

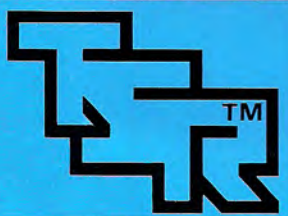
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FOR THE FANTASTIC FOUR™ or FOUR HEROES

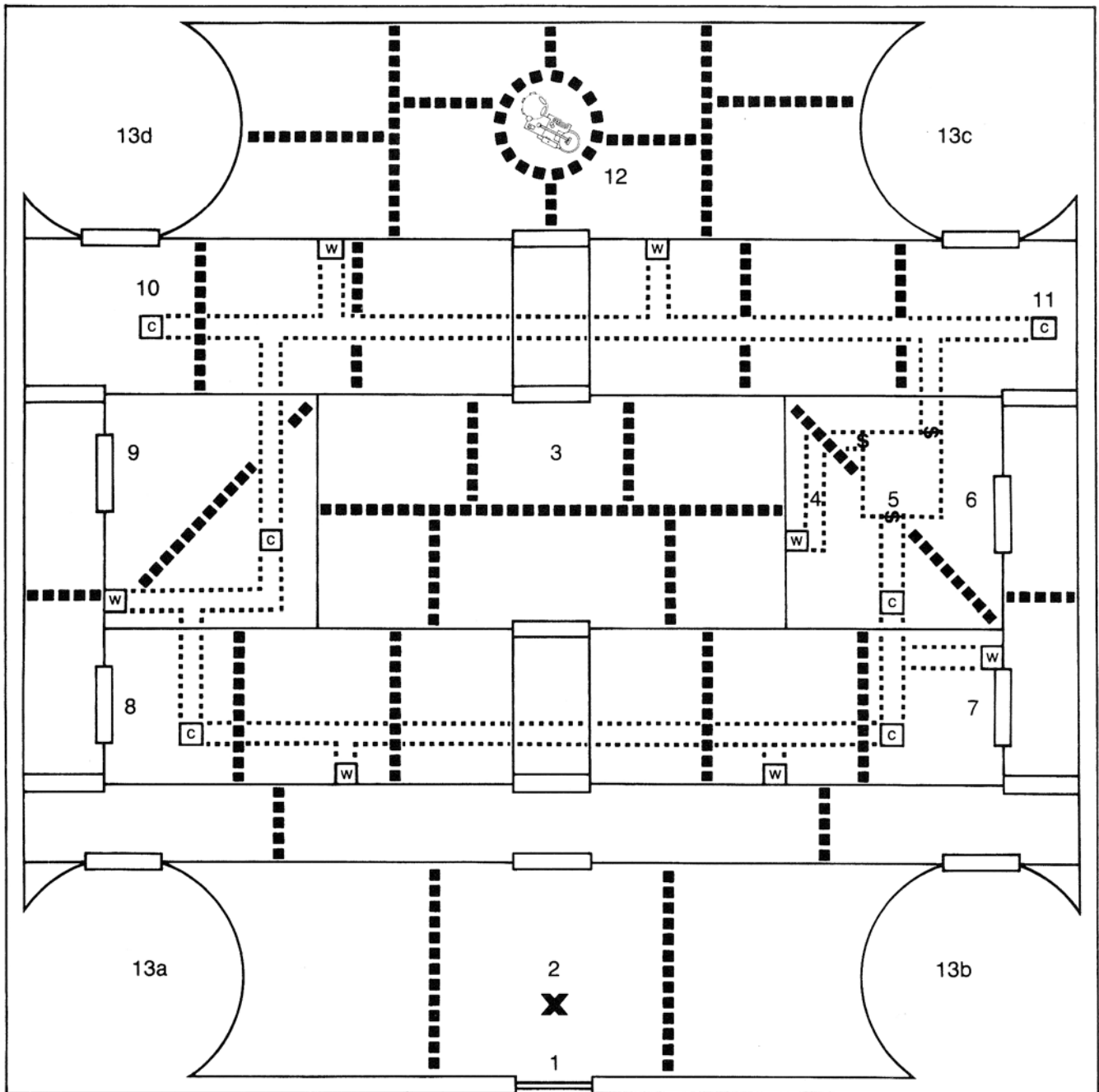
MARVEL SUPER HEROES™




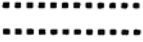

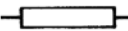



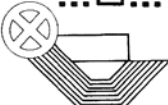
Official Game Adventure

Stygian Knight by Anthony Herring



RYKER'S ISLAND OF TOMORROW



- Master Map Key**
-  Recycler
 -  Machine
 -  Incinerator
 -  Ventilation Shaft
 -  Starting Point
 -  Sliding Door
 -  Secret Door
 -  Ventilation Screen In Wall
 -  Ventilation Screen In Ceiling
 -  Grandstand
(Bleachers, Stage, Landing Pad)



Official Game Adventure

STYGIAN KNIGHT

By Anthony Herring

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INTRODUCTION

Welcome, manic Marvelites, to the dramatic conclusion of the rip-roaring Negative Zone Trilogy. Within these pages, hair-raising excitement awaits the legendary members of the Fantastic Four. So, let's get going!

"Wait a minute!" you say. "What if I don't have the other adventure modules in the series?" Well, if you missed Part 1 (*Warlord of Baluur*) and Part 2 (*Spore of Arthros*), and don't want to buy them, don't despair. All three adventures are designed to be self-contained, so they may be played individually or as a series.

Stygian Knight contains a 32-page adventure book (you're reading it now) which details the player characters, the non-player characters, and the story itself. You should also have a cover which features various maps designed to help play run smoothly.

For this adventure, you need the MARVEL SUPER HEROES™ Basic Game rules. The Advanced Game has additional information, but is not required to play *Stygian Knight*.

The Good Guys

This adventure is designed for use with the Fantastic Four as player characters. Their statistics are not included here, but can be found in both the Basic and Advanced Games.

It's okay if your players want to use heroes of their own choice, as long as the heroes are comparable in power to the Fantastic Four. Suitable replacements include: Captain America, She-Hulk, Ms. Marvel, Iron Man, Spider-Man, and Quasar.

You may also want to add heroes if you have more than four players. In this case, you may want to make the villains and traps more formidable. On the other hand, if you have fewer than four players, or if you are including heroes of lesser power, you should feel free to adjust the encounters and traps so they are less deadly.

The Bad Guys

Statistics and descriptions of the villains of this story can be found in the "Non-Player Character Roster" at the end of this book. In the roster you will also find information on characters who may be helpful allies to the heroes.

The Premise

Long ago within the Negative Zone, a strange universe comprised of antimatter, an insectoid being of fiendish cunning created a device which allowed him to live forever as the wielder of great and terrible power. This being is now known Annihilus, and the source of his might is the Cosmic Control Rod.

Several months ago, Stygorr, an alien entity spawned within the depths of Subspace, stole the Cosmic Control Rod from Annihilus and used it to open a gateway from the Negative Zone to Earth. Here, he has been hiding in the guise of Lew Shiner, an engineer, while feverishly trying to unravel the mysteries of the Rod.

Recently, Stygorr made Annihilus a slave and forced him to reveal everything he knows about the Rod. And now, during the events of this story, Stygorr comes out of hiding—with plans to transport the entire planet Earth into the Negative Zone!

A Final Note

Because it is impossible to predict exactly what the heroes will do, they may play through the following chapters in a different order. You must be prepared to improvise situations. If things get difficult, just try to remember one thing: Do whatever's the most FUN!





RYKER'S ISLAND OF TODAY

Ryker's Island lies in the East River between the Bronx and Queens. At the most narrow point, less than 200 yards of polluted water separates the island from Queens. Here, the heavily guarded Ryker's Island Bridge runs about a mile before ending in the Steinway neighborhood of Queens.

The island covers about 150 acres of barren rock surrounded by dangerous shoals. The terrain is fairly even, and on the flat expanse of the interior any moving figure stands out.

Walls: The outer wall is made of solid stone 3' thick and 45' (3 stories) tall. It has Amazing material strength. All building walls are made of reinforced concrete 18" thick and are Remarkable material strength.

Doors: All interior doors are sheet steel (Amazing material strength) with gun ports and bullet-proof glass peepholes (Excellent strength).

Windows: All windows are bullet-proof (Excellent material strength).

Bars: The bars on cells, windows, hallways, storm drains, the laundry, the garage, and the library are titanium steel (Amazing material strength) with cores of steel cable to thwart files and hacksaws (Remarkable material strength).

The numbers of the following entries refer to the numbers on the map inside the cover called "Ryker's Island of Today."

1. Gate: It is 20' wide and blocked by foot-thick steel doors of Amazing material strength.

2. Exercise Yard: The prison's open exercise yard is hard-packed earth. Other than the surrounding buildings and the grandstand, the yard is empty.

3. Grandstand: The stage and bleachers were recently built for the celebration. The grandstand is made of wood (Typical material strength) and is decorated with streamers and flags. Attached to it is a small landing pad, where the Fantastic Four are expected to arrive on their sky-cycles.

