID					
92	Villain Bonus					

Background: Steve "Trippin" Stahl was a mainstay of the hard rock club scene in Los Angeles. His blazing speed on the guitar was known up and down the coast, and it was only a matter of time before his band landed a major label contract. Steve earned his nick-name, however from another thing he was famous for; the tendency to take every drug in sight.

Definitely not a member of the "Just Say No" generation, Steve's drug-crazed reputation was well deserved. A throw-back to the early 70s era of rockers, his drug consumption was well into the realm of life-threatening. Several close calls failed to show Steve the error of his ways, and one night he found himself in a hospital bed, his brain awash with the effects of several hallucinogenic drugs.

The doctors wrote him off for brain dead, believing that no one could truly recover from such a massive dose of hallucinogens. Steve shocked them all by leaving the hospital. Of course, he was still comatose and only left with the help of a man in a shining suit of armor.

Prism put Steve in the Spectrum Device, hooking him up to life support systems that monitored the faint, yet steady, heartbeat and the almost nonexistent brainwaves. Prism threw the switch and waited for the results.

After the flash and brilliant pyrotechnics that always accompanied the use of the device, Steve walked calmly from the machine as if nothing had happened. He swept his shoulder-length hair out of his half-lidded eyes and smiled at Prism, who stood in disbelief that such a wasted mind had survived the transformation. Prism laughed in astonishment. The capabilities of the machine never ceased to amaze him.

Quote: (after being attacked) "Hey, man, that ain't cool."

Personality/Motivation: Steve's mind is not what it used to be, even in the days when his drug use was at its height. He has no major motivations in life, and just hangs out with Spectrum because there is nothing better to do. He has vast intelligence, but he is too absent minded to use it properly. He likes the people in the group, even Rage and Slime, and has a genuinely good time during Spectrum's criminal capers.

Purple Haze is, for the most part, a friendly guy (just don't set off his few quirks). He fights whomever the group is fighting, but isn't out to kill or injure. It doesn't bother him when his companions do those things, however, because, he believes in "letting everyone do their own thing, man." If you met him on the street or in a nightclub, you would find him to be a funny, happy person. Almost all of his free time is spent watching bands at bars and clubs.



He has no intentions of leaving the group, and hasn't even considered what will happen if the group dissolves. He isn't really capable of making plans any more, he just does what he is told to do by Prism and the rest of Spectrum.

Steve is not suffering from any addictions. He still takes drugs regularly, but they no longer have any effect on him. He is on a constant trip with or without drugs, and will be for the rest of his life.

Powers/Tactics: Purple Haze's powers revolve around his psychedelic mind and sensory information. His mental attacks cause no pain to the victim, instead they are the equivalent to the effects of a high dosage of LSD. His EGO Attack assails the victim's mind with colors and images, and the sensory input tends to be overwhelming, hence the damage.

His Mental Illusions put the victim on a real trip, giving them bizarre but very realistic hallucinations (the victim might see a paisley alligator named Clyde who is wearing a striped tie and talking about Confucius, for example) that dominate the character's mind, i.e. the Mind Control takes the character out of the fight. If he concentrates with no distraction, his Mental Illusions can be anything and be used in the conventional sense.

Due to the nature of his powers, he is extremely susceptible to sensory deprivation. Without sensory input, his drugged-up mind begins to hallucinate wildly. The wild hallucination send his brainwaves through the roof, and if it continues his mind will just burn out, resulting in Steve's death.

His tactics are simple, defend himself and attack whoever is standing. If he takes a liking to one of the characters, that is the one he will attack because he knows his powers cause no real pain and that if he is attacking, Rage and the rest of the psychos will leave that character alone. For the most part, Steve will do what he is told by Prism and his comrades.

Appearance: Purple Haze looks like he just stepped out of a rock video. His hair falls down his back, and a purple bandanna is tied around his forehead (a la Jimmi Hendrix). His floor-length purple coat is covered with silver and gold chains, pins and other assorted baubles. Everything he has on is a deep purple.

BLACKBIRD				
Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 7	
21	DEX	33	DCV: 7	
15	CON	10	ECV: 3	
10	BODY	0	Phases: 3,5,8,10,12	
18	INT	25		
10	EGO	0		
20	PRE	10		
16	COM	3		
10	PD	8		
10	ED	7		
5	SPD	29		
5	REC	0		
50	END	10		
23	STUN	0		
Cost			Powers	
40	8d6 Sonic EB		4	
20	+10 ED, +10 PD FF (Sonic)		4	
51	17" Flight, 0 END Cost			
Skills				
5	Handling the Press 14-			
5	Politics 14-			
5	Bureaucratics 14-			
5	Oratory 14-			
100+ Disadvantages				
15	x1.5 Stun From Bullets			
15	x1.5 Body From Bullets			
15	Hesitant to use powers			
20	Always Politicing			
10	DNPC- Wife			
20	Monitored by the Press 14-			
15	Villain Target 8-			
56	Experience Bonus			

Background: Clayton was a junior at Berkley when he discovered he had the gift. Mid-terms were over and Clayton was out walking, sleeping bag under his arm. He often went for overnight walks to wind down from a stressful situation. Law students at Berkley have more than enough stress to deal with.

As the sun set, Clayton settled down for the night. The night seemed to be perfect, and Clayton was at peace with the world. Clayton often hiked into the hills to spend the night under the stars, to get in touch with nature, and to wind down from the pressures of school. As he crawled into his sleeping bag and felt Mother Nature embrace his spirit, Clayton fell off into a deep slumber.

He dreamt he was soaring on the winds, banking and swooping, feeling all of the worries of the world fall off him and crash into the ground. He laughed and shouted with joy as he tested the speed of his dream-flight.

He awoke with a sudden realization, he was flying! He was hundreds of feet above the ground, hovering in the night sky. Clayton seemed to instinctively know how to control the new-found powers. The rest of the night was spent in the joy of discovery and exploration as to just what heights he could reach.

With the advent of his flight, and soon after his force field and EB, Clayton decided there was a reason he had these powers. He decided to use them for good; they would be an extension of his legal career.

He stayed at college and captured many common criminals, rarely fighting against supervillains. It was during a chase of one of these petty thieves that the accident occurred.

The man had just knocked over a convenience store, and Clayton saw him fleeing the scene. As Blackbird was well known in the area, he decided to scare the crook straight. Clayton dove and circled around the terrified crook, who ran like a madman at the sight of the flying hero. He ran across yards, over fences, and before Clayton realized where they were, he ran straight out onto the off-ramp and was struck by a car.

The man died in Clayton's arms, and to this day he feels his antics were responsible for his death. He has quit the superhero business, and sworn never again to use his powers.

Personality/Motivation: Clayton's career as a politician has soared over the years. His 'tough on crime' stance has won him several elections, and the fact that he has made good on every one of his campaign promises during his career has endeared him to his public. During his rise to district attorney, Clayton put away many criminals. There have been three attempts on his life during the years, but nothing the criminals have done has slowed his drive to see such filth behind bars.

He has sworn against using his powers in the paranormal game the world sees itself embroiled in today, but still feels that heroes are a necessary part of society. He was one of them once, and he knows what it is like. Anything he can do to help the small band of individuals who have devoted their life to serving the public, he will do.

Clayton Mansfield is an genuinely honest man with true integrity. If he gives his word he will follow up on it, regardless of the cost to his career or his future. The characters should know that although he reaps huge political benefits from helping paranormal crimefighters, he does it from his heart because he truly believes in the cause.

Quote: "Those who don't attack crime are deserving victims of it."

Powers/Tactics: Blackbird's powers are based on the life energies of the Earth. He draws from the 'Ki' of the earth.

Clayton has sworn never to use his powers again. He used them to try and escape from Spectrum, and, true to his word, that is the first time he has used them since the man was hit by the car. He would use his flight and force field to save an innocent's life, but only if it were absolutely necessary.

Clayton is far from a coward, it's just that he feels he can't use his powers responsibly. The guilt from the car haunts him to this day, and it is doubtful that his sleep will ever be free from the scene he forced some 30 years ago.

Appearance: The Congressman is a very striking man. He is a dignified 52 years old, the lines in the corners of his eyes and mouth becoming more prevalent as is the streaks of gray hair that grace his temples. Always dressed in tailored suits that accentuate his 6'1", 190 pound figure that appears much younger than his actual age. He is always quick with a handshake and a smile, both of which are warm and genuine.



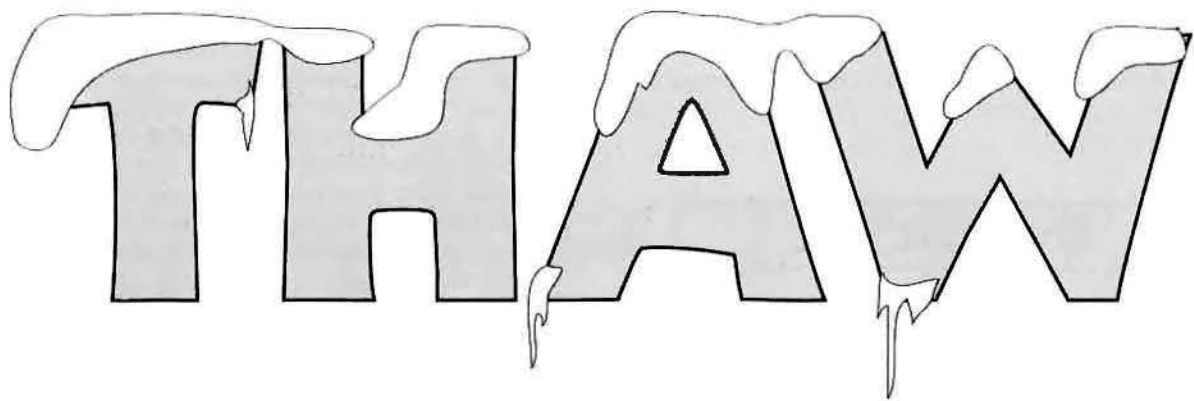
MARINE M.P.S			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 3 DCV: 3 ECV: 3 Phases: 4,8,12
11	DEX	3	
11	CON	2	
10	BODY	0	
10	INT	0	
10	EGO	0	Costs
11	PRE	1	
10	COM	3	Char: 20 Base: 80
4	PD	2	+ +
2	ED	0	Powers: 60 Disad: 0
3	SPD	9	= =
4	REC	0	Totals: 80 80
21	END	0	
23	STUN	0	
Cost Skills			
5	+1 w/Guns		
35	M-16: 2d6-1 RKA, selective fire, -1/5", 120 charges (in four 30-round clips), OAF.		
15	2d6 RKA Explosion, four charges. OAF-Grenades.		
5	+2d6 to HTH damage, OAF-Billy Club.		

These are the stats for the average soldier. Some will have another skill or two, such as the Sergeants and the Lieutenants. There is a lack of heavy weaponry due to the crowded, downtown surroundings.

The soldiers will attack as a whole. One squad of five will fire together at a single target. Some squads will have phases prepared, as the soldiers know supers have a tremendous speed advantage. The prepared phases may allow them to catch a super off-guard when the super attempts to rush past the soldiers in the non-speed 3 phases.

The soldiers will not fire at the characters if their bullets will pepper the streets. Only when the supers are in front of a wall or barricade will the soldiers open fire. For the most part, they will try to swarm over the character with their billy clubs. This will, of course, be mostly ineffectual, but the soldiers do not know this.

NO NEWS OF A



THAW

PHIL MASTERS

INTRODUCTION

AUTHOR'S NOTE

Welcome to *No News of a Thaw*, a scenario for **Champions** superheroes — or other (**HERO System**) characters who operate in a world where magical forces, not all of them very friendly, are powers to be reckoned with. This scenario confronts the PCs with some unusual problems. They are used a little more in other genres, but this scenario should bring something different to most games.

Of course, I didn't invent these ideas, or even discover them first. At the end of the book you'll find a list of sources I used in building this scenario. I also have to give considerable credit to the players in my old **Champions** campaign, who set wheels turning in my brain. But enough talk. Something moves in the frozen world. Something walks on paths that lead through darkness. Something is bound, something dreams of vengeance. Now, as ever, the shaman and the hero are needed, for something does not wish men well.

Players: Read No Further!

The rest of this book consists of scenario and character material for use by GMs. If you intend to play in this scenario, do not read any more!

OVERVIEW

This scenario involves the heroes in a battle against supernatural forces from Inuit (Eskimo) mythology, when a series of events allows evil beings, hostile to humanity, to launch an assault on the world. It falls (roughly speaking) into two parts; a brief, straightforward battle on the streets of the PCs' home city, in which the heroes have to destroy a powerful but unsubtle demonic being and cure its hordes of enslaved minions, and a longer (but continuous) adventure, in which the PCs discover the nature of the greater threat, and travel across a series of extra-dimensional settings to confront and defeat the chief attacker.

However, the scenario also allows for any amount of foreshadowing, some investigatory work and build-up of "atmosphere" between the two main parts, and some minor confusions in the aftermath. It also introduces a number of NPCs, some of whom may come back in later adventures.

Before the adventure proper, the PCs may encounter a low-powered, magic-wielding heroine called Ice Shadow, whose powers involve cold, and analysis of magic. Then, one morning, they and she have to defend the streets of the city (whichever city is convenient to your campaign) from a terrifying demonic being called Frostbite. The demon's weakness is pretty easy to guess and exploit, but its primary power is the creation of "Frost Zombies" from ordinary people (and unlucky heroes), and the PCs will have a hard job fending these off without killing them (and they are curable).

Afterwards, things will go quiet, and the PCs may assume that Frostbite was a one-off problem. However, they eventually become aware that the world's weather is being somehow distorted, and clues link the problem to the earlier fight. They (or Ice Shadow) locate Alan Denby, an elderly man with shamanic training, who in turn sends them on a quest across the Inuit Spirit Plane to defeat the chief villain — Sedna, ruler of the lands beneath the sea. However, in the end, it proves that the original problem lies with Ice Shadow — whose powers have a rather strange source...

INUIT MAGIC

This scenario is very much based on the myths and legends of the "Eskimo" people, who call themselves *Inuit* (or *Inupiat*, *Yupik*, or other names, all meaning simply "people"). To run it properly, the GM should have some idea of the nature of these beliefs. (The players don't *have* to know as much, unless their characters do, but will find out a lot as the scenario progresses.)

The Inuit have a mythology based on *animism*. This belief-system, quite widespread amongst non-urban, hunter-gatherer cultures, sees the world and everything in it as filled with spirits, some friendly to man, some not. These spirits are "intelligent forces of nature"; they aren't quite human, but on the other hand, they have personalities and emotions. Inuit spirits, known as *Innuu*, are often (but not always) given to appearing in human form, albeit usually distorted or strange.

According to legend, these spirits can be dealt with, and persuaded or coerced into helping people, or at least leaving them alone. This is the work of the shaman, known as the *Angakok*, who has mystical powers to communicate with spirits and to travel to their lands. With the help of spirits (or perhaps sometimes by raw magical power), the *Angakok* may be able to control the weather, heal the sick, detect hidden things, or distinguish truth from lies. However, this important task involves direct dealings with the *Innuu*, which can get complicated.

These spirits vary significantly in strength, from minor local powers to near-godlike beings, who are especially complicated to deal with. Powerful, friendly *Innuu* may *choose* to assist humans, via *Angakoks*; a powerful *Angakok* may even have the ability to compel co-operation from strong, unfriendly *Innuu*. However, the *Angakok*'s first source of help is a lesser *Innuu*; his *Torngak*.

In fact, an *Angakok* is defined by the fact that he has the aid of a personal helper, traditionally a bear-spirit. It is even said that, when a man gains such a *Torngak*, he will be killed and eaten by a bear, and then re-born. Readers may gather that being an *Angakok* isn't an easy life; however, humanity needs help to survive in the frozen Arctic when it's full of touchy *Innuu*. Perhaps superheroes can sympathize.

For the view of Inuit magic used in this scenario, see Denby's words on meeting the PCs.

INUIT MYSTIC MASTERS?

GMs using *Champions Mystic Masters* as the basis for a campaign may well think that they can run No News... straight off. After all, it's got magic, threats to the world, extra-dimensional demons who have to be challenged in their lairs, all the stock Mystic Masters stuff — hasn't it? Well, yes — and it can indeed provide a team of *Mystic Masters* with a good fight. However, there are a couple of points that a GM should bear in mind while using it.

First, there's the question of magical style. This is a scenario about a particular type of magic — quite subtle, based on the summoning and control of spirits, highly ceremonial and indirect. In other words, NOT *Mystic Masters* magic. GMs can combine the two styles, but should be prepared either to modify this scenario a little, or to present it to the PCs as a rather off-beat change of approach.

Second, there's the matter of how PC powers might affect the flow of the scenario. It starts with a big, open battle in the city streets, and subsequently involves some investigation work as the PCs struggle to trace the extra-dimensional source of the trouble. PCs who aren't used to big "super-fights" may find the first part tricky; those who are expert in trans-dimensional travel and in pin-pointing the nature of enemy sorcery may find the second rather too easy. This isn't to say that *Mystic Masters* characters can't work in this scenario, but the GM should approach the idea with care.

USE WITH SUPERHEROES

No News of a Thaw is written as a superhero scenario, and should be usable as it stands for a team of (say) 3-7 superheroes built on 220-350 points. Smaller groups of weaker characters will have to use their wits more (see the next section); large, powerful teams may have an easier time of the fight scenes. The GM should feel free to up-grade the opposition (especially Frostbite and Sedna) by adding or augmenting powers and helpers, but it's probably best to restrict numbers of high-power PCs involved, and to play up the non-combat aspects — moral conflicts and investigations.

Most powers can be accommodated within the game; the only problem is that some odder abilities (magical detection, extradimensional travel, etc) may tend to "short-circuit" parts of the scenario and reduce the role of the NPCs (which some people may consider a benefit). A high-power flame-hurling character might find the opening fight scene rather easy, as might a tunneler in a city with widespread piped gas supplies; a lower-powered martial artist might feel useless in this. GMs should deal with the former by playing up the moral dilemma, with lots of Frost Zombies and innocent bystanders around to suffer in big explosions; the latter can be given a large group of Frost Zombies to fend off while their team-mates fight Frostbite, plus maybe some bystander-rescue tasks and suchlike.

USE WITH OTHER GENRES

This adventure fits very well into any campaign where magic and other planes of reality exist; "traditional" fantasy, the weirder style of "two-fisted pulp," and "period" or modern ghost-busting, even the strangest type of SF. In fact, the magic is closer to "horror" or "fantasy" styles than to old-fashioned comic-book wizardry; it comes closest to more modern, grim, "magic comics." The plot is a bit short on laughs for comedy campaigns (although that might conceivably be remedied). However, it may require some degree of adaption for non-superhero games.

The chief problem is that PC heroes in such worlds are rarely as powerful as superheroes. Therefore, the villains of the piece (and the major NPCs) may have to be toned down quite a lot. However, the reduction needn't be huge — if the PCs can be depended on to use their wits. For example, Frostbite can be defeated by borrowed military flame-throwers, improvised petrol bombs, or, in a medieval-style fantasy world, by burning down a few wooden buildings as it rampages through them. (This is a bit extreme and messy, but fantasy characters don't usually have superheroic consciences).

THE ROLE OF NPCs

No News of a Thaw involves a couple of NPCs who play important roles in the scenario — on the side of the PCs. This is a situation that sensible GMs handle with care, as important allies can tend to take over from PCs, so that the players feel that their characters are irrelevant (and become bored), and the GM has to run both sides in each encounter (and becomes over-worked). However, skilled use of ally NPCs can add considerably to the atmosphere and richness of scenarios; these two can be taken as examples of ways to use such, and the parts they can play which show them as important without taking over from the PCs.

Ice Shadow

Ice Shadow has three functions in this adventure. First, in the opening fight with Frostbite, she can absorb the enemy's major form of attack without serious harm, allowing the PCs time to assess the problem, and perhaps buying them a chance to regroup if they get into difficulties. However, she lacks a strong attack, so she needs the PCs as much as they need her, and they needn't feel out-classed in the area which power-loving players consider most important. Furthermore, her abilities are limited; the PCs can't call her back every time they face a tough opponent. Later, on the Spirit Plane, her powers are effectively reduced, and she can be taken out of the campaign altogether at the end of the scenario.

Second, between fights, Ice Shadow is highly motivated to further the adventure objectives. If the players seem to be getting side-tracked, she will harangue them back. The GM should play her personality carefully, ensuring that the PCs like her enough to respect her opinions, but keeping her forceful in expressing them.

Third, for players who enjoy a melodrama, Ice Shadow is something of a mystery, and a romantic figure; the cool, cold, lonely woman who seemingly doesn't *want* to warm up.

Alan Denby

Alan Denby may seem similar to Ice Shadow, but in fact his role is rather different. She can lead into fights, soaking up enemy attacks; he is vulnerable. Her powers are clear but limited; his are broad but slow to use. She reminds the PCs of the problem; he can provide some of the answers.

Denby is basically a "sage" and sometime *deus ex machina*, two roles which game NPCs traditionally fulfil. The first, the source of knowledge, helps an adventure progress, explaining the background to events, but doing so with more personality than a book. Furthermore, because a sage has to be found, persuaded, and kept sweet, such a character can be a major source of sub-plots. The second, the enigmatic outside source of power, is the most tricky of all major NPC types, because it can *very* easily take over from the PCs; such a character must have some kind of built-in limitations, weaknesses that the PCs can cover. The **HERO System** provides several ways to achieve this balance; for example, Denby has a good Power Pool, but any power he uses from it takes extra time to use, and he is slower than most heroes. Furthermore, the GM has the recommended option of having him collapse and disappear from the plot once he has fulfilled his major function.

NPCS IN GENERAL

Although a GM shouldn't repeat the same plot devices too often, some general lessons about use of NPCs can be learnt from *No News...*

For example, suppose the GM is running a scenario in which invading aquatic aliens have taken over the South Atlantic Ocean, in sufficient force to hold off the Earth's superheroes and human navies. The US military, stunned at being out-classed, is panicking and contemplating a nuclear strike that would poison the oceans forever...

NPCs would be very important in this scenario, even if the PCs are to be the main source of solutions. Nomadic tribes of merfolk might be recruited as guerrilla fighters by their superheroic cousins; they know the terrain and have formidable "weird talents," and so can slow down and disrupt the invaders, but they lack the organization or discipline to form a "field army," and so can't win the war alone. They may have powers to verge on the *deus ex machina*, but if they can't last long out of water, the PCs will have to handle fights above the surface. Meanwhile, the US military may be willing to talk to some of the more "soldierly" heroes (Defender?), but they have their own concerns; they are useful allies, but have to be dissuaded from their higher lunacies. And all the while, a star-roving alien hero (Obsidian?) may be flying his hyper-ship deep into the Crab Nebula, seeking out a member of his own race who once spent years on the invaders' homeworld, and who actually understands their bizarre code of honor; a "sage" who might help end the war, but who must first be convinced that humanity is worth his attention...

THE ADVENTURE

FORESHADOWING

*Hey, I'm freezing / I can't give in an inch / Am I dreaming?
Did I feel a pinch?*

— Howard Devoto, Cold Imagination

Jaguar stared at his downed foes, and sheathed his claws with an effort. Then he looked at the dispassionate, blue-robed blonde across the alley.

"Thanks for the warning" he said, "but how did you know? That magic disguise they were using sure had me fooled, and I don't fool easy."

The girl shrugged. "I have a talent" she said, "in fact, that disguise of theirs was a giveaway; it radiated magic. So when I saw they had knives, and seemed to be shadowing you..."

"Yeah, like I said, thanks. Oh, and the gliding made for a nice entrance."

In order to work this adventure into the structure of a long-running campaign, the GM can use a number of "foreshadowing" devices. Chief among these is the character of Ice Shadow, who can crop up in scenarios involving magic (or academic anthropology, her speciality). Although she lacks heavy attacks, her ability to sense and analyze sorcery can help PCs considerably, and her academic knowledge could involve her any time that the heroes need advice about exotic tribes or suchlike.

If any characters in the campaign have Precognition, this is always a good way to foreshadow events, particularly major incidents like Frostbite's attack. An NPC who has been identified as possessing limited "precog" might be found to be suffering from bad dreams, screaming "the cold! the cold!"; later, the NPC would appear as a Frost Zombie in thrall to Frostbite.

Similarly, if any characters have expertise in extra-dimensional travel — especially if they are dimension-spanning sorcerer types — they can become aware, some time in advance, that something has changed in the planes near to Earth's universe. They shouldn't be permitted to get on to the Eskimo Spirit Planes ahead of time, but they might realize that something might be able to get through weakened reality-barriers, and they could get a sense of terrible cold as they investigate the question.

Lastly, especially for scientifically-oriented characters, there is Hatcher Cryonics, the research company. This is something that any scientist type with an interest in very-low-temperature physics should get to hear of, and very possibly visit. The GM should work to give the impression that, although Hatcher are working at the limits of current knowledge, there's nothing too bizarre about the place; the staff are experts, no less (or more) polite than most scientists, and

willing to assist in emergencies where their specialist knowledge is useful. PCs may well become friendly with Hatcher staff, only to subsequently meet them as Frost Zombies...

MORNING IN THE CITY" FROSTBITE!

*Hey, I'm freezing / Icicles are on the vine / This ice age, it
could finish off Frankenstein.*

— Howard Devoto, Cold Imagination

Defender recognized the voice on the 'phone; Captain Brand, normally a stolid, dependable officer. "Something's up in the western suburbs" said the cop. "We don't know what, but we've had a lotta phone calls outa there — folks yelling 'bout all sorts of stuff, zombies and monsters and suchlike — and three squad cars have gone in and not reported back. Except that one of my best sergeants screamed, before the radio went dead."

WHAT HAS HAPPENED

For reasons that will become clear later, the barriers between Earth and various other dimensions are not as well-guarded as they should be. So far, nothing has taken advantage of this, but early one morning, Hatcher Cryonics, an innocent research company, succeeds in cooling matter closer to absolute zero than ever before on Earth. This caused a weakness in the dimensional barriers; Frostbite, a demon of cold, has burst through.

ENTER THE HEROES

The adventure begins one calm Sunday morning when the PCs are going about their normal business in or near the city. If they are all hanging around the team HQ, they can receive a police alert there; if they are scattered, the GM can spend a few minutes on each PC, sorting out how they first become aware of the emergency, and how they then get to the scene. The heroes may have to be discouraged from taking a flying team vehicle; point out that landing space in the city is limited, and low flying over urban areas is often illegal. The PCs should encounter at least one group of Frost Zombies at close quarters...

On the way, the PCs (or at least the largest group of them to arrive together) will encounter Ice Shadow, gliding from building to building. She will say that she has suddenly become aware of an intense, somehow *horrifying* source of mystical energy, and she's heading to investigate; she can't say more than that, and nor does she want to — whatever is happening, she wants to get there and stop it!

Quantum went skimming fast across the rooftops. So far, all she'd seen was a lot of people acting strangely; but Defender had ordered her to head for the center. That weird girl Ice Shadow seemed to think that something big was in the middle of all this. Well, Quantum would scout, but she couldn't believe that things were as bad as everyone seemed to be expecting.

Then she saw Frostbite, and changed her mind.

Although flying characters may well encounter Frostbite very quickly, the first thing that the GM should set up is a fight between PCs and Frost Zombies. If all of the heroes are flying, they should see a group of the Zombies blocking the escape of fleeing vehicles (with little concern for their own safety) and dragging the occupants out (to take back to Frostbite as further victims).

As they come closer, the heroes realize the weird horror of the Frost Zombies. They are recognizably ordinary people — dressed in whatever they happened to be wearing on an ordinary Sunday morning — but their skins have a sickly pallor (which a medically-skilled character might diagnose as serious frostbite), their eyes are glowing ice-blue, and their movements are jerky and seemingly unbalanced. They are virtually mindless; telepathy will find that they think of nothing but obeying “the great one,” who has ordered them to destroy the city and bring its inhabitants before it. (A telepath who rolls 40 or better on the telepathy roll and who then makes an INT roll will realize that these people’s minds have somehow been “infected” with a mindless “spirit force.”) To this end, they will attack bystanders, heroes, and anyone else who gets in their way.

The GM can work things so that the PCs get just one fight with the Frost Zombies, or involve them in several incidents. (A twist might be to have a known supervillain caught up in events, assisting the PCs but showing excessive enthusiasm in blasting the Zombies.) However, the main thing is that the heroes should notice a couple of points. Firstly, Ice Shadow has become very angry; she seems to feel that this fight involves her personally, and her normal reserve has been replaced by a near berserk rage. Secondly, these monsters are recognizably made from people, and may well be curable; they should be treated with some care, hard though that may be, and highly-moral heroes may find themselves arguing with gung-ho firepower freaks. In fact, if anyone uses fire or heat-based attacks on a Frost Zombie, it may well “get better” — leaving a normal human being with severe burns.

However, the PCs should eventually get through to Frostbite (have a few UNTIL/SAT/STOP agents show up to hold off the Zombies if that fight gets out of hand). This is where the going gets tough; Frostbite is a robust opponent, and if any of the heroes are careless or over-impetuous, they could be transformed into Frost Zombies (with all non-fire-based powers intact), and sent against their own team-mates. However, Frostbite has a weakness (to fire) that is easily guessed, and sensible tactics, promptly applied, should take it out. (If it is rendered unconscious but not dead, it will have to be destroyed; a thermic lance is a good bet. The result will be the most sickening stench the city has ever smelled.) After which, there is only the little matter of any remaining Frost Zombies to deal with, and some follow-up investigations.



TROUBLESHOOTING

Ice Shadow can be used by the GM to balance this fight in the PCs' favour if necessary, by drawing Frostbite's attention and soaking up its attacks; the monster may recognize her as wielding powers which it hates and fears. If the PCs are a strong group, or have lots of flame-based powers, Power Defense, and so on, then Frostbite can be strengthened to match, but it's also possible to make the fight morally and tactically harder for the PCs. Not killing Frost Zombies is one problem; the GM can also have the PCs meet the monster with a lot of untransformed innocents around, so it has to be drawn into a clear killing ground first, before they cut loose with the gas-pipe explosions. Frostbite's tunneling ability is also important; it may not be super-intelligent, but it's not stupid either, and the PCs might have to track it through several skirmishes across the city before the final showdown.

If the PCs (and Ice Shadow) get totally wiped out, a “good guy” agent group or NPC hero team can show up (tipped off by Alan Denby, perhaps?), annihilate Frostbite, and save the day. Needless to say, this is an unsatisfactory last resort for the GM; slightly better would be to bring in a single NPC hero, or an agent team with flame weapons, who can cure any transformed heroes (by doing them BODY damage!), then help them return to the fight, perhaps finding Frostbite next to a crashed fuel tanker, which can be detonated with enough force to finish the monster. Humiliated heroes can salvage their dignity by volunteering to go in close with the borrowed phosphor grenades.

QUIET TIMES

Sheets of ice over every machine / From election day to Hallowe'en / Am I acting badly in some bad dream?

— Howard Devoto, Cold Imagination

The PCs (and Ice Shadow) will want to find out where Frostbite came from; their search will soon lead them to Hatcher Cryonics' wrecked laboratories. They'll probably take a fairly paranoid attitude to this, but the GM shouldn't let them become too bogged down in the investigation; there isn't much to find. The labs — now almost totally destroyed by Frostbite's rampage — were a small high-tech research company, attempting to develop new applications and techniques for very low temperature physics. They were founded by Dr John Hatcher a few years ago; he and his surviving assistants (all normals with good Science skills) will freely discuss their work, although naturally they'll be traumatized by what it led to, and appalled at the end of their research — they don't have any hope of finding funds to re-establish the labs. The only thing they might be reticent about at first is the exact nature of their equipment, as they were hoping to obtain patents on their work, but they'll quickly accept the futility of this hope now.

What were they doing? Basically, they were attempting to achieve a temperature closer to absolute zero than has ever before been attained in the laboratory. This meant more than just getting rid of heat; it meant sealing off the test material from any kind of outside effect, and stabilizing its molecular structure. A few speculative papers had suggested that this might have some kind of odd effect on the local structure of space-time, but no-one realized that it would weaken "barriers" as it did, allowing the materialization of "things from outside."

PC (or NPC) scientists will be able to confirm all this, with study; similarly experts students of magic will find it almost as interesting, but almost as unexpected. If anyone thinks to ask, the scientists will say that no-one else was even close to achieving results like the Hatcher labs did, and Hatcher technology was quite unique. There seems to be no danger of repeats of the recent catastrophe.

(Especially clever and determined PCs may wish to double-check this. If so, they should eventually be able to identify one other lab, run by a big university physics department, that was on a *comparable* track. They should find this name, but not any details of the experiment, just as the next stage of the adventure develops; in short, they should be rewarded for their persistence with extra knowledge, but not so as to distort the plot.)

Apart from all this, things settle down for a while. The press will get hold of a simplified version of what the PCs discover, and publish it, but then they and the public at large will write off the "Frostbite affair" as an unusually unpleasant bit of "super-weirdness." Paranooids will link it vaguely with mutants, commies, polluting capitalists, or whatever else their private phobias relate to; most people who were directly involved will do their best to forget the details, probably with the aid of some stiff drinks. After a while, everything will become quiet again.

Perhaps too quiet...

SEARCH FOR THE SOURCE

Hey, I'm freezing / No News of a Thaw / I don't know anyone I telephone anymore...

— Howard Devoto, Cold Imagination

How will the world end? With a bang, or a whimper? Perhaps just with the slow accumulation of odd stories at the end of TV news slots and in the inside pages of newspapers.

The stories start small, and even by the time the PCs act, only the shrewdest observers are worried. At least a month after the Frostbite incident, weather stations around the world are reporting temperatures a degree or two below seasonal averages. Could global warming be a myth? It's far, far too early to say. Similarly, meteorologists note that there haven't been any major storms for months, and indeed, shipping insurers have noticed that no vessel, anywhere on Earth, seems to have been lost in storms for weeks. Scientists shrug at this; it's probably just a statistical fluke. A little more serious is a measured rise in average sea levels; coastal lowlands countries, such as Holland, are suffering from severe flooding (giving globe-trotting heroes some opportunities for rescue missions). Quite quickly, reporters (some maybe PCs or DNPCs?) will point out that the last piece of news doesn't fit in with the other two; floods usually follow storms, and lower temperatures should mean that more water is locked up in the polar ice-caps, lowering sea levels. If the PCs refuse to react to these "minor" events, the GM should have Ice Shadow approach them, telling them that she thinks that something very bad is happening, and begging them to help. However, the problem is what to do about it; all conventional scientific analysis draws blanks. Anyway, it's too early yet to say what might be involved; "more study is needed."

Then Ice Shadow comes to the PCs with a request for specific help. She's been wandering around, looking for some hint of what might be going on; she somehow suspects a link to the Frostbite incident, but she can't be sure. (PCs who make sight PER rolls may see that she's looking tired and drawn; she's not been allowing herself much sleep.) Anyway, she recently took a trip out of the city; while passing through a small town a few miles away, she sensed *something*. What, she isn't sure; she has to admit that she doesn't quite understand how her own powers work, this sensory talent included. But there's a house just outside that town, a moderate-sized place, occupied by an elderly man; inside it, something is happening that seems oddly familiar to her. Not only is it familiar; it vaguely resembles what she sensed about Frostbite. She's afraid that some idiot may be playing with such powers; would the PCs please help her investigate?

WHAT'S HAPPENING

In fact, the house belongs to Alan Denby; PCs who apply even a minimum of investigative skill will be able to obtain that name, and will likely also be told that he's a retired pilot who's been living there quietly for years. He's not disliked by the neighbors; he collects books and odd foreign junk; no-one has anything against him.

In fact, all this is true. However, Denby is also a trained Angakok (see his character sheet for details). He sensed Frostbite's incursion, but too late to do anything about it; now, like Ice Shadow, he's sensed that something is threatening the world, and he's using his spells to trace the source of danger. Being better trained than her, he's able to judge things better; he's working entirely from home. His spells are entirely safe, or at least they don't endanger anyone but himself, but they are "Inuit style" shamanism, relating to powers much like Frostbite. This is what Ice Shadow has sensed.

PC ACTIONS

The heroes will no doubt want to investigate; as they may have trouble convincing the authorities that an old retired pilot is trying to flood the world from his private library, no matter how good their connections are, they will have to investigate privately. This may mean subterfuge, burglary, and possibly even a fight with Denby (due to misunderstandings); if the latter happens, the GM should try to handle things so that Denby isn't badly hurt — emphasize that he's visibly just an old man, and he's only using defensive spells and non-harmful Mind Control and suchlike. If he is badly injured, then the PCs have been over-violent; they'll have to answer to the police (or run away), they should be penalized on experience awards and made to feel very guilty, and they'll have to piece together further information from Denby's notes and diaries, with Ice Shadow or someone using them to reconstruct the "Path Walking" spells that Denby would otherwise have cast. However, this represents a worst case; the preferred conclusion of the investigation is to have Denby, looking somewhat rumpled, sitting with the PCs in his study, delivering a long speech...

DENBY'S STORY

"I gather you're investigating the same thing I am; that's good, because you're probably better equipped than me to deal with what seems to be happening. Yes, I can tell you what it is. How? Ah, well, you'll have to forgive me if I tell you a bit of my life story; it'll help explain.

It was back in '48 it happened. I'd been in the Air Force in the war, flying transports; I was a fair pilot in my day, if I say so myself. Anyway, afterwards, I landed a job doing more of the same. I suppose I just enjoyed flying. So I found myself playing pilot for an expedition up north — right up to one of the most remote Eskimo villages in Greenland. Was a big government project, 'long with people from a couple of universities; they fitted out a twin-prop crate with skis, so's they could support a whole bunch of work up there — geology, met boys, people studying the natives, the works.

Trouble was, from my point of view, they left me bored for a lot of the time. See, they didn't have to keep me flying back and forth, once they'd got well stocked up, but they decided to keep the plane — and me — up there with the expedition, 'case of medical emergencies or whatever. So I was sitting on my backside, no flying, nothing to do. And the people on the expedition — nice enough people, but a bit wrapped up in their work to talk to, you know?

So, I got talking to the locals — picked up a few words of the language, even. And there was one old chap especially — real old character, I thought. Must have been sixty or seventy, though it was hard to tell. In those days, all old folks with wrinkles looked alike to me. Ah well, we live and learn. Anyway, this old chap seemed to be the village wise man or something. Looked like a good job to me; he sat in his hut and looked wise, and all the others treated him with real respect. But anyway, I sort of got talking to him. Not that he talked much, but once in a while he slipped in some really shrewd questions, you know? And I got the impression that he liked me, for some reason. Can't guess why; I must've looked like some really weird, obnoxious, smart-aleck kid from out of nowhere. Don't suppose the glamour of the flying fooled him.

Then, after a couple of weeks, he started talking a bit more. Just telling stories, it seemed to me; far as I could make out, they were fairy-tales. Legends 'bout these weird gods or suchlike, some nice, some nasty, living in the sea or under the ice or on islands, or wandering around, making things happen — seals come, or whales, or good or bad weather. Seemed like everything was their fault, or them doing favours. And this old guy, he reckoned he could talk to them. Make 'em do more good and less bad.

Hey, I liked a good story much as anyone, you know? So I let him talk. No harm in it, you know? Huh. Perhaps I should have seen the way he kept looking at me.

He wasn't a happy man, I could see that. Heil, his village — his tribe — were dying out already. Diseases brought by earlier white visitors, a run of bad winters — those folk always lived on the edge, didn't take much of a push. Most of 'em were moving down south if they could, into other villages. Or dying. The old fellow — I think he saw he was the last. Perhaps he should have had an apprentice, perhaps he had and the kid died; I never got that part.

So he looked at me, and talked about his friend the bear, and I looked at him and smiled and thought it was a kid's story. Yes, we live and learn. If we're lucky.

I was mostly at a loose end, but I wasn't totally useless to the expedition. We had a few parties out in tents a few miles from village, taking met readings and doing geology, and I ran the odd errand, taking supplies and medication out. We were supposed to do that sort of thing in teams, but we were stretched thin — 'specially when some of our people went down sick. So, one time, I stretched a point and took a dog sled out. And I got what I deserved; a blizzard blew up while I was coming back.

So I followed the drill, and holed up. And the blizzard dropped, and I stepped out of the shelter I'd improvised, with just a little bit of frostbite — and walked straight into a full-grown polar bear.

You people might be able to stand up to one of those, or a pack of 'em; me, I'm only human. And a polar bear is one of the toughest carnivores in the animal kingdom. And that one was hungry.

I don't remember much of what followed; perhaps I just don't want to. Probably not. The next thing I do remember is staggering back into the main camp, looking ragged as hell — but fine in myself. No, not even frostbite. Nope, I don't know how that was. Feeling *strange*, certainly, but not *ill*.

Anyway, before I can finish saying that sort of thing to the scientists, someone tells me that the old native chap was on his way out. Old age, winter, white man's diseases — they'd finally caught up with him.

So I rushed round, fast as I could — the only thing that slowed me down was that I kept thinking I was seeing double. And there he was. I still think he was only hanging on to see me — but that's me being sentimental. Still, when he *did* see me, he smiled. Sort of gazed past me, over my shoulder — and smiled.

Took me a while to work out why, and I'm still working out the details — but yes, he'd found his successor. I'd got a friend.

All right, I'll explain. I had to do a lot of reading, over the last thirty years, to work this out. That bear was a spirit, an Innuua, or at least, controlled by one; and it made me into an Angakok — a shaman.

Maybe you don't believe in spirits? It doesn't matter, anyway; I sort of don't believe it myself.

Here's how I see it. Fact; there are other dimensions — parallel universes alongside this one. You people may well have run into this before; seems to be something your type have dealings with. Anyway, that 'Frostbite' monster must've come from somewhere. And some of these parallel dimensions are inhabited — but not by people. More to the point, some of them sort of brush close to this one, when the conditions are right. Perhaps when it's cold enough. And the stuff of some of those dimensions — the fabric, the actual landscape and the beings in it — it's all attuned to the human mind.

What's the word, *Psionics*? Yes, imagine a whole pocket universe that's psionically tuned to this one, accessible, especially from the colder regions. Actually, if you know the trick, you can get *there* from anywhere *here*; it's only the Innuua who need cold to get through — the other way.

Or look at it another way; everything on those planes is directly influenced by the human mind. When you go there, you step *inside* your thoughts — yours, and a lot of other people's. And the thoughts that have most effect come from people who live in colder places — such as Eskimo. And believe me, thoughts are dangerous. 'Specially when they're as solid as those thoughts.

Innuua. Spirits. So powerful they can warp this whole world, so weak they can be bullied by one shrewd man. Not that I ever really had the guts to try. I let the old man down, I suppose; still, I hadn't volunteered. I've studied what I could, mastered some of the Angakok powers, but not used them often; they're limited, really. Too slow, too unreliable. The bear-spirit's still around, mind.

Then came that Frostbite business in the city. Nasty, and very much my line. It looked at first like you'd wrapped it up, but then — well, I got the smell of more of the same. So I've been trying to track down the source. Sorry this lady misinterpreted the spells I used to look.

Before you ask; yes, I've succeeded. I think. Can't make much sense of what I've found, though. There's a break, a gateway; but it keeps moving. Swings overhead — from horizon to horizon. Weird, that."

(GMs should work through this much as given — but feel free to adapt. Denby wants his say, and won't permit too many interruptions, but the GM should respond to any sensible questions with reasonable answers.)

After Denby finishes, it's up to the PCs to come up with an answer to the puzzle. It's not exactly hard — Denby would have guessed soon enough, left to himself; the important thing is that the PCs are available to act on the answer.

The breach is, of course, on a satellite in low Earth orbit. PCs with relevant knowledge or connections in the scientific world can trace the orbit from Denby's observations, and pin it down (probably with just a few phone calls); it's an unmanned multinational (Euro-Canadian-American) research platform, carrying micro-gravity and space-environment research experiments. And yes, one of them involves cryonics (along lines quite like Hatcher's). And it's been misbehaving badly for a few days now.

The PCs will probably want to investigate (Ice Shadow and Denby certainly will). If some of them can reach orbit, and especially if they have an unusually good team vehicle, they may be able to short-circuit the next phase of the adventure, but GMs should discourage this; Denby says, "if you're taking my advice, do things my way for now." In general, however, the only way for an entire team to follow this through will be with Denby's aid...

"Okay, listen. The Inuit stories talk about paths; set routes through the dimensions. I can get us through to them, and one of them — they say it leads to the moon..." With that, Denby will lead everyone into a "study" — actually a bare room, hung round with decorated seal-skins. In the middle of the room stands a brazier; he'll light this, and throw on handfuls of fat from a small freezer in one corner of the room, muttering "seal-blubber — heck of a job to get hold of." The ensuing stench defies description. A smokey fog will fill the room, and Denby will begin a mumbled chant. Then he'll pause, cough, falter — and the smoke will clear, to reveal — a mountain in the arctic?

TRAVEL IN THE SPIRIT-WORLD

The PCs are now on "The Path to the Moon" — one of the Inuit spirit planes. Because of their nature, these all affect the way that characters operate and use many of their powers.

This is mostly because these planes are, as Denby described, heavily influenced by thought. In a very real sense, they lie inside the human mind, and thoughts are reality here. This has the following direct consequences:

1. A character's strength here is partly a product of willpower and belief. This means that characters whose EGO is greater than their STR can use it as STR (for lifting, combat, etc). However, this doesn't affect figured characteristics.
2. All Mental Powers are completely visible, unless bought with fully Invisible Power Effects; even then, other characters will notice their use with a Sight PER roll at -2.
3. Mental Illusions are visible to everyone, and they all can do STUN and BODY to the target, automatically.
4. Any character with Telepathy, Mind Scan, or Mental Awareness can detect any other being with a mind (INT and EGO stats) on a straight PER roll (with Range Modifiers), any Concealment, Stealth, or Invisibility notwithstanding.

5. If a character successfully uses Telepathy, the target can make an INT roll; if successful, the target is considered to be successfully using Telepathy on the telepath, with an effect level one down on the chart from the telepath's own result. (Telepathic "conversations" become two-way.) 6. Immaterial spirits are completely solid here. In game terms, any Desolidification (and any Invisibility linked to it) that is defined as "spirit form," "astral body," "ghostly powers," etc., doesn't work here, although powers linked to it (such as Flight for Astral Bodies) still do. "Technological" or "mutant" Desolidification might still work, but the GM can put limits on that (double END cost, Activation rolls, or suchlike), to reflect the way that minds here become solid matter.

The PCs won't automatically learn all of this on first plane-shifting; the GM should let them discover by experience. However, some effects will become immediately obvious...

THE NPCs

The plane-shift will have dramatic results for both Ice Shadow and Denby. The PCs will discover that two extra figures have appeared among the group.

Ice Shadow: Standing alongside this character is another NPC; a human male, fairly old but apparently spry and quite charismatic, with the dress and general appearance of an Inuit. This is, in fact, an Angakok whose spirit was bound into Ice Shadow's amulet, centuries ago, to act as a "guardian of the paths."

The old Inuit can't speak English (or any other modern tongue), and chooses to say very little, even if one of the PCs somehow manages to talk his language. In fact, he does everything very quietly — he has an ethereal, almost ghostly sort of air. However, he has a working mindlink to Ice Shadow. See his character sheet (later) for his personal details.

In addition, Ice Shadow's own powers are affected. She loses her Energy Blast and Missile Deflection powers, which worked on Earth by "tapping" the spirit-plane; however, she is especially well attuned to the nature of this world, through her contact with her Torngak, so her physical characteristics improve substantially (see her character sheet for details), and she loses her vulnerability to heat and fire.

Denby: The old pilot, too, has acquired a visible "friend"; a fully-grown polar bear stands over him, looking decidedly protective. This is his Bear Torngak, as detailed elsewhere in this book.

Denby's own powers are less affected by the plane switch, except as detailed above for all characters. However, the GM can take him out of play at this point; see below for details.

THE ROAD TO THE SKY

*Please pull me out of this Arctic ditch / Crush the winter,
throw the switch / Burn my ticket to the satellite fridge...*

— Howard Devoto, Cold Imagination

REMOVING DENBY

Denby can be taken out of the scenario here. This is not compulsory, but it is strongly recommended. See "Options" on Denby's character sheet for the mechanism; basically, the stress of casting a spell powerful enough to transport everyone between planes is overwhelming, and Denby collapses, barely conscious and obviously unable to continue. His bear-spirit stands over him, growling, threatening no-one, but willing to stand guard. PCs with medical skills will judge that Denby will survive, but he is in no fit state to exert himself. He'll gasp to the PCs that they must continue; the whole world is at stake. He believes that he's in no danger if he remains here for a while; this plane doesn't have any "wandering monsters," and anyway, his Bear-Torngak will guard him. In time, he'll be able to muster enough strength to return to Earth — it's a relatively easy spell for one person. As to the PCs' own return route, if someone mentions the problem, Ice Shadow's Innua conveys that he should be able to provide an appropriate spell, if necessary. For now, Denby sits against a rock to catch his breath, and wishes the PCs luck.

The GM *can*, of course, keep Denby along, if the party really needs the assistance and advice he can offer and if the GM feels up to running several characters on both sides of every encounter. In that case, note his low physical stats and "Extra Time" Power Pool limitation; in fights, he'll hang back, intervening only when he's worked out what will do most good.

THE PATH-SPIRIT

In one direction, from where the characters arrive, all that is visible is a desolate, rocky, sub-arctic landscape, with no paths or landmarks; perverse PCs who insist on heading that way will wander for hours, eventually returning to their present location and gaining nothing. Overhead, the sky is full of stars, in familiar constellations, but moving subtly wrongly over time (as PCs with Astronomy knowledge may notice), and there is a lot of deceptively shifting cloud and mist. It's pretty obvious that there is one way to go; the narrow, eventually vertiginous, but quite negotiable pathway that leads up the vast, misty mountain. (This is called "railroading the PCs.")

This path winds around and up. Flying characters can move alongside it easily enough, but if they diverge too much, they'll find the mists to be deceptive (to all senses). The rock of the mountain looks like basalt, but it's DEF 20, and semi-opaque to a wide range of senses; tunneling should be discouraged. After a couple of miles of perforce following this narrow way, the group will encounter its guardian; the Path-Spirit. On seeing it, Ice Shadow's companion looks worried, and she says "don't laugh — whatever you do, no-one laugh."

This creature is described under "characters," although it barely rates as one; it's more a malevolent obstructive force. It uses its bizarre mind-control power to try to make members of the group facing it laugh. If it succeeds with anyone, it immediately attacks with its claws, taking the nearest first. If defeated (knocked out or killed), it fades away like a bad dream, and the group can continue on its way.

After another mile or two, the travellers will come to a cave leading off the path (which continues up). Ice Shadow's companion looks worried, and conveys that this is new. Looking into it, the PCs will at first see only darkness; then, somehow, their eyes (or minds) adjust, and they'll start to see a myriad stars. Hopefully, they'll go in — and through the dimension gate.

THE SATELLITE

The PCs are subject to a 10D6 Presence Attack at this point — not that it matters, as there's no enemies to fight. They emerge on a glittering grey surface within a bubble of air and mystical energy perhaps thirty feet in diameter. All around them are the countless stars visible to travellers outside atmosphere — except in one direction, where the blue-green Earth fills the view. At the center of the bubble, behind them as they emerge, is a scientific research satellite, its surface dusted with frost. Around it, half-visible energies bubble and seethe, giving access to *somewhere else*.

This relatively hospitable region is, in fact, a consequence of the incursion of the spirit-planes into the normal space around the satellite. It's partly maintained by the unconscious desires of the group. There's nothing to stop characters leaving the bubble of air, but that would be a very bad idea if they don't have sufficient Life Support.

The group can spend as long as they like here, but there's just one thing they have to do; disable the cryogenics experiment on the satellite. Characters with Electronics skill can trace this (by the circuit markings) with a roll at +2, and disconnect it; Ice Shadow's Torngak, or anyone else with mystical senses, might identify it by its effects, and any character with technical skills can then disable it on an INT roll; all else failing, wrecking the satellite will have the desired result. This is something that Ice Shadow and her companion will press for quite urgently. They'll also say that they've sensed the chief source of the dark power flowing through the portal; once the satellite is disabled, they'll be able to follow it back, to challenge the cause of all the trouble. Indeed, with the experiment disabled, the multiple dimension portals start to fade away and the bubble of air begins to collapse, but the old man gestures, and one portal gapes wide for a few moments, and he and Ice Shadow urge the PCs towards it.

THE WAY BENEATH THE SEA

Underneath this everlasting frost / The best will in the world is lost / His fingers too cold to count the cost...

— Howard Devoto, Cold Imagination

The characters have little choice here; with the "safe zone" disappearing, they must step through the portal and see where it leads. The old man will convey to Ice Shadow that he took the line of least resistance; someone was controlling the power granted by the satellite experiment from the dimension they've just entered. Well, this is convenient; it means that the group can hope to find the villain of the piece here somewhere...

The old man looks around, and shrugs. Apparently, he knows this place. He points; a path leads down. Before the PCs can press for information, however, they see a number of (mostly?) human figures approaching.

THE LANDS OF THE DEAD

If the PCs look around, they'll see a barren plain; the ground is cold, frozen soil — permafrost. Above them, the "sky" is a billowing, liquid green, with hints of blue and grey.

This path leads to "the lands beneath the sea" — dimensions metaphysically linked to Earth's marine environment. First, however, the PCs must pass through "The Lands of the Dead," where Inuit legend said that the souls of the deceased might be found.

If the GM wishes to declare that Inuit myth is correct, then this is true. If the mythic powers that a being believes in govern a soul's fate after death, then it's true, but only for a dead Inuit. However, the version assumed here is that this is a region where images of the dead are drawn out of a visitor's deepest memories and made visible. In other words, the PCs will encounter people here whom they believe to be dead — with personalities as they deeply believe them to have been. (GMs should decide whether characters who think they know something that's incorrect have really picked up unconscious clues as to the truth.)

These visions are incapable of affecting living visitors physically. They can't even speak, although they can gesture; telepathy will find nothing to work on. If touched, they feel like living people, if a little cool (they look pale, too), but they avoid contact. Beings who use senses other than sight (such as blind characters with Radar Sense) will be fully aware of them. They may look friendly or hostile, but their actions are always slow and calm; mostly, they just gaze at visitors.

This meeting can be terrifying, puzzling, or comforting to characters; it depends entirely on them and their past histories. It's a great opportunity for role-playing, and also for the GM to drop weird hints about PCs with Mysterious Histories. Characters who've been careless about lethal violence in the past can have this pointed out to them, as they encounter the many victims of their attitude; those with a more balanced philosophy should be most comfortable.

Example: *Defender meets his father, grandfather, and great-grandfather, who all look at him approvingly, although their wives shake their heads; the Harmons have never been good family men. Seeker realizes he's absorbed more of his teacher's Shintoism than he knew; he feels obliged to bow respectfully to his ancestors, who in turn look happy enough with him. Quantum is in tears as she faces her murdered parents, and wonders how well she's serving their memory. But Solitaire, who's always believed herself to be an orphan, meets no-one who seems to know her. Is her subconscious trying to tell her something?*

GMs should discuss this encounter carefully with each player in turn, sorting out what their characters would make of it. If nothing else, it's a good opportunity to get a player whose character is incompletely defined to sort out their personal history.

Of the NPCs who might be present, Alan Denby would be comfortable enough; he hasn't got any dark secrets. Ice Shadow will confront her parents, then turn away, apparently unmoved; PCs who are watching closely (rather impolite?) will guess that they weren't very close to their daughter. Her Torngak, however, will come face to face with a large number of similarly garbed old men, who look annoyed; he'll meet their gaze only for a moment, then turn away, burying his face in his hands. (These are his fellow Angakoks, angered that he deserted his given duty of guarding the Earth. See later for further explanations.)

The dead may worry the living, but they can't stop them from going on; eventually, the travellers must continue on their way. The specters lag behind, and eventually fade into the ever-present mist as the scenery becomes more dramatic.

THE FIRST ABYSS

On either side of the PCs, sheer cliffs tower to hundreds or even thousands of meters. The characters find themselves walking down the floor of a vast abyss. Moving along, they first find and pass a huge wheel of invulnerable blue ice, hundreds of meters in diameter, which turns without leaving a fixed position, and without any visible source of power; next, they come to a gigantic cauldron, ten or twenty meters high, boiling on an eternal fire; the path rises a little along the side of the abyss here, and within the cauldron, the characters see the forms of countless seals, twisting and writhing.

This part of the trip involves no danger (except perhaps to the PCs' sanity), but it should be played for maximum atmosphere. The party must become aware that they are entering an inhuman realm, where incomprehensible forces are at play. Unfortunately, some of these forces are dangerous.

THE GUARD DOG

Next, the canyon narrows quite sharply. At the end is a cave mouth; as they near it, Ice Shadow looks at the old man, and murmurs "he says — the dog is loose." The PCs don't have long to worry about what that means, as the Guard Dog (see under *Characters* below) steps from the cave and howls at them — count this as a Presence Attack.

The Dog shouldn't be too difficult for a superhero party to stun, incapacitate, or evade, but it's virtually indestructible; another obstacle to defeat and pass by. The cave is actually quite a short, easy tunnel; it emerges just short of the edge of another crevasse. The way forward here is clear, but a little unnerving.

THE BRIDGE

The second abyss is spanned by a bridge, perhaps 150 meters long, with the look of a wind-carved natural feature. Inuit myth says that this is as slender as a knife-edge; a slight but pardonable exaggeration. Below it, more mists seethe, concealing who-knows-what.

This is obviously no worry to flying PCs, and not really a problem for anyone else who doesn't suffer from vertigo. GMs can use the bridge as just a bit more mind-blasting scenery, or require DEX or Acrobatics rolls for anyone crossing it — fliers can ferry people over, or rescue anyone who falls off. PCs with some Psychological Limitations can have a tough time here. If anyone does plunge irretrievably into the mists, the GM will have to improvise a side-adventure for them, perhaps involving terrifying encounters with Air-Innua and the need to cross yet more weird realms to get home.

ADLIDEN (SEDNA'S LAND)

Those who do make it safely across find themselves in another jumbled wilderness of ice and rock. This is Adliden, the personal domain of Sedna — a land shaped by the will of a sad, mad goddess. Ahead of them, the PCs see a shattered, slime-covered rock-face with a cave leading into it. Only one way to go, it seems.

The cave forms a short, narrow tunnel — the GM should establish who is going first. (Ice Shadow or her Torngak will if asked, but won't volunteer.) It doesn't matter much; the group has enough of a surprise advantage to all get through before Sedna can react. She is to be found where the tunnel widens out into an echoing cavern, illuminated by the greenish flames of a number of very crude oil-lights.

Sedna herself is seated on a rock at the far end of the cavern. She is an unattractive sight; almost five meters tall, with a vast bulk, she is clad in rags and furs. She has only one eye, and no fingers; her other eye-socket and her finger-stumps are long-healed scars. On seeing the new arrivals, she starts, then snorts contempt. Next to her lies another figure, comparably tall but very different in appearance; a giant man with Inuit-type facial features, well-muscled, naked apart from the heavy leather thongs with which he is bound hand and foot. On seeing him, Ice Shadow's Torngak gasps "Aulanerk!" (This is, indeed, a benevolent Inuit mythological being, overpowered in Sedna's recent coup.) Finally, in front of and around Sedna are a number of huge polar bears — actually evil Innua who have allied with Sedna. The number of these present is up to the GM; they should serve to balance out any fight scenes, making things hard for the PCs while not making it impossible to get at Sedna. About one per PC could be appropriate.



HANDLING THE MEETING

Obviously, it's up to the PCs how much they attempt to talk to Sedna, or whether they go straight into the attack. She's perfectly prepared to talk, mainly to tell the PCs how futile their efforts are. (There's nothing personal about this; she's simply treating them as representatives of humanity, which she despises.) Throughout, she will address everyone as "Angakok" or "shaman"; although she's learnt modern languages, she doesn't think in modern terms, and that's what powerful humans are in her world-view. She'll say, "I am finally bringing the peace of the cold sea to the painful, petty world of squabbling men. The peace I bring is a gift; accept it, and surrender to the power of peace and death."

However, there is one conversation that *must* take place, however much the GM has to rig things to achieve it. As Sedna sneers at humanity, Ice Shadow and her companion stand forward, and the former shouts contempt at her. "You don't belong on Earth; *this* is your realm and place of power. Stay here, rule beneath the sea; the paths to Earth are barred to you."

To which Sedna laughs. "I go where I wish; I rule where I choose. And as to the paths being barred; ask your friend there. *He* was supposed to be the guardian of the paths, you know. How do you think that Keelut and I managed to break through so well? The guard was distracted. He was lusting after mortal flesh. So much for the faith of mortal men!"

Ice Shadow steps back at this, looking at her companion and shaking her head in denial, but his expression of humiliation confirms Sedna's words. From then on, the pair are quiet; they'll defend themselves and fight hard in defence, but not take a major part in any battle.

In principle, it might be possible to discuss things with Sedna — even to negotiate with her. However, Sedna has been bitter and insane for thousands of years, if not for eternity; it's how she is, and she'll almost certainly have to be defeated by force to make her back down. Anyway, her bear-spirit allies will eventually become restive and attack — they aren't particularly subtle beings.

If anyone thinks to look at Ice Shadow and her Torngak during the fight, they'll see the former looking stunned and horrified; the latter is explaining a little of his guilt through the mind-link (see below for details). If they come to Sedna's attention again at any stage, she'll laugh insanely.

"Oh yes" she'll say, "more humans who fail in their 'duty.' Love and pain, humans, love and pain and failure. I know about them — but if you let me, I'll bring you peace."

COMBAT OPTIONS

Once combat starts, Sedna will switch her Power Pool from warping the Earth's weather to its "combat setting" (see her character sheet). She'll fight fiercely and sensibly, but without much plan; her main targets will be flying characters (out of the bears' reach) and anyone attempting to free Aulanerk.

It's quite possible for the PCs to beat Sedna and the bear-spirits by brute force (partly depending how many of the latter are present), but it should be a tough fight, and there are other options available. Firstly, although her recent successes have made Sedna far more self-confident and willing to fight than usual, it's a brittle confidence; if grappled by stronger foes, or if she takes STUN repeatedly from ranged attacks (especially if they are fire- or light-based), she'll start to waver, and retreat to the back of the cave; the bear-spirits can then be driven off by combat and Presence Attacks, and she'll be receptive to carefully phrased demands for surrender from the PCs. However, the best move — and the most important PC objective — should be to free Aulanerk from his bonds. These are effectively DCV 7 at range, 4 hand-to-hand, DEF 6, BODY 6. (Attacks that miss them may hurt Aulanerk; he's got excellent defences and high stats, but PCs should still be discouraged from carelessness.) Once freed, Aulanerk laughs hugely, stretches his long-cramped limbs, then turns on Sedna and shouts a challenge. She and he turn raw magical blasts on each other (so she'll divert her power pool from anything but this and a Force-Field), and duel for a phase; then she'll moan "enough," signalling surrender, and stagger to a corner of the cave and begin weeping. Aulanerk will turn to the PCs, shrug, and indicate the way out.

TROUBLESHOOTING

If the PCs somehow totally fail to free Aulanerk, or get badly defeated or scattered earlier in the scenario, the GM will have to work up some kind of fix; not only is Sedna's plan hostile to humanity, it wouldn't even leave much of a "post-holocaust" setting to play in.

If the PCs scatter or get lost on the spirit plane, they could meet virtually anything — providing that it's consistent with the Inuit-myth imagery of the setting. Mostly, they'd encounter spirits in the form of bears, birds, seals, dogs, strangely-shaped humans, and even rocks or stones. These may be hostile or friendly; the GM should make some of them, if not helpful, then at least open to persuasion. Eventually, the group might re-form for a renewed assault.

If Sedna and her allies defeat the PCs, she'll encase any prisoners in bonds of mystical ice and rock, with a view to later interrogating them, or perhaps appropriating their powers for herself. These bonds, created through her Power Pool, should be tailored to defeat the prisoners' obvious powers (strength, energy blasts, etc), but Sedna doesn't really comprehend technology or many other sources of power, and PCs may use ingenuity or minor powers to break out. They may then develop a plan to defeat Sedna.

In a pinch, if Denby collapsed after bringing the PCs through to the spirit plane, he can be assumed to have recovered enough to get home. He can then send assistance for a defeated group. Although this may mean that the players have fouled up badly, they shouldn't be humiliated and bored by a pure *deus ex machina*; rather, Denby should find and dispatch an NPC who can just recover the PCs' position. If they are scattered, this could be a mentalist sorcerer who can find and gather them with Mind Scan; if they are prisoners, a stealthy NPC could arrive, sneak in, and free them. Denby's Bear-Innuia might just serve in either role, albeit using more animal senses, sneakiness, and intelligence than listed on its character sheet. In any case, the players should be enabled to salvage as much of their position as possible for themselves.

AFTERWARDS...

As the victors emerge from Sedna's cave, Aulanerk laughs again, and stretches, indicating the turbulent green sky. "My realm" he says, "all will be well now." Then he'll turn to Ice Shadow's Torngak. "But the paths must be guarded," he'll say, politely but firmly.

Ice Shadow will look at her Torngak at this point, then begin to speak, obviously receiving through her mental link as she does so. "He says — yes, he'll return to his duty. He says — he is sorry that he neglected the paths. He asks that he be allowed to explain."

(Aulanerk will assent, whatever the PCs' attitudes.) "He says he was given the task of guardian, more lifetimes ago than he can count. He says he was lonely; he sensed another mind through the old portal — the amulet. He says it was a mind he liked and wanted to help. He... he says..."

At this point, Ice Shadow will stop, evidently confused and deeply embarrassed, while the old Inuit looks at her sadly. Then she will look up, and look him in the eye.

"It doesn't matter" she'll say. "It doesn't matter, because I'm staying here, with him. If the path needs one guardian, then two can't hurt. I've picked up a head start in magic, now, so I'll be useful. Yes. I'm staying."

And she means it; nothing the PCs do will be likely to change her mind. Of course, it's unlikely that they'll try too hard; this is an authentic case of true love winning out in the end. Certainly, Aulanerk approves; he'll laugh once more, give the union his blessing, then stretch out his arms, becoming at once larger and less substantial, eventually blending with the environment. A shimmering portal will appear, and everyone will hear his voice in their heads.

"Thank you, men of Earth. Return to your world, and know that it is safe once more — at least from Sedna. Other dangers — I leave to you."

Stepping through the shimmer, the PCs will find themselves safely returned to Earth. At this point, the GM has a choice. For simplicity, the group can find themselves where they left — Denby's study. However, one final twist could place them at the site where Ice Shadow found the crucial amulet — a deserted Inuit village on the coast of Greenland. In that case, they have the problem of getting home. If they haven't the movement capability themselves, there's a research station a few miles away, and the weather's mild — they'll have few problems, apart from explaining their presence here. Meanwhile, the sea is visibly becoming rougher by the minute; waves are building up and crashing on the shore. Aulanerk is back in place, and enjoying himself.

AND LATER...

That ends the scenario, but there are a number of possible loose ends and subsequent developments that GMs might develop. To start with, Alan Denby was last seen on the spirit plane, regaining strength for a return home. The GM can assume that he made the trip without difficulty — but alternatively, he may have been trapped, captured, or diverted by a mis-cast spell. Rescuing him, or becoming involved in more complex cross-dimensional machinations, could occupy more of the PCs' time.

Furthermore, the PCs have now become aware of a whole class of extra-dimensional spirits, who can be friends or enemies. Aulanerk is happy, but Sedna might seek a secret and indirect revenge at any time, while the vicious sea-dwelling Aipalookvik might also have turned his malicious attentions back to Earth for the first time in centuries; the Paths are guarded once more, but that may not mean that they are completely closed. PCs could fight more such foes, perhaps in alliance with the two guardians of the paths, who represent interesting new Contacts (if anyone can get in touch with them).

Lastly, there's the disappearance of Carole Laine. The PCs know that she's OK, and she left no close family to worry, but she had colleagues and neighbors; she'll be reported missing. Conscientious PCs may try to produce a plausible cover story to save people worry; it's even just possible that they'll be blamed for her disappearance.

Life's not easy when you've just saved the world.

CHARACTERS

ICE SHADOW

Val	Char	Cost	Combat Stats
8 (45)	STR	-2	OCV: 7
20	DEX	30	DCV: 7
18(23)	CON	16	ECV: 7
11	BODY	2	Phases: 3,6,9,12
18	INT	8	
20	EGO	20	
15*	PRE	4	
14	COM	2	
8*(20)	PD	5	
9*(20)	ED	5	
4	SPD	10	
6 (11)	REC	0	
36(46)	END	0	
24(38)	STUN	0	

*Only in Hero ID.

Cost	Powers	END
30	9D6 EB, IIF (Amulet), No Knockback (cold blast)	4
21	Missile Deflection vs. All Attacks w/+3 to roll, IIF (Amulet)	
10	Mental Defence, -17, Only in Hero ID	
16	Power Defence, -20, Only in Hero ID	
6	8" Gliding, Only in Hero ID	
20	Detect: Magic, w/Sense, Discriminatory, Range, & 360-Degrees, IIF (Amulet)	
4	I-R Vision, Only in Hero ID	
2	Mental Awareness, IIF (Amulet)	
4	Instant Change, Same Clothes, IIF (Amulet)	
5	Mind Link to her Torngak, Any Dimension; he has the same (-1).	
Skills		
3	Stealth, 13-	
3	Survival, 11-	
4	SC: Anthropology (INT-based), 14-	
3	KS: Eskimo Culture (INT-based), 13-	
2	KS: Arctic Conditions, 11-	
2	Basic knowledge, two Inuit dialects	
1	Transport Fam: Tracked Vehicles	
70	Follower (Torngak: 220pt base); see below (doesn't include Power Pool; note that a 325pt character has 32 more points than Ice Shadow).	

100+ Disadvantages

20	2x STUN, Heat/Fire Attacks
5	1.5x Effect, Mind Scan (Double Mind to find)
15	Berserk when fighting supernatural evil, 11-, 14-
15	Hatred of Supernatural Evil (Common, Strong)
15	Strong Dislike of Killing (Common, Strong)
20	Normal Char Maxima
5	1D6 STUN from Dispel or Suppress Magic, etc.
5	Distinctive Features; Very Detectably Magical Amulet
10	Hunted, Hostile Innua (as pow. on Earth), 8-
5	1D6 Unluck
15	Secret ID
63	Experience/NPC Bonus

Note that Ice Shadow has Normal Characteristic Maxima. Values in (parenthesis) are while on the Spirit Paths only (and are not included in the points costs).



Background: Carole Laine was the most intelligent of her family; her parents wanted to encourage her abilities, but maybe forgot to show her enough affection in the process. As a result, she grew up with very few emotional bonds; she never found anyone she could much like. She built a career in anthropology; having few emotional ties to her own society, she showed an unusual flair for viewing others without personal bias.

Her post-graduate work focussed on the Inuit cultures of Greenland, and she made a number of trips to the north, becoming a highly competent researcher. On one such trip, assisting with a small archaeological dig, she came upon an old walrus-ivory amulet. Something made her keep it, and even conceal it from her colleagues, although she was shocked at herself for this. Then she realized that the amulet granted her strange powers...

In fact, the amulet was a kind of "key." Millennia ago, a mighty band of Inuit Angakoks had determined that one of their number should take the role of eternal watchman on the spirit paths; now, the guardian was using the amulet, which had been the center of the great ritual involved, to communicate with Carole.

However, she didn't realize that another mind was involved, although he managed to influence her decisions and some of her actions. (See below for more data on this character.)

Quote: "I don't know everything about this power, but I know what I have to do with it."

Personality: In the months after her return home, Carole, taking the identity of Ice Shadow, tried to do what good she could. She wasn't as powerful as a "real" superhero, but she helped when she had the chance.

As this scenario progresses, she comes to feel an uncontrollable hatred of the hostile spirits — an echo of the old Angakok's personal code. Otherwise, she is calm and detached; she is capable of kindness, and has a strong sense of right and wrong, but she doesn't flaunt her emotions.

Powers/Tactics: Ice Shadow has a number of powers granted her, via the amulet, by the spirit of the Angakok. She has use of his mystical ability to sense magic. By drawing on the power of her spirit and his own, he enables her to transform into a different, more impressive guise, with various advantages and defences. She can use "cold energy," from the spirit planes where he resides, for attacks; conversely, she can "shunt" dangerous incoming energies off to that plane, or just stop them with mystic shields.

She has a telepathic link to the Angakok, but as his mind has been shattered by centuries of loneliness, she is not aware, when this scenario starts, that this involves another intelligence; she just thinks of it as an erratic clairsentience power (as she sees through his eyes at times). When Denby shifts the group to the spirit plane and the Angakok appears as a human being, it's the first time her growing suspicions about the nature of her amulet are confirmed; also at this point, she loses most of her mystical abilities, but he adds his strength to hers, giving her the enhanced physical characteristics noted above. Carole also has skills derived from her academic career, and a talent for moving quietly.

Appearance: Carole Laine is a striking but rather stern looking blonde woman; the same description is true of her Ice Shadow guise, but she's even more formidable in that form. In her secret ID, she wears well-cut, practical garb; as Ice Shadow, she wears fur-trimmed robes. Her face changes enough to keep the two identities distinct, although there's a "family" resemblance. Her powers generate a silvery, glistening effect, tinged with ice blue.

ICE SHADOW'S TORNGAK (THE ANGAKOK)			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7
20	DEX	30	DCV: 7
20	CON	20	ECV: 8
11	BODY	2	Phases: 3,5,8,10,12
20	INT	10	
25	EGO	30	
15	PRE	5	Costs
10	COM	0	Char: 133 Base: 100
10	PD	7	+ +
10	ED	6	Powers: 196 Disad: 229
5	SPD	20	= =
7	REC	0	Totals: 329 329
40	END	0	
28	STUN	0	
Pts.	Powers	END	
40	Desolidification (Vulnerable to Magic), 0 END/ Persistent/Always On, Only while on Earth plane (-1/2)		
40	Invisibility, All Sight Senses, No Fringe Effect 0 END/ Persistent/Always On, Only while on Earth plane (-1/2).		
29	Detect Magic, w/Sense, Discriminatory, Range, 360 Degrees, & +2 to PER Roll (15-)		
22	Clairsentience, Sight & Hearing, Extradimensional; only to look between Spirit Plane and Earth (-1).		
5	Mind Link to Ice Shadow, Any Dimension; she has the same.		
18	Life Support: No Breathing, Needn't Eat/Excrete/ Sleep, Immune to Aging		
10	Mental Defence, -15		
	Skills		
3,3	Animal Handler, 11-; Concealment, 13-		
3,3	Paramedic, 13-; Survival, 11-		
3	Tracking, 13-		
5	KS: Eskimo Sorcery (INT-based), 15-		
7	AK: The Spirit Paths (INT-based), 17-		
3	PS: Tribal Wise-man (PRE-based), 12-		
2	Familiar w/Navigation & Trading (8- each)		
100+	Disadvantages		
10	2x Effect, Technologically-generated Mental Powers		
15	Hatred of Evil Innua (Common, Strong)		
15	In Love With Ice Shadow		
10	Fears Loneliness (Uncommon, Strong)		
15	3D6 STUN from "Dismissal" Magic, Portal-Closing Spells, etc.		
10	Distinctive Features (Old Inuit Shaman)		
15	Watched, Greater Innua (more pow., NCI), 14-		
10	Hunted, Evil Innua (as pow), 8-		
5	1D6 Unluck		
124	Experience		

When Sedna has been defeated and the character is once more guarding the Spirit Paths, add:

75pt Power Pool, No Skill Roll required to change Pool setting.

Also increase characteristics as follows:

STR 25, CON 25, REC 10, END 50, STUN 37

(This extra power isn't available during the scenario, because Sedna has blocked access to much of the magical energy involved, and the old man is currently lending too much of what he has to Ice Shadow.)

Notes: This character's personal history has been described (in Ice Shadow's biography) above. A skilled shaman, once a mystic hero, his mind has fragmented after centuries of loneliness. (Note his Psychological Limitation—when our story begins, he's been suffering from this for decades.) When he returns to his duty, with Ice Shadow by his side, he reverts to his old personality—a quiet, enigmatic figure, given to self-deprecation when he speaks at all. He always despises evil Innua, and will curse them with brief but colorful phrases. His spells (when he regains use of his Power Pool) often involve Gestures and Incantations (in a low, droning chant); their results tend to be subtle but effective, rather than pyrotechnical (weather-based effects, Mental powers, etc).