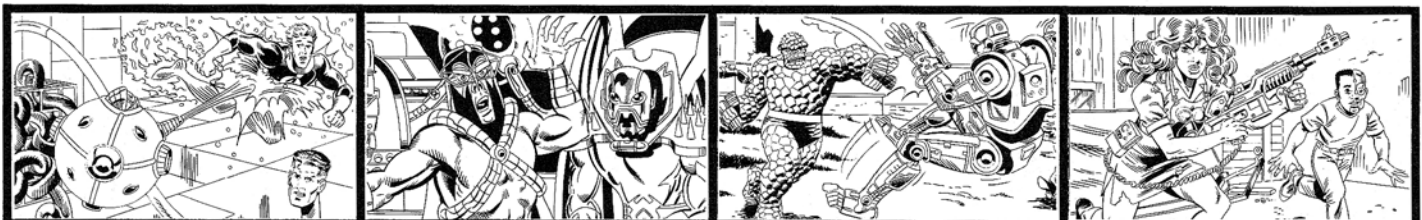
4. Administration Building: This plain two-story building is the only one in the prison with windows (other than the guard towers). It has a receiving area for visitors, a small infirmary, the guards' lounge, and the warden's office. The second story contains the guards' uniform lockers and storage lockers for prisoners' effects.

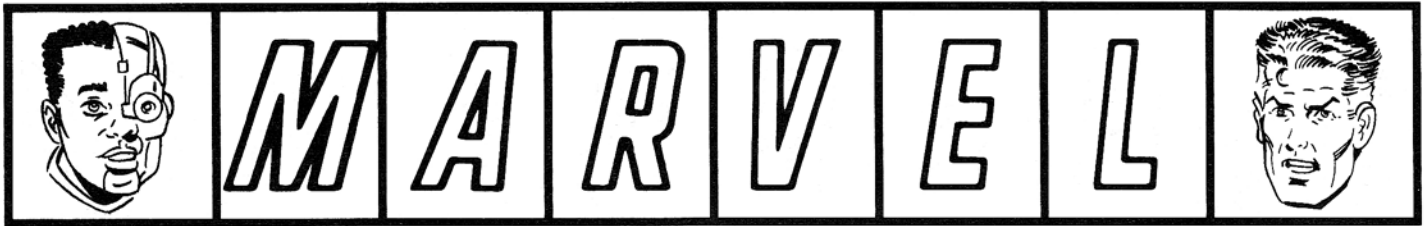
The Administration Building has two separate basements. One is reached by a staircase off the main hallway and has three temporary holding cells. The other is accessible only by a gangway in the warden's office, and leads to the prison armory. Eighty wooden truncheons, 80 assault rifles, 40 tear-gas grenades, 40 smoke bombs, 40 gas masks, 40 flak jackets, and plenty of ammunition can be found in the armory. Steel walls of Amazing material strength protect the armory, as well as an exceptional lock (-1 CS to pick). Only the warden and two senior guards have keys to the armory.

5. Service Building: This building has only one story and a basement. The main floor holds the laundry, prison library, kitchen, and mess hall. The power generator, tools, and other utility equipment can be found in the basement.

6a-6k. Cell Blocks: These windowless buildings are three stories tall (45') and hold 90 cells each. The entrance to each block is protected by a steel door with a gunport and peephole. Beyond the door is a one-story office with a single wooden desk, an enclosed rest room, and a wall telephone.

The cells are arranged in two banks, three stories tall, around a central atrium, which is lit by fluorescent lights





along the ceiling. Each cell is six feet wide by eight feet deep. Each contains one metal bunk (Remarkable material strength) that folds out from the wall; a porcelain washbasin and toilet without a lid or seat (Good material strength); two thin plywood shelves (Poor material strength) over the sink for shaving equipment; one wooden peg to hang clothes; and a sheet steel (Excellent material strength) folding shelf bolted to the wall, which serves as a seat or desk. Each cell also has a small (six-inch square) ventilation grille of Remarkable material strength. No plumbing is exposed, and no cell has a light.

Beneath each cell block is a sub-basement filled with air conditioning equipment. In emergencies, prison officials can release tear gas through the ventilation system at the touch of a button.

7a-7n. Machine Shops: All are one story tall. Convicts make brooms, twine, and license plates here. Each shop contains machinery appropriate to what is made there. On average, a machine weighs 1000 pounds and is of Excellent material strength, but can only take Typical damage before ceasing to function.

Each shop has one door and a loading dock. Convicts often try to hide in trucks leaving the prison, but are usually found during searches at the island bridge.

8a-8d. Guard Towers: The four machine-gun towers rest on bases of concrete reinforced with iron girders (Remarkable strength). Resting on a platform atop the iron girder is a metal cube eight feet on a side with large windows of bullet-proof glass. At all times, two prison guards can be found inside each cube.

To enter a tower, one must climb an iron ladder and enter through a door in the floor. Guards inside can see who's coming through a bullet-proof window in the entry door.

Each tower is equipped with two machine guns, two grenade launchers, 20 tear-gas grenades, one searchlight, spare light bulbs, and a lot of ammo. The searchlight and machine guns revolve on universal mounts, and can be trained in any direction. Guns from at least two towers can be trained on any point in the prison. Atop each tower is an alarm klaxon, which can be activated from inside the tower or from any guard office.

9. Helipad: The landing pad is a three-foot thick slab of concrete (Remarkable material strength). A pilot and battle helicopter are always on duty here, and lift off within 5-10 turns of the alarm sounding.

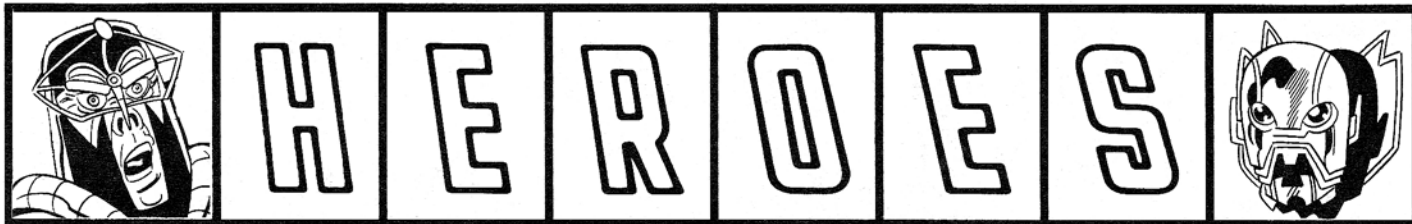
10. Garage: The motor pool is made of brick (Good material strength) and is big enough to hold 18 vehicles. Commonly found here are the guards' personal cars, one or two armored police cars, and the warden's private limousine. The garage is equipped with a wall phone wired to the Administration Building, and a flare gun to signal trouble.

11. Parking Lot: The lot is made of a foot of concrete covered by blacktop (Excellent material strength). There is room for about 30 vehicles to park.

12. Trash Incinerator: Most of the garbage taken from the service and administration buildings is burned here. The metal incinerator is about the size of a trash dumpster and has Excellent material strength.

13. Aluminum Recycler: Aluminum cans taken from the mess hall and trash bins all around the prison are crushed and collected here. The recycler is about the same size and shape as the incinerator, and is made of Excellent material strength.





RYKER'S ISLAND OF TOMORROW

Because Stygorr surrounds the prison in a force field that speeds up time, he is able to reconstruct the place, and transform the inmates and civilians trapped inside into Cyborgs.

Walls: The outer wall is exactly the same as described in "Ryker's Island of Today." The inner walls, floors, and ceilings of the complex are all made of high strength steel and have Amazing material strength. All ceilings are two stories (30') above the floor.

Doors: All doors slide into the wall when opened, and are constructed of Amazing material strength steel. The only way to open a door (other than blasting or smashing it) is to use a "Cybo-Key," a device attached to the chest of every Cyborg. For more info about Cybo-Keys, see **Chapter 3**.

The numbered entries below correspond to the numbers on the map labeled "Ryker's Island of Tomorrow."

1. Gate: The main gate is as described in "Ryker's Island of Today." If opened, all that can be seen beyond it is the black force field.

2. Courtyard: The ground of what used to be the exercise yard is covered with steel plates polished mirror-smooth (Amazing material strength). Puddles of motor oil, fluorescent green liquid, and empty nutrient canisters litter the courtyard.

3. Battle Chamber: This room is a type of danger room, where Stygorr tests the combat abilities of his Cyborg warriors against computer-controlled robots and traps. The chamber is equipped with several traps specifically designed to defeat the Fantastic Four. See **Chapter 5** for details.