ALAN DENBY

6 STR	11 DEX	10 CON	11 BODY
18 INT	20 EGO	18 PRE	8 COM
3 PD	4 ED	3 SPD	3 REC
20 END	19 STUN		

Powers/Skills

60pt Power Pool, All powers have Concentrate to ½ DCV or less (-¼), Full Phase Startup or longer (-¼), & OAF Amulets (-1); Mental Defence, -14, IIF (charm), Act. 14-; Power Defence, -10, IIF (charm), Act. 14-; Life Support; Breathe Water, IIF (charm), Visible; Detect: Magic, w/Range, Only works for shamanic/Inuit-style powers, Concentrate to ½ DCV while using, OAF (amulets & charms); Combat Pilot (prop planes), 11-; Fam. w/Survival & Mechanics; KS: Inuit Lore, 12-; AK: World Air Routes, 12-; Basic Inuit, French, & Norwegian; Follower (Bear Innua).

Disadvantages

Ambiguous attitude to own powers; Personal Code of Honor; Weak Health, may collapse after casting "spectacular" spells (Plane Shifts, high-power Energy Blasts, etc); Normal Char Maxima; Age 60+; Distinctive Features (old man with shamanic amulets, etc); Secret ID.

OCV: 4; **DCV:** 4; **ECV:** 7; **Phases:** 4,8,12

Notes: Denby's personal history and abilities are described — largely in his own words — in the course of the scenario. He is a likeable, if slightly crusty old war-horse, a talented pilot who loved aircraft and people. When he had to retire from active flying, he worked as a manager and advisor for various air transport companies. He also has a natural aptitude for magic, which is why an old Angakok tried to make him his successor, but Denby was just too much a man of his time to fully accept the role. In fact, he has occasionally used his powers for good over the years, but he never refined them enough to become a superhero-grade adventurer; he feels some guilt over this, but he has also come to terms with himself.

His "Weak Health" Physical Limitation is optional; the GM can use it to take him out of the story after he has plane-shifted the party. Think of it as a variant Susceptibility; he becomes weak as a baby for a day or two after casting certain magics. The effects are temporary, but disabling. He doesn't know about this problem beforehand, although he does know that casting some spells is very stressful for him.

Pool Assignments: When first encountered, Denby will have his Power Pool set as follows:

1. 12D6 Mind Control, Concentrate to ½ DCV, Full Phase to use, OAF, Only to order target to "Stop Everything and Stand Still."
2. Darkness vs. Normal Sight (Fog), 4" Radius, Personal Immunity, ½ END, Concentrate to ½ DCV, Full Phase to turn on, OAF.
3. 4D6 STR Drain, Regain 5 pts/Minute, ½ END, Concentrate to 0 DCV, Full Phase to turn on, OAF.

His tactics with these powers are to generate a fog to stop his opponents attacking him then paralyze them one by one; once this is done, he'll drain their strength to stop them escaping, then ask them what they are doing.

When he takes the PCs onto the Spirit Paths, he will replace the STR Drain with:

3. Extra-Dimensional Movement, to Spirit Plane, Usable Against Others, Area Effect, 4" Radius; Concentrate to 0 DCV, Full Phase to turn on, OAF, Only to or from a fixed, pre-set ritual site on Earth (-½).
4. Force Wall (2 PD/2 ED), Concentrate to 0 DCV, Full Phase to turn on, OAF.

He will put the Force Wall up within the area being plane shifted (for safety), then transport himself and the PCs. If the GM chooses to keep him around for the rest of the adventure, he will then re-set his pool to the first configuration.



FROSTBITE (AVATAR OF KEELUT)

Val	Char	Cost	Combat Stats
40*	STR	5	OCV: 7
20	DEX	30	DCV: 4
35	CON	50	ECV: 5
23*	BODY	16	Phases: 3,5,8,10,12
8	INT	-2	
14	EGO	8	
35	PRE	25	
2	COM	-4	
20	PD	17	
10	ED	13	
5	SPD	22	
18	REC	16	
70	END	0	
49*	STUN	0	

Costs

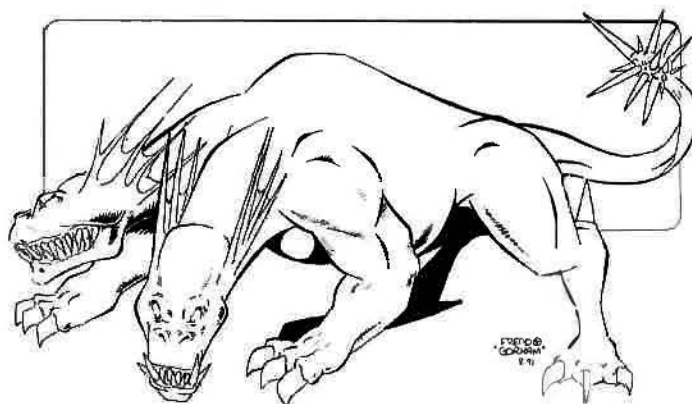
Char:	196	Base:	100
	+		+
Powers:	439	Disad:	535
	=		=
Totals:	635		635

* Effects of Growth included.

Cost	Powers	END
87	7D6 Transformation Attack, Human to Frost Zombie ('bite'), All-or-Nothing, ½ END, No Range (Cured by fire causing at least 1 BODY to the victim)	6
22	6D6 Mind Control, 0 END, Linked to Transformation Attack, No Range ('gaze')	
50	3D6 Drain vs STR, Damage Shield, 0 END/Persistent, Always On	
33	25pts Growth, 0 END/Persistent, Always On (Characteristic Effects included above; also Mass 3200kg, -3 DCV, +3 on others' PER, +2" reach)	
13	Damage Resistance (16 PD/10 ED)	
60	75% Resistant Physical Damage Reduction	
40	75% Resistant Energy Damage Reduction, Not vs. Fire (-½)	
10	Flash Defence, -5, Sight and Hearing Sense Groups	
10	Mental Defence, -13	
10	Power Defence, -10	
22	Life Support: No Need to Breathe, Immune to Vacuum/High Pressure, Radiation, Disease, Aging	
1	Life Support vs Temperatures, Cold Only (-1)	
6	Knockback Resistance, -3" (total -8" w/Growth)	
7	Extra-Dimensional Movement, between Spirit Paths and Earth, 1 use/day, 1 Turn to use	
44	Tunneling, 5" through up to DEF 8, Can fill in tunnel behind	
5	Discriminatory Smell	
5	I-R Vision	
3	Mental Awareness	
3	Ultrasonic Hearing	
3	Contact: Sedna, 8-	
5	Fringe Benefit: High-Status Demonic Being	

100+ Disadvantages

10	1.5x STUN, Fire/Heat
10	2x Effect, Mind Scan
20	Berserk if Attacked with Fire, 11-, rec. 11-
10	Berserk if Taunted, 8-, rec. 11-
15	Unsubtle, Uses Raw Power On All Problems
15	No Fine Manipulation (No Hands — Just Jaws)
10	Dependence: Having Currently-Active Frost Zombies on Same Plane (common), 1/Hour, 3D6
25	Distinctive Features: Not Concealable, Cause Extreme Horror
20	Hunted, Most Nearby Sorcerers whenever it manifests (as pow.), 14-
5	Rival: Aipaloovik (another evil Innua)
5	1D6 Unluck
10	Public ID
280	Horrific Monster Bonus



Background: Among the deadliest and most powerful Innua is the one called Keelut, described in legends as a malevolent being looking like a hairless dog. However, spirits of this level of power have some choice as to the physical form they take; when Hatcher Cryonics accidentally gave Keelut a way of manifesting itself on Earth, it took one with a lot of power. Observing the world it had entered, the avatar, powerful if not very bright, adopted the name "Frostbite."

Frostbite is an avatar — a physical manifestation using some of the power of an extra-planar being. Keelut itself is much more powerful, but it has difficulty "focussing" its energies; it couldn't have come through the gate entirely, even if had been willing to take the implied risk of total personal destruction (fortunately for the Earth). Nonetheless, it has invested a lot in Frostbite; when (if!) the avatar is physically destroyed on Earth, Keelut will be unable to return to our plane for some centuries, due to metaphysical trauma.

Quote: "You terrified, you wonder what I am, little creature? Use your word — Frostbite; for the cold will devour you. Come, serve me, serve the cold..."

(That is probably the longest speech of its existence. In battle, Frostbite turns deadly-silent. The magic Keelut used to create it gave Frostbite command of the local language.)

Personality: Frostbite is savagery incarnate. It literally needs power over "lesser beings" to live; if it ever realizes that it can't control something, it seeks to destroy it, and it hates and fears what it can't destroy. It draws on human ideas of evil, but goes far beyond human conceptions of psychology.

Powers/Tactics: Frostbite isn't smart, but it is big, tough, powerful, and has some low cunning. It also has the power to transform its opponents into near-mindless slaves ("Frost Zombies"). When it attacks, one head "bites," although the huge jaws do no actual physical damage; the other locks its hypnotic gaze onto the victim. Hence it attacks with a Transformation power and Mind Control simultaneously, one with an OCV attack roll and one based on ECV. (If the former works but the latter misses, the low-INT Zombie often just stands around in shock until Frostbite can try again; conversely, the Mind Control is usually ineffective if the Transformation hasn't been applied.) Frostbite's whole body is also supernaturally cold, causing weakness for anyone who touches it (its Damage Shield).

So Frostbite's "strategy" is to rampage around, creating hordes of Zombies. If attacked by dangerous opponents, it may use its Tunneling ability (based on power over "earth and stone-magic" to escape, at least until it can create a few more Zombie servants. It is physically strong, but it prefers to create zombies to do physical tasks — it thinks this is 'subtle'.

Appearance: Frostbite is terrifying. Seemingly made of living ice, it is huge, with a low-slung body like a seal's, legs and clawed feet like a dog's, and two long, flexible necks, each with a head with large yellow eyes and huge, triangular teeth. It can move faster than its shape would suggest.

FROST ZOMBIES

Frostbite's transformation attack changes a human being as follows:

- Reduce INT to 2, and shift all the points lost to STR.
- Reduce EGO to 1, and shift all the points lost to CON
- Reduce COM to 2, and shift all the points lost to PRE.
- Add 1.5x STUN from Fire, Distinctive Features (Not Concealable, Strong Reaction), & Psychological Limitation: Loves Destruction and Chaos.
- Use the points from these new disadvantages (if sufficient) to add the following (in this order): Life Support vs. Cold (only); +1 SPD; +4D6 Hand to Hand Attack; Damage Resistance (split between PD & ED); extra PD.
- Re-calculate Figured Characteristics.
- "Corrupt" Psychological Limitations (so "Code vs. Killing" becomes "Bloodlust"; "Protective of Children" becomes "Attacks Children First").
- Super-powered characters retain all non-fire or heat-based powers, but may (GM's option) be unable to use many more complex abilities efficiently.

A "Normal" human transforms into the following:

18 STR	10 DEX	19 CON	10 BODY
2 INT	1 EGO	14 PRE	2 COM
6 PD	4 ED	3 SPD	8 REC
38 END	29 STUN		

Powers/Skills

+4D6 HA (total 7.5D6 Punch); Damage Resistance on all PD & ED; LS vs. Cold (only; -1).

Disadvantages

1.5x STUN, Fire; Distinctive Features; Loves Destruction and Chaos.

OCV: 3; **DCV:** 3; **ECV:** 0; **Phases:** 4,8,12

Notes: Created to be Frostbite's slaves, Frost Zombies are stupid creatures, imbued with a 'natural' urge to cause mayhem. They grab other potential slaves, and throw flailing punches at anything that fights back, all with no thought for their own safety. The Transformation Attack gives them a 'personality' that makes them easy subjects for Frostbite's Mind Control.



**THE PATH-SPIRIT**

30 STR	24 DEX	28 CON	15 BODY
5 INT	10 EGO	20 PRE	4 COM
18 PD	18 ED	6 SPD	12 REC
56 END	44 STUN		

Powers/Skills

½ END on STR; 1.5D6 HKA, ½ END, Reduced Penetration (2x 1.5D6 w/STR); 10D6 Mind Control, 5" Radius, 0 END, No Range, Gestures (must caper and dance), Only to produce laughter; +5 Offensive ECV w/Mind Control; Damage Resistance, 12 PD, 12 ED; -8 Power Defense; -15 Mental Defense; Superleap, +6" (total 12"); I-R Vision.

Disadvantages

Berserks in Combat, 14-, rec. 8-; Bound to guard the path; Only attacks if it makes people laugh; 2D6 STUN/phase if paralyzed or otherwise completely prevented from dancing; Distinctive Features, not con., strong reaction.

OCV: 8; **DCV:** 8; **ECV:** 3; **Phases:** 2,4,6,8,10,12

Notes: The creature that bars the path to the sky isn't any kind of thinking being — it's just a walking, dancing curse. It is humanoid but not human, with distorted features that can turn from funny to horrifyingly hostile in an instant. It is quick and agile, with a kind of capering, dancing movement as it runs or leaps.

The path-spirit will only attack those travellers who it can make laugh using its odd psychological power; however, if attacked, it fights back hard. Characters who it makes laugh must make EGO rolls each round in combat; if unsuccessful, they have -2 OCV due to distraction. It fights with claws, which it keeps hidden at first.

If knocked out, hurled far from the path to fall to its doom, or killed, the creature vanishes away entirely — perhaps to recover its wounds elsewhere. However, it won't reappear in this scenario, so this power isn't defined above.

THE GUARD DOG

30 STR*	20 DEX	30 CON	20 BODY*
5 INT	18 EGO	25 PRE	4 COM
28 PD	23 ED	5 SPD	18 REC
60 END	44 STUN*		

* Effects of Growth included.

Powers/Skills

Growth (15pt base: 800kg, +1" reach, -3 KB), Always On; 1D6+1 HKA, +1 STUN Multiplier, ½ END, Reduced Penetration (2x 1D6+1 w/STR); Damage Resistance (15 PD/11 ED); -18 Mental Defence; +3" Running (to 9"); +6 PER (16- Roll); Targeting Hearing; Tracking Scent; Ultrasonic Hearing; Ultraviolet Vision; Stealth, 13-.

Disadvantages

Enraged if Challenged, 8-, rec. 11-; Berserks in Combat, 8-, rec. 11-; Ferocious; Loyal to Sedna; Animal Mind-Set; No Hands; Color Blind; Distinctive Features (Giant Dog); Experience.

OCV: 7; **DCV:** 5; **ECV:** 6; **Phases:** 3,5,8,10,12

Notes: The guardian of Sedna's land is said to have been her house-dog when she was a mortal woman; now, it is a huge, surly monster. It has the psychology of a half-wild guard-dog; once, visitors could get past it by showing no fear and generally being careful, but now it's caught the mood of Sedna's great move against humanity, and it will fight until it loses half its STUN or BODY, then back off, growling.

SEDNA				
Val	Char	Cost	Combat Stats	
35	STR	5*	OCV: 6 DCV: 4 ECV: 7 Phases: 3,5,8,10,12	
18	DEX	24		
30	CON	40		
23	BODY	18*		
15	INT	5		
20	EGO	20	Costs	
30	PRE	20		
2	COM	-4	Char: 251	Base: 100
20	PD	17	+	+
10	ED	4	Powers: 772	Disad: 923
7	SPD	42	=	=
9	REC	0	Totals: 1023	1023
100	END	20	* Effects of Growth included.	
86*	STUN	40*		
Cost	Powers			END
330	220pt Power Pool, No Skill Roll to change powers (+1), Only sea-related or magic-manipulating powers (-½), all powers easily negated by other major Innua (-½)			
45	8D6 Mind Control, Includes Telepathic Communication, Transdimensional (to Earth), 0 END, Only to sea creatures (-1)			
27	20pts Growth, 0 END, Persistent, Always On (Char Effects included above; also 5m tall, 1+ hex wide, Mass 1600kg, +2 on opponents' PER, +1" reach, -4" KB)			
15	Damage Resistance (20 PD, 10 ED)			
30	50% Resistant Physical Damage Reduction			
30	50% Resistant Energy Damage Reduction			
20	Regeneration, 2 BODY/Turn			
20	Mental Defence (-23)			
8	Power Defence (-8)			
19	Life Support, Breathe Water, Needn't Eat, Excrete, or Sleep, Survive Vacuum/High Pressure, Immune to Disease and Aging			
115	Clairsentience, Hearing, Sight Group, and Mental Awareness, x16,384 Max. Range (20,480km), Works Between Spirit Planes & Earth, 0 END, Inter-Dimensional part only works to areas on or under the sea (-1 limit on that part only)			
25	Mind Link Any Sea Creatures, Up to 2 at a time, Any Distance, Any Dimension			
5	Discriminatory Smell			
5	I-R Vision			
3	Mental Awareness			
10	Detect Magic, w/Sense and Discriminatory			
Skills & Perks				
3	Concealment, 12-			
3	Navigation, 11-			
3	Survival, 11-			
10	AK: Arctic Oceans, 19-			
7	KS: Sea Creatures, 16-			
5	Fringe Benefit: Regarded as Goddess			
1	Native in Inuit, w/Dialects			
3	Fluent/Accented English			
3	Fluent/Accented Danish			
2	Conversational French			
25	+5 Levels with Power Pool Powers			

100 + Disadvantages

8	Enraged if Mocked, 11-, rec. 11-
15	Hatred of Humanity
15	Defensive of the Sea
20	Hates and Fears Hand-to-Hand Combat
15	No Fingers
5	One Eye
25	Distinctive Features
10	Watched, Other Innua (As pow., NCI), 11-
10	2D6 Unluck
800	Demi-deity Bonus

Background: The Inuit tell many tales about Sedna's background. It would appear obvious that she is a spirit, but some stories say she was once a human girl, or perhaps a child of giants, who lived with her father by the sea-shore. She fell in love and ran off with a handsome stranger, only to discover to her horror that he was really a bird-spirit. When her father found her, the spirit was away, and they set off for home together in his kayak. However, her seducer gave chase; when Sedna's father refused to let the spirit talk to his daughter, the spirit called down a terrible storm. To save himself, Sedna's father threw her overboard as a sacrifice to the storm, tearing out her eye and hacking off her fingers when she attempted to get back on his kayak; from her finger-joints, the first seals were formed.

Eventually, she sank to the bottom of the sea, where she now lives. Such horrific stories may be symbolic, but they explain her hostile view of humanity.

She is now the ruler of the creatures of the sea, dwelling beyond the Inuit land of the dead (many of whom died in her realm). As such, she may send the seals and other creatures that the ancient Inuit way of life depends on, but she is grudging about it. She would attack humanity more often, but her plans have to be subtle to avoid the notice of less hateful Innua.

Personality: Sedna is basically hostile to humanity, and despises many human activities. (The Inuit had their own idea of what Sedna considered crimes; GMs might throw in pollution of the seas and so on.) Angakoks could persuade or coerce her into helpfulness, but she now knows there are few Angakoks left, and she has little regard for other heroes. She is currently grasping at a unique opportunity to cleanse the world of that cruel, petty, vile race, humanity. Her contempt is honest and intense, but if her schemes evidently collapse — if Aulanerk is freed, or all her allies are driven off, say — her basically brittle personality will collapse, and she will stop all actions against humanity, moaning that she only wanted peace and an end to the ill-treatment of her seas by humanity.

Quote: "My life was pain, my land is death; both are better than the foulness that men make in the world."

Powers/Tactics: Sedna is a very powerful Innua, with supernatural control over her realm — the sea — and all its creatures. She can use her Power Pool for this, or to manipulate magical energy (for example, to Dispel or Suppress any magic). She can contact any sea creature mentally using powers from the pool, and she often uses Mind Control plus her Mind Link on such. She can also perceive events anywhere in the spirit planes or the oceans of Earth, if she knows where to look.

When the PCs reach her cave, Sedna will have her entire Power Pool assigned to warping Earth's climate and sea conditions:

Change Environment, to calm weather and rising sea levels, 8,400km Radius, Indirect (+½ level), Transdimensional to Earth (+½), 1 charge/day of 1 day duration (+0) — total 220 points.

(She can't do this normally because Aulanerk uses his Pool powers to cancel hers out.) However, once a fight starts, she will re-set her powers for combat (taking one phase):

- (1) 12D6 EB, Cone Explosion (max. 24"), 0 END, ½ DCV and Full Phase to use (Local Tidal Wave): 69 points.
- (2) 5D6 EB Damage Shield, x2 KB, ½ END (3 END/phase — Whirlpool Shield): 62 points.
- (3) 7D6 Suppress vs. All Magical Powers, 0 END, Full Phase to use (Spell Dampening): 81 points.
- (4) Force Wall, 6 PD/6 ED, x5 END (15 END/phase — Water Wall): 10 points.

Sedna has little idea of tactics, having always hated and avoided combat; she especially hates being grappled by strong or skilled enemies, so she will mostly concentrate on driving back the nearest dangerous-looking foe. If opponents get past or through her allies, she'll blast them with a stream of sea water; if she's about to be struck, she'll put up her Damage Shield. If her Detect tells her that something that just hit her is magical, or if any opponents appear to be magic-wielders, she will use her Suppress; she may also target this power on any dangerous-seeming attackers, thinking that great power is usually magical. If things go badly, she'll put her Force Wall up to delay opponents while her side re-groups.

Appearance: Sedna is not entirely a pleasant sight. She has the form of a giant old human woman, but her legendary maiming has left her with hideous scars, no fingers, and only one eye. She wears ragged furs, and crouches hunched at the back of her cave. She speaks with venomous contempt.



AULANERK

40 STR*	20 DEX	30 CON	20 BODY*
5 INT	18 EGO	35 PRE	4 COM
25 PD	20 ED	5 SPD	20 REC
60 END	45 STUN*		

* Effects of Growth included.

Powers/Skills

Use Sedna's power list, slightly reducing the Power Pool size, and adapting some other powers to fit the nature of this Innua.

Disadvantages

Enraged if trapped or strongly restrained, 11-, rec. 14-; Forever moving, hates stasis; 2D6 STUN/phase if paralyzed or SPD drained; Distinctive Features; Watched, other Innua (as pow., NCI), 8-; Hunted, Sedna (as pow., NCI), 11-; Demi-deity bonus.

Notes: Aulanerk is one of the powerful Innua who favour humanity; as such, he has become a target for Sedna's attacks. He is described in legend as bringing happiness; "he lives in the sea, and his movement causes waves." He appears in the form of a giant naked man (with Inuit features, naturally).

In other words, Aulanerk embodies the freedom of the open sea — the waters, free of ice if sometimes wild, which provide the Inuit with their way of life. Thus, he uses his powers to oppose the dead stasis of Sedna's ice. GMs should play him as rejoicing in his freedom when he regains it, laughing a superhuman laugh; he will be grateful to the PCs, and will aid them freely, but he sees himself as their superior.

BEAR INNUA

50 STR*	20 DEX	23 CON	24 BODY*
8 INT	10 EGO	25 PRE	10 COM
15+ PD	12+ ED	4 SPD	11 REC
46 END	40 STUN*		

*Effects of Growth included.

Powers

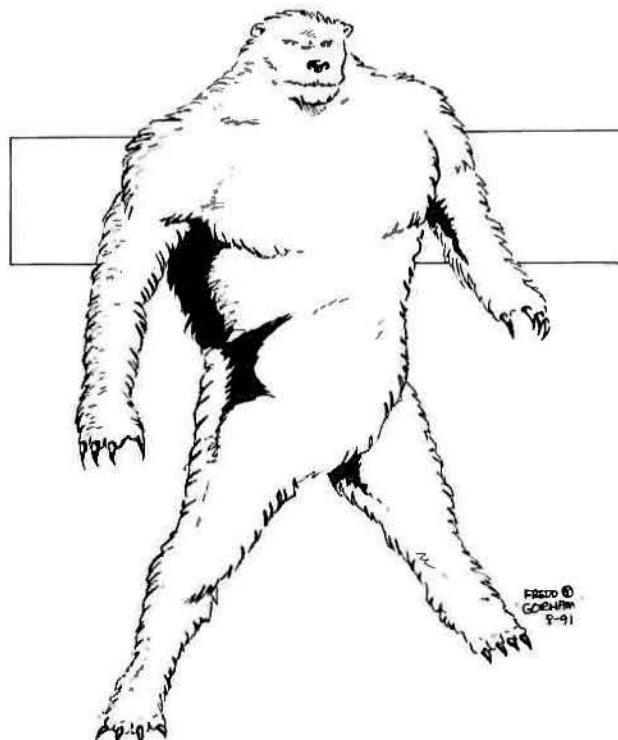
Growth, 10pts, Always On (Effects already included in Characteristics; also Mass 400kg, -2" KB); Desolidification (Vulnerable to Magic), Always On, Only on Earth (not on Spirit Paths); Invisibility vs. All Sight Senses, No Fringe Effect, Always On, Only on Earth (not on Spirit Paths); 1.5D6 HKA, ½ END, Reduced Penetration (2x 1.5D6 w/STR); Armour, +5 PD, +3 ED; Discriminatory Smell; Concealment, 11-; +2 Overall Levels.

Disadvantages

Berserks if takes BODY, 11-, 11-; Berserks if Master/Leader hurt, 8-, 14-; Distrusts anyone it doesn't know well; Unrestrained in combat; No Fine Manipulation (Clumsy Paws); Color Blind; Distinctive Features (not con, extreme reactions).

OCV: 7; DCV: 6; ECV: 3; Phases: 3,6,9,12

Notes: The polar bear — the most powerful land animal in the Inuit's home environment — is a popular shape for Innua of middling power, including both Denby's Torngak and Sedna's allies. These are a little more powerful than the typical "natural" bear, but have essentially the same abilities; they are semi-sentient and cunning, but not particularly subtle. As spirits, they are intangible and invisible on Earth, but very solid on the Spirit Paths.




APPENDIX: INUIT MYTHOLOGY & OTHER SOURCES

Inuit myths aren't very heavily documented, and what I've used in this scenario is a simplification of one version. My source for this was the *New Larousse Encyclopedia of Mythology* (English translation published by Hamlyn). I also consulted a number of other standard reference books; the *Encyclopaedia Britannica* and the *World Book* have useful articles (mostly referenced to "Eskimo" and "Shamanism"). Books on folklore, such as those by Joseph Campbell, may provide deeper views of the meaning and content of these stories.

The description of the path to Sedna's realm (which appears in Larousse, and comes from earlier studies) has also been used in the novel *The Merman's Children*, by Poul Anderson. Other versions of Sedna may be found in other books. I apologize to any Inuit reading this for my misuse of their culture.

A different story of bizarre results ensuing from a scientific experiment to cool matter to true, absolute zero is the novella *Heads*, by Greg Bear.

A large, stylized hourglass graphic is centered on the page. The top and bottom bulbs of the hourglass are dark gray, while the central neck is white. The title text is arranged within this white central area.

MENACE

out

of

TIME

Dean Edgell and Dana Edgell

INTRODUCTION

Menace Out of Time is a multi-part **Champions** adventure suitable for a team of 3-6 characters built on an average of 250-300 points. It can be easily adjusted for use with more or less powerful groups. Characters younger than 50 years old fit the scenario best but older characters can be used. This adventure should test the players' wits, tactics and roleplaying abilities. It introduces several new villains with power levels ranging from talented normal to immortal god who can reappear in your campaign. This book also includes rules and guidelines to assist a GM in running time travel adventures. If you intend to be a player in this adventure, read no further.

PLOT SUMMARY

During a public appearance, the heroes suddenly find themselves confronted with frightened and rampaging dinosaurs. Soon after they get this threat to innocent lives and property under control, the heroes and the gathering crowd are threatened again, now by a futuristic cyborg police officer. Unknown to the heroes, these menaces from out of time are being directed at them by a villain, Tempus, Master of Time, who seeks to prevent their imminent trip through time.

When the heroes have again restored calm, they are contacted by Edna Temple and learn that her scientist husband, Timothy, disappeared that morning and has apparently died in 1939. The heroes wrongly deduce that Timothy Temple's trip through time, has somehow disrupted the time stream, causing the appearance of the time displaced menaces.

Repeatedly plagued by menaces out of time, including an attack by the Norse god of thunder Thor, the heroes rush to Temple's laboratory where they find a time travel device. The time machine has malfunctioned but the heroes quickly make it operational again. The heroes then travel back in time to rescue Dr. Temple.

The heroes arrive in late October, 1939 with only hours to save Dr. Temple. In their search for his location, the heroes meet the Crimestopper, a two-fisted crime fighter of the 30s and then face an attack by "aliens." These aliens are actually Nazi 5th columnists who have kidnapped Dr. Temple and forced him to build futuristic weapons and armor. From information they obtain, the heroes locate and rescue Dr. Temple.

When the heroes try to return to the present, they will find that they are marooned in the past. Having been failed by technology, they can seek out the magical assistance of the Masque, a sorcerer. When the heroes locate him, he is investigating a mysteriously haunted mansion. Following the Masque inside, the heroes will be attacked by "ghosts" of extradimensional origin, who have stolen the souls of all who

have entered the mansion, and have taken them back to their own universe. One way or another the heroes will travel to that universe which is ruled by the demon, Tsurlgra, who is imprisoned in that same universe. The heroes will discover that in the months leading up to October, 1939, the demon has manipulated Dr. Temple, the Nazi bund, an occultist and others in a subtle plot to escape to earth. The heroes must stop Tsurlgra and rescue the captive souls. They can then be returned to the present by Tsurlgra or the Masque.

Even after they return to the present, the heroes remain ignorant of the existence of Tempus, until he returns weeks later to seek his revenge. He hurls the heroes 100,000 years back through time, marooning them before the dawn of history. The heroes must survive in the ice age until they eventually rescue alien beings from a crashing starship. The grateful aliens help the heroes return to their time. The heroes are placed in suspended animation aboard a FTL starcraft and sent through hyperspace to the 20th century. Upon returning to the present the heroes seek out and confront Tempus. Defeating his Destructoid war-robots from the future, they finally learn his secret.

HOW TO USE THIS ADVENTURE

The GM should read this book carefully and become totally familiar with it, before attempting to run the adventure. Pay attention to the flow of the adventure and to the information which is known by the players at any time. The GM should be careful not to reveal to the players information that they have not earned. The full truth will likely not be known before the adventure's end. The GM should understand the real truth in order to properly handle the players' investigations.

The GM should carefully consider the NPC descriptions. These contain explanations of the characters' actions and motivations, as well as describing powers and tactics, to assist the GM in roleplaying them. The villains used illustrate how a variety of opponents, with differing personalities, motivations and styles, can enliven a campaign. Every villain need not have monstrous powers and abilities to challenge the heroes. Careful schemers or calculating scientists, who use their abilities with effect, can be more troublesome than just another super-powered menace. Not all opponents need to be a *physical* match for your heroes. Tempus is an example of this type of villain. We do not recommend increasing his powers so that he can fight the team. His Destructoids, however, are intended to be a major combat challenge. Adjust their numbers or power level, if necessary, to meet this requirement. Thor, on his own, should also be a challenge for your entire team. While in its own realm, the demon lord Tsurlgra should probably be slightly more pow-

erful than the team. Adjust their power levels if necessary. If you wish, the dinosaurs, norsemen and stormtroopers can be made more dangerous by increasing their numbers.

Most of the villains in this adventure do not cooperate together. They may return separately to plague your heroes again. None of the villains, with the exception of Baron Von Schull, should appear before this adventure, as it contains their origins in the present.

The GM should give consideration to the effects of introducing time travel and alien technology to his campaign during this adventure. These can be springboards to new adventures and characters, but, if widespread, can alter a campaign. Time travel technology can be particularly disruptive to a campaign. The GM may want to ensure its destruction.

Menace Out of Time also raises ethical dilemmas for the heroes. What should be done with the dangerous, but previously extinct, dinosaurs? Can the cyborg be held responsible for its programming? Should the heroes help Neanderthal men and/or accept their worship? Does anyone have the right to alter history, even to good ends?

Finally, this adventure involves the historic periods of early WW II and the Pleistocene era, and historically based NPCs such as dinosaurs, Thor and his norsemen. The GM may wish to enhance his presentation by researching these subjects for more information and inspiration than can be provided here.

USING THIS ADVENTURE WITH OTHER HERO SYSTEMS

This adventure can be used with other *Hero System* campaigns such as *Super Agents* or (a somewhat fantastic) *Danger International*. To do this, lower the power level of Tsurigra, Thor, Cybercop and the Destructoids to match your players. Treat modern firearms as armor piercing vs. the norsemen's armor. You may also wish to lower the numbers of the dinosaurs, norsemen and stormtroopers. Weaken Tempus' forcefield, replace it with a bulletproof vest, or remove his defenses all together.

With some work this adventure could even be used with *Justice Inc.* with the same changes as in *DI*. Instead of WW II use the Civil War, the War of 1812 or the Revolutionary War. In this case, Dr. Temple would be forced to construct automatic weapons and airplanes rather than power armor.

BACKGROUND

Timothy Temple is a young scientist, regarded by some as a genius. Unfortunately, his theories and work habits are so unconventional that he has never gained recognition or a continuing source of funding for his research. Timothy is dedicated to the pursuit of scientific knowledge and has therefore used all the money he could beg or borrow, including a large portion of his wife's earnings, to finance his own laboratory and continue his research. His loving wife, Edna, understands his drive and supports him. She does not resent their impoverished lifestyle.

Timothy Temple's interest is in Temporal Physics, the science of time. Recently, a theoretical breakthrough has allowed him to complete his theories and develop a prototype time travel device. Over the past few days he tested the device with lead weights and caged white rats. He discovered that there are problems with projecting the rats into the recent past and has decided that this proves his theory about the inability of a living creature to visit a time in which it already lives (see *Appendix*). He also sent an operating battery powered video camera back into the past and retrieved it. Finally Temple decided to test the device personally. This morning he donned period costume of the 1930s and set the device to travel back to a time before his birth. The device was set to pick him up 24 hours after he arrived. At the commencement of this adventure, Temple has already travelled back in time. He has also made a tragic mistake and is trapped in the past.

The self-proclaimed Master of Time, Tempus, is aware of Temple's trip, and that, unless he prevents them, the heroes will soon follow Temple into the past. For his own reasons, Tempus has sworn to stop the heroes from making the trip. For technical reasons, he could not act against the heroes before today. He dares not face them in personal combat and therefore takes extreme pains to avoid being detected by the heroes. The villain's madness and personality flaws have blinded him to simple solutions, such as destroying the time machine. Instead, he uses his mastery of time travel and teleportation to kidnap powerful pawns to crush the heroes.

This is a complicated task. First, he locates the heroes' position. Then he travels back into the past, to a short time before the heroes arrived at that location, and sets up concealed teleportation receiver devices. Next he travels through time and space, and locates the position of an appropriate menace. He shifts back in time, to before the pawn is at that spot, and sets up concealed time travel devices to trap the menace. Finally he returns to the time just before the scheduled attack on the heroes. At the spot on earth where he set up the time travel trap for the menace he sets up teleportation equipment to send the menace through space to the receivers at the heroes' location. Throughout all of this he can never be in two places at one time.

The effect is such that a wandering menace stumbles upon a concealed time travel trap that is waiting for him and is shifted through time to the present, where a teleportation device immediately shifts him through space to the location of the concealed receiver devices where the heroes are. These tiny devices are destroyed in use. However, if characters search for such clues, they might (PER roll at -5) find the small, unrecognizable burnt out electrical devices.

As each of his assassination attempts fail, Tempus will set up another until the heroes escape back in time to 1939 where he can no longer attack them, for technical reasons similar to those mentioned above.

THE ADVENTURE

OUT OF TIME'S ABYSS

PRIMEVAL REX

The adventure begins one afternoon with the heroes making a public appearance in a city park. The city government is honoring notable citizens, including the heroes, for their good works. If the heroes aren't the sort to make public appearances, the GM must lure them into the park *in their hero IDs*. Perhaps a Hunted has been traced there or will appear, forcing the heroes into action.

A large crowd is in attendance, including some of the heroes' DNPCs. The GM should roleplay the Mayor and make a brief speech explaining the purpose of the gathering and then introduce each of the honorees and hand them a certificate of appreciation. The first honoree will be Jack Stanley, an environmentalist and wildlife conservationist, who crusades to prevent the extinction of endangered species. The GM should, in turn, assume the role of Stanley and make a brief speech about preserving the bald eagle. He will be cheered by his many supporters.

The second honoree is Kirby Lee, an elderly anthropologist, who gained fame over 50 years ago when he discovered caves, in the distinctively three peaked Mount Trident, with artifacts and drawings that proved that Neanderthal man had lived in North America and had sophisticated religious beliefs. In his acceptance speech he will briefly describe his discovery of the caves and the paintings which showed Neanderthals hunting and four armed gods who could do remarkable acts such as fly and who travelled on the sun. In the years since, he has excavated and studied in the area, unearthing many artifacts and learning about our ancestors. Now, however, all of that is threatened, and Lee will speak out about the need to preserve the caves from a planned dam which will flood the caves and valley floor. Amongst the crowd are those who support Lee's "Save the Caves" campaign, including a band of "crackpots" who believe that the cave paintings represent proof that primitive man was in fact visited by space-travelling aliens. In their interpretation, the paintings show aliens with sophisticated technology, not gods, and the sun is actually a spaceship in which the aliens depart. The "crackpots" will question, challenge and even heckle Lee about his interpretation of the paintings. The GM should play the roles of the mayor, Lee and the "crackpots" as appropriate.

The GM must decide why the heroes are being honored, and after he, as the mayor, introduces them, he should call on the leader, and perhaps other heroes in turn, for a speech. As the last speaker is finishing, the heroes will notice a flash of light on the edge of the crowd as a number of dinosaurs suddenly appear.

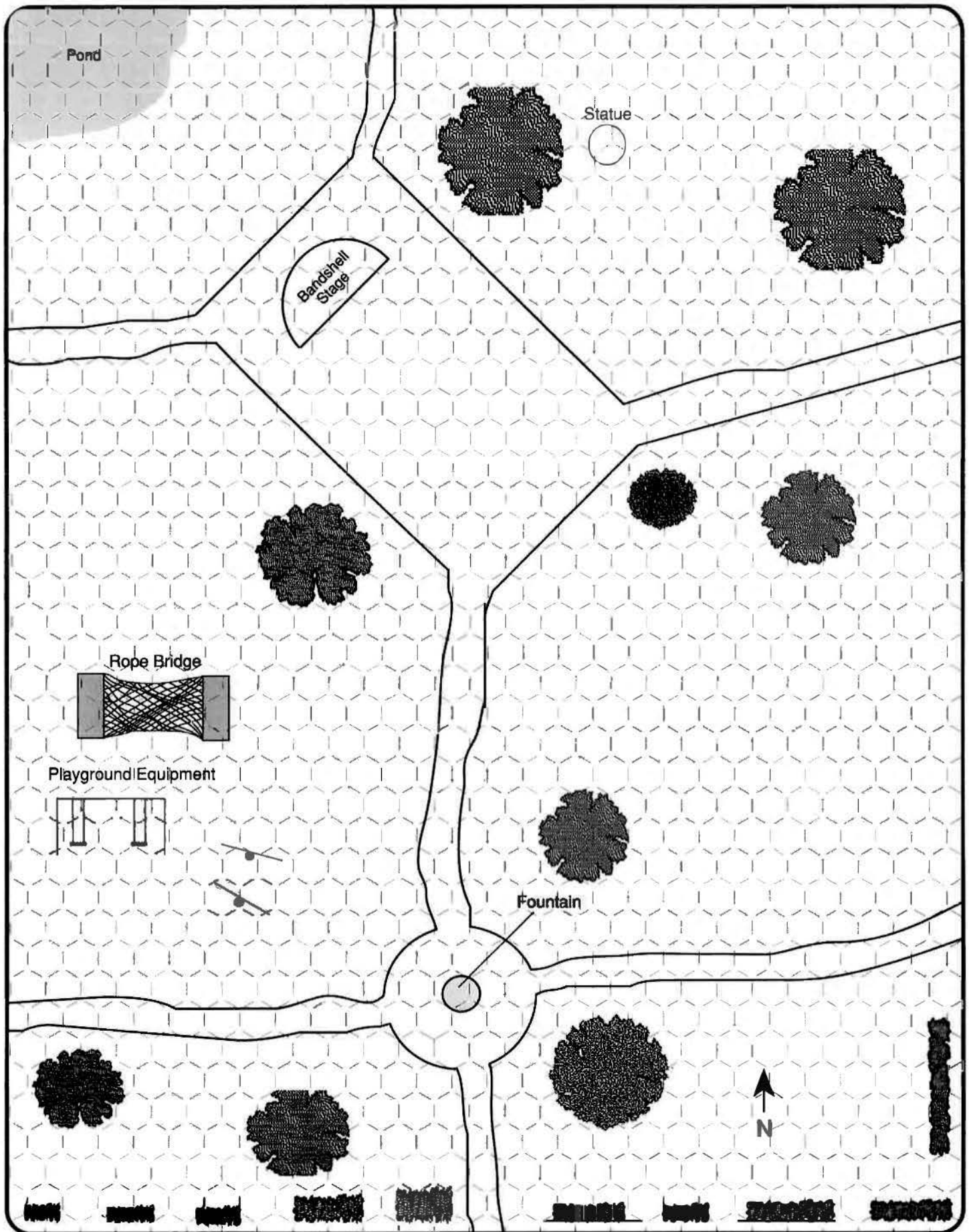
The dinosaurs are startled and panicking. They will run rampant, striking anything in their way. The biggest problem is a confused and destructive Tyrannosaurus Rex, perhaps the most dangerous killer ever to have walked the Earth. If something catches its attention, such as an attacking hero, it can strike with its lethal teeth. With its size and mass, it can kill or injure normals simply by accidentally trampling them as it runs. In its frightened state it will run straight through the crowd in the direction of a helpless DNPC. The heroes will have to find a way to slow, stop or turn the T-Rex, to allow the crowd to escape. Heroes whose powers are inappropriate for combating T-Rex, may rescue bystanders from its path.

In addition to the T-Rex, a large triceratops and some small dinosaurs will menace the heroes and the crowd. The small dinosaurs provide targets for low powered heroes. Several pteranodon gliders will attack any flying heroes, distracting them from simply flying above the T-Rex's reach and blasting it until it drops. If the GM decides the heroes will have no problem with a maddened T-Rex, he can use the triceratops as an additional threat. On the other hand, if the T-Rex is more than the heroes can handle, the tyrannosaurus can attack (or be maneuvered by the heroes into attacking) the triceratops and the dinosaurs' struggle will weaken both.

This encounter can be made more difficult by the wildlife conservationists among the crowd. These well-intentioned activists realize that the dinosaurs must be the last surviving members of their species and will try to protect them from any harm, including the heroes' attacks. They are willing to do many dangerous things to prevent the dinosaurs' extinction, such as standing between the dinosaurs and the heroes, or disrupting a hero's aim.

In the aftermath, the heroes must decide how to dispose of the dinosaurs. Should these dangerous menaces be killed or should they be preserved from extinction? Encourage your players to debate the question in character. If necessary, use NPCs to start the debate.

The heroes may wonder where the dinosaurs came from. No clues will be found unless a *very* meticulous search of the park is conducted and if the searcher with the highest perception roll makes his roll at -5. Then, one of the tiny mysterious electronic devices, mentioned in the background, will be found. As these devices are melted and have been crushed by the dinosaurs, it will take a systems operation or electronics roll at -5 to determine that they are some sort of receiving device.



FUTURE SHOCK TROOPER

After the heroes have dealt with the dinosaurs, they will have a few minutes to catch their breath, recover STUN, aid bystanders, deal with the authorities and perhaps consider some investigations. A curious crowd will regather now that the danger has passed. Before the heroes can leave the park, however, Tempus will strike again.

Another flash of light on the edge of the crowd will herald the appearance of Cybercop, hovering 4 hexes above the ground, in her patrol cruiser. Her computer link is in effect and the computer will automatically missile deflect each phase. Heroes flying, jumping or thrown at the cruiser are considered incoming missiles and can be deflected, before they reach the cruiser.

The Cybercop is disoriented by her timeshift, and may initially suspect that she is subject to some mutant power, however, she is still subject to her computer's programming. It will immediately identify the crowd as in violation of Federal Law and act accordingly. Cybercop will use her cruiser's loudspeaker to address the crowd.

"Attention citizens: Unauthorized assembly is in violation of Federal Order 58-10. You have 10 seconds to disperse before I am authorized to use lethal force to enforce said order."

After 10 seconds have passed, the Cybercop will begin firing grenades into the crowd. If, at any point, any heroes attack her, Cybercop will defend herself and make the following pronouncement, "Assault upon an officer of the Federal Law Enforcement Agency is a violation of Federal Order 60-03, entitling the officer to respond with lethal force."

In battle, Cybercop will prefer to remain within the security of her vehicle, hovering out of reach of most opponents. She can then use her vehicle weapons to greatest effect. If a hero can get into the patrol cruiser, or destroy it, Cybercop will fight on her feet but will then seek cover and escape.

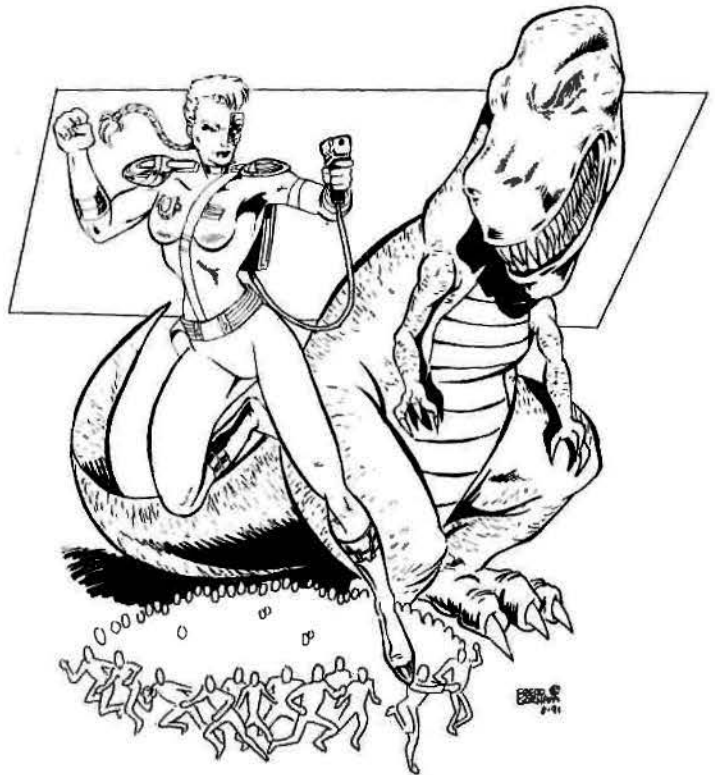
Heroes may defeat Cybercop through physical force or they may try to persuade her from her course of action. In this case Cybercop may attempt to overcome her programming. GM's may choose to give her bonuses to her EGO roll to reflect good soliloquies or persuasion rolls by the heroes. Allowing Cybercop to overcome her programming more easily is also a means of balancing the encounter should the heroes be overwhelmed.

Assuming Cybercop does not escape, once again, the heroes will face a problem in dealing with her. Since she is subject to her programming, she is not really responsible for her actions. Still, it is likely that bystanders will have been injured or even killed. A character with appropriate skills could disconnect the computer or reprogram it as set out in Cybercop's character description. (Reprogramming requires a computer programming roll at -5 and 5 hours, taking additional time will reduce the penalty to the roll). How the heroes treat Cybercop will determine whether she will become an ally or an enemy in the future.

Even if Cybercop is favorably disposed towards the heroes, she will refuse to assist them for the immediate future. Until she learns more about her new environment, her ignorance makes her a threat to herself and others.

The heroes will have to spend some time dealing with the authorities, aiding the injured, recovering STUN, answering reporters and perhaps investigating before they leave the park. Once again, a search of the park will, on a perception roll at -5 of the searcher with the highest perception roll, reveal a tiny burnt out electronic device. It can be identified as a receiver of some sort with a roll at -5 in systems operation or electronics.

In the midst of the chaos in the park, the most charismatic character will be approached by Edna Temple.



AN UNTIMELY DEATH

Edna Temple is emotionally distraught. Her usually disciplined mind is in shock. She desperately wants the heroes' help. The police will not listen to her and much of what she has to say will not make sense until the heroes calm her and get the whole story. This scene should be role-played by the GM. Edna's plea should begin something like this:

"Oh please (hero's name), you must help me! The police won't listen. It's a matter of life and death. There's been a murder. I don't know how but it happened in 1939. You've got to stop it. Please, he's my husband!"

If calmed, Edna will tell more. Her husband, Timothy Temple, was fine at breakfast this morning. A few hours ago, she was contacted at work by a lawyer. He advised her that he was fulfilling the will of an old client of his firm. She was given documents to an inheritance of millions of dollars.

The legal papers explain that a Dr. Timothy Temple was the owner of a local industrial concern, Temple Scientific Applied Research Ltd. He died on October 30 or 31, 1939 and on the sale of his business, left a sizable inheritance, which has grown through investment. The will names as sole heir, the wife of the only son of one Charles Temple (Edna's husband's father). The will is quite legal and states that she was not to receive the money or even be informed of it until noon of this very date.

The lawyer also gave Edna a sealed letter from the deceased to his heir. It is in the handwriting of Edna's husband and is reproduced on page 75.

Edna immediately tried to contact her husband at home and in his lab without success. Then, in her upset, she searched the newspapers for October 31 and November 1, 1939, and found this article of which she made a copy before going to the police:

November 1, 1939

INDUSTRIALIST MURDERED

Story by James Dugan

Police announced this morning that local industrialist Timothy Temple died recently. Temple, who had long avoided the public eye, was the owner and chief egg-head behind Temple Scientific Applied Research (T.S.A.R.) Ltd. Police refused to provide further details, saying that publicity would hamper their investigation. This intrepid reporter, however, persisted in his own inquiries and has uncovered some important facts.

Police suspect foul play was involved in the death and a criminal investigation is under way. The death apparently occurred on the night of October 30.

This crusading journalist obtained the notebook of the investigating officer, Detective Dens, to review his progress on the case. But, before he could cast the light of deductive reasoning on the detective's unproductive efforts, your reporter had the notebook taken from him and, in a futile effort to circumvent the constitutionally guaranteed free press, was threatened with arrest. Faced with these belligerent strong arm tactics used by the police to reject assistance in solving the apparent murder, this writer refused to back down and quickly left police headquarters to file this exclusive and revealing story.

GM's should note that this reporter is the grandfather of the one from *Champions*. If this does not fit your campaign the name should be changed.

The article is accompanied by a grainy photograph of Timothy Temple. Edna has a photo of her and the same man standing in front of a recent model car. Edna will offer a substantial reward and/or donation to charity from her new found wealth for the heroes to save her husband.

Give the heroes a chance to think of it themselves, but if they don't, Edna will suggest that the heroes' recent encounters with time displaced menaces could be the result of a problem with the timestream. She is not a temporal specialist but she believes that Timothy's death in 1939, before his

birth, must be responsible. Unless the normal flow of time is restored, creatures and people will keep slipping out of their proper places in time, causing death and destruction. To solve the problem the heroes must rescue Temple and return him to the present before things get worse. The GM should note that her theory is not entirely correct. However, the conclusion is a logical one and it, or a conclusion like it, is to be encouraged. The heroes must decide to go to Temple's laboratory and use his time machine to travel back through time.

Some heroes may want to research the time period, Temple's company or the old police investigation. If they should disappear from public sight, perhaps in their secret identities, they can investigate in peace. However, as long as they remain where Tempus can find them, he will continue to attack. Also, if they remain out of sight too long, Tempus may arrange for a disturbance to draw them out. The time they take for investigation is at great cost in property and civilian casualties. The heroes should inevitably realize that the urgency of the situation requires them to act quickly. Haste will save lives even if they must travel back in time without all the information they wanted.

The GM should prepare additional menaces to hurl at the heroes to disrupt their research, such as:

1. Super-beings from the closing days of World War II, who will undoubtedly assume this is all an enemy trap and fight full out. Axis villains are probably best but this is also a way of propelling Golden Age heroes into your present day campaign.
2. Knights with magical armor and weapons, and/or wizards from the distant and shadowy past. Morgan Le Fay or Merlin could likely keep the heroes hopping.
3. Post-Nuclear-Holocaust Mutants which have devolved from humanity. They are resistant to normal harm and may have strange powers. These beings are obsessed with making war on other tribes to obtain scarce resources.

The GM should strive to keep the pressure on his heroes, during these first sections of the adventure, to keep them moving, to emphasize the urgency, and to persuade them to travel back in time quickly, even if it means going without all of the information they might desire. Quick research might reveal the following information.

Edna's Inheritance: A large portfolio that has been managed for her until today. Most of the TSAR shares were sold and the proceeds invested. The estate still owns a partial share in TSAR Industries.

TSAR Industries: This descendent of TSAR Ltd. is an obscure manufacturer of toasters and other small appliances. If the heroes look deeper, they will discover that fifty years ago it was on the cutting edge of electronics and mechanics. During WW II, it went into war manufacturing and after descended into obscurity.

Timothy Temple: In the late 1930s Temple was recognized as having a brilliant gift at refining other peoples' inventions. He was shy of publicity and lived the life of a recluse, never appearing in public. His place of residence was unknown. All of his company's business was handled by managers.

September 12, 1939

Dearest Edna,

I fear I will never see you again. It has already been so long. I finally succeeded in creating what no one else has, a working time travel machine. My tests were all successful. I was going to make us rich and repay you for your sacrifices. Naturally I first had to test the machine personally and visit the past. I took all the necessary precautions to avoid disrupting history in any way. Even I have no way of knowing what dangerous effects that might have. I wore period clothing and carried no anachronisms. I intended to stay for only 24 hours.

Something went wrong. The automatic pick-up failed to return me to the lab as planned. I don't know why, because my calculations were perfect. I was trapped in the past.

Forced to live in this time, I have carefully used my thorough knowledge of modern science to "invent" or improve devices. It has been easy to stay on the cutting edge of technology and in the process become quite wealthy. Through it all, I have been very careful to do nothing which would affect the course of history. I never introduced any technology before its time. It has often been frustrating. Science is so primitive now. I could have accomplished so much had I dared.

Now the war has started in Europe. I can help and I will not let my uncertainty get in the way. I can save millions of lives and shorten the war. My mind holds the knowledge behind radar, jets and countless other inventions. I know the secrets of the bomb! The U.S. has not entered the war yet, but I can help the allies defeat Hitler.

I want you to know that, whatever happens, I have done what I can for you through my will. I am sorry if you feel abandoned. I could not return to you. There is not the technology to rebuild my time machine in this decade.

I love you

Timothy

Police Files: The file on Temple's death is buried deep in storage and requires a contact or favor roll to get. During the long time required to find it, Tempus will undoubtedly strike again. The file is almost empty. The only note in the police file indicates that Temple died in a fire. His body was burned beyond recognition but his presence in the building was verified by witnesses. Most of the documents were removed to Washington for reasons of national security. These will require a another favor or contact roll as well as several hours to recover from storage. If the GM wishes to shorten the investigations in the next section he can reveal the location of the warehouse here.

The Temporal Anomalies: The heroes may wish to consult a temporal physicist to confirm Edna's theories. Her uncle, Dr. Albert Weiss is a specialist in this field and he can confirm that her theories are reasonable given the available data. If the heroes pursue this line of investigation the GM could give them a photocopy of Weiss and Temple's paper from the Appendix with the parts in italics blacked out.

The heroes may discover that the time displaced menaces are not appearing elsewhere in the world and this may make them suspect that something funny is going on. They are right but the GM can try to satisfy them by having Edna theorize that the disruptions are centered around their point of origin, the time machine, but if left unchecked they will grow and spread outwards in a "ripple effect" to threaten the entire world. The heroes have to stop the problem at its source. Eventually the heroes will go to Temple's Lab.

WHOM THE GODS WOULD DESTROY

Timothy Temple's laboratory is located in a low-rent building space near the park with the only entrance being off of a dirty back alley. Edna has a key to the lab and will insist on coming with the heroes. It is not a large complex and consists of one workroom, an office and a bathroom.

The lab is neat and organized. However the lights do not work and there is no power anywhere in the lab. A quick investigation will reveal that a fuse in the electric panel has blown, cutting off the lab's power. As there is no spare, a simple rewiring is necessary to restore the power. Any character with a background in a physical science or electronics can do this with a skill roll. If no players have the necessary skills then Edna will do the rewiring. Clever players will realize that this blown fuse explains the failure of the time machine to pick-up Temple.

The lab contains a variety of objects including a cage containing two white rats who are in good condition, a VCR camera and playback unit, a television, a sizable collection of 1930s period costumes, an expensive and powerful personal computer, as well as a great number of tools, parts and scientific equipment. Dominating the room is what is obviously the time machine.

The tape in the VCR starts with a scene of the lab and Dr. Temple, then suddenly cuts to a woodland scene. Ten minutes later the scene returns to the lab. From the angle of the lab scene, it is apparent that the video camera was on top of the time machine's platform during the tape recording.

The collection of 1930s dress is sufficient to clothe all the characters, male and female, assuming they are capable of wearing normal human clothing. The fit of the clothes may not be perfect however.

The computer can be accessed by anyone with a computer programming roll. It contains plans for a great many publicly known inventions such as cameras, personal computers, jet airplanes, radar, refrigerators etc. Edna can tell the heroes that Timothy's hobby was to know how everything worked and to keep up with technology. With his intelligence and photographic memory, he could master devices from virtually any field. The computer also contains Temple's personal notes, protected by a security program which can be bypassed in 5 minutes by a computer programming roll at -2. These notes are highly technical and can only be fully understood by someone with both temporal physics and electrical engineering knowledges and who makes successful rolls in both fields. They detail the design and underlying theory of the time machine. Any physical scientist (such as Edna) can determine that the notes deal with time and time travel devices but will not be able to fully understand them. A character, who fully understands Temple's notes and studies them for several minutes, will realize that the time machine creates power surges upon transporting large masses through the time stream. If the character makes an electrical engineering roll, he will know how to remove the defect. This adjustment will take 1 hour and another roll (this time the GM should secretly roll so the player doesn't know for certain if his rewiring worked without testing). If the heroes take the time required to adjust the time machine, another menace out of time will appear.

Temple's notes, as can be understood by any reader, emphasize the importance of not disrupting history because of the unknown repercussions involved. The use of abilities or devices, which are not native to the time, would be at an unknown peril. Your heroes will remember that super-heroes and super-powers were unknown in 1939 (unless your personal campaign history dictates otherwise—in any case the hero group should know that they themselves were unknown in 1939 and are not part of history). Any public appearance or use of super powers by a hero in 1939 would be dangerous. Temple's notes indicate that he intended to carry no temporal anomalies (such as digital watches) and would spend no more than 24 hours in the past because of the danger of temporal disruptions.

The time machine consists of a platform, from which objects are launched through time, and a control panel. There is other machinery involved but it is nothing the heroes need to tamper with. The controls are very simple. A target date and time are punched in and a button is pushed to send whatever is on the platform through the fourth dimension to the target point in time. A second button and target setting will retrieve objects from time.

The time machine can be programmed for a two part automatic sequence of commands with time delays before each operation. This requires a computer programming roll (at +2). For example: The machine can be programmed for a 30 second delay, allowing the operator to reach the platform, after which the machine activates sending those on the platform to a target time. One minute later the machine activates again, retrieving from a second time, say 24 hours after the first target time.

Technical limitations, related to the necessity of generating sufficient choral energy for time travel, require a delay of at least one minute between tasks. Characters will also note that there is no geographical targeting mechanism. When they travel through time, they will remain at the same point on earth.

Again, characters who studied and fully understood Temple's notes will realize that, after the loss of power, the time machine requires recalibration or the heroes will only be delivered to the approximate time chosen. Proper calibration takes 5 minutes plus successful temporal physics and computer programming rolls. The GM should make these rolls for the player so the heroes will not know if they will arrive at the exact moment chosen.

While the heroes are in the lab, they will hear sounds of gunfire from the street. Outside they will find 2 police officers in a desperate fight with a squad of 12 Norsemen. One policeman is critically wounded and one Norseman is dead. Observing from a nearby rooftop is the god of thunder, Thor, in his goat-drawn chariot. (This is Tempus' last chance attempt to stop the heroes from using the time machine.) When Thor and the Norsemen were spotted by the police, Thor took offence at their attitude, ordered them slain, then flew his chariot to the rooftop to better examine his surroundings. Seriously outnumbered, the police will die without help.

Thor will identify any heroes as rival gods of this strange tribe, leap down to the street and challenge the heroes (see his character description). He will quickly realize that his god-like powers are diminished (due to a lack of worshippers in this time) and will blame the heroes. Worship and respect are his due and his demand. If the PCs swear allegiance to him, he may let them live to serve him. As this is unlikely, a major battle should erupt between Thor and the PCs. Some heroes may deal with the norsemen or wait in reserve.

Throughout the combat, Thor will use his berserker fury power to provoke a frenzied battle which will inhibit the heroes in planning strategies or helping the injured. While under this power the PCs must act offensively and never defensively. As Thor has an exceptionally large attack this could prove severely injuring for heroes with low defenses. The GM should make sure the norsemen make targets of themselves for characters unsuited to attack Thor himself.

Despite Thor's massive attack, the heroes should be able to defeat him because of the way Thor fights. Thor's tactics are not subtle as he revels in open combat. He will alternate his attacks amongst his foes rather than concentrate on any one (unless one somehow earns special attention or is a giant). Thor doesn't finish off stunned foes, he moves on to the next target. He often throws his hammer despite the fact that doing so lowers his damage considerably.

Thor will fight to the finish, never believing that he could actually ever be bested in combat. When he finally falls, his chariot goats will still swoop down and attempt to rescue him. They will grab Thor by his armor with their teeth, then fly off and extradimensionally travel to safety.

After Thor is defeated, the heroes are free to go back in time to rescue Temple. If Thor is victorious and prevents the heroes from going back in time immediately, Tempus will continue to use pawns to attack them until they are dead and can never make the trip. At some point the heroes will use the time machine. Unfortunately, the power failure has erased the setting used by Temple and the heroes will have to pick their own target date. They should also set a pickup time. Clever heroes may want to arrange for a backup time. This is no problem as Edna will volunteer to monitor the equipment and program extra pickup times if necessary. She will also suggest, if appropriate, that the heroes remain in the past for a period of no more than 24 hours. The longer the characters are in the past, the greater the risks of somehow disrupting history.

It is important that Edna Temple be present for this scene. Make whatever efforts necessary to get her here, if the heroes were so ungallant as to leave her behind earlier. It is also important that Edna Temple remains behind in the lab to monitor the equipment. If the heroes want to bring her with them into the past, she will remind them of what happened to her husband when he left the controls unmanned. If asked why she doesn't want to help find her husband she will note that she is helping. By going into the past she would be an unnecessary added strain on the timestream. Her photo of Timothy Temple is all the heroes need to identify him and convince him that she sent them. Also, without any special powers or abilities she would just be in the way and a hazard to the mission. Her scientific logic tells her to stay behind despite her personal desire to go.

If the heroes want to return any of the menaces, captured in previous encounters, to their proper times before rescuing Temple, tell them that it would take a long time to identify the precise times from which they came. It would be best if the heroes rescued Temple before any more menaces show up and then let him, being a time expert, try to return the menaces to their proper time. With Edna at the time machine's controls, the heroes should now travel back through time.

BLAST IN THE PAST

1939

Unless the time machine was successfully recalibrated, the heroes will arrive in the past around dawn of October 30, 1939 regardless of the target setting on the time machine. This gives the players a short deadline to find Temple and therefore creates urgency and suspense. If the time machine was properly calibrated, the GM will have to adapt the adventure to the time chosen. For anytime in September or October, 1939 the adventure can be run basically without change (except the newspaper stories). When the heroes return to the present they will find the world subtly changed, perhaps only with respect to the date of Temple's reported death. If the heroes choose an earlier date, they may find Temple, either a notorious recluse or an as yet unknown, hard to find and be frustrated until they search 1939. The GM could also run a different adventure and alter history accordingly. One adventure that could occur, if the heroes use their powers in public to rescue someone, is that Baron Von Schull's men learn of the heroes existence and the Baron tries to kidnap one of them instead of Temple.

When the heroes arrive, they may be tired, injured, low on charges or otherwise weakened. This is all to the better in the low power world of the pulps.

Geographically, the heroes will materialize at the location where Timothy Temple's lab will be. In 1939, the site is the rear of a new office building. The players may wish to mark the exact spot as it is their pickup point. They may also have to evade a security guard on his rounds to avoid detection.

The GM should make a special effort to set mood and impress upon the players the different atmosphere of the time. Play music from the 30s and wear a fedora and three piece suit. Giving a player a fedora to wear can help get him in the mood. If you are familiar with the slang of the period, use it. The *Justice, Inc.* game has excellent source material.

During the course of this adventure, the GM should arrange for the heroes to meet campaign NPCs or their ancestors in 1939. The heroes might stumble across some gangsters robbing a bank and have to protect a child who will grow up to become a hated villain. If you save a murderer's life, are you responsible for his later victims? Do the heroes dare let history be changed? Encounters like this add to a campaign and are great for role-playing. There is also the challenge of being a hero without displaying powers.

Current newspaper stories which might catch a hero's eye include:

NAZIS STRENGTHEN OCCUPATION OF POLAND

The army of Nazi Germany continues to consolidate its hold upon central and western Poland, which has been completely occupied by foreign invaders, following its division by the German and Russian dictators. The Polish army was crushed in a matter of weeks and Poland's government has fled into exile.

GERMAN ARMY ADVANCES THROUGH FRANCE

The German army is now moving westward through France at a leisurely pace. No major confrontations have occurred. Correspondent Walter Duranty has reported, "The war has not yet progressed beyond the kidding stage". The war in Europe appears to be bogging down for the winter in the mud.

HITLER DECORATES SUB COMMANDER

In a public ceremony this week, Fuhrer Adolf Hitler decorated the commander of the submarine which snuck into Great Britain's protected and defensible naval anchorage in the Scapa Flow to torpedo and sink the British aircraft carrier "Royal Oak" and then escaped unscratched.

FDR SAYS AMERICA IS NEUTRAL, BUT NOT ALL AMERICANS ARE

President F.D. Roosevelt repeated his pledge to keep the United States out of the war and repeated his comments following the declaration of war in Europe. "This nation will remain a neutral nation but I cannot ask that every American citizen remain neutral in thought as well. Even a neutral cannot be asked to close his mind or his conscience."

PRESIDENT DECLARES ARMS EMBARGO TO WARRING NATIONS. CASH AND CARRY COMING?

The president has been obliged under the Neutrality Act to declare an embargo on the export of arms to any of the warring nations. However, Congress is currently debating a proposal, supported by the administration, to amend the neutrality laws to permit sale of arms to any party on a "Cash and Carry" basis. This amendment will obviously be to the advantage of the Allies, Great Britain and France, whose Atlantic fleet allows them to both obtain arms and blockade the Germans.

FBI BEEFS UP TO FIGHT SPIES AND COMMUNISTS

President Roosevelt has announced that he has authorized the hiring of a further 150 agents for the F.B.I. to assist in a fresh drive against foreign spies, saboteurs, undemocratic propagandists and communists who threaten America's national security.

US OBJECTS TO JAPANESE MILITARISM

The U.S. ambassador to Tokyo, Joseph Clark Grew, publicly indicated that the United States government was displeased regarding the activities of the Japanese armed forces in China.

OCCULTIST TO ATTEND DEBUTANTE BALL

High society hostess, Sylvia Greene, has returned to the social scene with her announcement of a debutante ball for her daughter, Lorna, to be held in 3 weeks time. In an unusual twist, this occasion will be a masked ball and Mrs. Greene has publicly invited to be the guest of honor, the man called "The Masque". The Masque, a mysterious and controversial figure who claims to wield occult power, always hides his face behind a mask. Mrs. Greene, whose recent erratic behavior shocked and concerned the social arbiters, has credited the Masque with performing an exorcism on her daughter and dispelling evil spirits which possessed her.

FINLAND FLEES RED ARMY WHILE STALIN MAKES DEMANDS

The Russian army, flush from its occupation of eastern Poland, Latvia, Estonia and Lithuania, now sits poised on the border of Finland. While thousands of Finns who live near the border are fleeing eastward, Russian dictator Stalin has presented a list of secret demands to the Finnish government.

ANOTHER WAR OF THE WORLDS SCARE?

As if the world were not already filled with enough armies and other dangers, now people are reporting to police that the city has been invaded by "Alien Spacemen". Three individuals have reported seeing figures clad in atmosphere suits with rocket packs and ray guns. Police do not consider any of the reports reliable and remind the public of the panic which spread as a result of Orson Welles' radio hoax, one year ago.

CAVE PAINTINGS FOUND

Young anthropologist, Kirby Lee, has discovered crude paintings, tens of thousands of years old, in caves on Mount Trident, south of the city. The paintings show that primitive Indians possessed unsuspected religious sophistication and imagination. (Along with the story is a photo of the crude paintings, showing strange four armed stick figures and a sun-like object arriving then flying away, with the figures, from a three peaked mountain).

WORLD'S FAIR MAY REOPEN

The New York World's Fair is scheduled to close in 2 weeks time, but there may not be enough money to pay its outstanding debts of nearly 24 million dollars. The fair, whose theme is "The World of Tomorrow", may reopen in 1940 to try to raise more money to cover its debt.

JOE LOUIS — STILL WORLD HEAVYWEIGHT CHAMP

World heavyweight champion Joe Louis has defended his title successfully in Detroit against Bob Pastor.

INDUSTRIAL CRIME WAVE

A third fire at a city industrial concern has occurred in as many weeks. Last night's fire, in which the night watchman died occurred at Ram Engine Parts Ltd. Community business leaders are demanding more police patrols and protection, for business and industrial properties, in the face of the recent increase in the numbers of break-ins, thefts and incidents of arson and property damage in industrial areas, many of which have been accompanied by loss of life.

If the heroes wish to investigate the story of the aliens or the crime wave, the GM should remind them that they have only hours to save Dr. Temple's life. If they still wish to pursue these investigations, let them do so. It will be time consuming. The police will not cooperate with strangers and will be hostile to anyone who interferes with their work or wears outlandish clothing. Halloween is just one day away and they are impatient with pranksters. In fact, the official opinion is that the reports of the so-called aliens are the result of Halloween pranks. The panic of the previous Halloween caused by Orson Welles' radio hoax is fresh in their memory.

The recent instances of industrial sabotage, robberies and arson all occurred at local war-related businesses. The investigation of them is in the hands of FBI agents. These agents are not easily tracked down and, if found, are not willing to discuss their work. They believe that the incidents are all related and are the result of saboteurs, from a hostile foreign power, who wish to prevent supplies from reaching their enemies under the coming cash and carry laws. The FBI agents will be extremely suspicious of anyone asking questions about their investigation.

If the heroes choose to investigate the cave paintings, they can meet a youthful Kirby Lee. They will find that amongst simple paintings of mammoths and hunters are equally crude pictures of "gods" resembling the aliens in the next part. Lee believes the paintings were made by early Amerinds about 20,000 years ago, and has not yet found indications that the paintings actually date back 100,000 years and were drawn by Neanderthals.

THE SEARCH

The heroes will likely realize that they should quickly locate Dr. Temple. If they already know the location of his death they will be able to go directly there. Otherwise they will have to search for him. His business address is easily obtained as phonebooks exist in 1939.

The receptionist at T.S.A.R. Ltd. will put anyone who inquires after Dr. Temple, in contact with the business manager, Adam Goldstein. He will see any visitors looking for Dr. Temple. Goldstein is a middle-aged man and a competent administrator. He runs the company but knows that its primary resource is Temple's mind. Temple started the company 5 years ago with nothing and is now quite wealthy. He has an amazingly inventive mind and is constantly coming up with small advances or improvements in numerous fields, keeping the company on the cutting edge of technology.

Goldstein will admit that Temple has gone into seclusion as he periodically does. He does not know how to reach Temple. He can only wait for him to reappear as he always has. If there is any clue to where Temple has gone, Goldstein is convinced that it would be found in Temple's private office safe. Dr. Temple keeps personal notes in it but has left strict orders that it is never to be opened. It is important that the players receive the information about the safe and the likely clues within. They know that Dr. Temple is scheduled to die tonight and that they cannot wait for long to open the safe. Unfortunately, Goldstein will not break his instructions and open the safe or allow anyone else to do so.

The heroes may contact the police or F.B.I. but these agencies will not help. They will not investigate the disappearance of Temple, who is a known recluse. They are more concerned about the recent industrial thefts and sabotage.

The police also have a "crank" file which contains a half-dozen reports of "alien invaders from out of space". All are from unreliable witnesses such as drunken hobos near the rail yards or tough street kids playing in the streets and parking lots of the factory and warehouse district.

If the heroes hit the streets, they will find their streetwise skills somewhat out of date (-2 to rolls). There is no word at all as to Temple's whereabouts or any criminal activity involving him. If the right questions are asked, however, a hero may learn that some underworld buyers have been paying good money for hot electronics parts. No one knows who they are but, if the streetwise roll is made by 2, the heroes will learn the buyers had German accents.

LIKE THIEVES IN THE NIGHT

The heroes should realize that they must break into the T.S.A.R. offices and open Temple's private safe. They need whatever clues are there before it's too late to save Temple.

It should be virtually impossible for the heroes to secretly reach the safe during the day. The building is busy with activity and Mr. Goldstein is working in Dr. Temple's office during his absence. At night, however, the building empties. It is surrounded by a 2.5 hex tall fence topped with barbed wire. There are two armed guards, each with a guard dog, who patrol outside the building.

Temple's office will be locked. The safe inside can be opened in 5 minutes with a lockpicking roll at -2. After unlocking the safe, a security systems roll at -0 is required to detect a security device which is linked to opening the door. A second security systems roll at -2 can circumvent it in 1 turn. The device is a trigger for an incendiary explosive (2d6 K Exp fire) sufficient to destroy the safe's contents. The device will also be set off if the safe is jarred by violent impact or explosion. Inside the safe are notes and plans for various technological devices not yet invented in 1939 such as radar, jet airplanes and nuclear bombs. Dr. Temple has prepared these for use by the Allies in the war against Hitler. As the heroes deal with the safe they will be stealthily approached by the Crimestopper.

ENTER THE CRIMESTOPPER

Passing by TSAR, Conrad Sloan sensed something amiss. He quickly changed into the Crimestopper to investigate. He will use stealth to approach the heroes undetected. He believes the heroes to be criminals who must be brought to justice. He may be outnumbered but he has prevailed against superior numbers before. The weed of crime bears a bitter fruit. The Crimestopper knows.

He will prefer to strike by surprise with a non-lethal attack to remove one of his foes immediately and then confront the others with his leveled automatics and demand their surrender. While he is a very competent normal, the Crimestopper is unaccustomed to super-beings and the heroes should easily defeat him by virtue of their own skills and powers, even if they use restraint in exhibiting them. The Crimestopper might also be persuaded, without a fight, that the heroes are good guys and then be willing to work with them.

This encounter poses little threat to the heroes but is a manifestation of their increasing unluck. The GM should use the encounter to enhance the period feeling of the 1930s as well as to give the players a chance to make a local contact and ally. However this encounter is resolved, the heroes will

be interrupted once again, before they can depart, by a squad of Alien Invaders, complete with ray guns and space suits.

STORMTROOPERS FROM OUTER SPACE

In the weeks before World War II commenced, the Nazi German government dispatched agents to all nations which might oppose it, to act in secret "bunds" as 5th columnists behind enemy lines. One such bund is in the heroes' city on a special mission. This bund is under the command of Baron Von Schull and is advised by Herr Otto Phantz, an occultist.

Phantz learned through mystic sources, that Dr. Temple had the skill and knowledge to design advanced weaponry for the Nazi cause. Dr. Temple was kidnapped, drugged and hypnotized by the Nazi bund. He was then compelled to design and build futuristic weaponry for the bund. The Nazis purchased on the black market, or stole, the equipment and materials required.

Dr. Temple built the bund a primitive form of TURTLE Armor and electricity projecting "ray guns". Using this equipment on missions of theft and sabotage, the bund agents were described by witnesses as aliens from outer space. Baron Von Schull decided to encourage the misconception as part of the bund's cover on all its missions.

The 5th columnists learned from Temple that he had plans in his safe for many inventions with military applications. The armored bundists were sent to steal the plans for the benefit of the Nazis and, more importantly, to keep them out of the hands of the Allies. To avoid being spotted, they drove to the neighborhood of the T.S.A.R. Ltd. offices in an unmarked truck, and then flew the short distance to the offices. They intend to leave in the same way, if possible.