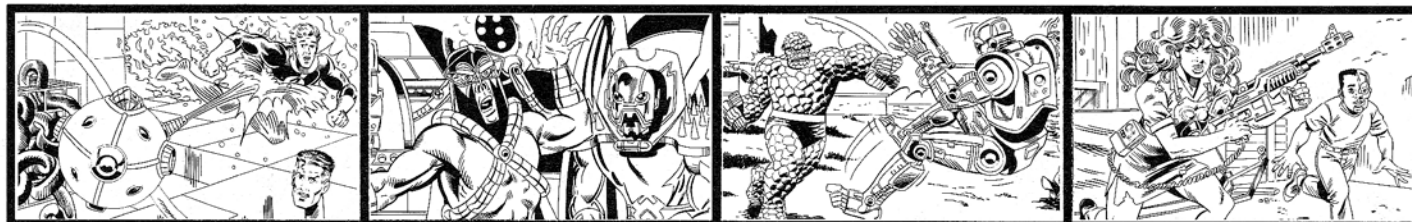
4. Ventilation Shafts: Like everything else in the fortress,

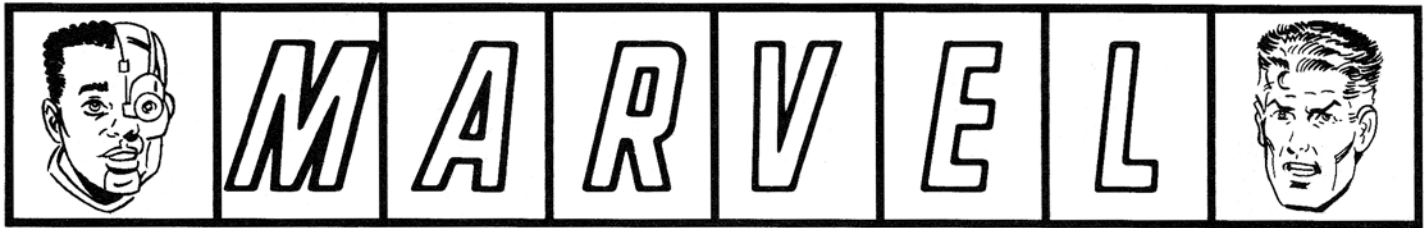
the ventilation shafts are very large (5' on a side). Because of the cramped conditions, all combat in a shaft is at -1 CS. The walls of a shaft are made of thin steel (Remarkable material strength). Openings into the shafts are covered by screens of metal mesh which are designed to look like the rest of the wall or ceiling. On the map, a 'W' represents a screen in the wall, and a 'C' means the screen is in the ceiling. For info on finding and opening a screen, see **Chapter 5**.

5. City Scouts' Hideout: The scouts' secret base is part of the ventilation system and is concealed in the ceiling above the Cybernetics Factory. The hideout is one large room divided into units by partitions, which are made from various materials the kids have scavenged. It is here that the scouts eat, sleep, devise plans, and construct weapons in order to overthrow Stygorr. Of the 30 City Scouts who attended the prison celebration, only 14 resistance fighters remain, and they have nearly run out of food. For more info about the scouts, see Fiona Dunbar's entry in the "Non-Player Character Roster."

6. Cybernetics Factory: This chamber is a factory where cybernetic bodies and their various components and attachments are made. During all hours, 2-20 Mark I Cyborgs can be found here, busily operating machinery to design, construct, and transport finished cybernetic parts.

7. Food Processing: Crowding this chamber are rows of glass vats filled with a gurgling, fluorescent green liquid. Cyborg technicians fill small canisters with this substance, which are then placed into the bodies of other Cyborgs. One canister holds enough nutrient to keep a Cyborg's brain and other organic parts alive and functioning for one full day. At the end of the day, the canisters are returned here and the nutrient is recycled in the vats. There are always 1-10 Mark I Cyborgs here, tending the vats and machinery. There is also a 50% chance





of encountering 1-10 other Cyborgs here, who have come to receive fresh nutrients.

8. Maintenance: This chamber contains facilities for repairing damaged Cyborgs and other equipment. At any time, 1-10 Mark I Cyborgs can be found working here.

9. Conversion Chamber: In this horrible place, humans are converted into Cyborgs. Along the walls are long shelves holding various surgical implements and the cybernetic implants and bodies with which the patients will be fitted. Down the middle of the chamber is a row of six operating tables. At any given time, 2-20 Mark I Cyborgs can be found here, performing surgery or other tasks.

10. Preservation Chamber: This room is filled with rows of glass preservation vats, in which unconscious "patients" float in a nutritive, breathable fluid while awaiting surgery. There are 100 vats here, but only 14 of them are occupied—Stygorr has already transformed the rest of his captives into Cyborgs.

If a hero looks closely into the occupied vats, allow him to attempt a Typical Intensity Intuition FEAT. If successful, the hero recognizes the person inside as someone who was attending the celebration at the prison (in **Chapter 2**). Exactly who the person is, is up to the Judge. Freeing them is pointless—the heroes can see that the people in the vats have already been lobotomized.

Note that if any captives are taken during the battle in **Chapter 3**, they will be found floating in vats here.

11. Replicator Chamber: This large chamber is dominated by a huge replicator machine. Given a small sample of any inorganic matter, the machine can instantly produce a huge quantity of that matter in any desired form. If a Cyborg gives it a bit of steel, for example, then enters size and shape specifications, the machine can produce thousands of the steel plates used to build the fortress. At any given time, 2-20 Mark I Cyborgs can be found here, working to keep the machine functioning properly.

12. Master Control Room: In the center of this chamber is a huge, thriving machine. Steel cables and glass pipes filled with swirling, multi-colored gases extend from it disappearing into the ceiling high above, making the thing look like some sort of immense mechanical spiderweb. Pulsing with golden light at the very center of the machine is the Cosmic Control Rod.

The machine saps energy from the Cosmic Control Rod and feeds it to the other systems in the fortress. From here, Stygorr can send commands directly to the minds of his Cyborgs. If this machine were to malfunction, everything would shut down, including the Cyborgs.

Stygorr can always be found in the Master Control Room, along with his two Mark III Cyborgs.

13a-13d. Rejuvenation Towers: Supported by beams and elevated walkways, these four spiral towers angle in toward the center of the dome, reaching a height of 13 stories (195'). They are crafted with highly flexible steel plates which are covered with fluorescent green tiles.

A wide walkway spirals up through the heart of each tower. Lining the walkways are small compartments built to accommodate a single Cyborg. Even though a Cyborg's organic parts receive nutrients from the green liquid, its cybernetic parts must also be rejuvenated. At a specified time each day, a Cyborg must go to a compartment in a Rejuvenation Tower. Here it plugs wires into sockets lining its head and neck, and receives energy tapped directly from the Cosmic Control Rod.





CHAPTER 1: AN INVITATION

SUMMARY: The Fantastic Four receive an invitation to appear as guest speakers at a fund-raising ceremony at the Ryker's Island Correctional Facility. Other notable guests include Mayor Cummins of New York City and Warden Stanford.

The ceremony has four major goals: to make New Yorkers aware of the overcrowded conditions at the prison; to ease tensions among the inmates, who are complaining about cramped conditions; to raise money for a planned expansion of the complex; and to give inner-city youths (namely a group of kids belonging to an organization called the City Scouts) a look at life inside a high-security prison.

STARTING: When everyone is ready to proceed, read the following boxed text aloud:

Today is the first day of November, and things sure have been quiet around Four Freedoms Plaza lately . . . maybe too quiet.

Today, however, something arrived in the mail that should certainly brighten your day: You've received a written invitation (on gold leaf paper, no less) from the Mayor of New York City himself!

The flowing Old English script (which is as difficult to read as it is beautiful) says:

*The Honorable Mayor Cummins
requests your esteemed presence
as guest speakers
at the gala celebration
marking the beginning of
an expansion and improvement of the
Ryker's Island Correctional Facility
on Saturday afternoon
the 16th day of November
nineteen hundred and ninety one
at three o'clock
at Ryker's Island*

Enclosed with the invitation, you find a typewritten note which says:

"Dear Fantastic Four:

"Could you please choose one of your number to present a short speech on the topics of prison overcrowding and the need for rehabilitation, rather than punishment alone?

"Also, could you please make a dramatic entrance by arriving on your renowned sky-cycles? The mayor feels it would be wonderful if you could give some of the youngsters from the City Scouts, who will be attending the ceremony, rides on your flying machines.

"Please feel free to invite a few of your costumed friends to come to the celebration. The more celebrities, the better! For security reasons, however, it is important that additional guests arrive with you on your sky-cycles. Thank you for co-operating.

"Most Sincerely,

"Prissy Blue,

"Personal Secretary to Mayor Cummins"

Note that only current members of the Fantastic Four receive invitations. Other player character heroes must first be invited by the FF, and are expected to arrive at Ryker's Island in the company of the Fantastic Four.

AFTERMATH: It is likely the Fantastic Four will gladly accept the honorable invitation. If they do, proceed with **Chapter 2**.

If, for some strange reason, the heroes decide not to attend the celebration, the Judge should skip the events of **Chapter 2**, and continue with **Chapter 3**.