The "aliens" will burst into Temple's office in an explosion of violence. Their speeches will be full of references to the "stellar reich" and their "galactic fuhrer." The GM should role-play their speeches with a recognizably German accent. The GM should use a squad of 6 to 8 "aliens." Their objective is to obtain the contents of Temple's safe. They are not aware of its special security device. They do not want any witnesses and are quite prepared to kill anyone they encounter including the heroes. Their instructions require them to insure that no "aliens" are captured, as that would reveal their secrets. However, they are supremely overconfident. In a world without super-powered beings the alien stormtroopers can fly, are bullet-proof and inhumanly strong. With their lightning projecting "death-rays" they believe themselves invincible. In fact, however, the "aliens" should be no match for the super heroes in most campaigns. Once they realize this, they will flee, carrying their wounded. One of the aliens will slip and note that their prisoner will have to reproduce his notes or design more powerful weapons or some such thing. Remember that public use of super-powers will result in increasingly poor luck for the heroes.

The heroes can learn the location of the "alien" base in several ways. A captured "alien" might be persuaded to reveal their secrets or fleeing "aliens" could be followed discreetly. They will return directly to their base if they do not know they are being followed. If they believe they are being followed they will go to a safe house and telephone a warning to the base. If the heroes are somehow defeated, they will be taken as prisoners back to the base for questioning, especially if they exhibited super-powers.

THE DEATH OF TIMOTHY TEMPLE

The Nazi bund's secret base is an old warehouse. The doors are all locked and the windows are boarded up. Only the side door is ever unlocked by those inside and only if a secret knock and password is given. Any previously captured "aliens" will not willingly reveal these codes. The use of telepathy, interrogation skill or an overwhelming presence attack can obtain this information however.

Inside the warehouse are enough bundists in "alien" armor to make things interesting (perhaps 3 per hero) plus 6 bundists armed only with submachineguns. Also inside the large warehouse are a couple of small connected offices. The Nazi commander, Baron Von Schull, and the prisoner, Timothy Temple, are on the roof of these offices, where they may not be initially seen. Also up there are Temple's worktable, parts and equipment, including a portable generator and several barrels of fuel oil. Temple is tied to a chair and the office roof is surrounded by an electrified fence powered by a second generator in the office below. Anyone who touches the fence will take 8d6 damage. Herr Phantz is not present in the warehouse.

During the inevitable battle, preferably near its end, the GM must arrange for one of the barrels of fuel oil to be struck by a stray energy blast or bullet. If necessary, awaken a defeated Nazi to fire one last shot as the heroes untie Dr. Temple, but miss and strike a barrel. A struck barrel will easily rupture and the fuel will ignite in a 10d6 explosion. The force of this explosion will rupture the other barrels to explode in turn and spread burning oil about the warehouse. In no time the whole warehouse should be a blazing inferno. The heroes may have to work to get themselves and Dr. Temple out alive. The heroes may wish to rescue the bundists as well, and this is to be commended, however, the heat and smoke should be such that non-heroes will be quickly overcome and difficult to find. Baron Von Schull was likely near the center of the explosion and fire, and the heroes will probably be unable to prevent his certain death. "No one could have survived that!". Of course, under the circumstances of the fire his body would never be found.

The fire will be hot enough to destroy any equipment, including the armor and ray guns, that remains inside. The heroes should be encouraged, if necessary by Dr. Temple or the Crimestopper, to use the fire to destroy the advanced technology which does not belong in this time. This is also, of course, the fire in which Dr. Temple was supposed to have died. Any bodies still inside will be burned beyond recognition or completely destroyed. Clever characters will therefore take steps to make it appear that Temple died in the fire as a result of his being captured by the bundists. With the smoke and confusion, even surviving bundists can be convinced of this. Regardless, if the heroes hide Dr. Temple from discovery, the authorities will never believe the word of Nazi spies and saboteurs who will be charged with, in addition to their other crimes, the murder of Timothy Temple. In any event, the whole matter will be covered up and the details never made public because of national security concerns. History will remain essentially unchanged.

Herr Phantz, who was not present for the warehouse confrontation, is on a special mission known only by Von Schull. Dr. Temple has overheard that whatever it is, it is to be completed the following night.

Before the heroes attempt to leave 1939, the GM should consider playing out certain situations that are ripe for role-

playing. The Crimestopper may ask about the future of the war and/or urge the heroes to get involved. This adventure will have convinced him that American involvement in the war is inevitable. If the heroes were to help, countless lives could be saved with their powers. The heroes should discuss the question of their ability to change history and what the moral course is. If they choose to stay the GM can run a WW II campaign. This course of action will result in increased unluck for the heroes which might be the death of them.

After these scenes, the characters will probably head for their pick-up to return home. Unfortunately, however long they wait at their pick-up point, the heroes will not be transported through time back to the future. Even letters to Edna Temple or other NPCs, left with a law firm will not work for reasons that the heroes will discover when they eventually find their way back home. For now, however, they are stranded in 1939.

MAROONED IN TIME

THE TRAIL OF THE MASQUE

As the heroes should wish to return to their proper time, they have a problem. The level of technology necessary to build a time machine does not yet exist and will not for many years. If it did, Dr. Temple would have come home years ago. Nor is it likely that a time machine could be cobbled together with the addition of devices carried by technologically based heroes. Of course, if the GM doesn't wish to play Act III of this module, he could permit Dr. Temple and the characters to do just that and then proceed to the section *Back to the Future*.

When science fails to provide a solution, the players must look in other directions, specifically magic. If necessary, and if he is still around, the Crimestopper could point the heroes in this direction. This should lead them to seek out the Masque, the only mystical character of whom they are aware, operating in this time and area. He is mentioned in the current news given at start of the previous chapter.

Contacting the Masque is not an easy task. His true identity is unknown. The use of streetwise skills will take hours and will ultimately produce a single lead. The heroes will finally find an old fortune teller woman who will tell them of Master Wu, an ancient Chinese wise man and reputed mystic who might know how to find the Masque. Following up on the recent newspaper story about the Masque will also take several hours before the heroes can locate and talk with Mrs. Sylvia Greene, whose daughter was reportedly possessed. Mrs. Greene will tell the story of her ordeal in which she was unable to find help until she finally consulted Master Wu, who obtained the assistance of the Masque. During these investigations the GM will have another good opportunity to introduce NPCs who will be important to the heroes in 50 years or ancestors of either future NPCs or the heroes themselves. In any case the heroes' investigations will not lead them to Master Wu's doorstep until the late afternoon.

In the Chinatown of the heroes' city is a small oriental curio shop run by a woman who refers to Master Wu as "grandfather." If the heroes pay a consulting fee of \$5, she will lead them to the tiny back room where Master Wu sits. There are no chairs in the room, only mats. The decor is very oriental with candles and braziers burning incense. Master Wu will

be polite but aloof. He will offer tea and patiently observe the heroes. He will comment on the fact that they seem out of place, out of harmony with their surroundings. Finally he will ask them to explain their problem and how he might assist them.

Master Wu will meditate and consider their problem for a short while. He has no powers by which he can directly help the heroes return home. However, there are others, such as the Masque, whose knowledge of the exercise of mystic power exceeds his. He will offer to meditate on the problem and to try to contact the Masque. He will then ask the heroes to leave and return in a few hours time.

Allow the heroes to leave and experience 1939 again. While they are out the weather changes to rain and a thunderstorm. When the heroes return it should be after dark. Master Wu will then advise them that they will find the Masque, as ever, where he is needed most. This night the need is greatest at the mansion of Arthur Harrington.

If the heroes chose to attempt to locate Otto Phantz to stop his mission instead of looking for the Masque, the GM can simply have the heroes eventually trace Phantz to the Harrington mansion. It would take hours to track him there and the heroes would still arrive at 8 pm. If they did not look for either Phantz or the Masque, the heroes could still be drawn to the mansion by police cars or a radio announcement. Characters with mystic or Psychic backgrounds can also be drawn to the scene because they sense something amiss.

THE HAUNTED MANSION

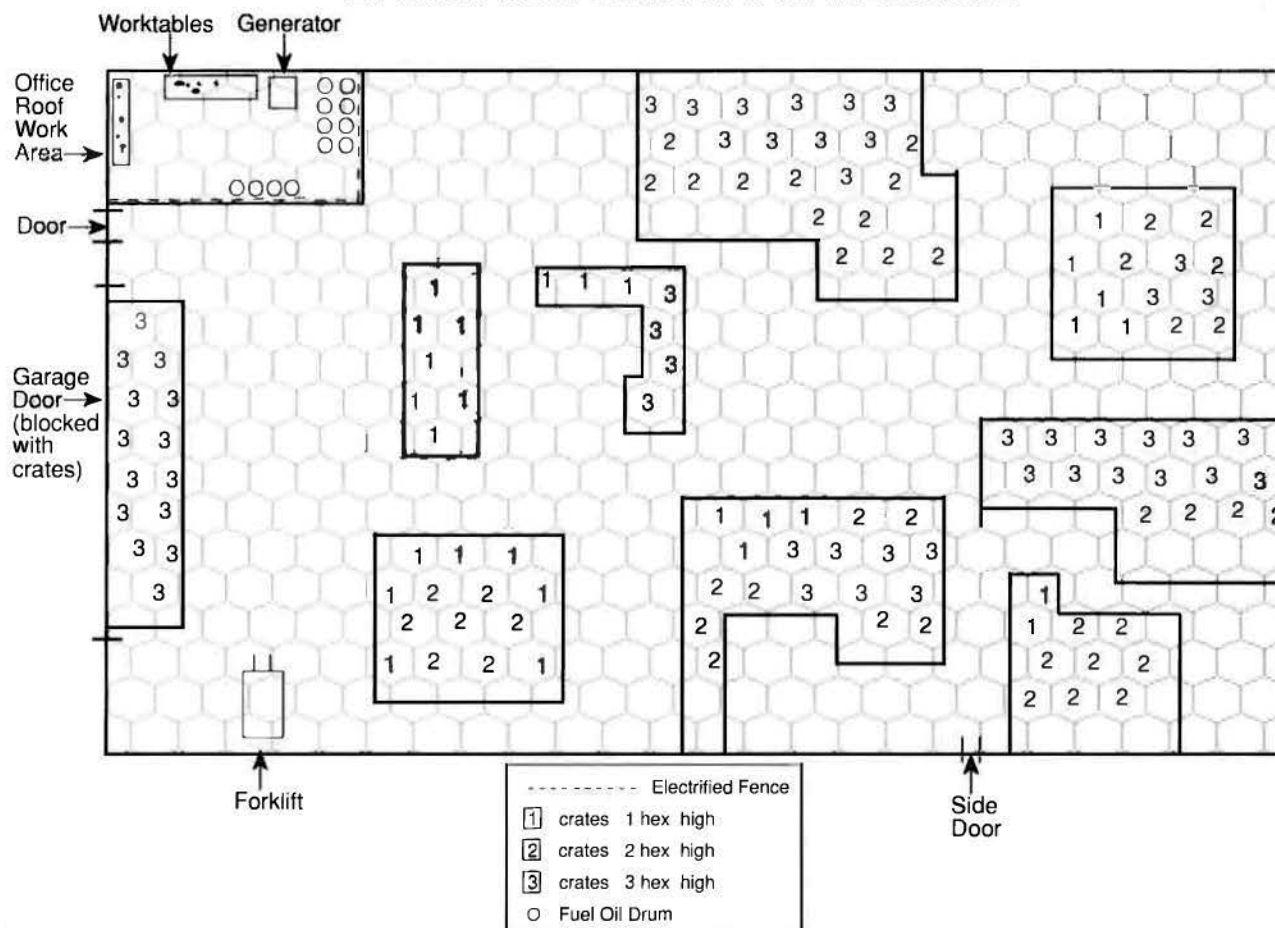
If the GM's manipulations have been successful, the characters will arrive at the stately Harrington Manor after 8:00 pm, October 31, 1939, Halloween night. The estate is surrounded by a tall stone wall and several expensive cars are parked in the drive. Outside the gates there is much activity and confusion. Police and ambulance vehicles are present. A crowd has gathered despite the raging storm.

Two women are in one ambulance, attended by a doctor. One is a young girl, Judith Harrington. The other is the wife of the mayor, who was a guest of the Harringtons tonight. There isn't a mark on either of them yet both are unconscious and have weak vital signs. Deep telepathic probes or mind scans will find no minds within their bodies. They are hollow shells.

Also present, in another ambulance, is the Harringtons' butler, Wentworth. He is conscious but very clearly in shock. He is incoherent and can only babble about ghosts, rattling chains and lost souls. A character with suitable mental powers might be able to get past the surface panic to learn as much of the full story as Wentworth knows.

The police have figured out this much. The Harringtons had been hosting a small dinner party with a Halloween theme tonight. The highlight was to be a seance for which a medium had been obtained. Among the guests are such prominent people as the mayor, the chief of police and perhaps a local senator. Something happened at the party. The butler fled the house carrying the limp body of Judith Harrington. No one else escaped. A neighbor found

BARON VON SCHULL'S WAREHOUSE



Wentworth screaming in the street. Police and ambulances were summoned. Two police officers arrived quickly and entered the mansion. One emerged immediately with the limp body of the mayor's wife, who had been discovered lying near the front door. His partner did not emerge but shots and a short scream were heard from inside. When reinforcements arrived, 5 officers entered the mansion. Sounds of gunfire and shouts were heard followed by screams and then silence.

Since then, the police have refused to allow anyone to enter the house and are awaiting instructions from downtown. The house has not been completely quiet. Occasionally strange lights have been glimpsed behind the curtains or the sounds of rattling chains and cries of souls in torment half heard. Also, several minutes before the heroes arrived, a masked man somehow evaded the police barricade to appear on the lawn, and entered the mansion. That man was the Masque.

The situation inside and outside the mansion will not change until the heroes enter the building. Inside everything is as it should be for a stately manor with the exception of some gunfire damage and the bodies of the police, the Harringtons, their guests and their servants, who all lie comatose within. Most are in the dining room area. In the same room, the Masque's unconscious body hovers in the air, supported by his cloak. The GM should strive to establish a mood of gothic mystery and horror as the heroes move through the house. Perhaps they will hear a rattled chain, an agonized moan or a cackling laugh in another room. They might catch a glimpse of something out of the corner of their eyes that disappears before they can turn. When the heroes reach the dining room and the mood peaks, ghosts will swarm out of the floor, out of the walls and out of the ceiling.

SOULS FOR THE TAKING

There exists a creature which has been called Tsurigra. It is a monster — a demon — and has been imprisoned in its 5th dimensional universe for millennia. It rules that universe completely but has long craved to expand its rule. In the past few centuries, a few sorcerers and mystics from Earth have managed to communicate with Tsurigra in its imprisoning universe. Tsurigra in turn has been able to use these contacts as conduits through which it can study Earth. It can even, at great cost, exert its power on Earth in very subtle and innocuous fashions. Among those mystics who have used magic to contact the demon seeking knowledge and power is Otto Phantz, the Hierophant.

In the late 1930s, Tsurigra sensed a disturbance on Earth. Something was creating forces which acted to alter probabilities. These were the natural counter-forces which came into being as a result of Dr. Temple's presence in the past and the changes in history that resulted from his presence. Once Tsurigra understood the phenomena, it created a plan.

Tsurigra made Temple's existence known to the Hierophant and the Nazis. It suggested that Temple be made to manufacture futuristic equipment. It thus manipulated its pawns into forcing Temple to have a greater impact on history, and therefore create even greater counter-forces which altered probabilities. The heroes' presence and activities have added to these forces as well. Tsurigra has been greatly exerting its power to subtly manipulate and channel the probability altering forces to enable its earthly pawn, the Hierophant, to open a gate of sorts between Earth and its universe. On

Earth a large gem worn about the neck by Mrs. Harrington forms the gate.

This gate is not capable of carrying Tsurigra to Earth nor was that expected. Greater forces and spells are required for that. The gate does allow, however, Tsurigra's ghost minions to travel to Earth and gather human lifeforces or souls, the raw material Tsurigra needs to create a gate capable of transporting Tsurigra itself to Earth.

Arthur Harrington was a Nazi sympathizer and collaborator (Harrington owned the abandoned warehouse which was the Nazi base in the above encounter). When he was asked to arrange the seance party and invite civic leaders, he did so gladly without knowing what would happen. He also gladly accepted the necklace with the gem for his wife.

The Hierophant knew what he was trying to do and with Von Schull decided that, if they owed Tsurigra a number of souls, they might as well provide those whose loss would most cripple the local government. This is why they suggested the specific guest list they did to Harrington. The Hierophant believed that, as the agent of Tsurigra, his soul would be spared and that he would have freed a powerful ally to the Nazi cause. He had no idea what he was dealing with or just how evil and powerful a freed Tsurigra would be.

When the Hierophant cast his spell during the mock seance and opened the gate, Tsurigra's ghost minions rushed forth. With their chains they entangled their victims and drew out their souls, which were dragged into the gem to Tsurigra's universe. While many of the victims tried to flee, only the butler escaped, carrying the body of a child whose soul had already been stolen. Even the Hierophant's soul was taken. Ghost minions still remain waiting to seize the souls of any foolish enough to enter the mansion.

When the Masque entered the mansion, he was able to shield himself from the ghost minions and simply sent his astral form into the gem. The heroes, however, will have to fight the ghost minions for their very souls!

The ghost minions who remain in the mansion will attempt to steal the heroes' souls and carry them back into the gem worn by Mrs. Harrington. There should be sufficient ghosts to threaten the heroes, at least two per hero, more if they are very powerful.

The ghost minions must solidify to attack. They will usually save a half action until the segment before their next phase so that they can solidify and attack, and then desolidify on the very next segment. This way they are only solid for one segment. If they have successfully entangled a person with their chains, when they go desolid they will "desolidify" their victim as well, pulling his still entangled soul or astral form from his body. If it has captured a soul, a ghost minion will immediately fly, towing the entangled soul with it, into the gem. The ghost and its victim will appear to shrink as they enter the gem. The gem is in the dining room and can be easily reached in a single move. Thus, in only two segments, a hero could be entangled and have his astral form dragged into the gem.

A person's body is no longer entangled when his soul is pulled free but it remains in a comatose state. It cannot recover unless the astral form re-enters the body. GMs should note that almost all foci will be left behind with the body. The only exceptions are foci that somehow have their own lifeforce or are a natural part of the character's body, such as wings. (The players may howl but the reason that powers get a limitation when bought through a focus is that

occasionally the character is deprived of them.) The characters will not have them to use inside the gem.

Some heroes will be able to avoid capture and even defeat the ghost minions. This is not a problem so long as at least one character is captured and pulled into the gem. The other characters must decide whether or not to follow. They may follow in several ways. First, they can simply let themselves be captured. Secondly, if a ghost minion is knocked unconscious while solid, it will drop its chain before returning to its natural desolid state. The chain will remain solid and a character need only wrap it about himself and wish his astral form free. A character whose astral self is free of its body can simply enter the gem at will. His foci will remain with his body as happened to the characters taken against their wills.

GMs should note that the gem is DEF 12, Body 4 (hardened) and that if it is destroyed the gate is closed. Heroes should realize that destroying the gem may prevent the safe escape of those drawn within, and certainly will prevent anyone from following those already inside. Anyone who applies any form of pressure or force to the gem will hear horrible wailings coming from the gem in the voices of any captured heroes and the Harringtons' guests.

This is only a defence mechanism of the gem and the captured souls are not really being hurt but this should be used to convince any uncaptured heroes not to destroy the gem or they may kill everyone inside it.

DESCENT INTO HELL

On the other side of the gem gate is the universe ruled completely by the powerful demonic creature Tsurigra. Tsurigra has the power to impose its will on any part of that universe. If there were ever any beings capable of opposing it here, they have long since been destroyed.

In Tsurigra's universe all astral forms, including those of the heroes, become solid and function as the characters normally would with only a few minor differences.

- All foci will have been left behind, except in the most extraordinary cases.
- Extradimensional teleport will not work because of the wards that hold Tsurigra imprisoned.
- Desolidification based on an astral form special effect cannot work.
- All of the new bodies are healthy, whole and without infirmity or damage. For example: a normally blind character will be able to see in this universe. This is a great advantage for characters with physical limitations. The characters can, however, be hurt or killed while in these bodies.
- Breathing and other bodily needs are never a problem anywhere in this universe. The heroes will not become hungry and any characters with dependencies will not be bothered by them while in this universe.
- The heroes, depending on the GM's preference, may appear to be naked (with convenient shadows courtesy of the omnipotent force of the comics code) or clad in illusionary costumes reflecting their self image but without substance and conferring no abilities.

Tsurigra's universe is currently chaotic in form, defying the laws of physics as known to the characters. The major features of this universe are as follows:

- There is no ground as we know it. Islands of matter hang suspended in space. Each island has a form of gravity similar in strength to that on earth. However this gravity acts on only one side of an island and each island has its gravity oriented in a different direction.
- Also in the void and connecting some of the islands are ribbons of solid force which wind and bend through the empty space. These ribbons also have a gravity-like effect but it affects both sides of the ribbons. This allows characters to walk along either side of the paths. The ribbons are DEF 12, BOD 1.
- The void itself is filled with a breathable atmosphere but has no gravity. There is no fixed up or down. If a character steps off a ribbon or island, all sense of gravity is lost and the character will float suspended in space. Movement is possible with flight and the atmosphere does have an air friction factor which allows wings to function. Flightless characters can only move by "swimming" at ¼ their usual swimming rate. Gliding will not work without gravity. The friction factor will prevent leaps and knockback from going on forever through the void, though both will still go twice as far as normal with the same force.
- At various places on some of the islands or at the end of some of the ribbons there are portals. Through these one can traverse vast distances through this universe.

Described here is only a small portion of this universe and its inhabitants. If the heroes should stray from the adventure's direct path, the GM is on his own.

Upon emerging from the gem-gate, the heroes will find themselves upon a force ribbon. The ghost minions are solid in this dimension and their captives, who do not escape at this point, will be led along the path to a portal which leads to another part of Tsurigra's universe. Uncaptured characters can easily locate this portal themselves.

Upon passing through this portal the heroes will find the answer to all their questions. Here they will find the other captives of the ghost minions, still chained and being hurled one by one into a huge shapeless blob of ectoplasm. This blob was created by Tsurigra to contain and harness human lifeforces, to be used in a powerful spell which will allow it to escape into our heroes' universe. The faces of those already cast into the ectoplasmic mass appear on its sides, contorted with fear and pain as their souls are twisted and dissolved.

Among those captives not yet thrown into the blob is the Hierophant who had expected to be treated as a valued ally. He has now found, to his horror, that he is but a pawn whose lifeforce can now be sacrificed to fuel Tsurigra's escape. The Hierophant will be begging and crying in the hopes of escaping the fate he had planned for all the others, including his own pawns, the Harringtons.

Tsurigra presides overall, sitting upon a great throne hanging in the void overhead. It can appear in almost any form. When dealing with humans it usually takes on a human-like but demonic shape.

Also hanging in the void overhead is the Masque, imprisoned in a mystic cage which is unbreakable from the inside and through which no spells may pass. From the outside, however, it is only DEF 3, BOD 3. GM's should note that the Masque does still have his mask and the powers and knowledge that it confers. This focus is exceptional in that it possesses a kind of lifeforce of its own that gives it an astral substance which could enter the gem. The Masque's cloak, however, was left behind.

It is advised that the GM have Tsurigra explain its whole plan, including how it manipulated Dr. Temple, the Nazis and the Hierophant, to the characters now. Perhaps it will do so to humiliate the Hierophant or to torment the Masque but it is important to give the players some explanation.

Heroes who are prisoners are well advised to break free before they are cast into the ectoplasmic blob from which there is no escape. If a hero cannot break the chains, he might have a chance to act when the chains are removed just before being cast in. Quick action by one hero can likely free the others. If they are not being held by a ghost minion, the chains can be escaped with a DEX roll at -2 or a contortionist roll. There is enough cover in the form of matter islands and force bridges to allow non-captured heroes, who followed the path here, to watch and perhaps even get close to their captured friends without being discovered.

When the characters are free, the heroes have a few options. They could attack Tsurigra directly. If defeated and threatened with destruction or extraordinary pain, Tsurigra will agree to almost anything. It would free the imprisoned lifeforces, restore them to earth and even send the heroes to their proper time. More likely, however, the heroes will need to free the Masque to stop Tsurigra. The Masque knows the ancient words of challenge which none of the demonic "gods" can ignore.

THE CHALLENGE OF TSURLGRA

The Masque will name as his challenge combat between his champions, the heroes, against Tsurigra's champions. The stakes of the challenge must be agreed upon by each side and the players should take part in the bargaining. For example the players might demand that, if they are victorious, Tsurigra restore all the heroes and captives to their proper place and time. Tsurigra will agree to reasonable demands but will not accept anything overly unreasonable. In return, Tsurigra will insist that, if its own champions are victorious, the heroes voluntarily enter the ectoplasmic mass, where their lifeforces will provide the final energy needed to allow Tsurigra to reach the Earth. If it hasn't already done so, this is another opportunity for Tsurigra to reveal the details of the plan which led to this point.

For the challenge Tsurigra will create an arena (see map) and demonic champions. The Hierophant will beg for a chance to serve as a champion to give himself one last chance to prove himself valuable to Tsurigra and to save his life. It will amuse Tsurigra to use him against his fellow humans. Tsurigra will create as many additional champions as needed to equalize the numbers on each side. Once ready, Tsurigra will teleport all the combatants to random locations in the arena.

The arena map shows a number of islands joined by bridges of force, all floating in the void. The relative altitude, in hexes above the lowest point, of the different islands and points on the bridges are indicated by the numbers on the map. The bridges are hardened DEF 12, BOD 1. Treat the islands as masses of dirt. Within the dotted lines is a fog which gives perception rolls a -1/1" modifier for normal, infrared and ultraviolet vision. It extends from below the lowest point to a height of 15". The letter codes are location keys explained below.

A: This small island is barren except for a 7 ft x 3 ft doorway frame, with an impenetrable black force wall within, and the skeleton of a humanoid reptile. The door frame is the receiver for a teleporting door frame on island C. Next to the skeleton lie a sword and a shield. The shield has DEF 6 and an unskilled user can interpose it between himself and an attack with a DEX roll at -3 using a 1/2 phase action. A character skilled with using a shield can use it in their usual fashion. The sword is magically cursed. The first person who touches the sword is subjected to a one-time only 8D6 transformation attack which, if it affects the character, will double all endurance costs for that character. The transformation is cancelled by leaving Tsurigra's domain.

B: This island is covered with a deep goo which acts as a 0 DEF, 5 BOD entangle in each hex for ground movement. Another door frame similar to that on island A, with a similarly impenetrable black force wall, sits near the edge away from all force bridges. This door frame has no functional purpose and is only a distraction created by Tsurigra.

C: This small island holds only a door frame with a black field within. It is identical in appearance to all the others. However, if this field is even touched, the touching party will be teleported to the door frame on island A.

D: This island is identical to island C except that this door frame teleports to the door frame on island H.

E: This island is dominated by a giant thorn tree, 10 hexes tall. It is DEF 8, BOD 20. It is easily climbed at 2"/phase and characters who make a Climbing skill can double their movement. Climbers, however, must make a DEX roll each phase or take 1/2D6 killing damage from the thorns. The energy bridge above can be reached by climbing the tree. A character who is unfortunate enough to take knockback into the tree will take their knockback damage as a 1D6 killing attack for every 3D6 of normal knockback damage. Each 1D6 killing attack should be applied against the character's defenses separately.

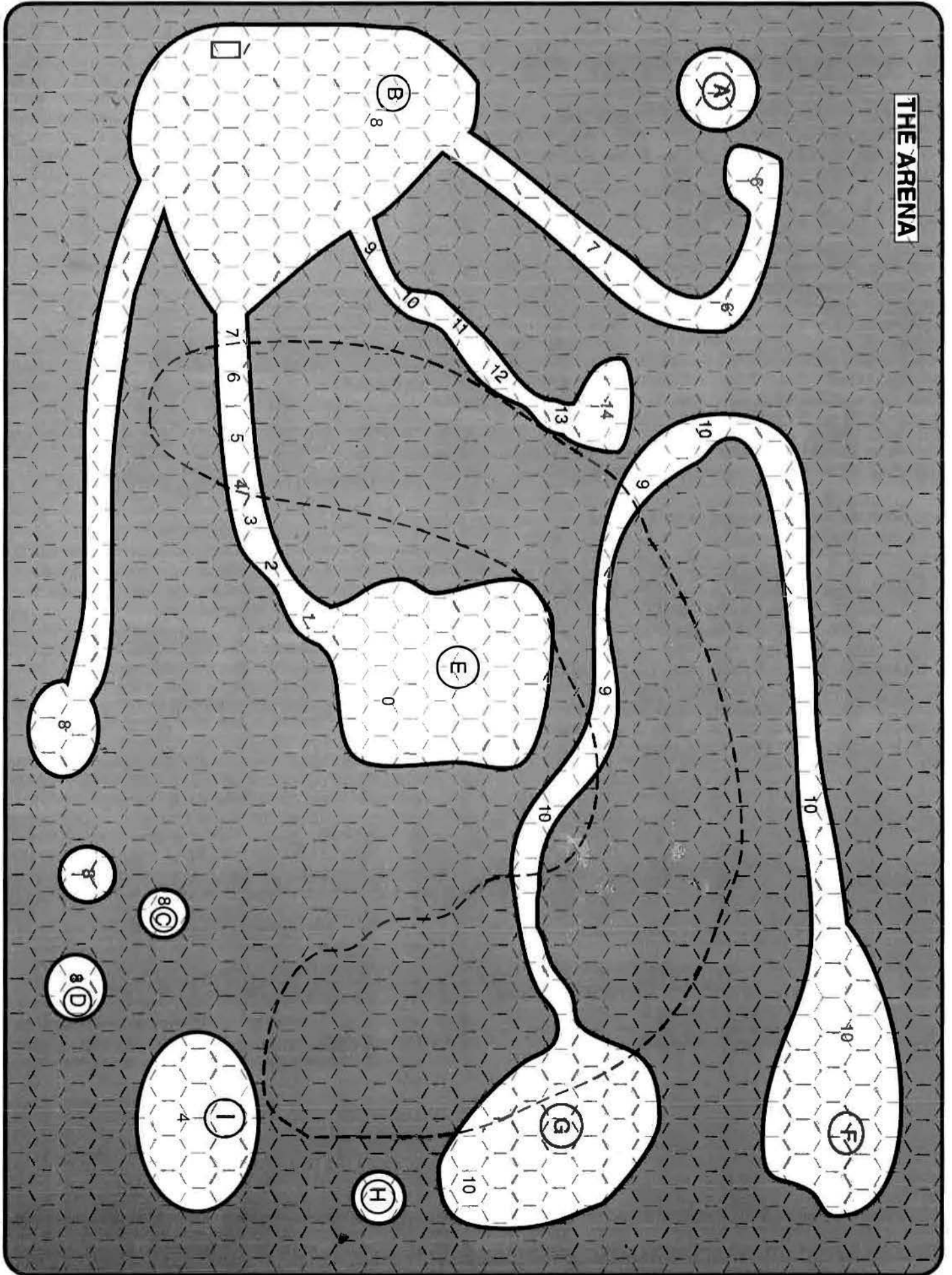
This island is also littered with small mushroom like fungi. Unless a character is moving very carefully (which reduces movement by 1/2) he stands a chance of disturbing the fungi which explode with spores. Roll an autofire attack (OCV=4) against the character with a +2 to the OCV for each 3" of ground movement or fraction thereof that is not very careful. The damage per attack is 3D6 physical with no KNB plus 1D6 NND whose defense is 10 pts of life support.

F: On this earth island sit 13 odd shaped boulders of 1 hex size. They are DEF 6, BOD 6 but weigh only 100 kg. They are not balanced nor aerodynamic for throwing purposes.

G: This island has only open ground.

H & I: These islands hold door frames similar to that on island A. The door frame on H receives from the door frame on D but the one on I does not work as a teleporter nor a receiver.

THE ARENA



If the heroes are not victorious, they have pledged to enter the ectoplasmic mass. If necessary Tsurigra will use all the power at its disposal, including the creatures that are its subjects, to enforce this debt. Tsurigra would then have the lifeforces needed to cast a spell which will permit it to escape to Earth. This would likely spell the ultimate end of civilization as the heroes know it.

The heroes must succeed here. The GM should note that Tsurigra's escape from its imprisoning universe will represent a major change in history. The forces of nature will resist such a drastic change with as much force as necessary, in the form of luck to the heroes and unluck to Tsurigra.

If the heroes are victorious Tsurigra will honor its debt and fulfill any promises made, at least until it can find a way around them. It will also vow revenge on anyone who foiled its plans. When it is time to go home, the heroes and the others will be escorted to a portal from which they can leave this universe. They will emerge from the gem-gate in the Harrington mansion where their astral forms can merge with their physical bodies once again. The Hierophant will be restored to Earth as well to act as an instrument of Tsurigra's revenge.

If the heroes have lost and enter the ectoplasmic mass, their lifeforces will be drained and dispersed in the spell which lets Tsurigra escape to Earth. This should spell the end of life, history and your campaign as we know it.

If the GM really wants to give the heroes another chance, here is one possibility. Tsurigra's escape from the imprisoning universe removes that universe's "center" and reason for being. It becomes unstable and collapses in upon itself. This draws the heroes' lifeforces back together and allows them to be coherent for a brief time. The heroes will find themselves in a void being pulled into a "singularity" at the center of that universe where unless they can stop themselves they will be crushed as if they had entered a black hole. The barriers to extradimensional teleportation will have already collapsed with the rest of this universe. The heroes, perhaps with the aid of the Masque will have moments in which they may return to Earth before being crushed.

Once reunited with their bodies (and foci) on Earth the heroes may once again attempt to defeat Tsurigra before it regains its full strength. If Tsurigra is returned to its prison universe, the singularity will explode outward in a big bang recreating that universe complete with the barriers preventing extradimensional travel.

If the heroes did not arrange for Tsurigra to send them and Dr. Temple home through time, the Masque has sufficient power to send them back now.

BACK TO THE FUTURE

The heroes will reappear in the present, only moments after they left in the first chapter, at the same location at which they departed 1939 (i.e., the Harrington Manor). Dr. Temple will thank the heroes profusely before departing to seek out his wife. The heroes will receive the praise of a grateful populace for ending the Menaces out of time, which will remain in the present. Thinking players may consider this odd as now Temple never died before his birth, and the temporal disruptions should never have happened.

Still, they should feel infused with victory and will have earned a celebration. The GM may not want to spoil this and so may not want to reveal the following unpleasant information until an appropriate later game session.

When the heroes used Dr. Temple's time machine to send the large mass of several heroes back through time, they caused a choral energy surge. This surge was similar to the one which blew the fuse when only one person (Dr. Temple) went back, but was much larger. The time machine exploded, killing Edna Temple whom the heroes had left monitoring the time machine.

When Timothy Temple discovers this on his return to his lab in the present he will become distraught and even hysterical. He will blame the heroes for her death. It would have been far better for the heroes never to have rescued him then for his wife to have died. If a hero was able to eliminate the power surge problem, the GM will have to arrange for Edna's death another way. Perhaps, she will trip over a loose cable (preferably one left by the heroes) and strike her head. If the heroes insisted on her traveling to 1939 with them, the GM must arrange for her to die in the past, during one of the battles or in a traffic accident so that Temple can still blame them for her death.

Temple who was previously grateful to the heroes for rescuing him, will become enraged over his wife's death. He will turn on the heroes blaming them for her death. It would have been better that he had never been rescued than for his wife to have died.

Temple will throw himself into his work, channeling his grief into productivity. He now has the benefit of Edna's estate, which includes her inheritance and has ample money for his research. After several game weeks, Temple vanishes with all his notes, records and equipment. He has journeyed forward in time, where, with the aid of future technology, he improves his time travel equipment and becomes Tempus, Master of Time.

Tempus refuses to accept any blame for his wife's death or believe any fault might lie with his work. Thus he blames the activities of the heroes that for her death and tries to correct them. Tempus travels back in time to the beginning of this adventure to attempt to prevent his wife's death, by preventing the heroes from using the time machine.

As no one can travel to a time in which he already exists, Tempus only had a window of opportunity of a few hours. He could only travel to the short period of time between the moment Timothy Temple left for the 1930s, to the instant the heroes brought him back. Tempus was obsessed with the idea of using that time window to change history by killing the heroes. This would prevent them from ever using his time machine. This way Tempus would not only prevent his wife's death but he would have his revenge on the heroes!

Unfortunately for him, none of the menaces he sends through time kills the heroes (these were the menaces detailed in the first part). The end result of his attempts is that the adventure occurred exactly as the heroes remember it. Tempus will have now used up his window and will never be able to save his wife. The heroes will not even know of his role in this adventure until he tells them, when next they meet.

If the heroes somehow allowed Timothy Temple to die in the course of this adventure, obviously he cannot become Tempus. It would have to be someone else with a knowledge of temporal physics and a great love for Edna Temple. Her uncle, Dr. Albert Weiss might do. However this is much less satisfactory as any substitute has no time window and must rely on robots to set up his trap receivers on the day of the first chapter.

GODS OF THE ICE AGE

LIKE RATS IN A TIME TRAP

Tempus is not finished with the heroes. Unable to prevent them from causing his wife's death, he now plots revenge. Stealing some Destructoids from the future, he returned and restored his old lab in the present, shortly after he left it to become Tempus. This part of the adventure should be run only after a few intervening and unrelated game sessions. During this time the GM might bring Thor back for a rematch and to recover his norsemen, who are his only worshippers in this time.

When the GM is ready, Tempus will now use teleport traps or send forth one or more Destructoids to capture each of the heroes when they are alone and without assistance. Tempus' mastery of time enables him to attack when the heroes are most vulnerable. A single Destructoid should be more than a match for any one hero but some may escape captivity using speed or powers such as desolidification or teleport. These heroes may have to be forced into confrontations or lured into traps. Tempus can use his Destructoids and traps with the following plans:

- Attack a hero in his public ID or at a public appearance.
- Stake out a hero's regular patrol route and attack from surprise.
- Attack and kidnap a known DNPC of a hero, forcing him into the open. Any friend of the hero can be used.
- Lure a difficult to defeat hero into a prearranged area effect teleport trap which transports the hero to a room filled with knockout gas (4d6 NND every 3 phases, defense is not needed to breathe) and electromagnetic brain jamming signals (8d6 Suppress INT plus 1d6 NND every 3 phases, defense is natural electromagnetic powers or not having a human brain), both affect desolid and neither affect the Destructoids. At least one Destructoid will be in the room to keep heroes from escaping before they lose consciousness. Tempus will use whatever additional measures are necessary to keep the heroes unconscious.
- A hero can be lured into a prepared area in a number of ways. A Destructoid could maneuver a battle into the area. A hero following a Destructoid, to locate its origin or missing heroes, could be led into a trap. This could be combined with number 3 above by using a DNPC as a lure. In this case, the DNPC would be captured as well.
- Tempus could simply time travel and learn where the heroes are going to be at a certain time and place the trap there. If the place is the site of a battle, the hero and a Hunted might both be trapped. It is recommended that this option be used at least once, to trap a Hunted with the heroes.
- Once most of the heroes are captured, Tempus can send the Destructoids in mass to capture the rest, confident that their overwhelming superiority will ensure their victory.
- Lastly, if some wily hero continues to evade capture, Tempus may decide to simply wait for the hero to find the captured heroes, or even arrange for it. As the hero enters the room containing the unconscious captives, the door will slam shut and the room will be transported as described below.