KARMA:

Accepting the invitation:

+5

Refusing the invitation:

-5





CHAPTER 2: GUEST APPEARANCE

SUMMARY: In this chapter, the characters participate in the celebration at the Ryker's Island Correctional Facility. Unknown to them, even before the heroes received their invitations, Stygorr infiltrated the prison complex with the Cosmic Control Rod and a force field generator. Stygorr is hiding in a storage room in the basement of the Service Building. During the ceremony, Stygorr switches on the generator, creating a black force field which surrounds the entire prison!

STARTING: Two weeks have passed since the Fantastic Four received their invitations to speak at the prison. It is now the 16th of November and the heroes have just arrived at Ryker's Island.

To help the players visualize what is happening in this chapter, fold the cover of this adventure book in half, then lay it on the table so the players can see the map titled "Ryker's Island of Today."

When everyone is ready, read (or paraphrase) the following boxed description to the players:

It's three o'clock on Saturday, November 16th, and you are flying on a sky-cycle above Ryker's Island.

Below, you see that a large stage has been erected in front of the Administration Building. The stage is complete with bleachers, a podium, and a landing platform where you are supposed to land. Seated on the bleachers are a number of celebrities and city officials, including Mayor Cummins and Warden Stanford. Also in the seats are about 30 members of a youth group called the City Scouts, an urban version of the more suburban Boy Scouts. Their red, white, and blue uniforms stand out brilliantly in the sunshine of this exceptionally warm November day.

The prison yard is filled with what looks like about 300 inmates. Nearly three dozen armed guards form a line between the prisoners and the stage. More guards stand atop each of the four guard towers.

Several news crews are also present. As might be expected, most of their cameras are pointed at you.

As you zoom in for a perfect landing, the adults in the bleachers stand and applaud, while the City Scouts cheer and wave their red caps wildly. To your surprise, most of the inmates are even cheering your arrival.

ENCOUNTER: As the heroes dismount from their sky-cycles, the warden (and self-proclaimed master of ceremonies) introduces them over the loudspeaker at the podium. Once again the crowd cheers.

One of the player characters is expected to make a short speech at this point. Allow the chosen player to role-play the situation—Karma Points will be awarded at the end of the chapter for how well he performs!

Talking to Yourself. After the hero concludes his speech, allow each of the player characters to attempt a Typical Intensity Intuition FEAT roll. Those who succeed hear a ghostly whisper coming from beneath the bleachers, "Psssst . . . Dooooowwnnn . . . Heeeere." When the heroes look, they see themselves standing beneath the seats!

The duplicates waver and crackle in and out of existence, looking something like holograms. Even so, *the heroes under the bleachers really are the player characters*. The player characters are seeing themselves in the future, at the culmination of this adventure. The "future-heroes" appear transparent because they are not fully in the present.

At this point the Judge has a couple of options:



HEROES

1. *Hello and Goodbye.* The future-heroes fade out very rapidly. Therefore, the future-heroes must quickly relay clues to help the present-heroes succeed at this adventure. There is no time for the player characters to ask questions of their own; they can only watch as their future counterparts speak.

The Fantastic Four of the near future say the following, then each fades out in turn:

- A wavering Ben Grimm points a rocky finger at his present day counterpart and says, "Don't . . . trust . . . Annihilus!"
- Johnny Storm looks at himself, "Send 'em back . . . came from," then disappears in a flash of sparks.
- With a look of nervous concentration, Reed Richards warns, "Reverse the effect . . . machine . . ."
- Susan Richards is the last to fade. With sad eyes, she whispers, "... children . . . so horrible!"

2. *A Brief Dialogue.* Assume the future-heroes do not fade out as quickly as described above, allowing the player characters time to exchange questions and answers with them. What the future-heroes say to the characters, and when they finally fade out, is best left to the Judge. It is suggested that you keep the dialogue mysterious and difficult. Remember that communication between the two groups is confusing, filled with pauses and missing words: It's just as hard for the future-heroes to understand the player characters as it is for the PCs to understand the future-heroes.

3. *What about other heroes, besides the Fantastic Four?* If there are player character heroes present in addition to the FF, whether their future counterparts appear or not is up to the Judge. If you decide they appear, you may wish to come up with cryptic messages for them to relate, or have them remain mysteriously silent.

An Urgent Message. After the future-heroes vanish, allow the players a few minutes to discuss the apparitions and their strange messages. When you feel the time is right, read the following boxed text aloud:

Shortly after the familiar figures vanish, Warden Stanford speaks over the loudspeaker, "And now, our costumed guests have graciously agreed to take the City Scouts for rides on their sky-cycles!"

The kids begin to jump and cheer all around you. "Take me, Thing!" "I wanna go with Torchie!" "Me first, me first!"

Let the players have some fun role-playing with the kids. You may even allow them to take a short tour of the prison and its facilities.

At some point, the celebration is interrupted as the Fantastic Fours' wrist communicators begin to beep frantically. Captain America is calling with an urgent message. "Our space-time monitoring equipment just jumped off the scale!" he exclaims. "We suspect your old friend Doctor Doom may be messing with his time machine again. Do you think you could come to Avengers' HQ right away?"

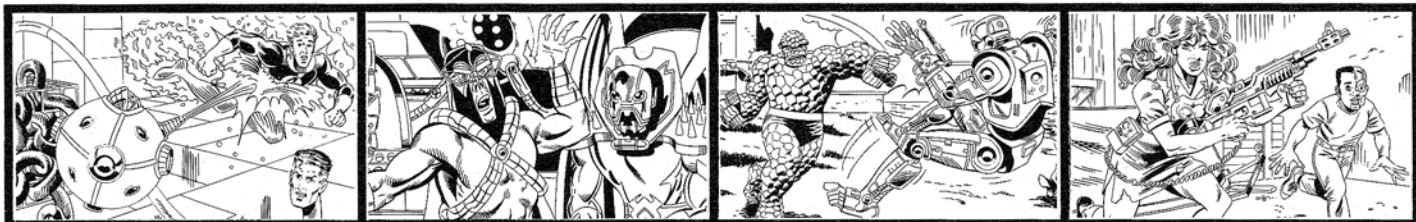
The heroes should take the initiative and leave immediately. If they hesitate, Mayor Cummins encourages them to go. "Doctor Doom!" he yells. "You better get moving before that madman destroys my city. There's not much left for you to do here anyway."

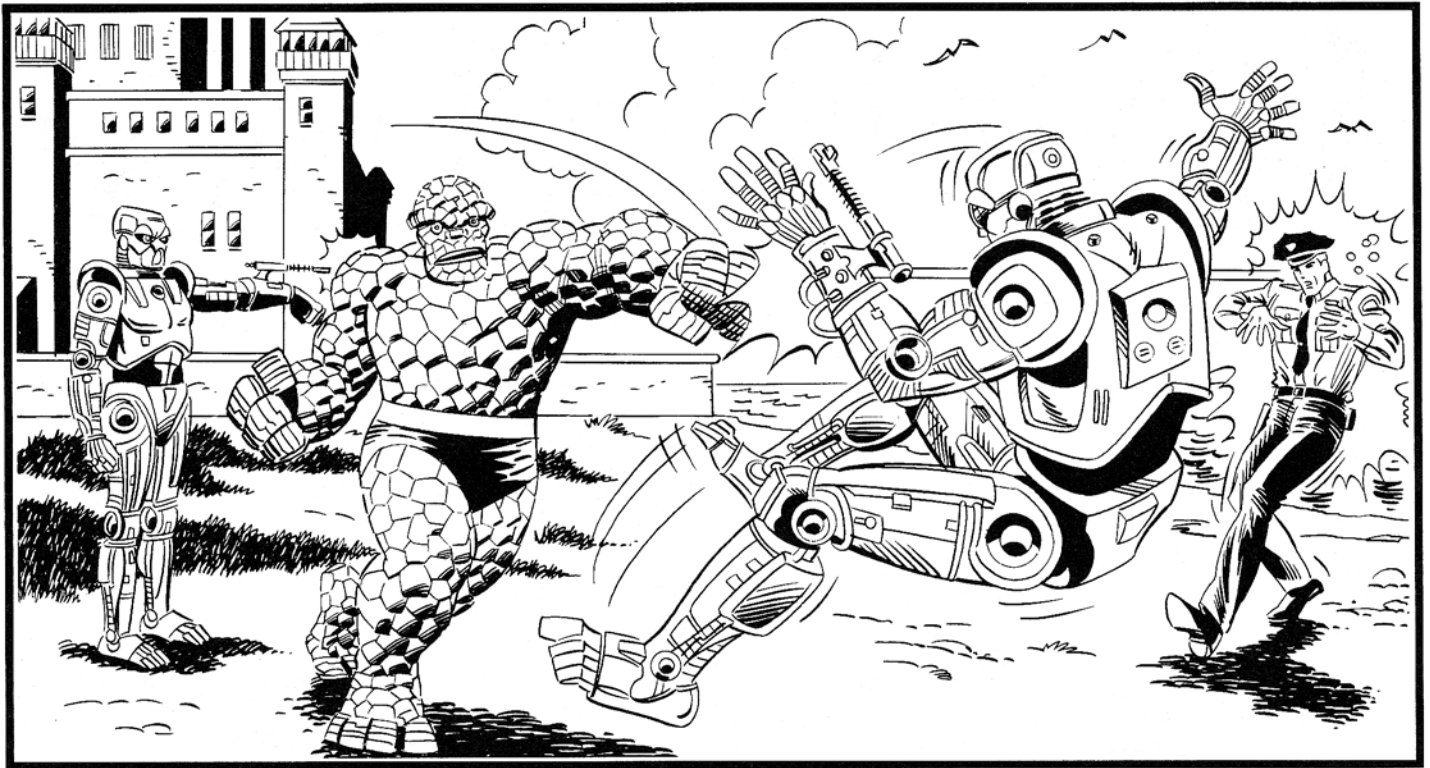
AFTERMATH: When the heroes are half way to Avengers' Headquarters, they receive a second message from Captain America. "We finally traced the source of the space-time power surge," he says. "It's coming from Ryker's Island!"

When the player characters return to the prison, continue with **Chapter 3**.

KARMA:

Giving a good speech:	+10
Giving the kids sky-cycle rides:	+5
For making a personal appearance at the celebration:	+20





CHAPTER 3: MAN AND MACHINE

SUMMARY: In this chapter, the player characters arrive at Ryker's Island to find the entire prison complex surrounded by a globe of absolute blackness. While at the scene, the heroes are attacked by a strike force of Cyborgs who emerge from the black force field. One of the Cyborgs looks very familiar—it's Warden Stanford!

STARTING: Fold the cover of this adventure book in half, then lay it on the table so the players can see the map called "Ryker's Island of Today."

When you are ready to proceed, read the following boxed text to the players, *but only if their characters did not attend the celebration in Chapter 2:*

So far, November has been a pretty boring month in the hero business. But what you are about to hear on the news is going to change all that.

The program you are watching is suddenly interrupted by a special news report. A stuffy, stiff-necked reporter says, "Regularly scheduled programming has been interrupted so that we may bring you this live report from Ryker's Island Prison where it seems the

entire facility has been enclosed in a black cloud."

The scene switches to another reporter, who is wearing a coat and hat. In the background behind the reporter, you see a huge black sphere rising from the rocky ground of Ryker's Island. In an excited voice, this second reporter says, "Numerous politicians and celebrities, among them Mayor Cummins, rapper T-Bill Cash, and comedian Billy Glass, who were all attending a celebration marking the expansion of the prison, are believed to be trapped inside. Several police officers who entered the cloud have not returned, and authorities on the scene appear baffled as to what to do next."

As the reporter is about to continue, a policeman steps up and places his hand on the microphone. "Uh. I'd like to say somethin'," he says. "If the Fantastic Four or Avengers is watchin' . . . Well, we could sure use your help! We've got a situation here!"

The scene switches abruptly back to the first reporter in the studio, who says in a dry voice, "We will be returning to the air as events develop. And now back to today's scheduled programming."



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If the player characters did not attend the celebration, how they get to Ryker's Island is up to them (movement powers, a taxi, or whatever). If they were at the ceremony, they should be returning to Ryker's Island after having flown halfway to the Avengers' HQ on their sky-cycles. In either case, read the following boxed description aloud when the heroes arrive at the prison:

A short while ago, Ryker's Island Prison was filled with an unusual atmosphere for such a place—one of celebration and merriment. Now, it is filled with an even more unusual atmosphere—the prison is completely enclosed by a globe of absolute darkness!

The black sphere reaches just beyond the prison walls, and is at least 200' tall at its apex. Parked outside the sphere, along the lane near the garage, are the cars, news vans, and limousines of the people who attended the celebration inside the prison. Standing in shocked silence among the vehicles are drivers, policemen, and news crews.

ENCOUNTER: The following encounters should occur before the heroes enter the black force field, preferably in the order given. If the PCs are determined to enter the sphere immediately, you can either skip the following encounters and continue with **Chapter 4**, or throw one or more of the encounters at them anyway. "Okay. So you guys want to enter the darkness right now. Well, just before you get there . . ." You get the idea.

Properties of the Black Force Field. The black globe surrounds the prison to a point just beyond the walls, and is 200' tall at its highest point. The force field also curves under the prison to a depth of 200' below ground. Thus, the globe of darkness is essentially a hollow, opaque ball 400' in diameter.

The force field absorbs physical, force, and energy attacks of up to and including Shift-Z rank, and is impenetrable to normal human senses. Even so, characters outside the force field may enter without resistance by simply walking (or flying) through it. Leaving, however, is another matter—the force field acts as a Shift-Z Intensity barrier, preventing characters from escaping the prison.

If a character should stick his arm (or any other part of

his anatomy) into the darkness, he becomes stuck, unable to remove that part of his body. Only a hero with Strength (or a suitable power, such as Phasing) greater than Shift-Z rank can break free of the force field. The only other alternative to freeing a stuck limb is simply to pass completely inside the force field. Of course, then the character is trapped inside the prison.

Once a character is inside the force field, he quickly discovers that time has been passing much faster here. For every minute of "normal" time outside the sphere, about one month passes inside. In the time since the force field appeared, Stygorr has transformed the inmates and civilians trapped inside into Cyborgs. He has used them to completely rebuild the Ryker's Island Correctional Facility. It is now an alien stronghold straight out of Stygorr's darkest dreams.

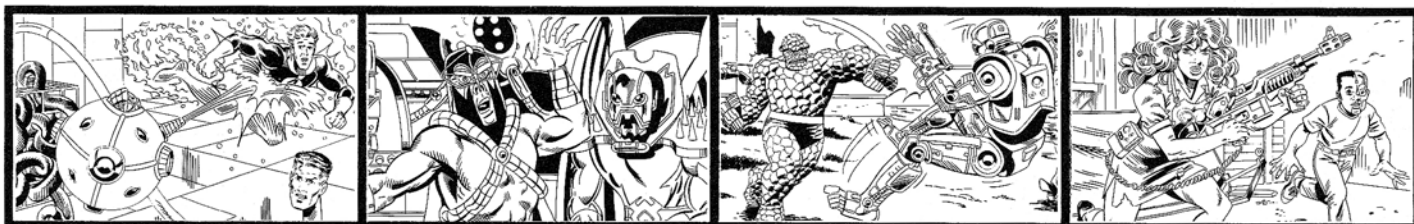
A Frightful Film. Parked among the vehicles near the garage is a VNN news van. A technician in the back of the vehicle recorded what happened inside the prison. If the players are on the ball, they will have their characters speak to the various newsmen on the scene.

If it seems the players have not thought to speak with the reporters, you can bring them to the heroes' attention. The VNN newsman climbs out of the back of his van and says, "Hey, I think you heroes better have a look at this." He then clambers back inside the van.

Watching on monitors inside the van, the heroes witness what befell the people inside the prison. Read the following boxed text to the players:

The VNN technician rewinds a video tape and says with a shaky voice, "This is where it starts. Man, you guys aren't gonna believe this!"

On the van's monitors you see the celebration proceeding as might be expected. In bleachers filled with politicians and celebrities, a group of young City Scouts watches attentively as the mayor gives his speech at the podium. In front of him, below the stage and bleachers, a line of prison guards stands in front of nearly 300 inmates who are milling about in the prison yard.





A piercing scream brings silence to the celebration. An obese woman wearing a heavy fur coat is standing in the bleachers and pointing toward the Service Building with a look of absolute terror on her pudgy face. As all eyes turn to look, you see that a globe of absolute darkness has engulfed the entire Service Building . . . and is growing steadily larger!

A hush falls over the crowd. But the spell is quickly broken by an excited newsman yelling irately at his cameraman to focus on the expanding sphere of blackness. As if on cue, the entire mass of inmates charges the grandstand. The guards open fire as a full scale riot breaks out.

As the panicked celebrities and politicians trip over one another in their haste to flee the bleachers, you hear the baritone voice of the warden shouting over the cacophony, "For God's sake! Somebody get those kids out of here! Where are the Fantastic Four?!"

Static fills the monitors before the technician switches them off. "The transmission was cut at that point," he says. "And we haven't been able to contact anyone inside by telephone, radio, or nothing since it happened."

The Attack of Warden Stanford! At some point during the events of this chapter (chosen by the Judge), a fleet of 10 Cyborgs flies out of the black force field and attacks. Seven of them are Mark I Cyborgs, while two are Mark II Cyborgs. The last is a Mark III—Warden Stanford.

The warden has orders to capture as many civilians as possible and return them to the prison in order to make more Cyborgs. He attempts to hold off the heroes, while the Mark I Cyborgs go about stunning onlookers. The Mark II Cyborgs are designed to transport stunned victims back into the force field. If any heroes are stunned, they are *not* taken as captives. Stygorr believes their genetic makeup will prevent him from making them into suitable Cyborgs. Besides, every minute they remain outside the force field allows Stygorr another month to build his army without interference.