Captured heroes, DNPCs and Hunteds will be stripped of all publicly known or obvious foci, strapped to hospital beds (DEF 5, BOD 1 straps) and be kept unconscious with brain jammers (and whatever additional measures are necessary) in a locked DEF 8 BOD 5 room. The room is a small windowless rented room, in a nondescript building downtown, which Tempus has lined with an armored shell. In one corner of the room are a battery powered television and VCR, which are wired to the constraining straps. As soon as all the heroes are in the room, Tempus will trigger his revenge, although this may not be immediately apparent. The power for the brain jammers will cut off and the heroes will soon awaken. When the first set of straps is broken the VCR and TV will turn on revealing the image of a man, his face cloaked in shadow, who will speak in an electronically altered voice:

"I am Tempus, Master of Time. You fools have meddled in my realm, and because of your ignorance and interference, caused unimaginable harm. Who knows what the life of Edna Temple might have brought had she been left to live it in full?"

I, Tempus, tried to intervene and prevent your journey through time. Killer dinosaurs, a cyborg from the future, even ancient gods I sent against you to turn you from your path, but you would not be deterred from your headlong rush to travel through history, heedless of the cost.

Well, time menaces, now Edna Temple will be revenged, and you will trouble history no more."

Following this speech, the screen will go blank. The tape can be played again and again until the batteries are exhausted. A PER roll at -5 will let a character realize he has heard the voice before. An INT roll by the same character will identify the voice as Timothy Temple's. Each hero only gets one chance to attempt this roll. Some players may simply guess Tempus' identity but in this case the GM should neither confirm it nor deny it.

If the room is searched for clues to Tempus' identity or location, the heroes can learn that: 1) the hospital beds are new and were purchased from Alert Medical Supplies Ltd., and 2) the TV and VCR were both made by Tanaka Electronics and have serial numbers T83746 and V8365 respectively.

The heroes may soon notice that the room is getting cold or that the air is getting stale. When the heroes attempt to exit the chamber, they will find that the entire room is completely encased in ice. The heroes have enough oxygen to last 1 hour. If they tunnel or blast their way upward through 20 hexes of ice (DEF 6, BOD 6 for each hex) they will reach the surface and find themselves on an almost barren glacial plain. The heroes are marooned in an ice age.

SURVIVAL OF THE FITTEST

Unless the heroes have the power to return themselves to the present, they are stranded in a hostile place and time. No rescue will come. They will have to learn to survive. If a Hunted is along for the trip, the players will have to cope with him as well, perhaps forming an alliance for survival.

In this part of the adventure, the GM is largely in a responsive role. The players announce their plans and the GM rules on their success or the die roll required for success. Don't worry too much about what can or can't be done. If you

are unsure, discuss it with the players or consider adding difficulty factors to the roll. If you are still in doubt, err in the players' favor. Superheroes sometimes do accomplish the seemingly impossible.

The first days in the ice age should be role-played in some detail to prove to the GM and the players that the heroes can survive. Immediate needs include food, water and shelter. Shelter can be found in Tempus' trap room or an ice cave created by the heroes. At night, temperatures on the glacier will drop to the point where they do a 1d6 killing attack every hour to exposed persons without life support vs extreme cold. Defenses bought with an activation role cannot protect against this damage. Melted ice can provide water. The heroes will have to hunt for food. It can be a long and frustrating process to find game on the nearly barren ice-cap and then it must be caught. Most animals will flee if they sense the heroes and quickly outdistance all but very fast characters. Characters moving at non-combat speeds will find it hard to hit the small animals that live on the ice. Energy



blasts which can blow holes in walls will destroy the little rodents, leaving nothing to eat. Still, with a little practice, a meal can be obtained.

Play out the first hunts, the building of the first fire and other initial actions. When the GM is satisfied that the heroes' immediate survival is assured, he can assume that they will continue to survive and can now consider long term plans. Several ideas may present themselves. Technologically oriented heroes may try to build something. Their technological resources are very limited (those foci which Tempus

didn't find, the electromagnetic brain jamming units, a TV, a VCR, and a battery) and a time machine certainly cannot be built. Still talented gadgeteers may build something (i.e., a radio transmitter/receiver). However, the battery will quickly run down, and electronic parts will eventually break and wear out. This equipment and other electronic foci will not last forever without proper tools and spare parts. Even costumes will wear out or be damaged in short order. The heroes may end up wearing furs and living like cave men. Coverings of warm animal skins can act as partial life support vs cold, halving the damage from the cold environment.

Eventually the heroes will explore the area. The glacier ends about 100 miles to the south. Off the ice, large plants can grow and support more animal life. The heroes may choose to move to a more hospitable environment. The GM should intersperse the players plans with prepared encounters designed to inject some action and excitement into the game, reminding the heroes of their strange and dangerous era. A hero alone might be attacked by a sabertooth tiger or a cave bear. A hunting expedition might encounter a woolly mammoth. An ice storm might sweep the glacier suddenly dropping the temperature until it will inflict a 1d6 Killing Attack every minute to unsheltered characters without life support vs cold.

While the heroes are stuck in this ice age, the GM should not play out each minute of game time. Do not dwell on the uninteresting. Once routines are established, the GM can pass game days and weeks or even longer periods with a sentence and move game time forward to the next point of interest. For example:

GM: "Well you've proven you can hunt for food on the ice cap, though that might take several hours each day. Flaming Comet has melted you an ice cave for shelter and can provide fire and water. Technowiz has jury-rigged a radio which he uses for 1/2 hour each day to broadcast an S.O.S. and listen for a response. How long will you continue like this?"

Players: "Two weeks, and then we'll reconsider."

GM: "Well its two weeks later and nothing has changed except your battery is running down. So now what?"

Players: "This isn't working. We're going to move south over the icecap."

GM: "O.K. Flaming comet can't carry all of you so you'll have to walk. You can rig up a pack using bed parts and blankets to carry the radio. You'll still have to hunt and take shelter at night. You'll only make about 10 miles a day. After a week you know you're close to the end of the glacier. Flaming Comet has flown ahead because he thought he could see green in the distance. The rest of you take a break. Shadow Ninja's and Technowiz' boots are worn out and useless now. You'll need some kind of foot protection to continue."

Players: "We'll try to make some boots from skins of animals we've caught."

GM: "While you're doing that, you suddenly hear a growl and...(Here the GM has decided to use a brief encounter with a cave bear to liven up the proceedings. After the bear is dealt with, Technowiz' costume is badly torn, also.)... Two days later, you reach the edge of the Glacier."

HEROES AND GODS OF THE CAVES

South of the icecap is a tribe of Neanderthal men, who dwell in caves in a distinctively three-peaked mountain. The heroes will eventually find them in their explorations or alternatively, the heroes may be found by a Neanderthal hunting party. The Neanderthals are hostile to rival tribes and will attack the heroes. However, any demonstration of super-powers will arouse superstitious awe, and the heroes will find themselves worshipped as gods.

The Neanderthals will do their gods' every bidding. For their new gods they will bring food, go to war or sacrifice their children. The heroes will have to decide how to treat their devoted worshippers. True heroes might use their powers and knowledge to help the cavemen by defending them, hunting for them, and educating them. This could be detrimental if a tribe becomes dependent upon them. Other, less noble heroes might use their worshippers as cheap labor. How the heroes handle their worshippers and the initial communication difficulties can present a roleplaying challenge and might possibly be amusing. Don't forget any Hunteds that may be along.

These Neanderthals live in the same caves that Lee Kirby will discover on Mount Trident in 1939. If the players don't make the connection immediately, allow the character with the highest INT (or appropriate knowledge skill) to make an INT roll to remember the site. If the hero fails, allow him to try again every week of game time. There are only paintings of Neanderthals hunting now but the heroes should realize that a visitation from the heavens may be coming!

It is important for the heroes to remain in the area long enough to meet this visitation when it comes as it is their ticket home. The GM must decide when this visitation occurs. It is recommended that that it is not too conveniently soon, but rather many game month in the future.

Although a year of game time could easily pass during this part of the adventure, the GM should compress this time into a short amount of playing time to avoid boredom, unless the GM has prepared a special adventure (or two) to take place in the ice age. This is strongly recommended and some adventure suggestions are set out below.

After the heroes have lived in the ice age for many game months, the GM should award special experience points to reflect the knowledge they gain over this time. The GM should direct these towards appropriate skills such as survival, tracking, PS:Hunter, KS:Pleistocene Environment, Familiarity with spear/club, or language:basic Neanderthal. Other skills may suggest themselves from the characters' specific actions or projects. Reward them for the efforts they will have made during these months.

ICE AGE ADVENTURES

The GM is encouraged to expand this part of the adventure by adding ice age scenarios. Running some sort of Pleistocene adventure helps make the long time spent in the ice age seem more real to the players. Here are some suggestions:

- A villainous Hunted, who was trapped with the heroes, goes off on his own and starts ruling his own tribe of Neanderthals and working mischief. Perhaps he abuses his subjects. Perhaps he tries to forge an empire.
- There is an ancient dying civilization of intelligent lizardmen who capture Neanderthals for slaves and food. They may have magic or strange technological resources. When they encounter the heroes they will want them as slaves too. Perhaps the villainous hunted has allied himself with the lizardmen.
- The heroes encounter Tsurigra or some other form of Elder Gods or perhaps the Elder Worms (see Slug from *Classic Enemies*), who are still free to roam the Earth at this time. Perhaps they are worshipped by the lizardmen. Perhaps the heroes could somehow be involved in the banishment of these Elder Gods. (Combining 2 and 3 could form a multi-part prehistoric adventure.)

The GM may also consider personalizing one of the Neanderthals, making him unusually intelligent and/or strong. He can function as a DNPC while the heroes are in his era. He may wish to return to the future with the heroes (where he will complicate their lives).

CHARIOT OF THE GODS

When the GM is ready to let the heroes return home, the visitation can occur. The visitation is actually a starship falling, out of control, through the Earth's atmosphere. The heroes must try to prevent it from crashing and being destroyed.

The hero who makes the best perception roll will see a light overhead and recognize it as a ball of fire falling out of the sky. It is the plummeting starship on a trajectory for the Neanderthals' valley.

When first seen, the ship is 750" overhead and is falling at terminal velocity, 30"/segment. The starship is a 2" radius sphere with a size modified DCV of -4. It has a mass of 6.4 tons and -6" KNB resistance. However, attacks roll 1d6 less for knockback because it is in the air. Its defences are 12 and Body is 20. Its hull is superheated from air friction and is surrounded by flames producing a 3d6 KA energy Damage Shield which does damage to characters without life support vs intense heat, every 3 segments that a character is in contact with the ship.

If its velocity is reduced, the ship accelerates at +1" velocity per segment, until it reaches 30"/segment again. Its acceleration due to gravity is less than the normal 5"/segment because it is still getting some lift out of its damaged engines. When it hits the ground the ship will do an area effect physical attack of 6d6 + 1d6 per inch of velocity normal damage where it strikes and take a similar amount of damage itself. A shockwave causes objects and characters on the ground nearby to take a similar amount of physical damage less 2d6 for each hex distance from the point of impact. Heroes can use the rolling with a punch maneuver to reduce the shockwave damage by half (treat the shockwave as having an OCV of 3). Those hit by the ship will also take damage from its energy damage shield. After impact, the ship will cool and the damage shield will lose 1d6 in 1 minute, another 1d6 in 5 minutes and be gone in one hour.

The heroes have several options open to them.

- Evacuate the the area which the ship will hit (which may not be exactly clear until just before impact). This may be the only option for heroes without powerful attacks.
- Catch the ship as in the falling rules. The impact can be reduced by 1d6 for every 5 pts of STR. Only the very strongest characters can have any effect.
- Slow the ship as it falls to reduce its impact velocity. 1" of knockback upwards will reduce its velocity by 1" per segment. A character who can withstand the damage shield can attempt to push the craft with his flight. Divide their inches of combat flight by 3 to get the number of d6 they can add to their STR dice in the attempt. Remember that upwards flight is halved. Calculate KNB the usual way using their total STR and flight dice as the attack, but the attack does no damage, only KNB. Telekinesis can also be used to push the ship in this way (without the extra dice from flight, of course). A character can attempt to do KNB this way once each phase. Remember that the ship is in the air and therefore 1 less d6 is rolled for KNB. A character, strong enough to carry 6.4 tons, must reduce the ship's velocity to zero before it can be simply stopped and carried away.
- Direct the ship towards a safe place, such a nearby lake 24" off its present course, using KNB to change its course. In addition to attacks, flight and telekinesis can be used, as set out above to deflect the ship. If the ship hits the water, it gets ¼ damage reduction versus the impact, there will be no shockwave, and the cooling rate will increase by one level on the time chart.
- Cool the ship to reduce its damage shield. Cold/Ice powers can reduce the damage shield by 1d6 KA for 3 segments for every 20 active pts in the power. Every 30 active pts of water powers or every hex of water from the pond (4 tons) can reduce it by 1d6 KA for 3 segments. The cooling will only affect 1 hex of the ship's hull unless an area effect is used.

The heroes will have to be cautious that they don't destroy the ship themselves.

Within the starship are terrified alien scientists, the Evaluators, who intended to study (and perhaps control?) the evolution of intelligent life on Earth. The heroes will recog-

nize, on sight of the aliens, that they resemble the figures in the future cave paintings. Some will eject in emergency pods and survive if this ship's crash is not stopped. They can communicate with the heroes via telepathy. Their landing shuttle malfunctioned and they would have undoubtedly died or been stranded without the heroes' efforts. They are accordingly very grateful and eager to repay the heroes. They will listen to the heroes story, recognize it as the truth and offer to help return them to the future.

However, to do so they must return to their, unoccupied supply ship in Earth orbit. This is a chance for characters with scientific, technical or mechanical skills to use them. Repairs will take a minimum of 5 hrs, moving down 1 level on the time chart for every 5 BODY the ship took in the crash and moving back up 1 level for every 2 points by which the best roll is made. (If no characters have useful skills the aliens may be able to make repairs themselves although their roll is only on 11 because their engineer was killed by the initial malfunction). If the ship is damaged beyond repair, perhaps a hero can fly an alien directly to the supply ship. There are life support systems in the aliens' escape pods which could be jury-rigged into portable life support systems needed by the aliens or heroes for the trip. Alternatively, perhaps a hero could jury-rig a radio into a remote control and pilot a second lander down from the supply ship, with help from the aliens. The GM should endeavor to arrange for the heroes to rescue the aliens and not the other way around. If the heroes absolutely cannot devise a way to reach the supply ship, they will be saved by a alien rescue ship which will arrive about 3 months after the crash.

Once the heroes reach the supply ship, the alien scientists can place them in suspended animation aboard a small emergency craft. This lifecraft will then be sent through hyperspace on a long journey calculated to return to the Earth at the heroes' proper time. The aliens can accurately determine the time by telepathically probing the heroes' minds for astronomical data, such as star positions and the time of supernovae spottings, and using their navigational computer.

The GM should also note that the heroes may have to address the possibility of stranding a villainous Hunted in the ice age and this is fruit for roleplaying.

After the heroes leave this time, both they and the aliens will be immortalized in cave paintings which will be discovered in 1939. If any heroes follow this up, they will find that on their return, the paintings now contain figures that strangely resemble the heroes. Only the heroes will remember the paintings ever looking any different.

The heroes awaken from suspended animation, as planned, when the small lifecraft enters Earth's atmosphere after its hundred millennium-long flight. After travelling through hyperspace for far longer than it was ever designed to, the craft's landing capacity will fail. The heroes must escape the ship, before it burns up in re-entry, and then safely reach the Earth. This ship has statistics similar to the landing shuttle.

The heroes are back and, no doubt, ready for some revenge of their own.

THE TIME OF RECKONING

The heroes will have awakened a short time after Tempus banished them to the ice age. They can locate and confront Tempus at Temple's old lab in several ways:

- They may have deduced his identity and go straight to Temple's lab.
- They may be able to trace one of their foci or Tempus' time travel energies which will lead them to the lab.
- Their earlier investigations of the Destructoids and missing heroes may have led them to the rented room Tempus used for the trap. The landlord can tell the heroes it was rented by a Dr. Temple.
- If the heroes check with Alert Medical Supplies they will find that the only recent order of hospital beds which matches the number found in the trap room was delivered to a Dr. Temple at the address of the rented room trap.
- If the heroes check with Tanaka Electronics they will find that warranties for the TV and VCR are registered to one Edna Temple. They will most likely check Temple's lab soon after discovering this.

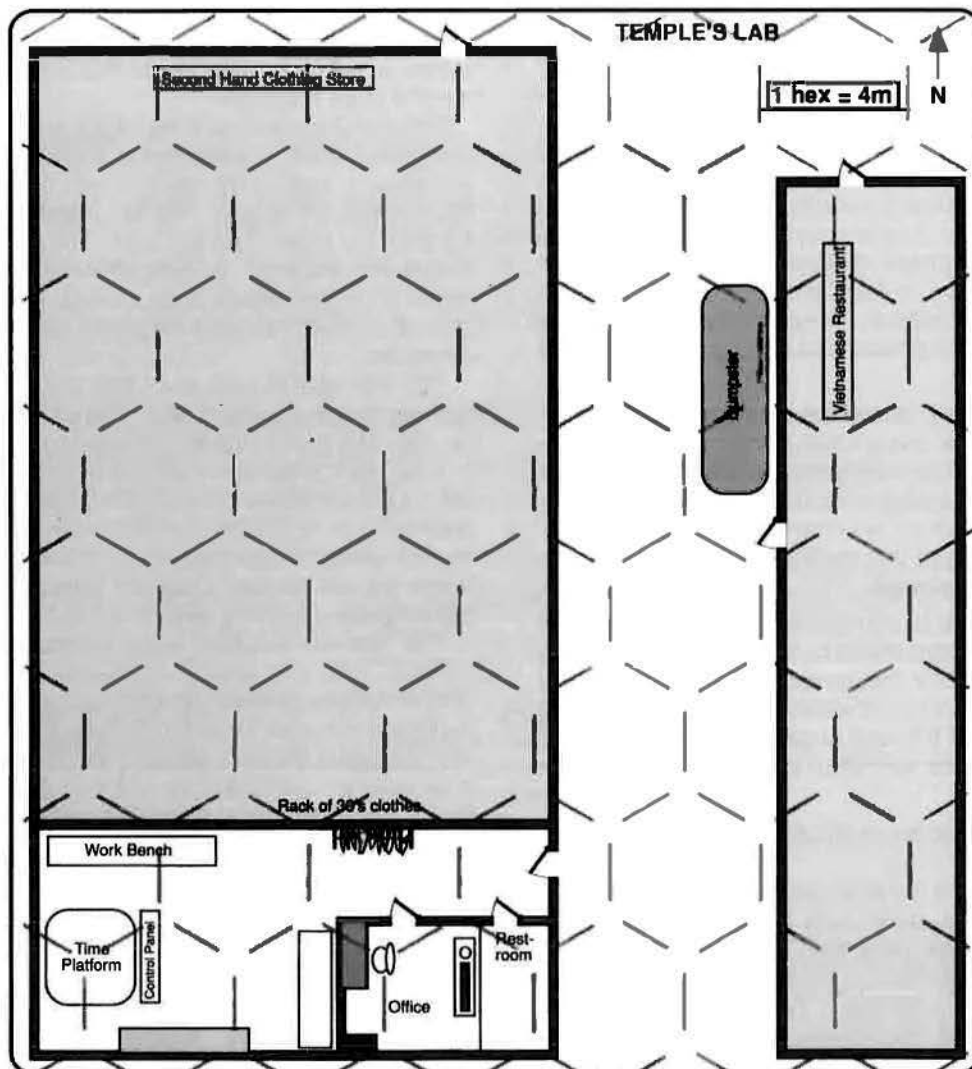
Tempus will be surprised by any arriving heroes. He wears no mask, so any doubt about his real identity will be removed. He will order his Destructoids to attack any intruding heroes while Tempus, himself, will immediately abort his next phase

to turn on his force field and the time manipulation devices which enhance his speed and reflexes. He will then try to reach his time machine and reprogram it to escape. If successful, his programming will erase the setting after his escape, preventing anyone from following. At his enhanced speed it will take him 1 segment to reach the controls, 2 segments to reprogram it, 1 segment to get on the platform and he will disappear the next segment.

Tempus' enhanced DEX makes him very hard to hit without area effect attacks but his escape route is easily blocked by destroying the time machine (DEF 5 BOD 4). If that happens Tempus will attempt to escape in the more conventional manner of running to his car. If any heroes attempt to stop him, he will try to use his time manipulation devices to project them forward in time 1 minute, by which time he can reach his car and be off. He will also order his Destructoids to prevent any pursuit. Remember that his enhanced DEX and SPD last only 1 turn, before burning out.

Throughout the combat, Tempus will make frequent use of 0 phase soliloquies to tell the heroes his origin, curse them for causing his wife's death and promise revenge.

At the adventure's conclusion, the heroes will have dispatched the Destructoids and hopefully have captured Tempus. If Tempus escapes, he will certainly return with a new plan for revenge, and, even if he is captured, who knows what plans he may have made for this eventuality?



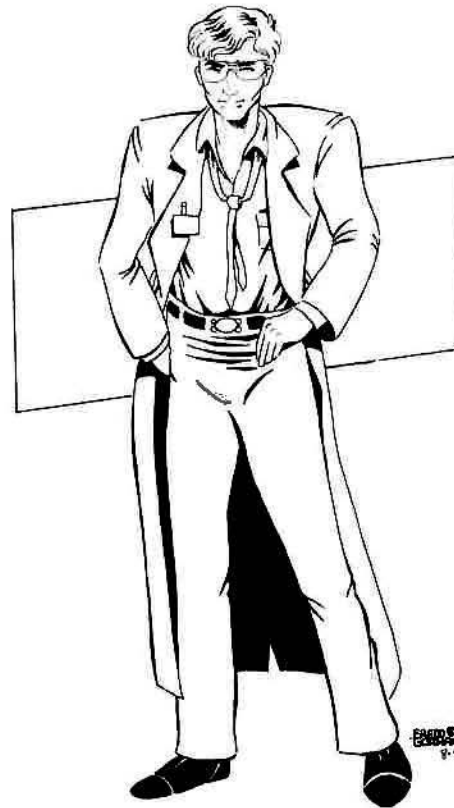
THE CHARACTERS

DR. TIMOTHY TEMPLE

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 6
10	BODY	0	Phases: 4,8,12
25	INT	15	
18	EGO	16	
10	PRE	0	
10	COM	0	
4	PD	2	
3	ED	0	
3	SPD	6	
5	REC	0	
26	END	0	
22	STUN	0	
Costs			
Char:	57	Base:	45
	+		+
Powers:	49	Disad:	61
	=		=
Totals:	106		106
Pts.	Talents & Skills		END
10	Eidetic (photographic) memory		
3	Computer programming 14-		
5	Electronics 12-		
3	Inventor 14-		
3	Scientist		
2	SC: Temporal Physics 14-		
2	SC: General Physics 14-		
2	SC: Mathematical Physics 14-		
2	SC: Mechanical Engineering 14-		
2	SC: Electrical Engineering 14-		
2	SC: Force Field Engineering 14-		
2	SC: Teleportation Engineering 14-		
3	KS: History 14-		
2	City Knowledge 11-		
3	Linguist		
1	Latin fluent conversation,literacy.		
1	German completely fluent w/accent,literacy.		
1	French completely fluent w/accent,literacy.		
100+	Disadvantages		
10	1 1/2x effect of Illusions (light and mental)		
15	Impatient/impulsive, often fails to think things through		
15	Near Sighted		
15	DNPC: Wife, normal 11-		
5	Unluck 1d6		

Background: A brilliant but unconventional scientist, Temple was unable to hold a job. With the help of his wife Edna and all their money, he financed a small private laboratory in which he invented a time machine. Temple tested it himself and, due to a glitch in his system, found himself stranded in the 1930s.

With no hope of rescue, Temple tried to fit into the time period. He eventually founded a small scientific research company using his knowledge of science and his photographic memory. He "invented" many small, non-revolutionary technological improvements and produced a steady stream of income on which he survived and even prospered.



Quote: "Egads!"

Personality: Temple is a likable fellow but he tends to get lost in his thoughts and may seem aloof. His worst characteristic is his impatience with details. He never takes the time to make proper notes or explore an experiment completely. Once he thinks he knows what is going on, he jumps to the next step without accurate verification. This is what led to his unfortunate time trip.

Powers/Tactics: In any dangerous situation, Dr. Temple will head for the nearest cover. If forced to involve himself in combat, Dr. Temple will attempt to use his intellect and not his fists to protect himself.

Appearance: Temple is a brown haired man in his early thirties who wears glasses. He is usually dressed in an unbuttoned lab coat over a loosened tie and dress shirt.

Dr. Edna Temple

Edna is a competent particle physicist. She has a keen mind but is not the genius that her husband is. She loves Timothy very much and is supportive of him. She is a plain looking woman who wears her hair cropped short and out of the way. She has normal characteristics and the following skills: Particle Physics on 13, General Physics on 13, Electrical Engineering on 12, Computer Programming on 13.

CYBERCOP				
Val	Char	Cost	Combat Stats	
40	STR	30	OCV: 10	
30	DEX	60	DCV: 10	
23	CON	26	ECV: 5	
20	BODY	20	Phases: 2,4,6,8,10,12	
18	INT	8		
14	EGO	8	Costs	
20	PRE	10		
6	COM	-2	Char:	195 Base: 100
14	PD	6		+
11	ED	6	Powers:	300 Disad: 295
6	SPD	20		=
13	REC	0	Totals:	495 495
46	END	0		
55	STUN	3		
Pts.	Powers			END
25	Martial Arts: Karate			
	Maneuver	OCV	DCV	Damage
	Punch	0	+2	10d6
	Kick	-2	+1	12d6
	Block	+2	+2	Block, Abort
	Chop	-2	0	½d6 HKA
	Disarm	-1	+1	Disarm, +10 STR
	Dodge	—	+5	Dodge, Abort
40	Laser Pistol: 2 ½ d6 RKA armor piercing(+½),0			
	END(+½), OAF			
60	Damage Reduction: ½ rPD,½ rED			
14	Armor: 8 rPD, 8 rED 12-			
5	Flash Def: 5 pts, sight group.			
9	Running: +2", 4x noncombat (32")			
5	IR vision.			
10	½ END on STR			
3	Mindlink only with computer, no range			
	Computer powers: must be linked to computer, OIF			
6	+3 to PER rolls			
17	Radar, 360 degrees.			
7	High Range Radio Hearing.			
	Skills			
3	Breakfall 15-			
3	Combat Pilot 15-			
3	Fast Draw 15-			
3	Stealth 15-			
3	Tactics 13-			
2	Weapons Familiarity: Small Arms.			
16	Levels: +2 combat.			
29	Follower: computer(147 pts)			
37	Vehicle (185 pts)			
100+	Disadvantages			
10	1 ½ x STUN electricity			
20	Must obey programming			
	(EGO roll vs computer prog. roll)			
10	Desires a normal life			
10	Curious about past			
15	No memory,knowledge of past			
15	No sense of smell,taste			
10	2d6 Unluck			
10	Public ID.			
20	Dist. Looks: cyborg			
275	Cyborg Bonus.			

CYBERCOP'S COMPUTER			
18	INT	8	Cost: 147
30	DEX	60	
6	SPD	20	
Skills			
3	Absolute Time Sense		
10	Eidetic Memory		
3	Lightning Calculator		
3	Speed Reading		
9	Computer Programming 16-		
3	Combat Pilot 15-		
1	Weapons Fam: vehicle weapons		
10	+5 w/vehicle Missile Deflection		
3	Systems Operation 13-		
3	Security Systems 13-		
3	Scholar		
2	KS: 2065 Law and Police Procedures 12-		
1	KS: Cyborg Systems 11-		
Programs			
1	Search Memory for information on a topic		
1	Search another computer's memory for information on a topic		
1	Scan for other beings/weapons		
1	Fly from A to B		
1	Operation Missile Deflection Screen		
CYBERCOP'S VEHICLE			
40	STR	0	Cost: 185
16	BOD	0	
20	DEX	30	DCV: 3
10	DEF	24	
3	SPD	0	
50	Multipower(100 pts), OIF		
5u	Pulse Blast: 10d6 armor piercing, 0 END		
5u	Grenades: 8d6 explosion, 256 charges		
10	Missile Deflection Screen: all ranged attacks, OIF		
7	Hardened Defenses		
31	Flight: 8", 16x noncombat(128") 230 km/hr		
5	High Range Radio OIF		
30	Growth: 6 levels, 7 hex area-4 DCV, -6" KB		

Background: In 2064 Lydia Gaynor was a respected law enforcement officer in the Federal Police Corps which patrolled the decaying cities of America. Unfortunately, an equipment failure grounded her cruiser and she was attacked by a pack of "street scum" before backup could arrive. When the backup drove away her attackers, what was left of her was labeled "not viable" by the doctors. The senior command, however, wanted to preserve the skills, training and instincts of their finest officer. Her brain and body were combined with cybernetic and computer parts, to create the first Cybercop.

The computer brain which controls Cybercop has access to the rapid decision making capabilities of the human brain. Gaynor's memories no longer exist but the thought patterns or instincts of years of experience remain. Properly programmed and equipped, the Cybercop is the ultimate police officer of the 21st century. She was on patrol when Tempus abducted her.

Quote: "Halt, citizen or I shall have to use force. You have ten seconds..."

Personality: Very little "personality" is left within Cybercop. She is only concerned about upholding the letter of the law, and punishing those who break it.

Powers/Tactics: The computer is a box-like device fitted onto the Cybercop's back. If it were disconnected, she would be restored to independent action, but lose her computer abilities. Alternately, it might be possible to reprogram the computer to allow the human mind dominance, and keep the computer's resources. In this case, however, the Cybercop would remain subject to reprogramming.

The computer has a number of functions. It has built-in radar and high-range radio sensors. It also has image intensification programs to enhance interpretation of data obtained through Cybercop's other senses. It can be hooked into Cybercop's hovercruiser or other computers. Its data memory is currently under utilized, containing only some minimal general knowledge necessary for its functioning plus a body of criminal law and police procedures corresponding to 2065. The computer is programmed to enforce the law.

Cybercop herself has enhanced strength, reflexes and senses. She is highly resistant to physical harm. In addition, she has a recollection of many physical skills.

Cybercop has been provided with a sophisticated laser pistol and a hovercruiser. This vehicle is capable of high speed flight, as well as slow defensive maneuvering. It is armed with a pulse blast and concussion grenades for use on crowds. It also has an unusual missile deflection shield which can be used to ward off attacks. Cybercop prefers to fight from inside her armored vehicle, hovering out of reach of most hand-to-hand attacks, with her computer operating the missile deflection to ward off ranged attacks. Cybercop, herself, can then operate the weapons and pilot the vehicle as necessary. If forced out of the hovercruiser, she will fight very intelligently, taking advantage of cover, mobility and senses to become a deadly moving target.

Appearance: Cybercop wears a navy blue body suit that hides her cybernetic body parts and conforms to the shape of an attractive woman. The left side of her face is a silver plate and her artificial left eye is bright red. Over the left breast is an American flag (with 63 stars). On the right side is the insignia of the Federal Law Enforcement Agency and her badge number. The computer pack is on her back and the laser pistol is holstered on a hip belt.

The patrol cruiser is saucer shaped with a glassteel dome allowing 360 degree unobstructed view.



THOR, GOD OF THUNDER

Val	Char	Cost	Combat Stats
75	STR	50*	OCV: 8
24	DEX	42	DCV: 8
28	CON	36	ECV: 6
25	BODY	28*	Phases: 2,4,6,8,10,12
10	INT	0	
18	EGO	16	
35	PRE	25	
20	COM	5	
16	PD	3*	
18	ED	11*	
6	SPD	26	
18	REC	0	
56	END	0*	
69	STUN	0*	

Costs

Char:	242	Base:	100
	+		+
Powers:	412	Disad:	554
	=		=
Totals:	654		654

Pts. Powers

END

75	Multipower : God-like powers	
15m	Change Environment: storm 512" (1 km) radius, 0 END	
15m	Change Environment: storm 16384" (32 km)radius	7
9m	Lightning Bolt: 3d6 RKA	4
3u	+ Flash 1d6 all sight,all hearing linked(-1/4)	3
15m	Rain: Darkness all sight, all hearing, all radio, 3" radius, personal immunity	7
12m	Winds: 50 STR TK affects all parts of target(-1/4).	7
4u	Berserker Fury: 6d6 mind control, 3" radius area, mindless combat only (-1/2)	6
2u	+30 PRE only for making presence attacks(-1/2)	
2u	Life Support:self-contained breathing, vacuum/pressure, extreme hot/cold	
50	Extra Berserker Fury:+6d6 mind control,0 END,mindless combat only (-1/2) area effect 6" radius total area	
25	Hammer Multipower: 75pts, OAF, STR Minimum: 75 (-1)	
1u	HA: +3d6 0 END	
2u	EB: 12d6 physical 1/2 END.	3
2u	Superleap +16"(30") non combat x256(35pt)=15.36km,+12 OVC to hit hex	6
10	Chainmail: +6 rPD, +4 rED OIF	
6	Magic Belt: +5 STR 0 END, IIF.	
3	Magic Glove: +8rED 8- OIF	
48	Followers: 2 Goats Tanngrisner and Tanngjost	
9	Natural Armor +6 rPD, +2 rED	
2	+1" running	
6	Mental Defence 10 pts	
6	Life Support: immune to aging and disease	
11	Regeneration 2 BOD per hour(-3/4)	
8	Density Increase 5pts 0 END, persistent, always on	
8	Growth 5pts 0 END, persistent, always on	
12	1/2 END on STR 3	
16	Skill Levels: +2 w/all combat.	
3	+1 w/ Hammer	
32	Universal Translator 17-	



100+ Disadvantages

10	1 1/2x effect of Mind scan, Mental Illusions, Images
10	2x Body from Poison
10	Protective of worshippers
20	Loves war/conflict
15	Proud/vindictive
15	Needs Worshippers to survive
15	No knowledge of modern world
10	Enraged on sight of Giants 14-, 11-
15	Unluck 3d6
10	Reputation 11- Norse god
10	Public ID
414	Deity Bonus

*Growth and other bonuses figured in

Background: The mythological Norse Thunder god was amusing himself by leading a raiding party of norsemen on a raid in Gaul when they were all brought to the present by Tempus. Thor is arrogant and proud. He is usually quick to anger and disposed towards violence. He will direct his violence at any who trifle with him. He is war-like in the extreme and throws himself headlong into battle. In his experience the only thing that can threaten him is a giant or another god.

Unfortunately for him, Thor draws much of his power from the psychic energy of his worshippers. In the modern world, he is separated from them by centuries and his power is reduced. Thor's powers will continue to diminish over time and in a campaign he can take a number of courses. He may try to gather worshippers. He may decide that the heroes, with their powers, possess the secret of surviving as a god. Without a source of power Thor will undergo a continuous and marked loss of power. He should be stripped of 50 or 60 power points in each appearance and become correspondingly more desperate. Thor cannot get help from Asgard, as when he travels there after this adventure he will find it in ruins. Ragnarok has come without him and the Norse gods have been destroyed! He will vow to slay whoever is responsible for him missing his destiny.

Quote: "Nay, mortal, while your powers are impressive, none can match the thunderous might of the Son of Odin!"

Personality: Thor is, well, a god — and he knows it. Arrogant in the extreme, Thor knows no fear. If he is defeated, he will never acknowledge it, and will fight to his last breath. Fighting is what he does best, and it is what he does most often.

He always acts according to his vision of what honor is, and heaps disparaging comments upon others who do not act "honorably."

Powers/Tactics: Thor will first use his berserker fury mind control power to send his norsemen and their opponents into a warlike frenzy. If any opponents worthy of his might show up, he will use his presence to impress them and make them more inclined to accept his enragement command. Then he will summon a storm for effect, throw himself into the fray and fight to the end with no thought of retreat. He will always put his levels on OCV no matter how often he gets hit.

When facing many opponents, Thor will always attack a different opponent on each phase and will never use a action to make sure a fallen foe stays down. This will allow the heroes struck by him a chance to recover and rejoin the battle. In combat Thor wields his mighty hammer in melee for 18d6 or he hurls it at distant opponents for 12d6. The hammer immediately returns to his hand.

If anyone disarms Thor and attempts to wield the hammer themselves they must have a strength of 60 just to lift it and will suffer an OCV penalty of -1/5 STR they have below the STR MIN of 75. Thor also has a magic iron glove which enables him to grab objects that are red hot and a magic belt which doubles his lifting ability. As his power has been reduced due to a lack of a large number of worshippers, Thor himself would suffer STR MIN penalties while using his hammer without this belt. In any case, without a large number of worshippers his strength will diminish to the point where he will have problems wielding the hammer before he meets the heroes next.

Thor prefers hand-to-hand combat and almost never uses his storm powers to attack living things. He uses his TK and lightning mostly to impress mortals.

He might use his darkness to sneak amongst his enemies but he would never be so cowardly as to use it to hide his presence during combat. As a god, Thor is always heard to speak in the native language of the listener and can understand all human languages. Thor's norsemen will obey his every command and always fight with wild abandon. They only speak ancient Scandinavian. Their statistics are given in the Animals and Extras chart at the end of this section.

Appearance: Thor is a large muscular man with a red beard and hair. He wears iron chain mail, one iron glove, an iron belt and a cape made of bear skin.

THOR'S GOATS TANNGRISNER AND TANNGJOST			
Val	Char	Cost	Combat Stats
30	STR	20	OCV: 5 DCV: 5 ECV: 3 Phases: 4,8,12
14	DEX	12	
25	CON	30	
10	BODY	0	
10	INT	0	
10	EGO	0	Costs
20	PRE	10	
14	COM	2	Char: 86 Base: 100
8	PD	0	+ +
5	ED	0	Powers: 204 Disad: 190
3	SPD	6	= =
12	REC	2	Totals: 290 290
50	END	0	
40	STUN	2	
Pts. Powers			END
24	Bite: 2d6 HKA(2 x 2d6 HKA w/STR)		
	reduced penetration		3(6)
6	Horns:+2d6 HA(8d6 strike)		1(4)
13	Armor: 6 rPD, 3 rED		
40	Regeneration 4 Body		
10	Mind Link: Thor, brother goat		
60	Multipower : 60 pts		
12m	Flight: 16" noncombat x16(15pt)=230 km/hr		2
12m	Extra dimensional Movement: 9 worlds of Norse mythology, 64x mass		6
6	+2 w/ Bite, Butt and Move Through		
10	Tracking Scent		
5	UV Vision		
6	+2 Perception		
100+ Disadvantages			
20	Loyal to Thor		
10	Subject to orders		
25	No hands		
20	Distinctive Features: large fierce goat		
115	Immortal Goat Bonus		

THE CRIMESTOPPER				
Val	Char	Cost	Combat Stats	
18	STR	8	OCV: 10	
18	DEX	24	DCV: 10	
18	CON	16	ECV: 5	
12	BODY	4	Phases: 2,4,6,8,10,12	
18	INT	8		
14	EGO	8		
15	PRE	5		
14	COM	2		
8	PD	4		
8	ED	4		
4	SPD	12		
8	REC	0		
36	END	0		
30	STUN	0		
Pts.	Powers	END		
30	Gadget Pool: 25 pts all OAF, Possible pool combination:			
(7)	Flashlight:2" radius Change Environ. 0 END, OAF			
(8)	Smoke Bombs: Darkness 2" radius, 3 charges each lasting 1 min. impervious to normal sight, OAF			
(4)	Clinging Claws: up to 10 STR only, OAF			
(4)	Binoculars: Telescopic vision +6 PER only vs Range Mod, OAF			
(2)	Infrared Vision goggles OAF			
22	Guns: 1 1/2d6 RKA autofire, can fire at 2 targets in different hexes without putting a bullet into each in between hex but still takes the OCV penalties for each intervening hex , OAF only 2 bullets per phase. 2 guns with 8 shots each			
25	Karate			
	Maneuver.	OCV	DCV	Damage
	Punch	0	+2	6d6
	Kick	-2	+1	8d6
	Block	+2	+2	Block, Abort
	Chop	-2	0	1/2d6 HKA
	Disarm	-1	+1	Disarm, +10 STR
	Dodge	—	+5	Dodge, Abort
6	Running: +3" (9" total).			
20	Skill Levels: +2 overall .			
3	Criminology 13-			
3	Concealment 13-			
3	Lockpicking 13-			
3	Security Systems 13-			
3	Contortionist 13-			
3	Stealth on 13-			
3	Driving on 13-			
3	Breakfall 13-			
3	Climbing 13-			
3	Streetwise 12-			
5	Shadowing 12-			
2	City Knowledge 11-			
100+	Disadvantages			
20	Overconfident			
15	Protects Innocents			
10	Hunts criminals			
10	DNPC: Detective Dens 8-			
10	Hunted by The Green Garrote 8-			
20	Hunted by the Mob 8-			
15	Secret ID.			
20	Normal Characteristic maxima			
15	Crimefighter Bonus.			

Background: The world believes that police detective Larry Flynn died when a gangster's bomb exploded his car. Weeks later the masked vigilante, the Crimestopper, appeared out of the night and, with gloved fists and blazing automatics, put the gangster and his mob out of business. Since then, many criminals have rued the day the Crimestopper crossed their path. Beneath the mask are the features of Conrad Sloan, a small-time private investigator. Flynn assumed that identity after plastic surgery changed his face. He can strike at crime as the Crimestopper and be safe from reprisals as Sloan. His hunted, the Green Garrote, is a masked villain of the pulp novel variety. Detective Dens is no friend, and in fact dislikes the Crimestopper, but they often seen to work on the same cases.

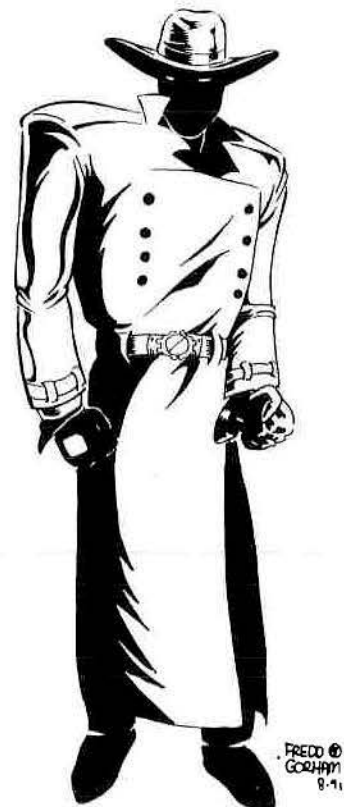
Quote: "Take this, you filthy rats!"

Personality: With only one goal in mind, revenge, the Crimestopper began his war on crime. Since then, however, he has realized that protecting the innocents around him is more important than punishing the criminals. He still battles the criminal underworld, but now he does it for the good of others, and not for himself.

When not an avenging vigilante, Sloan is a mild-tempered, low-profile private eye. He doesn't say much, letting his actions speak for him.

Powers/Tactics: The Crimestopper prefers to sneak up and then confront single opponents. If faced with superior numbers he will try to remove some foes by surprise and then give the rest one chance to surrender. If they make any hostile moves, he will use a saved phase and bullets to make them regret it. The Crimestopper uses 2 automatic pistols which he can fire at the same time, either at one or different targets.

Appearance: The Crimestopper wears a fedora, business suit, gloves and trenchcoat in action. His only costume is a black mask.



"ALIEN" STORMTROOPERS

Val	Char	Cost	Combat Stats			
13	STR	3	OCV: 4			
11	DEX	3	DCV: 4			
13	CON	6	ECV: 3			
10	BODY	0	Phases: 4,8,12			
10	INT	0				
10	EGO	0				
10	PRE	0				
14	COM	2				
5	PD	2				
3	ED	0				
3	SPD	9				
6	REC	0				
26	END	0				
24	STUN	0				
			Costs			
			Char:	25	Base:	100
				+		+
			Powers:	94	Disad:	20
				=		=
			Totals:	120		120
Pts.			Powers		END	
2	+2 OCV, OAF Ray Gun					
18	9d6 EB electricity, beam effect, 12 charges, OAF Ray Gun					
10	+2d6 Flash: sight group,beam effect,12 charges linked to electrical blast, OAF Ray Gun					
5	+3d6 EB only for KNB does no direct damage,beam effect, 12 charges, linked to blast, OAF Ray Gun					
12	Armor +6 rPD, +6 rED, OIF					
9	Strength +12 (25 STR total) 0 END, doesn't affect figured stats, OIF Armor					3
7	Presence +10, OIF Armor					
22	Flight 11" 0 END, OIF Armor					
5	Skill Level: +1 with firearms.					
2	Knowledges: Espionage 8-, Nazi Party 8-					
3	Languages: German-native, English-completely fluent w/accnt					
100+			Disadvantages			
20	True Believers in Nazi Cause					
10	Loyal to Von Schull					
Nazis without armor carry a machine gun (17pts) 1D6+1 RKA Autofire, 30 charges, OAF.						



Background: These Nazi fifth columnists or bundists are under the command of Baron Von Schull, and are stationed in America to further the Nazi cause in the belief that the United States will aid in the war against Germany.

They have kidnapped Dr. Temple and forced him to build futuristic armor which more than quadruples their strength, protects them from bullets and enables them to fly. They also wield deadly energy weapons. The Nazis using the armor and energy rifles feel unbeatable against any foe. Obviously they are not familiar with super-beings who should have little trouble with their primitive armor.

Quote: "Halt, or I vill zhoot!"

Personality: These troopers are very stereotypical, very dedicated Nazis, because only the most loyal men were chosen to make up this elite squad.

Powers/Tactics: The stormtroopers will initially fan out and attack individual targets. However, if faced with superior forces they will back towards cover and co-ordinate their attacks to be more effective. The bundists without the futuristic equipment carry submachine guns and will always attack from cover if they can.

Appearance: The armor is black with a gold swastika over the heart. The head is covered with a gold bubble helmet which is opaque from the outside. There is a jet pack mounted on the back of the armor. The Nazis without armor wear 1930s style dark suits and hats. All have blonde hair and blue eyes.

BARON VON SCHULL				
Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 6	
17	DEX	21	DCV: 6	
18	CON	16	ECV: 8	
14	BODY	8	Phases: 3,6,9,12	
23	INT	13		
23	EGO	26	Costs	
18	PRE	8		
10	COM	0	Char:	120 Base: 100
9	PD	6		+ +
8	ED	4	Powers:	149 Disad: 169
4	SPD	13		= =
7	REC	0	Totals:	269 269
36	END	0		
31	STUN	0		
Pts.	Powers	END		
10	Pistol: 1 ½d6 RKA OAF,Beam Effect,4 Clips of 8 Charges			
15	Grenade: 2 ½ d6 RKA EXP,OAF,1 charge			
24	Martial Arts: Commando Training.			
12	Armor +6 rPD, +6 rED, OIF			
9	Strength +12 (27 STR total) 0 END, does not add to figured stats, OIF Armor	(1)		
7	Presence +10, OIF Armor			
18	Flight 9" 0 END, OIF Armor			
5	Mental Defence: 13pts, costs END	1		
Skills				
15	Skill Levels: +3 with ranged combat.			
3	Tactics 14-			
3	Cryptography 14-			
5	Interrogation 14-			
3	Streetwise 13-			
3	High Society 13-			
3	Bureaucratics 13-			
3	Breakfall 12-			
3	Demolitions 11-			
3	Scholar.			
1	KS: Espionage 11-			
1	KS: World Politics 11-			
3	Languages: German(native), English (fluent w/accnt).			
100+ Disadvantages				
5	Enraged if obviously defeated foes remain defiant 8-, 11-			
20	Egocentric, Arrogant			
20	Believes in Nazi Theories			
15	Cruel and vicious			
25	Hunted by FBI 11-			
20	Hunted by Hyperion 8-			
5	Unluck: 1d6.			
15	Secret ID (operates undercover).			
44	Villain Bonus.			

Background: A Prussian aristocrat with military training, Von Schull was attracted by some elements of Nazi theory, particularly those regarding the master race, and became an elite agent of the Nazi government. Although he is skilled at personal combat, Von Schull pictures himself as a master planner rather than a fighter. He is brilliant, ruthless and possesses an indomitable will.

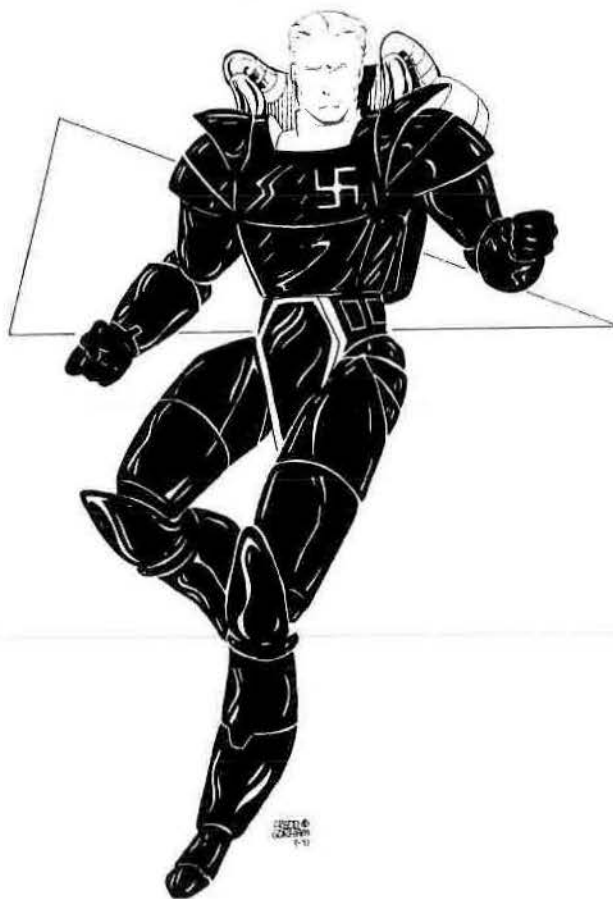
It is quite possible, and in keeping with comics tradition, that Von Schull can somehow survive the fire in this adventure against all odds. He could reappear later in the war, covering his hideously disfigured face with an iron mask. He would continue his work for the Nazi cause becoming their most infamous and feared special agent, the Iron Skull. He could still be alive decades later to revenge himself on the heroes he would blame for his scars.

Quote: "Ve have vays ov making you talk..."

Personality: Baron von Schull is a cruel man, delighting in the pain and suffering of those he feels are beneath him (which is the great majority of people in the world). He is ruthless in his work, and will let nothing get in the way of his goals. Oftentimes, he has his own agendas which correspond to his orders given to him from his superiors.

Powers/Tactics: If he can, Von Schull will let his stormtroopers do the fighting while he gives the orders. In case he is ever personally endangered he always tries to have a hostage handy (Dr. Temple in this adventure) which he will threaten with his gun or his grenades. The GM may wish to give Von Schull a ray gun as well.

Appearance: In this adventure Von Schull will appear wearing a set of "alien" stormtrooper armor without the helmet. He has blonde hair cut very short.



THE HIEROPHANT

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 5
13	BODY	6	Phases: 3,6,9,12
18	INT	8	
14	EGO	8	
23	PRE	13	
16	COM	3	
8	PD	5	
7	ED	3	
4	SPD	12	
7	REC	0	
23	END	0	
30	STUN	1	
Costs			
	Char:	102	Base: 100
		+	+
	Powers:	131	Disad: 133
		=	=
	Totals:	233	233
Pts.	Powers	END	
30	Multipower: 60 pts. only 30 pts without Tsurigra's grant of power(-1/2) must make magic roll		
2u	Flames of Fernack: 2 1/2d6 HKA	4	
2u	Vapors of Somulu: 4d6 NND defense is life support breathing	4	
2u	Hypnotic Eye: 8d6 Mind Control	4	
3m	Ward of Protection: Force Field +15rPd,+15rED	4	
7	Pistol: 1D6+1 RKA, OAF, 6 shots, Beam effect		
6	HA +2D6 to HtH attacks		
4	Skill Levels: +2 with pistol		
3	Persuasion 14-		
3	Sleight of Hand 13-		
5	KS: Stage Illusions 12-, Occult 11-		
3	Languages: Romany(native), German(fluent w/ accent)		
3	English(fluent w/accnt).		
26	Clairsentience:retroognition must hold something from person/scene(-1/2)		
10	Detect Magic, sense, range		
15	Luck: 3D6.		
7	Magic Skill 14-		
100+	Disadvantages		
20	2x PRE Attacks		
10	Unluck: 2D6		
15	Secret ID		
20	Hunted: Police 11-		
20	Fears Physical Injury		
15	Needs to ally himself with a greater power to advance his own ends (i.e., Tsurigra,Nazis,DEMON)		
10	Secretive and Mysterious		
23	Villain Bonus.		



Background: Herr Otto Phantz was a fraud and a con artist who used his knowledge of the occult, his mother's gypsy heritage and other more dubious skills to bilk foolish believers out of their money. In time, however, he came to truly believe in the power of the occult. Through his studies he developed the ability to wield real occult power.

Otto took advantage of the Nazi's interest in the occult to attach himself to the people he believes may soon rule the world. He also sought out even greater power through occult means. This brought him into contact with Tsurigra, who has found Otto useful and who channels a small amount of power to him.

Quote: "No, no, you can trust *me*..."

Personality: Otto, who now calls himself the Hierophant, is a cowardly little worm. He doesn't like to confront opposition personally. He would rather ally himself with a powerful individual or group and let them take or dish out the lumps. Otto thinks that he can then manipulate his allies to his own ends.

Powers/Tactics: If forced into combat, the Hierophant will turn on his force field and use his pistol. If that has no effect, he will try a mystic attack which will require him to lower his forcefield to +10rPD/rED. As the Hierophant will not have his pistol in Tsurigra's realm as it is a focus, he will be forced to attack with his magic there.

For use in a campaign GMs might want to change his multipower into a variable power pool but keep in mind that the Hierophant's number of available spells should be fairly limited.

Appearance: The Hierophant wears a formal tuxedo and a white turban with a large fake gem in its center.

TSURLGRA			
Val	Char	Cost	Combat Stats
40	STR	30	OCV: 10 DCV: 10 ECV: 5 Phases: 2,4,6,8,10,12
30	DEX	60	
23	CON	26	
20	BODY	20	
18	INT	8	
14	EGO	8	Costs Char: 195 Base: 100 + + Powers: 300 Disad: 295 = = Totals: 495 495
20	PRE	10	
6	COM	-2	
14	PD	6	
11	ED	6	
6	SPD	20	
13	REC	0	
46	END	0	
55	STUN	3	
Pts.	Powers	END	
168	Magic Pool: 112 pts, requires magic roll to change Possible Spell list		
100	Pain Wrack: 8d6 Ego attack ½ END	5	
100	Cloud of Pain: 8d6 INT Drain ½ END	5	
100	Giant Hands: 8d6 8 DEF entangle ½ END(+¼).	5	
56	Create: 2D6 major transform into anything(+1), ½ END,cumulative,continuous, only on objects or creatures native to a universe ruled by Tsurelgra(-1)	5	
56	Control: 60 STR TK ½ END only on objects from universe ruled by Tsurelgra(-1)	5	
82	Corrupt Land: 1d6 transformation to demonic realm.12km radius(+4), cumulative	8	
45	Clairsentience: sight,hearing, other dimensions		
14	Send: Extradimensional Movement to Earth (20pts) through time(20pt) 8x mass(15pt) cannot travel itself (-1) only while gate is opened from other side(-2)	5	
22	1D6 HKA (2D6 w STR), penetrating	2(4)	
20	Levels: +2 Overall		
8	Growth: 1 level always on, 0 END persistent		
9	Armor: 3 rPD, 3 rED.		
32	Damage Reduction: ½ x normal physical, energy attacks only in universe ruled by Tsurelgra (-¼)		
20	Regeneration: 2 BOD/ turn.		
9	Mental Defence: 15 pts		
80	Shape Shift : 25 pts, 0 END persistent		
6	COM up to 20 or down to -10.		
27	Magic Skill on 26.		
100+	Disadvantages		
20	2x Mind Scan, Ego Attack		
10	2x STUN from Light based Attacks		
15	3D6 From contact with Holy items		
15	Honors its word for 666 fortnights		
20	Driven to conquer the multiverse		
15	Underestimates mortals		
5	Hunted by The Masque 8-		
20	Trapped in its prison universe		
10	Takes STUN from Flash attacks		
464	Demon Lord Bonus		

Background: Eons ago, Powers Unknown imprisoned this unspeakably evil being within a single dimension of the multiverse. They constructed powerful mystic wards to prevent its escape. Since then, Tsurelgra has gained total control over that universe. It can manipulate all matter and alter or destroy lifeforms native to there at will. Tsurelgra itself has no set form and simply chooses its form as it desires.

It has been seeking an escape to conquer new universes

for millennia now. Though vastly powerful, it cannot pierce the confining wards. It takes great power for it to communicate with or perceive Earth, let alone project even a small portion of its power to Earth. When Tsurelgra is met in this adventure, it has been exerting itself for months to engineer the conditions necessary for its escape. Its power is reduced due to exhaustion. Should Tsurelgra ever reach Earth, the planet and quite possibly the universe would face a dire threat.

Quote: "Come, mortals, face me and die!"

Personality: Tsurelgra is a powerful demon, and horribly evil. The way it thinks and acts are so alien it is almost unfathomable to humans, and does not act in ways that are always understandable. It does, however, almost always react evilly, selfishly and viciously. Tsurelgra possesses a strange code of honor. It will honor its promises and debts. It will permit any being or group of beings to challenge it once and feels bound to meet that challenge with fair stakes. However, Tsurelgra completely regenerates its own body every 666 fortnights and then, as it is a completely new creature, it does not feel bound by vows made by former incarnations. It will not however, forgo revenge for any slights suffered by former selves.

Powers/Tactics: Tsurelgra prefers to use its magic powers to animate sections of its universe into giant hands (its entangle) or walking servants which it sends against its victims.

If forced into personal combat it will use its spell pool. Tsurelgra always tries to take prisoners alive so that it can torture them and later use their souls for a powerful spell.

Appearance: Tsurelgra looks like whatever Tsurelgra wants to look like. In this case, it appears as a large beautiful naked female with ebony skin, pointed ears and large horns curled like a ram's.



TSURLGRA'S GHOST MINIONS

Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 5
14	DEX	12	DCV: 5
8	CON	-4	ECV: 3
3	BODY	-14	Phases: 4,8,12
8	INT	-2	
8	EGO	-4	
13	PRE	3	
2	COM	-4	
2	PD	0	
2	ED	0	
3	SPD	6	
4	REC	0	
24	END	4	
12	STUN	1	
Pts.	Powers	END	
60	Entangle 12 Def, only 1 Bod(-1/2), one person at a time(-1) 1/2 END, OAF Mystic Chains	3	
30	Desolid usable against others, only vs persons entangled, astral form, 0 END persistent, OAF Mystic Chains		
8	Flight, usable against others, only vs persons entangled in chain(-1), OAF Mystic Chains	1	
4	+2 OCV w chain entangle		
64	Desolidification always on, 0 END, persistent, affected by magic		
11	Remove always on limitation on desolid (16 pts), costs END	3	
30	Detect: Lifeforce sense (5pt) range(5pt) targeting (20pt)		
9	+3 with Detect		
5	Infrared Vision		
12	Flight 6"	1	
30	Life Support: total.		
100+	Disadvantages		
10	1 1/2 X BOD from Light Based attacks		
15	2D6 STUN from Flash, Light attacks		
10	1D6 BODY from Flash, Light attacks		
10	Takes BODY from EGO attacks		
25	Obedient to Tsurlgra fully, all the time		
25	Distinctive Features not concealable, extreme reaction		
10	Public ID		
54	Villain Bonus		

This write up reflects the so-called ghost minions as they appear on Earth. In their home dimension they are quite solid and not powerful. They are completely subject to Tsurlgra's will, as are all natives to that universe, and live in abject terror of its displeasure. They are unintelligent and would never consider revolt.

Tsurlgra has provided them with their chains and instructions for their task in this adventure. Please note that the ghosts must become solid to attack.

TSURLGRA'S CHAMPIONS

Tsurlgra has manipulated, altered and combined lifeforms within its control to create these champions. They are all completely subject to its will. Tsurlgra can change them, preserve them or destroy them at will following this adventure.

The GM may wish to create personalities for these creatures, but fear and deference to Tsurlgra are built into them. Otherwise, they are almost uniformly evil and corrupt. As always, the GM should adjust the numbers and powers of the champions to fit his campaign.

SPITZAUER

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 8
23	DEX	39	DCV: 8
23	CON	26	ECV: 4
8	BODY	-4	Phases: 2,4,6,8,10,12
10	INT	0	
11	EGO	2	
15	PRE	5	
2	COM	-4	
12	PD	10	
15	ED	10	
6	SPD	27	
7	REC	0	
48	END	1	
25	STUN	0	
Pts.	Powers	END	
36	Acid Spit: 2D6 RKA Penetrating, 12 charges		
30	Talons: 2D6 HKA (2 1/2 D6 w STR)	3(4)	
24	Skill Levels: +3 with Combat		
10	360 Degree Vision.		
5	Flash Def: 5 pts		
5	Mental Def: 7 pts.		
27	Armor: +9 rPD, +9 rED.		
19	Flight: 15" OAF wings, 1/2 END	1	
100+	Disadvantages		
20	Overconfident		
20	Likes to Kill		
25	Subject to Tsurlgra's Orders.		
5	-3 to DEX rolls when not flying		
25	Distinctive Looks		
20	Hunted by Demon Hunters 8-		
53	Demon Bonus.		

Spitzaur is a winged reptilian creature with multi-faceted compound eyes, sharp talons and is capable of spitting acid.

CROAKER						
Val Char Cost			Combat Stats			
15	STR	5	OCV: 8			
23	DEX	39	DCV: 8			
18	CON	16	ECV: 3			
10	BODY	0	Phases: 3,5,8,10,12			
9	INT	-1				
8	EGO	-4				
15	PRE	5				
2	COM	-4				
10	PD	7				
11	ED	7				
5	SPD	17				
7	REC	0				
36	END	0				
27	STUN	0				
			Costs			
			Char:	87	Base:	100
				+		+
			Powers:	145	Disad:	132
				=		=
			Totals:	232		232
Pts.		Powers			END	
21	Paralyzing Venom: 1 ½D6 Transformation cumulative (+½) continuous, rPD defends against it (-1 ½), no range, 4 clips of 6 charges,each continuous attack must use a full, clip, no reload time, carried by talon attack					
10	Talons: 2D6 HKA (3D6 w STR)					3(4)
42	Gas Cloud: 5D6 NND, 1 Hex area, no range charges which last 1 turn each, Defence:self-contained breath					8
4	Skill Levels: +2 OCV with Leaping to hex					
5	Infrared Vision					
5	Flash Def: 5 pts					
20	Damage Reduction: ½ Normal Physical					
20	Regeneration: 2 BOD/Turn					
18	Superleap: +9" (12" total)					2(3)
100+ Disadvantages						
20	2D6 from Water					
25	Subject to Tsurlgra's Orders					
20	Likes to Kill					
20	Overconfident					
25	Distinctive looks					
20	Hunted by Demon Hunters 8-					
2	Frog Demon Bonus					

Croaker is a frog-like creature with talons that carry a paralytic poison. It is also capable of belching forth gaseous fumes.

CORRUPTOR				
Val	Char	Cost	Combat Stats	
0	STR	-10	OCV: 4	
11	DEX	3	DCV: 4	
13	CON	6	ECV: 3	
10	BODY	0	Phases: 3,5,8,10,12	
8	INT	-2		
8	EGO	-4		
20	PRE	10		
0	COM	-5		
4	PD	4		
4	ED	1		
5	SPD	29		
3	REC	0		
26	END	0		
45	STUN	28		
Costs				
Char:		61	Base:	100
		+		+
Powers:		202	Disad:	163
		=		=
Totals:		263		263
Pts.	Powers			END
35	Corruption Attack: 1d6 Transformation,			
7	cumulative(+½), 0 END 1 hex area, no range			
	1d6 NND, 1 hex area 0 END, no range, linked to			
	Transform, defense is enough Power DEF to stop			
	transformation			
4	Skill Levels: +2 OCV Corruption Attack.			
4	Armor: 3 rPD			
120	Damage Reduction: 3/4 resistant,			
	physical and energy attacks			
20	KNB Resistance: -10 KNB.			
12	Flight: 6"			
100+ Disadvantages				
25	Subject to Tsurlgra's orders.			
20	Overconfident			
25	No solid body			
25	Distinctive Looks			
20	Hunted by Demon Hunters 8-			
48	Demon Bonus			

Corruptor appears as a gaseous mist which envelopes its targets. As well as doing damage, it can alter the very nature of its victims to become evil servants of Tsurlgra. The transformation can be reversed by purifying magical rites or spells. It is possible that holy water and blessing might be sufficient.

KALISH			
Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8 DCV: 8 ECV: 3 Phases: 2,4,6,8,10,12
23	DEX	39	
23	CON	26	
10	BODY	0	
10	INT	0	
10	EGO	0	Costs Char: 131 Base: 100 + + Powers: 127 Disad: 158 = = Totals: 258 258
15	PRE	5	
18	COM	4	
14	PD	10	
15	ED	10	
6	SPD	27	
9	REC	0	
46	END	0	
32	STUN	0	
Pts.	Powers	END	
27	Swords: 1D6+1 HKA AP(2D6K AP w STR), armor piercing, OAF, 0 END	0(2)	
11	Armor: 9 rPD, 6 rED activates on 14, OIF	4	
4	Skill Levels: +2 OCV with Sword.		
10	+2 w/ HtH.		
5	Mental Def: 7 pts.		
5	Extra Limbs: 4 extra arms.		
25	Spatial Awareness.		
40	Teleportation: 20"		
100+	Disadvantages		
25	Subject to Tsurigra's Orders		
20	Overconfident		
20	Likes to Kill		
25	Distinctive Looks		
20	Hunted by Demon Hunters 8-		
48	Six-Armed Demon Bonus		

Kalish is a 6 armed snake woman who wields swords and wears armour. She has the ability to teleport.

GOOMAX			
Val	Char	Cost	Combat Stats
40	STR	30	OCV: 5 DCV: 5 ECV: 2 Phases: 3,6,9,12
14	DEX	12	
23	CON	26	
12	BODY	4	
8	INT	-2	
5	EGO	-10	Costs Char: 86 Base: 100 + + Powers: 202 Disad: 188 = = Totals: 288 288
15	PRE	5	
0	COM	-5	
13	PD	5	
10	ED	5	
4	SPD	16	
13	REC	0	
46	END	0	
44	STUN	0	
Pts.	Powers	END	
15	Elemental Control: Gooney Body.		
a-25	3/4 Normal Damage Reduction, Physical only.		
b-10	2D6 NND, Damage Shield, Linked to entangle 0 END		
c-117	Entangle: 10 DEF, only 1 BOD(-½), damage shield always on, 0 END persistent		
16	KNB Resistance: -8"		
8	Skill Levels: +4 with Grab OCV.		
11	Mental Def: 12 pts		
100+	Disadvantages		
25	Subject to Tsurigra's Orders.		
10	-3 to DEX rolls		
5	-3 to INT rolls (10 pts x ½)		
20	Overconfidence		
20	One Track Mind		
25	Distinctive Looks		
10	Public ID.		
20	Hunted by Demon Hunters 8-		
50	3D6 STUN and BODY from water each phase.		
3	Bonus		

Goomax is a roughly humanoid golem-like figure. Its body radiates debilitating fumes. Anything which touches its gooey semi-solid body is stuck to it. Goomax prefers to grab foes and pull them into its body where they suffocate. It is nearly mindless.

GIGANTIX			
Val	Char	Cost	Combat Stats
50	STR	10*	OCV: 5 DCV: 1 ECV: 3 Phases: 3,6,9,12
15	DEX	15	
23	CON	26	
22	BODY	12*	
8	INT	-2	
8	EGO	-4	Costs Char: 152 Base: 100 + + Powers: 73 Disad: 125 = = Totals: 225 225
40	PRE	30	
8	COM	-1	
25	PD	21	
27	ED	22	
4	SPD	15	
9	REC	0	
50	END	2	
50	STUN	6	
Pts.	Powers	END	
4	Club: +2D6 OAF, 0 END		
40	Growth: 30 pts always on, 0 END persistent height=8m, reach=3", -6 KB, -4 DCV, 6.4 tons		
10	Skill Levels: +2 Hand to Hand combat		
4	+2 with Club OCV		
15	Mental Def: 17 pts		
100+ Disadvantages			
25	Subject to Tsurigra's Orders.		
10	-3 to INT rolls		
20	Overconfidence		
20	Likes to Kill		
20	Enraged: at those who do him BODY damage 14-, 11-		
25	Distinctive Looks		
20	Hunted by Demon Hunters 8-		
15	Giant Demon Bonus		



Gigantix is a huge humanoid armed with a club.

THE MASQUE

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
17	DEX	21	DCV: 6
13	CON	6	ECV: 6
10	BODY	0	Phases: 3,6,9,12
18	INT	8	
18	EGO	16	
13	PRE	6	
12	COM	1	
8	PD	5	
8	ED	5	
4	SPD	13	
6	REC	0	
26	END	0	
24	STUN	0	

Costs

Char:	84	Base:	100
	+		+
Powers:	278	Disad:	262
	=		=
Totals:	362		362

Pts.	Powers	END
75	Variable Power Pool:50 pts (80 pts with mask) magic roll to change SPELL LIST: active cost/real cost	
48	Chains of Gniptra: 6d6 Entangle, gestures	6
48	Light of Purity: 12d6 EB gestures	6
31	Images of Ab: sight and sound (10pt) -7 to PER (21pt)	3
30	Shields of Shabarra: Force field +15 rPD/rED	3
75	Spell of Banishment/Return:XD movement anywhere, 8xmass	7
70	Invisibility: all sight,hear,smell,unusual no fringe	7
48	Forgetfulness: 3d6 cosmetic transform 64"radius cumulative (+1/2), gestures	7
20	Thought Sending: 4d6 telepathy	2
60	Locate: 12d6 Mind Scan	6
40	Truth: 12d6 Mind Control, only to speak the truth (-1/2)	6
9	Magic Skill on 15 (on 24 with mask on).	
40	+30 pts in magic pool, OIF lim only affects control cost, OIF Mask.	
11	+17 PRE (PRE=30 for the Masque), OIF Mask	
3	Removes END cost on Mental Def, OIF Mask	
12	+9 to magic skill rolls (or gives magic skill at +6 if the wearer doesn't already have magic skill), OIF Mask	
20	Detect: Occult Power on 13, sense, range, targeting, OIF Mask	
9	30 points needed for Astral Projection, OIF Mask	
22	Astral Projection: Desolid leaves body, linked to invisibility 0 END, affected by magic, OIF Mask	
21	0 END on Invisibility Spell(37pts) only when in astral form(-1/4), OIF Mask	
6	Cloak of Levitation: 6" Flight, OAF(-1)	1
15	Prawn-Tey:	
	M. Strike 0 +2 5d6	
	M. Throw 0 +1 3d6+ v/5	
	M. Dodge — +5 Dodge, Abort	
	M. Escape 0 0 +15 STR vs. Grabs	
7	Mental Def: 15 pts costs END (note: 0 END with mask on)	1(0)
3	Breakfall 12-	
3	Climbing 12-	
3	Stealth 12-	
3	Simulate Death	
5	Languages: English(native), Nepalese(fluent w/ accent), Hidustani(simple)	
9	Scholar: Occult 14, India 11-, the Himalayans 11-.,	
2	Anthropology 11-, Other universes along 5th dimension 11-	



100+ Disadvantages

20	3D6 STUN when astral form returns to body
15	Code vs Killing
20	Protective of innocents
5	Aloof
5	Acts to preserve the natural balance from the occult
5	Unusual Looks 8-
10	DNPC: girlfriend, normal 8-
20	Hunted by Hierophant 8-
20	Hunted by Evil magician 8-
15	Secret ID.
127	Experience Bonus

Background: Adam Warden was an anthropologist and adventurer, who in the early 1920s explored the Himalayan Mountains of Tibet and Nepal, searching for Shangra-La. He found a small lamasery hidden within the mountains. All of the lamas had been slaughtered by members of the dread Cult of Kali. Despite torture, none of the lamas had revealed the hiding place of their most sacred artifact, the Mask of Wisdom and Power. One of the lamas clung to life long enough to tell Warden the hiding place before expiring. The mask itself is sentient, possessing knowledge and power. When Warden donned the mask, he was able to use its power to escape the cultists.

In the years since, the mask has taught him a great deal so that he is a competent sorcerer even without the mask. When he wears the mask he can also draw upon its power and knowledge to be very formidable. Calling himself the Masque, he now acts to protect the Earth from occult menaces.

Quote: "No, I shall do it."

Personality: Quiet and serene, the Masque changes when in battle. He explodes in a fury of magical powers, striving hardest of all to ensure that no innocents will be harmed by those who would misuse the powers that be.

Out of combat, the Masque says little. He has no allies and therefore has become very self-reliant (and, of course, reliant on the Mask). His actions are quite unpredictable by others. It is certain that he will do the "good" thing, it is just never certain how he will do it. Those few that know him say that the Mask has greatly changed his personality and his way of thinking.

Powers/Tactics: Although the Masque has been instructed in the ancient martial art of Prawn-Tey by his mask, he usually relies solely on his magic. Without this mask, however, his powers are fairly limited.

In combat, the Masque will first put up his Shields of Shabarra spell. These shields are small floating disks which hover around him and can intercept any incoming attacks. They can grow to whatever size the need to be so they are effective against area effect attacks.

Then, the Masque will choose an appropriate spell to defeat his enemy with the least amount of force and bodily harm necessary. When he has defeated an occult menace, the Masque will banish it from Earth with his extradimensional travel spell. As this spell cannot be used against others in combat, the Masque must first force the menace to submit or render it unconscious/immobile.

Appearance: The Masque wears loose fitting black clothes emblazoned in white. The mask itself is pure white with no eyeholes or any other features apparent on it. The mask covers his face entirely, but not his black hair. The masque also wears a high collared, flowing white cape.

THE EVALUATORS				
Val	Char	Cost	Combat Stats	
5	STR	-5	OCV: 3	
10	DEX	0	DCV: 3	
10	CON	0	ECV: 8	
10	BODY	0	Phases: 6,12	
25	INT	15		
25	EGO	30		
10	PRE	0	Costs	
10	COM	0		
5	PD	4	Char: 47	Base: 100
5	ED	3	+	+
2	SPD	0	Powers: 244	Disad: 191
3	REC	0	=	=
20	END	0	Totals: 291	291
17	STUN	0		
Pts.	Powers			END
56	Multipower			
11m	Mind Scan 5d6, +15 to roll			6
11m	Telepathy 11d6			6
11m	Telekinesis 30 STR, fine manipulation, affects all parts(-1/4)			6
11m	Force Wall 9rPD,9rED 1/2 END			2
45	Mental Defence: 20 pts usable by 2 others at range			
5	Extra Limbs: 4 arms, 2 legs			
Skills				
7	Computer Programing 16-			
7	Paramedic 16-			
13	Electronics 16-			
13	Mechanics 16-			
13	Navigation 16-			
3	Scientist			
4	SC: Biology 16-			
4	SC: Genetics 16-			
2	SC: Astronomy 14-			
2	SC: Chemistry 14-			
2	SC: Physics 14-			
2	Transport Familiarity: Space Vehicles			
3	Absolute Time Sense			
3	Bump of Direction			
3	Lightning Calculator			
3	Speed Reading			
10	Eidetic Memory			
100+ Disadvantages				
15	Scientific Curiosity			
20	Pacifistic			
15	No hearing organs			
15	Hunted by lizardmen/hostile aliens 8-			
20	Dist. Looks			
106	Alien Scientist Bonus			



Background: These aliens have come to Earth to study and perhaps influence the evolution of intelligent life. They may be responsible for the presence of Neanderthals in North America. As they communicate mentally they have no real name for their race and refer to themselves as the "Evaluators".