Potential victims include 14 police officers, seven news reporters, nine limousine drivers, four taxi drivers, and the City Scout bus driver, for a grand total of 35 civilians

on the scene. During the fight, the police fire upon the Cyborgs, the reporters generally get in the way by trying to film the action, and the drivers simply try to get the heck out of there. For the statistics of police officers and typical civilians, refer to either the Advanced or Basic Game books.

The battle comes to an end if any of the following occurs:

- If Warden Stanford is eliminated, all remaining Cyborgs immediately retreat into the blackness with any captives.
- If three of the Mark I Cyborgs are taken out of action, Warden Stanford and the remaining Cyborgs retreat with any captives.
- If all of the heroes are rendered unconscious, the Cyborgs quickly stun the civilians and take all of them into the prison. The heroes are left where they lay.

A Strange Device. Fixed to the chest of every Cyborg is a pulsing device that looks something like a television remote-control, called a "Cybo-Key." These items permit the owners to exit from the black force field—without a Cybo-Key, it is almost impossible to leave the force field once inside. A Cybo-Key also enables the user to open and close sliding doors inside the prison complex.

Any character succeeding at a Good Intensity Reason FEAT roll understands what the blinking gadgets are used for, and how to use them. For a hero to utilize a Cybo-Key, however, it must first be removed from the Cyborg it is attached to. Doing so requires a successful Excellent Intensity Reason FEAT roll. Failure means the Cybo-Key is broken and useless. The Cyborg suffers no physical damage in either case.

Questioning the Cyborgs. The heroes may decide to ask any captured Cyborgs a few questions. All of the Cyborgs in this encounter, including Warden Stanford, appear completely devoid of their human emotions and are now simply cold-hearted machines. (Other Cyborgs can be quite different; see the role-playing notes about Cyborgs in the "Non-Player Character Roster.") These Cyborgs ignore the heroes' questions, and (if not too badly damaged) may even try to escape into the prison



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during their interrogation.

A character with mental powers may try to read the mind of a Cyborg—this can be a risky endeavor! If the hero succeeds in making contact, he is quickly overwhelmed by the turbulent emotions raging in the Cyborg's mind. Scenes of the person's nightmarish transformation into a Cyborg flash through the hero's mind.

The player character must immediately attempt a Remarkable Intensity Psyche FEAT roll. If successful, the hero escapes from the Cyborg's mind. If the roll is failed, the hero falls into a fetal position, overcome by the Cyborg's mental anguish. The hero can do nothing while in this state but attempt another Psyche FEAT once each round. Success means the character snaps out of it. Failure means the condition persists into the next round.

AFTERMATH: When the heroes enter the black force field, continue with **Chapter 4**.

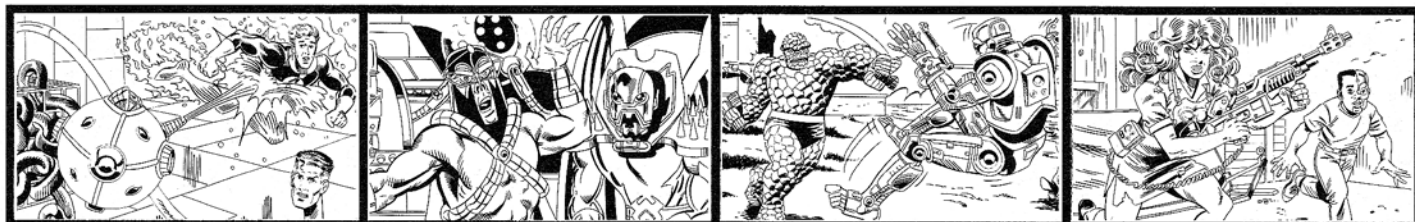
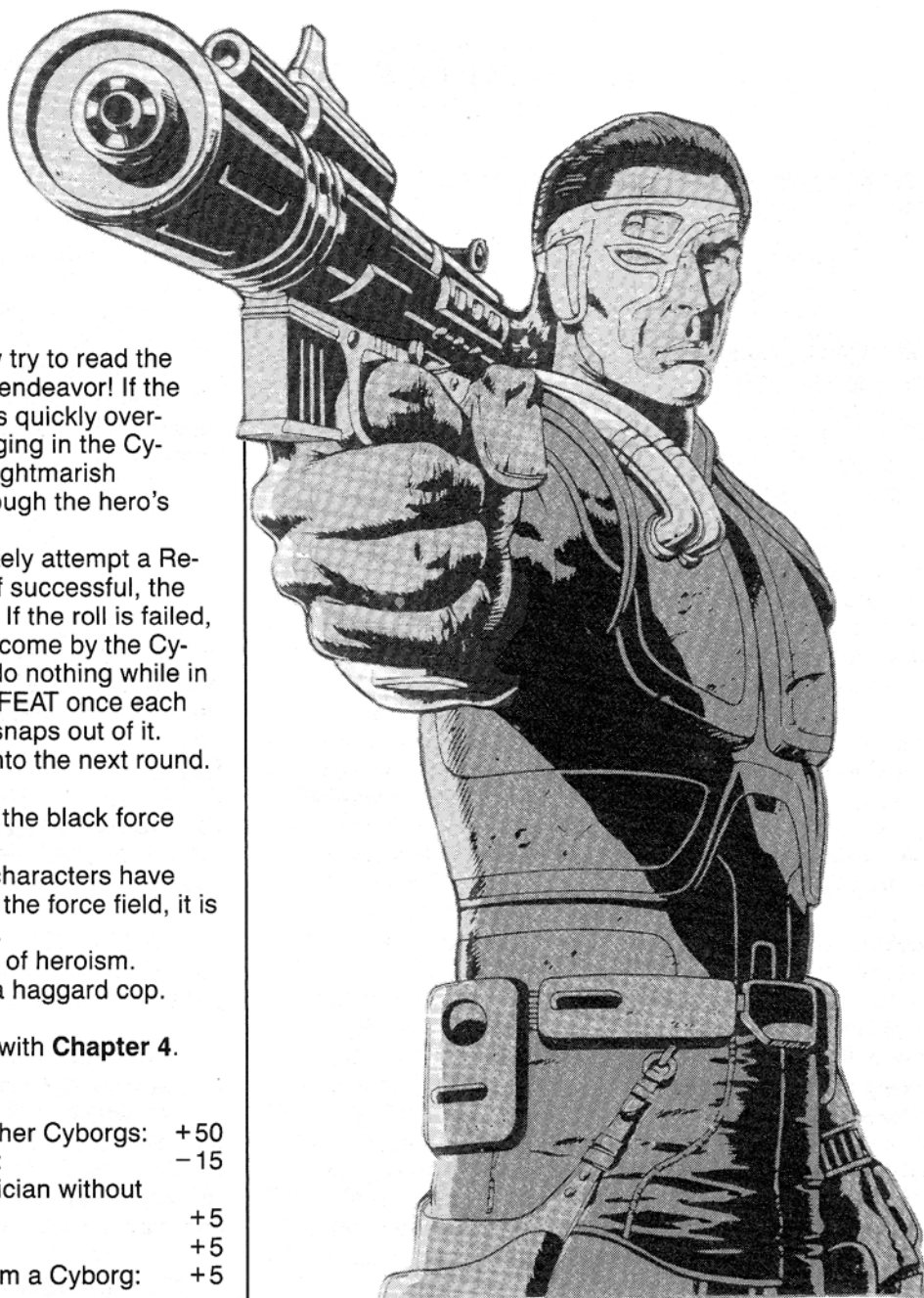
If, for some odd reason, the player characters have decided that they are never going into the force field, it is up to you to persuade them otherwise.

Play upon their emotions and sense of heroism. "You're not just gonna leave?!" says a haggard cop. "There's kids trapped in there!"

Gets 'em every time. Now continue with **Chapter 4**.

KARMA:

Defeating Warden Stanford and the other Cyborgs:	+50
For each captive taken into the prison:	-15
Thinking to speak with the VNN technician without Judge's help:	+5
Figuring out how Cybo-Keys work:	+5
Successfully removing a Cybo-Key from a Cyborg:	+5





CHAPTER 4: INTO DARKNESS

SUMMARY: In this chapter the heroes pass through the black force field surrounding Ryker's Island Prison to find that Stygorr has transformed the place into a bizarre stronghold. The characters speak with Stygorr by way of a floating "Spy-Eye."

STARTING: Because the force field warps time, all heroes passing through it arrive in the same place at the same moment, no matter when they entered individually. Their starting position is marked on the map called "Ryker's Island of Tomorrow" with an 'X'.

When the heroes enter the sphere of darkness, read the following boxed description aloud:

As you pass into the impenetrable blackness, the darkness quickly closes about you like a living thing. You sense nothing—you cannot see, hear, smell, or feel. You are alone. Time is meaningless.

And yet you move on.

Suddenly there is light in the darkness. It quickly takes shape, and you see that it is yourself. You are moving toward your mirror image at lightning speed. As the two of you collide, a shudder passes through your very soul. It's a feeling you will not soon forget, like swimming in a lake and suddenly hitting a stream of frigid water.

At the moment you and your twin touch, you pass beyond the darkness . . . and into the light of an alien world!

You are standing with your friends. A black dome like that surrounding the prison arches up and over your head. But surely this cannot be Ryker's Island, for the design of the buildings here could never have been conceived in a human mind. Spiraling, neon green towers rise to caress the top of the dome. All are connected by enclosed walkways skewed at odd angles, making the place look like some kind of bizarre spiderweb. The ground is covered by huge metal plates polished mirror-smooth. The twisted images reflected in them make

the small city look even more alien.

Cyborgs on hovering platforms are everywhere, busily hammering and welding on the sides of the strange buildings like worker ants in a frenzy. None of these odd beings seems to have noticed you . . . that is, all except one.

A floating, metal sphere at least two yards in diameter flies slowly toward you. Antennae protrude from it, giving it the appearance of a huge pincushion. Its only other feature is an eye-shaped video screen. On the screen is the grinning face of a purple-skinned alien. "You are expected," he says. "Welcome to the seat of my power. It is from here that Stygorr the Nightlord shall rule two universes!"

ENCOUNTER: The Spy-Eye hovers 20' off the ground, and is 1 area ahead of the heroes. Although it makes no offensive actions, and appears to have no weapons, the heroes might attack the Spy-Eye anyway.

Spy-Eye

F	A	S	E	R	I	P
PR	EX	PR	EX	GD	PR	PR
4	20	4	20	10	4	4
Health: 48						Karma: 18

KNOWN POWERS

Flight: It can fly at Excellent rank and airspeed (10 areas per turn), and can hover in place.

If the heroes attack the Spy-Eye, it makes defensive maneuvers, but does not attack back. On its eye-shaped monitor, Stygorr's laughing face chides them, "Destroying this communications robot serves no purpose. I have many more." If the heroes destroy the Spy-Eye, another quickly appears. The characters should get the hint, and stop fighting and listen to what Stygorr has to say.

A Talk with the Nightlord. Speaking through the Spy-



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Eye's monitor, Stygorr continues his dialogue with the player characters. Give the heroes a chance to ask the alien a few questions. Some of the most likely questions and answers are the following:

1. *What have you done here?* "Time flows faster within my cosmic force field," says Stygorr. "What are mere moments to those outside, are days and weeks to us inside. For months I have been building this stronghold with the help of my Cyborg minions. Soon my army will march, and all the Earth shall be mine!"

2. *What happened to the people attending the celebration?* Stygorr smiles, "They are all around you, working to expand this stronghold. Through the power of the Rod, I have transformed them into Cyborgs!"

3. *What Rod?* "The Cosmic Control Rod is mine!" exclaims Stygorr. "That fool Annihilus did not understand its full potential. With the Rod, I shall conquer the Earth, then the Negative Zone!"

Allow the characters to continue questioning Stygorr for as long as you feel is appropriate. At some point, Stygorr becomes impatient with the heroes' questions. "Enough of this idle chatter," he says. "Follow the robot. It will lead you to my inner sanctum . . . where we will discuss the terms of Earth's surrender face-to-face!"

The Spy-Eye turns and slowly flies toward one of the enclosed walkways. The heroes are expected to follow. If the characters resist, the Spy-Eye rotates to look at them and Stygorr says, "Why do you hesitate? Can you not see that you have no alternative but to obey me! For each minute you delay, one captive will be terminated!" This should get them moving.

The heroes really don't have many options. Be sure the players realize what a mess their characters are in. If they are about to head off on a wild goose chase, and you feel it is necessary to get them back on track, point out the following facts to them:

- Escaping back through the force field is virtually impossible (unless each of them has a working Cybo-Key).

- If they do escape, what will become of Stygorr's hostages?
- Fighting is futile. The heroes can see literally hundreds of Cyborgs going about their programmed routines.
- If they follow the Spy-Eye to Stygorr, at least they might have a chance of overpowering him and taking control of the situation.

A Horrible Recognition. The Spy-Eye leads the heroes through enclosed walkways and sliding doors toward the Battle Chamber. Along the way, they see Cyborgs of all shapes and sizes, who ignore the heroes.

Allow each player character to attempt a Good Intensity Intuition FEAT roll. Those who succeed realize that one of the Cyborgs, who is welding a beam in the walkway, is a famous comedian named Billy Glass.

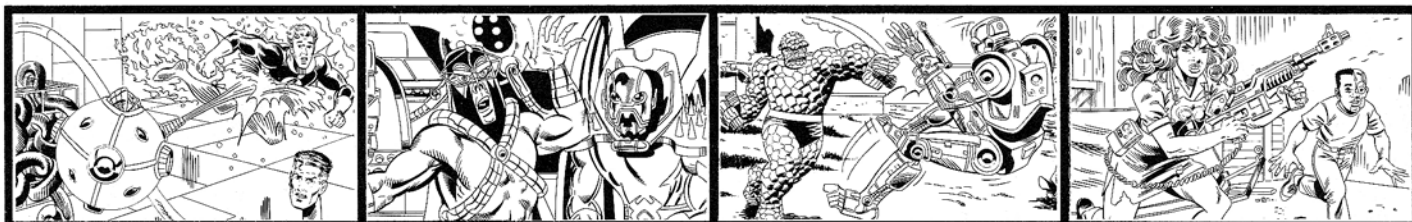
If the heroes stop to talk with Billy, he pays no attention to them. His empty eyes stare coldly. The blue flame of his blowtorch reflects off the metal circuits, tubes, and plates grafted into his head and neck. Billy's not cracking any jokes today.

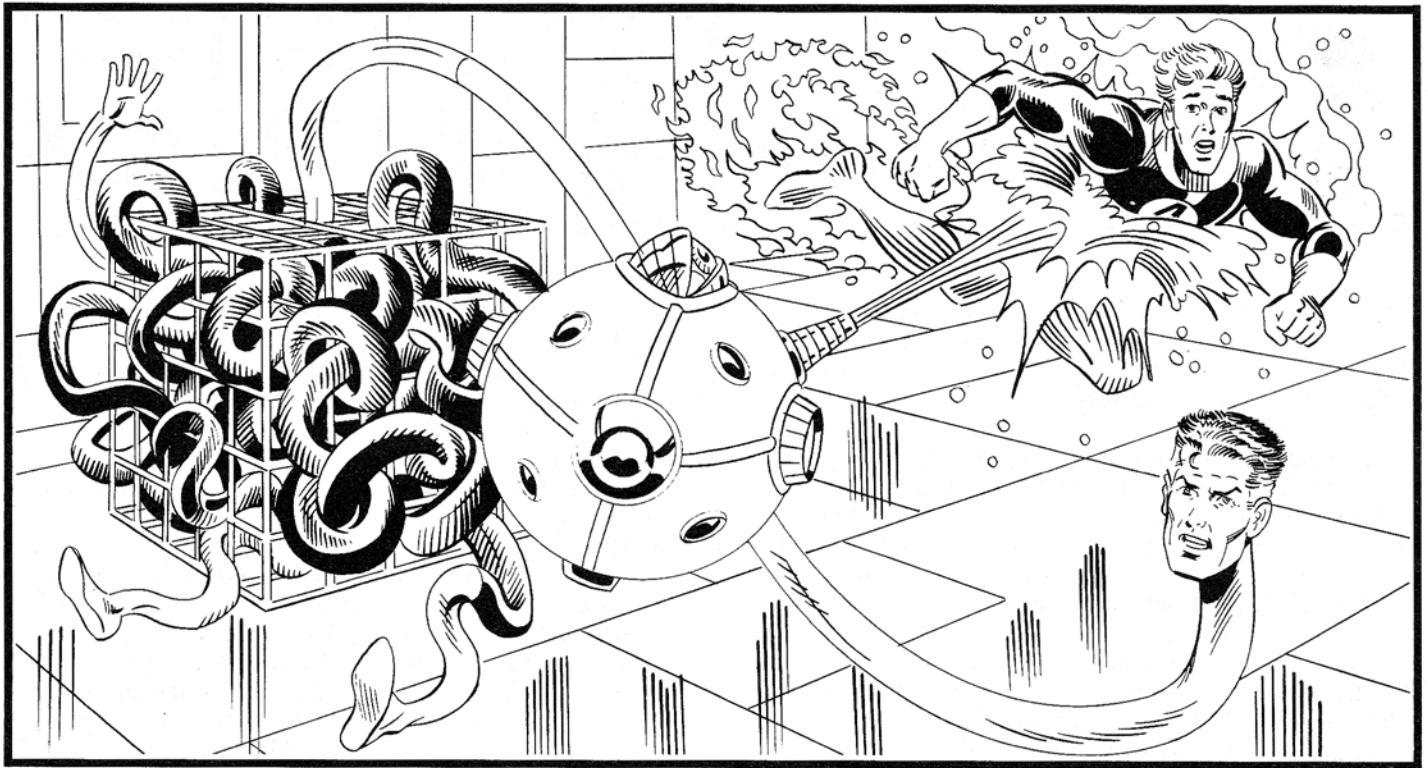
AFTERMATH: The Spy-Eye leads the heroes to the Battle Chamber. Proceed with **Chapter 5**.