They will be evasive as to why they evaluate things ("What else should we do?") or what happens after their evaluations ("How can it be known what will happen in the future?"). As their thought processes are alien, the heroes should never know whether there is a hidden reason behind their studies.

Communicating with the Evaluators is complicated by the fact that they only express themselves using questions and never simply make statements ("Might we be here to study evolution?") Their brains are much more developed than their bodies and they prefer to do every thing mentally if they can. They usually stand totally still while they use telekinesis to to their mysterious work. They are very curious and can stare for hours at a blade of grass, learning all they can about it. Although the heroes meet the evaluators in the distant past, their race might still exist and return to Earth later in the campaign for some mysterious scientific reason.

Quote: "Perhaps you will not harm us, as we mean you no violence?"

Personality: A curious race which seeks nothing but knowledge, the Evaluators place science, and its concerns, over all else, even their own safety. Being pacifists does not make them cowards, as can be seen by their courage to go forth into the unknown in order to study and to discover.

Powers/Tactics: The Evaluators are pacifists. They will never attack or try to hurt living creatures. If attacked they will use their telekinesis or force wall to protect themselves without hurting their attackers. They have nothing against the use of violence by other species. They can also protect others from mental attacks because their Mental Defence is usable on up to two others, in addition to themselves.

Appearance: The Evaluators are grey insectoids with 2 legs and 4 fully functional arms. They are 5 feet tall and thin except for an oversized head. Their only sensory organs are compound eyes which face forward unlike on Earth insects. They wear garments and a belt of a white woven substance unknown on Earth. From the belt hang many tiny instruments of indecipherable purpose.

TEMPUS' DESTRUCTOIDS			
Val	Char	Cost	Combat Stats
40	STR	30	OCV: 8 DCV: 8 ECV: 0 Phases: 3,5,8,10,12
23	DEX	39	
0	CON	-20	
10	BODY	0	
10	INT	0	Costs Char: 73 Base: 100 + + Powers: 559 Disad: 532 = = Totals: 632 632
0	EGO	0	
25	PRE	15	
10	COM	0	
0	PD	-8	
0	ED	0	
5	SPD	17	
8	REC	0	
0	END	0	
0	STUN	0	
Pts.	Powers	END	
88	Multipower: 110 pts		
9u	12d6 EB [8D6 affects desolid] 0 END —Plasma Blast		
9u	8d6 EB Armor piercing, explosion, 0 END, loses 1D6/2" — Magnetic Pulses.		
5u	4d6 RKA Armor piercing, burnout on 13 or above — Laser.		
6u	Darkness 7" radius impervious to sight group, 8 charges that last, 1 turn each, removed by wind,ventilation — Smoke Grenades		
9u	3d6 Flash 4" radius area effect, 16 charges, affects sight group,radio group,hearing — Ion Grenade .		
5u	4d6 NND, uncontrolled, 6 charges that last 1 turn each defense is not having to breathe or holding breath(no recovering), 5" radius area effect, Gas can be removed by wind,ventilation etc. — Gas Grenade		
6u	3d6 Entangle DEF 3, 1 hex area effect(+1/2), 16 charges, impervious to sight group,radio group.— Quick hardening semiconductor spray coating.		
3u	1d6K 5" radius area effect, attack vs limited defense, defense is Power Def, affects desolid, 16 charges, only affects electronics(-1), personal immunity — Electromagnetic Pulse.		
4u	Images: 1 hex, affects sight group,radio group -6 to PER roll to see through illusion, 0 END, no range — Holographic Cloaking Device.		
60	Automaton: only takes BODY		
90	Armor: 10 rPD, 10 rED 3x cost because automaton		
12	Flash Def: 6 pts sight and radio groups.		
5	Power Def: 5 pts		
20	0 END on STR		
12	KNB resistance: -6" (6.4 tons).		
19	Life Support: no need to breathe, immune to disease,vacuum,radiation.		
60	Multipower: 60pts		
6u	Flight: 20" 0 END		
6u	Tunnelling 6" through 6 DEF, can fill in tunnel behind, 0 END		
20	360 Degree: sight group, radio group		
15	Radar Sense.		
10	High Range Radio Hearing		
5	Ultravision: Light intensifiers		
9	+3 PER all senses.		
56	COMPUTER BRAIN (INT=10, DEX=23, SPD=5)		
4	KS: Tactics 13-		
4	City Knowledge 13-		
2	Hero Team 11-		

100+	Disadvantages
10	2x effect from images that affect both sight and radar
5	Does not heal.
10	Can only be programmed for combat (i.e., attack,defend,capture)
10	Every 6D6 in a gravity attack drains 3D6 active points from DEX
5	No sense of smell or taste
20	2D6 from intense magnetic fields, every phase.
20	1D6 when in full coverage entangle or when exposed to extreme heat every phase
20	Distinctive looks: not concealable, always noticed
432	Robot Bonus

Background: From an armory in the distant future come these awesome war robots. Tempus has stolen and reprogrammed them so that they exist for only one reason: to do his bidding. As they are limited to combat programming this bidding is limited to doing Tempus' fighting for him and not his housework. Around his lair they are programmed to protect him from any attack and to destroy any intruders.

Powers/Tactics: When the heroes first encounter the Destructoids they will be on capture missions and will not be trying to kill their targets. On such missions they use their tunneling or holographic camouflage to get close to their targets, and attack suddenly, while using their high range radio to jam any calls for help. They prefer to use their plasma blast against single targets, but against any hard to hit or hard to hurt targets they will use their armor piercing magnetic explosions. Against electronic foci users they will start with an electromagnetic pulse to destroy those foci. Only foci with power defense built into the foci (and not into the hero) have any defense against this. The GM may wish the EMP to also affect electrically powered persons but in this case it would do stun only. As Tempus has no way of replacing their charges, they try not to use their other weapons but will if necessary to quickly defeat a troublesome foe. Tempus has programmed them with information about the heroes so they may know many of the heroes' weaknesses. They will attack each hero as effectively as possible, such as by flying out of the reach of a hero stuck on the ground and blasting him.

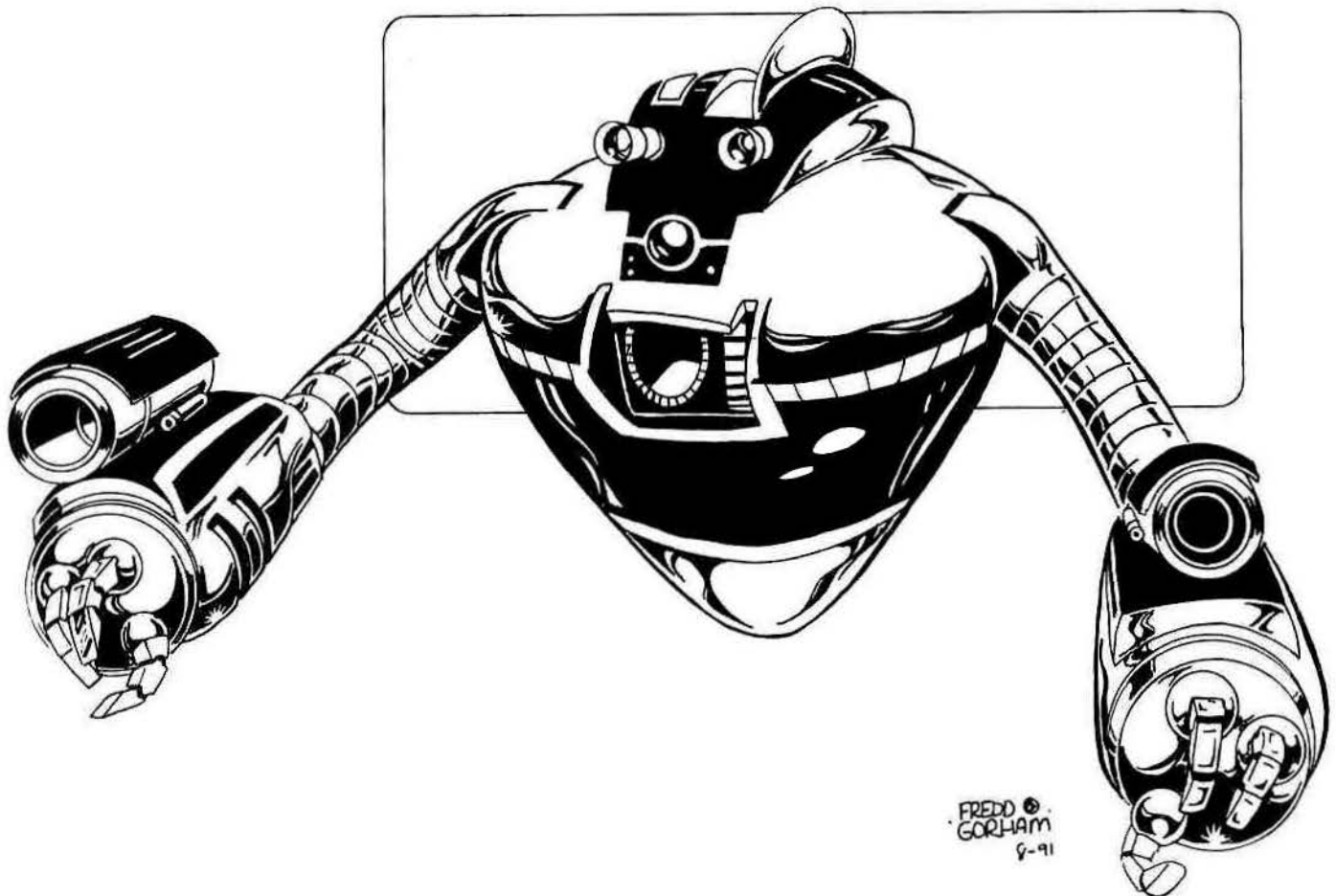
In the final confrontation, the Destructoids will refrain from using any area effect attacks including the EMP while Tempus is still around and could be hit. They will simply use their blasts to eradicate the heroes.

The Destructoids only use their laser as a last resort and only against targets that cannot otherwise be damaged. They are programmed to avoid using it unless necessary because of its tendency to burnout.

The Destructoids have several weaknesses. Their gyroscopes can be thrown off by gravity powers. They will overheat if entangled or exposed to extreme heat.

They are susceptible to intense magnetic fields. Finally, as they cannot really think, they easily believe images that affect all their senses.

Appearance: A Destructoid is a squat hovering robot with two arms. The plasma blasts are emitted from cannons on the sides of its arms. The laser is emitted from a lens in the middle of its body. The magnetic explosions originate from twin beam weapons located on its head where eyes would be on a human. The explosion occurs where the beams cross. The various grenades are launched out of a port where a mouth would be on a human. The entangle is sprayed from its hands. They are painted in flat combat colors: olive drab, brown and black.



TEMPUS, MASTER OF TIME			
Val	Char	Cost	Combat Stats
10	STR	30	OCV: 5 DCV: 5 ECV: 6 Phases: 4,8,12
14	DEX	60	
13	CON	26	
10	BODY	20	
25	INT	8	
18	EGO	8	Costs Char: 74 Base: 100 + + Powers: 210 Disad: 165 = = Totals: 265 265
13	PRE	10	
10	COM	-2	
7	PD	6	
5	ED	6	
3	SPD	20	
8	REC	0	
26	END	0	
25	STUN	3	
Pts.	Powers	END	
33	Elemental Control: Time Manipulation 50 active points OIF		
29	Extra-dimensional Movement: 1 min ahead in time (40pts), ranged usable against others, OIF, 12 charges (100 active pts)		
39	+33 DEX, +9 SPD OIF, 1 charge lasts 1 turn(1¼) (189 active pts) SPD=12, DEX=47, DEX roll 18-		
20	Force Field 1: 10 rPD, 10 rED, OIF, must still have pips in force field 2 END Reserve, 0 END persistent		
13	Force Field 2: 10 rPD, 10 rED, OIF, works off END Reserve		2
2	END Reserve: 24 END, 1 REC OIF		
5	Mental Def: 12 pts, costs END		1
Skills and Talents			
10	Eidetic memory		
3	Computer programming 14-		
3	Inventor 14-		
5	Electronics 12-		
3	Scientist:		
2	SC: Temporal Physics 14-		
2	SC: General Physics 14-		
2	SC: Mathematical Physics 14-		
2	SC: Mechanical Engineering 14-		
2	SC: Electrical Engineering 14-		
2	SC: Force Field Engineering 14-		
2	SC: Teleportation Engineering 14-		
1	SC: Extradimensional Physics 11-		
3	History 14-		
2	City Knowledge 11-		
4	Linguist: English(native), Latin (conversational,literacy)		
2	German, French (both completely fluent w/ accent,literacy)		
100+	Disadvantages		
10	1 ½x effect of Illusions and Images		
15	Impatient,fails to think things through		
15	Hunts Hero group		
15	Paranoid		
15	Refuses to accept any blame lies in himself		
15	Near Sighted		
15	Unluck 3D6		
15	Secret ID		
60	Timelord Bonus		

Background: Tempus was born in the latter half of the 20th century, but has used his mastery of time travel to visit many times, and freely uses technology and advanced science from the future to assist his endeavors. He has created a number of devices based on his knowledge of time and arrogantly calls himself the Master of Time.

Knowing that the heroes' time travelling adventures will cost him dearly, Tempus attempted, in the first part of this adventure, to prevent them from ever travelling through time.

Unfortunately, he failed and paid the price.

Now he has dedicated himself to furthering his research and revenging himself on the heroes. Further details about Tempus' origin are contained throughout this adventure.

Although they are not listed on his character sheet, Tempus always has access to various time machines or teleport devices and also can use agents and devices from other time periods to further his plans. Thus he is much more powerful than his point total indicates. Tempus' impatience with detail and his unluck will always leave some flaw in his elaborate schemes that clever heroes can use to thwart him. Once a plan has failed, Tempus will discard it and go on to something different rather than analyze its failure and improve it.

Quote: "Now, at last, you shall know the power of Tempus!"

Personality: Tempus has gone slightly mad since his fairly humble beginnings, and now his genius is clouded with thoughts and schemes of revenge. He believes that all that happens throughout time effects him in a personal way, and he blames everyone for what he has become.

Powers/Tactics: Tempus avoids personal confrontations with the heroes. Unlike many master villains, he knows that he cannot win a prolonged battle. He prefers to work through pawns, agents and traps. If attacked, he will abort his next action to turn on his force field and use his time manipulation powers to speed up time around himself. He will then race to a time machine, teleporting anyone blocking his way one minute ahead in time. Once he reaches his time machine he will escape to plot anew. His time manipulation powers are controlled through an electronic belt. The circuitry for each function burns out after a certain number of uses. His force field generator is worn as a harness visible under his lab coat. It will function so long as there is a minimum level of charge in the power pack. It can operate at maximum output for a short time but once the charge is drained below the minimum level, the force field generator will cease to function at all.

Appearance: Tempus dresses simply as a scientist in a lab coat. Underneath the coat, however, his electronic time manipulation belt and force field harness are visible. When in operation, the force field harness will surround him with crackling blue energy while the time manipulation belt will make him appear blurry with speed. Behind his glasses, the glint of madness can be seen in his eyes.



MASTER WU

As long as folks can remember Master Wu has worked out of the back of that small shop in Chinatown. In fact if the heroes visit the shop after returning to the present they will find Master Wu still there. He is still old and wise in the ways of the world. The only differences are that his rates are now about fifty dollars per consultation and there is a different "granddaughter" minding the shop out front.

Master Wu is a vast source of mystical knowledge. If he doesn't know the answer he knows where it can be found. He can also give wise advice about most personal problems. Unfortunately, his advice is often vague or in the form of questions or riddles. In this adventure however he senses the great natural disturbances being caused by the heroes' presences and will be unusually frank.

Master Wu has never been known to exhibit any actual use of magic or martial arts. It is not known whether this is because he doesn't possess the skill to do so or because he has dedicated his long life to meditation and the pursuit of knowledge. There are no stats given for Master Wu because he has risen above that sort of thing.

ANIMALS AND EXTRAS

Tyrannosaurus Rex

This huge bipedal carnivore is about 12m long, 5.5 m high and weighs about 8 tons. Its head alone is about 6 ft long. It walks hunched down low, sticking its tail out for balance, but will rear up to confront flyers.

It will attack anything large or annoying enough to get its attention. It can use its large tail or feet as a 9 1/2d6 1 hex area effect attack but it prefers to use its 6 inch teeth (not an area effect attack) if it can hit its target. Its relatively tiny arms are not very useful but will writhe around when it is angry.

Triceratops

This stoutly built quadruped is about 9m long and weighs about 12 tons. It has a bony head plate which protects its neck. It is usually a mild mannered herbivore but like a rhinoceros it can fight back if attacked or riled. Its main attack is using the three horns which stick forward out of its skull as a normal HKA or as a killing move through. Both do a max of 2 x (2d6 K) damage with its strength. It can also do a 9d6 1 hex area effect attack (trample) because of its size.

Pteranodon

These flying/gliding reptiles weigh only about 40 lbs but have a wingspread of 7 m. Because of their small attack, they are only a threat to normals in the crowd and characters without resistant defences. However, in a flock they can be quite a nuisance to flyers. They attack with a 1d6 K move-by. As it is unlikely that the heroes will be able to capture all of the pteranodons quickly before they spread out over the city, the heroes' city could become a nesting ground for pteranodons. They would be relatively harmless and feed off small birds, but to the city they would be both a unique attraction and a nuisance bigger than any pigeon or gull problem a city ever had.

Cave Bear

This is a very large and shaggy bear. They are notorious for not knowing when they are mortally wounded and will fight until they drop dead (-25 BODY). In combat they usually use their claws until their opponent is on the ropes when they will close in for a bear hug. If a character plays dead they will roll them around a bit, doing casual STR damage, and then wander off after an hour or so.

Wooly Mammoth

These are huge hairy elephants and behave similar to modern elephants. They are peaceful grazers and will ignore humans unless attacked. In defence they will use their deadly tusks to gore, their trunk to grab or their feet to trample(move through).

Sabretooth Tiger

Sabretooth Tigers (properly known as a Smilodon) are huge carnivorous cats, larger than modern tigers. They lie in wait for prey rather than stalk it.

They prefer to grab opponents with their foreclaws first and then gore the helpless prey with their large fangs or rake them with their hindclaws.

Neanderthals

These are big, hairy brutes. They know little of tender emotions and have no art beyond primitive cave paintings. Their language consists of only a few basic words. They will attack any humans from another tribe on sight and show no mercy. They will leave one of their own to die if he cannot walk. They are just beginning to develop superstitions and will regard superhumans as gods. Neanderthal bones have only been found in Europe and the Middle East so any hero with an anthropology skill may realize that finding Neanderthals in North America is a major find.

ANIMALS AND EXTRAS CHART

	STR	DEX	CON	BODY	INT	PRE*	PD	ED	SPD	STUN
Tyrannosaurus Rex	48	18	38	35	4	30+3d6	29/7r	20/4r	4	78
Triceratops	45	15	38	35	2	30+2d6	25/8r	20/4r	3	77
Pteranodon	-5	15	8	4	2	10+1d6	4	4	3	18
Cave Bear	33	20	25	25	5	20+2d6	18/5r	10/4r	3	54
Wooly Mammoth	45	16	28	35	7	35+2d6	18/7r	15/5r	3	72
Sabretooth Tiger	30	21	19	15	5	25+2d6	12	6	4	40
Neanderthal Man	20	10	18	14	8	10	5	4	3	34
Norsemen	15	14	15	10	10	13	6	6	3	26

	OCV/DCV§	Damage [‡]	Move	Special Abilities
Tyrannosaurus Rex	6/1	2 1/2 d6 HKA Bite	9" Run	3/4 rPD/rED damage reduction [‡] Growth: 40 pts
Triceratops	5/0	9 1/2 d6(1 hex) Tail/Foot 2d6 HKA Horns	9" Run	3/4 rPD/rED damage reduction [‡] Headcrest: +6rPD/6rED on 8- Growth: 40 pts
Pteranodon	5/7	1 1/2 d6 HKA Claw moveby	7" Fly	Shrinking: 10 pts. Levels: +2 w/moveby
Cave Bear	7/5	1 1/2 d6 HKA Claws/Bite	5" Run	Growth: 15 pts
Wooly Mammoth	5/1	2d6 HKA Tusks	12" Run	Growth: 35 pts
Sabretooth Tiger	7/5	1 1/2 d6 HKA Fangs/Claws	10" Run	Growth: 15 pts.
Neanderthal Man	3/3	1d6 HKA Hatchet/Spear	6" Run	
Norsemen	6/5	1 1/2 d6 HKA Axe	6" Run	Armor: +6rPD, 3rED on 11-

* Extra dice are for presence attacks only

§ Modifiers for Growth and Shrinking are already factored in

‡ The HKA damage for the animals can be doubled with STR but they also have the reduced penetration disadvantage. The HKA damage for the human weapons can be increased with strength but they have STR MIN = 13

‡ STUN only, BODY is calculated normally.

The GM should assume the above animals/humans have any abilities or skills they would be expected to have (e.g., the animals should have tracking scent and the romans should have knowledge of military tactics).

APPENDIX A — EXTRADIMENSIONAL TRAVEL

These are excerpts from a paper by Dr. A. Weiss and Dr. T. Temple entitled "Extradimensional Travel — A Theoretical Discussion of its Principles" from the *Journal of Abstract Physics*, Vol 42, Aug. 1987. *Sections in italics are designed for the GM, to assist in understanding and applying the "Laws of Time Travel" in game terms.*

THE NATURE OF REALITY IN 6-D

We are all familiar with the first 3 dimensions of SPACE: width, height and depth. The 4th dimension is TIME through which we all continuously and collectively move as we age. Some writers have postulated a theory that Time is like a tree and that each decision or random occurrence splits the timeline into branches. This would mean that Time is constantly branching at an exponentially increasing rate, creating a near infinite number of different universes equal in scope and energy to the first. This is clearly wrong. It violates the **law of conservation of energy**. The energy of one universe would have to be split among the branching new universes, leaving each branch with only a portion of the energy of the original universe.

The large number of random events and decisions (and thus branches) would have quickly reduced the energy of all individual branches to virtually zero, shortly after the Big Bang. Therefore Time is linear and is best visualized as a single string of connected events, past to present to future. True time travel is the movement of an object from one point on the line to another, forwards or backwards, bypassing the points in between.

The 5th dimension is that of other universes, often referred to as other "dimensions" by laymen, that are apparently connected to our universe to form a "multiverse." From these 5th dimensional universes come the so-called demons, gods and other "extradimensional beings" that have been reported by several paranormal groups. For example, Olympus, the legendary home of the Greek gods, is believed to actually exist and be one of these universes related to ours.

If our universe can be visualized as a string or strand in time, the multiverse can be visualized as a rope in which the strands of many universes are bound together and pass through time as a group at the same rate.

These related universes are often inaccurately described as "vibrating at a different speed" from our universe, but this is a misnomer since vibration is a concept of motion in the

three familiar space dimensions. These universes share the same time and space as our own but are actually displaced in the 5th dimension although it might be conceivable to use vibrations to pierce the dimensional barrier and travel to another universe. If sufficient energy and ability is possessed, an individual can travel from one universe to another along the 5th dimension. Although each of these related universes have space and time dimensions connected to our universe, they may have different physical laws and properties, perhaps drastically so. The traveller may therefore perceive time and space in a different manner than what we are used to in our universe. The effects of passing through time and space may differ as well. Travellers have reported having believed that they had spent days in another universe but upon return finding that they had been gone for only a few minutes. Their body metabolisms had accelerated, aging them and causing hair growth, as a reaction to the different physical properties in the other universe. Another reliable report described a universe that appeared warped and disjointed, with twisting pathways through an empty void and wormholes connecting apparently distant places. The observer stated that that universe was "like something out of a Steve Ditko comic."

Imagine now if you will, a 6th dimension which separates multiverses. Using our string analogy, along this dimension would be ropes parallel to but separate from ours. Each rope is a collection of related universes, a multiverse, with its own history. These multiverses contain the reported "alternate Earths" that we have shown are not branches of our own universe. Each shares a common space and time with ours but is displaced in the 6th dimension. If a person were to shift in the 6th dimension only, they would find themselves at the same point in space and moment in time as they started but in a multiverse with a different history. This alternate multiverse could be almost identical to our own with perhaps only miniscule differences or could also be very unfamiliar if its history was radically different. An alternate multiverse might contain an Earth on which the Roman Empire never fell. The universe of Olympus in that multiverse would almost certainly be different from our own Olympus.

The sum of all the multiverses is what we shall call the Omniverse. It contains everything known and anything or any point can be identified by its position along the axes of the 6 dimensions. And just as there are an infinite number of points on a line there are an infinite number of universes possible. It is possible that there are additional dimensions to the six we have discussed but we will not search for them at this time. These six are sufficiently challenging for the human mind to comprehend.

TIME TRAVEL

Time travel, however, poses theoretical problems greater than other extradimensional travel. While travelling forward in time is fairly simple, travelling backwards in time violates the scientific **Principle of Causality** which says that cause must come before effect and not after. An explosive detonation (cause) must come before the shockwave (effect). The shockwave cannot occur before the detonation. *This may seem like an obvious thing to declare a scientific law but it is actually used in Quantum Mechanics (a topic we will avoid)*

Causality is violated when somebody travels into the past and does anything. Even just walking around in the past results in an effect (air currents) occurring because of something that happened in the future (the character starting the time trip). If travel into the past is possible then the principle of causality must be violated and the time traveller must suffer some ramifications.

Our studies have led us to postulate the following "Laws of Time Travel," that would govern time travellers. They are similar to the established scientific 3rd law of thermodynamics, the 3 laws of motion and the Pauli exclusion principle. *GMs should note that extraordinary technology or magic may be able to shield a character from the effects of these natural laws, just as the law of gravity or the speed of light can be overcome. The GM must decide to what extent he will permit this. These laws were selected to encourage a maximum of opportunity for gaming fun with a minimum of GM headaches. However, GMs may have good reasons to depart from them*

• THE LAW OF TEMPORAL DYNAMICS

The energy (dE) required to travel a distance (dT) through time follows the differential equation: $dE = dT / T$. Thus by no finite series of temporal translations is the absolute zero time (T=0) attainable.

The closer you get to the beginning of time, the more energy it takes to go farther back. For short trips of less than a billion years the energy required will be roughly proportional to the distance. *It would take an infinite amount of energy to go beyond the dawn of time and players only dream of that. Thus characters cannot travel to before T=0 and create theological nightmares for the GM.*

• THE THREE LAWS OF HISTORICAL MOMENTUM

1. The course of history remains constant unless acted upon by an outside force. Once acted upon, it changes as little as possible and eventually returns to a virtually identical course.

History can be changed by a time traveller but it will adjust itself to minimize the changes. If someone went back in time and killed Hitler, a similar person would likely take his place and World War II would still occur. The distant future would be indistinguishable from ours.

2. The extent of a change in history is proportional to the force used to change an event and the significance of the event. The larger the change in history the longer history will take to resume its old course.

The more force used on an event the greater the change in it. Suggesting to Attila the Hun that he might like being a farmer is not as effective at changing history, as dropping a nuclear bomb on his army. Certain historical events and persons are more pivotal to history. Altering them has a greater effect on history than using the same amount of force on something unimportant. Major changes in significant events could alter the timeline for centuries, while very minor changes might only affect a few minutes.

3. History opposes change with an equal and opposing reaction.

Nature abhors the time traveller. When a time traveller is in the past, he violates the law of causality. Acting to change history aggravates the situation and nature must resist the change. How this force manifests itself is unclear at this point in our studies. *The opposing energy alters probability against the time traveller. The cards are stacked against him and things go wrong. Give the time traveller in the past additional dice of unluck. The more he acts to change history, the more dice of unluck he gets. Attempting a major change in history would result in extraordinary bad luck (i.e., getting struck by lightning, being mistaken for a wanted criminal, having heroes show up in time to stop him etc.) As heroes and villains by definition are dynamic, energetic and significant persons, even if they keep a low profile in the past they will accumulate at least +1D6 unluck just for being there. Should they start displaying powers publicly or otherwise fail to minimize their impact on history, they earn more unluck. Obviously characters with subtle abilities are at an advantage here. e.g., Shadow Ninja would not suffer the same penalty as the Flaming Comet. A normal individual will not be as disruptive to history and, if careful and unobtrusive, could survive for years in the past.*

The extra unluck remains with the character until he stops disrupting history. This law makes the characters work harder and think twice when they want to change history but true heroes can overcome this disadvantage if they must.

GMs should note that these laws only apply to characters travelling into the past. In the future no restrictions apply because causality is not violated. However, if a character returns from the future and attempts to change something that he has learned will happen, causality is violated and unluck must result.

• PSYCHE EXCLUSION PRINCIPLE

In one temporal state there can never be more than one life force that is exactly the same.

No one can meet himself. If a time traveller tries to enter a time already occupied by himself during another part of his life, one version of himself will be ejected and sent elsewhere on the timeline. This law only applies to living beings. If it applied to inanimate matter, then no time travel would be possible as the atomic matter of which all things and life are composed exists in all times. *The older version is usually the one ejected. However, as most physical occurrences are affected by probabilities in the quantum limit, sometimes the younger version will be ejected. GMs will usually want to eject the older version to avoid changing his past campaign history and creating paradoxes. Never roll for this. The GM controls the probabilities for the benefit of the campaign and adventure. The GM should think very hard before allowing the younger version or neither version to be ejected as it can ruin mysteries (if characters travel back to just before the crime) and can cause terrible consequences to the continuity of his game by forming paradoxes.*

An ejected person can go to several times, as determined by the GM's plans. A character could a) be drawn back to his natural time b) be reflected back to the time from which he just left c) be sent forward to the nearest moment unoccupied by himself or d) be sent anywhen the GM desires.

Example: The Historian arrives at 12:00 noon March 21, 1776 to interview Ben Franklin. He soon discovers that Franklin left on a trip that morning so he travels back in time a few hours to catch him. To avoid changing history by delaying Franklin, the Historian talks to him as he travels. Unfortunately, the Historian loses track of time and is unable to return to his time machine before noon. At exactly 12:00 noon he is ejected from this time as his past self arrives. Where he goes is determined by the GM.

Example: Suppose a GM has three characters, an olympian god, a caveman frozen in an ice cave until 1980, and an elderly professor, who were all alive in 1939. If the GM wants these characters to play in (bf Menace Out of Time), he could decide the following: 1) The god was in a different dimension (Olympus) in 1939 and thus this character is not subject to exclusion. The god cannot, however, travel to Olympus while in the past as he already exists there. 2) The caveman's brain activity while frozen was virtually nonexistent and no match for a normal strength psyche. The frozen caveman is ejected forward in time until the travellers return to the present. If the caveman looks in his cave while in the past, he will find it empty. 3) The professor simply lucks out and the probabilities eject his past self forward a few weeks. This, the GM tells him, explains that blackout he had back in 1939 where he lost a few weeks.

It should be noted that near the end of this adventure, the heroes are placed in suspended animation and are in hyperspace throughout the time from 100,000 years ago until the present. As hyperspace is another dimension, they are protected from the exclusion principle. Thus, even though they now have existed for the last 100,000 years, they can still time travel to those times as they were isolated in hyperspace and in addition their brain activity was at zero.

• THE GRAVITY WELL EFFECT

When time travelling, masses are bound by gravity to a specific point in "relative space," where relative means relative to the nearest large mass.

Thus when a mass is sent through time, it will reappear at the same geographical point relative to some large mass. A mass that begins time travel atop the Empire State building will reappear at the same point on earth, high above the site of New York City, in the new time, despite the fact that the earth is rotating and will also have traveled several million miles through "absolute space" from its original position. The mass that the time travelling object attaches itself to is usually a planet, however, a spaceship in orbit around a star might attach itself to its relative position to the star. Likewise, a time traveller with a time platform aboard a ship in deep space would attach himself to the ship.



TRAVELLING ALONG OTHER DIMENSIONS

Just as time travel differs from moving through space, movements in the 5th and 6th dimensions are each unique and different.

Movement in the 5th dimension between the universes of the multiverse is the most frequently reported extradimensional travel and therefore is probably the easiest. These universes are related and progress through time together. Movement between these universes doesn't violate causality as long there is no movement through time as well. There are therefore no side effects such as those expected in time travel. Beings from one universe can spend unlimited amounts of time in another universe that belongs to the same multiverse, without repercussions from Nature, assuming that they are biologically equipped to survive there. The so-called demi-god Hercules has reportedly resided for centuries on Earth, exiled from his home universe of Olympus.

A traveller in the 6th dimension of parallel multiverses has a different experience. Lifeforces appear to be attuned to their multiverse of origin and visitors to other multiverses report feelings of uneasiness or discomfort. A person from one multiverse can reportedly meet an alternate version of himself from another multiverse by travelling in the 6th dimension. There is no psyche exclusion as in time travel. The lifeforces are not the same and they are really two totally separate persons.

A traveller to another multiverse is actually perceived as an undesirable alien invader by that multiverse's natural forces. The traveller will be subject to a minimum of +1d6 unluck. The longer and more a character interacts with another multiverse the more unluck will be applied against him. The multiverse will continue to harass and attack an invader with accidents and bad luck until he leaves or dies. Thus a character cannot avoid an undesirable event that occurred on his earth by finding a new earth where the event never occurred. Not only will that new earth make the character's life miserable but that earth's version of the character might not like having a twin around.

It should be mentioned that travel in the 4th, 5th and 6th dimensions are all different. They each require different types of energy, magic or technology. A machine which is used to travel to another universe in our multiverse might not necessarily have the ability to transport something to another completely different multiverse. On the other hand a powerful magical or technological artifact could be capable of transporting something to anywhere and any time in any universe of any multiverse in the entire omniverse (i.e., *the Continuum Craft in Adventurer's Club #9*).

APPENDIX B — TIME LINES

During this adventure, Tempus and the heroes alter the course of history several times, as a result of their time travels. Every time a trip to the past occurs, history is changed. The different histories or timelines which should occur during the adventure are summarized below.

T0: This is the original timeline before Temple's first time trip. 100,000 years ago aliens crashed on earth and were stranded until a rescue ship showed up. Neanderthals recorded their presence in cave paintings on Mt. Trident. In ancient times, Thor suffered the same fate as all the other Norse gods, Ragnarok. There was no TSAR Inc. in the 1930s and during World War II, the Crimestopper and Baron Von Schull fought on the home front. In the present, Dr. Timothy Temple builds a time machine and travels into the past, resulting in

T1: Temple's initial trip through time leaves him stranded in the 1930s where he forms TSAR. Tsurlgra detects his presence and contacts the Hierophant. Temple is kidnapped by Baron Von Schull and is forced to build weapons for the Nazis. The Crimestopper trails the Nazis to their warehouse and attacks. During the skirmish, the outmatched Crimestopper is fatally wounded by the power-armored Von Schull but manages to set off an explosion which destroys the super weapons and unfortunately kills Temple. The baron escapes alive but is scarred for life and becomes the Iron Skull. The probability disrupting forces caused by Temple's presence in 1939 were never sufficient to allow Tsurlgra to open the small gem gate from its universe. In the present, Edna Temple learns of her husband's death and asks the heroes to rescue him. The heroes travel back in time once again changing history such that...

T2: The heroes rescue Temple and prevent the Crimestopper from being killed by Baron Von Schull, who is still scarred by an explosion. Temple is still reported dead by the authorities. The added probability disrupting forces caused by the heroes' presence and Temple's continued life in 1939 permit Tsurlgra to open the small gem gate and steal the souls it needs to form a larger gate. The heroes, however, manage to stop Tsurlgra and eventually return to the present where Temple learns that Edna has been killed. Temple blames the heroes and becomes Tempus. He plucks menaces out of time and attempts to stop the heroes from rescuing himself, changing history to

T3: The heroes fight dinosaurs and Cybercop before being approached by Edna. Thor is also removed from the past and the fate of his brother gods. These menaces fail to stop the heroes and they still travel back in time, rescue Temple and stop Tsurlgra as before. This is the timeline that is played out in the first three parts of this adventure. Finally, Tempus hurls the heroes 100,000 years into the past, this time altering history such that....

T4: The heroes are trapped in an ice age. They make their way to Mt. Trident and save the aliens when their ship crashes. Not having to wait for a rescue ship, in this history, the aliens immediately send the heroes through hyperspace to the present where they confront and defeat Tempus. The Neanderthal cave paintings now include the heroes. It should be noted that these are not separate or parallel timelines but the same one which is changed several times. The heroes will remember and be aware of only those timelines for which they are directly responsible, T3 and T4.

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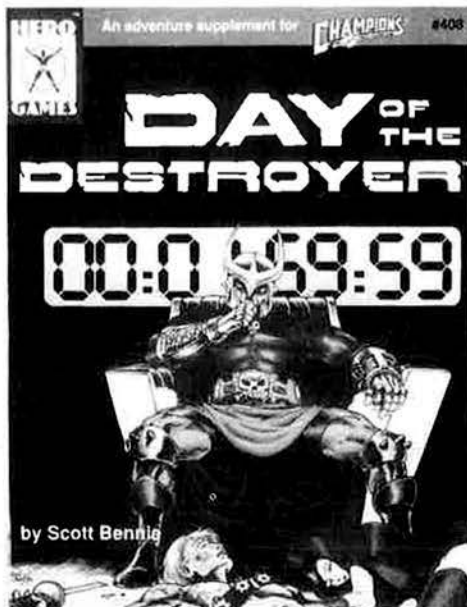
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By Scott Bell

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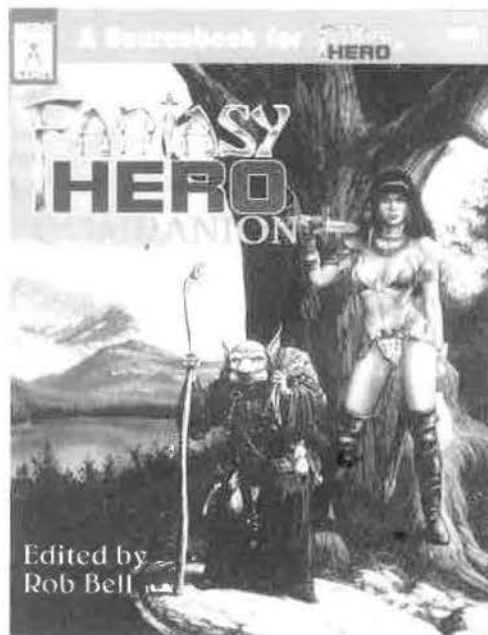
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