KARMA:

Pursuing a wild goose chase, such as trying to escape or fight all of the Cyborgs:

-5





CHAPTER 5: DEATHTRAP!

SUMMARY: The Spy-Eye leads the heroes to the Battle Chamber, which conceals traps designed specifically to defeat them. Only those strong of body and mind shall survive!

STARTING: The door to the Battle Chamber appears exactly like the other sliding doors the heroes have passed through in the walkway. When the door opens, the Spy-Eye floats inside, just as it has always done previously. Before the heroes realize they have entered a large chamber, it's too late; the door whispers shut behind them. Read the following boxed text aloud:

You have entered a large room. The walls, floor, and ceiling are all covered by interlocking metal plates. There is another sliding door directly across from the one you have entered. Apparently there are no other exits.

Hovering in the center of the chamber, the robot turns to show you the smiling, purple face of Stygorr on its eye-shaped monitor. "I'm afraid I have not been completely truthful with you," he says with a grin.

"We have no need to discuss Earth's surrender. It would be a one-sided negotiation, for you see I ALONE WIELD THE POWER OF THE ROD!!!" Insanity glitters in Stygorr's eyes before he regains his composure. "There is someone I would like for you to meet," he says with a sigh. "Behold Annihilus, former wielder of the Rod, and now my humble slave!"

The door across from you slides open. Annihilus stands there. A strange helmet has been fixed to his head. A cloud of sparkling, crackling energy hovers above the helmet like a halo. With a mighty flap of his bat-like wings, he enters the chamber and the door closes behind him. You see that Annihilus's eyes have rolled up into his head and runnels of drool drip from his chin. Like a lunatic he yells, "ALL MUST DIE!!!"

ENCOUNTER: The helmet on Annihilus's head is a mind-control device put there by Stygorr. Annihilus has been commanded to rip the heroes limb-from-limb, a task for which he needs little prodding.

The helmet is remotely linked to the Cosmic Control Rod, which feeds Annihilus the energy he needs to sur-



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vive. Additionally, he gains all of the powers that he would normally have when wielding the Rod. For Annihilus's statistics see the "Non-Player Character Roster."

The Traps. Annihilus is not the only threat to the player characters. Hidden behind sliding metal plates on the walls, floor, and ceiling are deathtraps designed specifically for the Fantastic Four. At the start of each round of combat, one of these traps is sprung. Exactly which one becomes active is up to the Judge, who may also wish to design some of his own surprises for heroes other than the Fantastic Four. It is suggested that each trap be used only once, but the Judge has the option of using them repeatedly during the battle if he wishes. The individual traps are detailed below:

1. *Flame Off!* A metal panel on the ceiling (the exact location is up to the Judge) swishes open and two robots fly into the room. The two machines look alike, and are spherical, about two feet in diameter, armed with a spray nozzle, and covered with blinking lights. These Spray-Bots are programmed to attack the Human Torch.

Spray-Bots

F	A	S	E	R	I	P
PR	IN	PR	GD	TY	FE	FE
4	40	4	10	6	2	2
Health: 58						Karma: 10

KNOWN POWERS

Extinguisher Spray: These robots can shoot streams of a jelly-like substance capable of extinguishing small (1 area) fires of up to Unearthly Intensity. No physical damage is inflicted by the spray, and range is limited to Good (4 areas). Agility is used to determine attack results on the Shooting Column with any kill result being treated as a bull's-eye instead.

If the Human Torch is hit by this spray, his flames are immediately extinguished, and he cannot "flame on" or use any fire powers for 1-5 turns.

Flight: The Spray-Bots can fly at Excellent rank and air-speed (10 areas per turn), and can hover in place.

2. *Jungle Gym.* This trap is best used against Mister Fantastic. Small (3") holes open in the floor all around the victim, and scores of pipes spring from them. In the blink of an eye, the pipes weave themselves into a cube-shaped mass 10' on a side. The hero can attempt a Good Intensity Agility FEAT roll to jump away from the trap before being ensnared. If the roll is missed, the victim is caught standing in the middle of the cube, which looks like the most complex jungle gym ever imagined.

The pipes are made of high strength steel (Amazing material strength). Physically breaking out of the cube requires the hero to snap 10 pipes, and only one pipe may be snapped per turn.

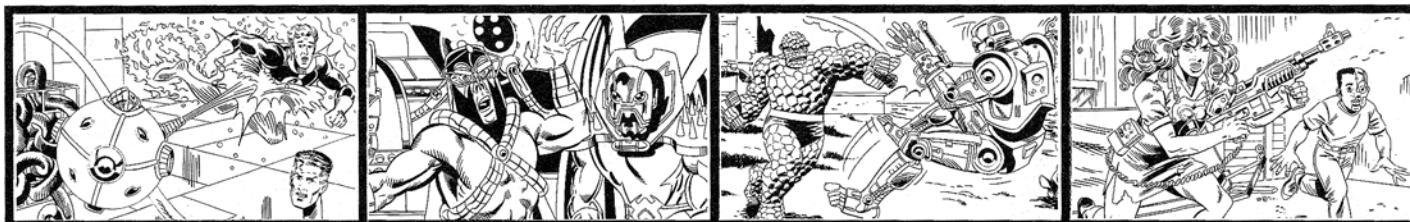
If Mister Fantastic is caught, it is likely that he will use his elongation power to weave through the network of pipes and escape . . . which is exactly what Stygorr wants! As Reed stretches through the cube, the pipes suddenly begin to weave and twist, tying Mister Fantastic into a hopeless knot. Each round thereafter Reed can attempt a FEAT against his Monstrous rank elongation power. A Red result is required for success, meaning Reed has untangled himself and escaped.

3. *A Monster for Susan.* This trap was created for the Invisible Woman. A panel in the floor near her slowly opens and a foul-smelling cloud rolls out like dense fog. Over the Spy-Eye's loudspeaker (if it has not been destroyed) Stygorr says, "And now may I present for your pleasure, Mrs. Richards . . . straight from the slime-world of Squishellan in the Negative Zone . . . a Shugnaggorak!"

The monster floats up and out of the noxious fog, and flies straight toward Susan. It looks something like a giant squid with festering pustules opening and closing over its slime-covered body. Three long, mucus-dripping tentacles reach toward the hero.

Phase-Bot (Shugnaggorak)

F	A	S	E	R	I	P
RM	EX	EX	GD	TY	FE	FE
30	20	20	10	6	2	2
Health: 80						Karma: 10





KNOWN POWERS

Elongation (Tentacles): The robot has Good rank elongation, allowing it to stretch its three tentacles up to 2 areas away. The tentacles are made of Remarkable material strength steel.

If the Phase-Bot swipes at an opponent, roll against its Fighting statistic and check the results on the Blunt Attacks Column. It can inflict up to Remarkable (30) points of damage with this attack, and each tentacle can attack once in the same round.

If the robot tries to entangle a hero, roll against its Strength and check the results on the Grappling Column. Each tentacle can grapple a different target in the same round of combat, or all three tentacles can be used against a single foe.

Enhanced Senses (Hearing, Smell): The robot is equipped with sensors granting it Amazing rank hearing and smell. As a result, it can locate the Invisible Woman by hearing her heartbeat or smelling her perfume.

Flight: It can fly at Feeble airspeed (2 areas per turn).

Image Generation: A Phase-Bot looks exactly like a Spy-Eye, except it has three long, metal tentacles dangling beneath it. Additionally, a Phase-Bot has the Excellent rank power to create an illusory body, which surrounds its true form. In the case of this Phase-Bot, it is programmed to look, smell, sound, and feel like an alien creature called a Shugnaggorak. Anyone succeeding at an Excellent Intensity Psyche FEAT roll sees the Phase-Bot for what it really is: not a monster, but a machine.

Phasing: The Phase-Bot has the Monstrous rank ability to reduce its density and pass through solid objects, including the Invisible Woman's force field.

4. **Play Ball!** This trap is designed for the Thing. From the wall nearest the hero, a canister is shot out of a hole to land at his feet. The canister promptly explodes, surrounding the hero in a large (10' diameter) bubble made of a red, rubbery substance. The ball is airtight, but filled with enough oxygen for a hero to breathe for 20 turns.

The rubbery ball is Unearthly pliable. Edged and energy attacks affect it normally, but it can absorb the impact of any blunt or force attack of Typical to Unearthly rank, and expel the kinetic energy of that impact by bouncing in a random direction.

To see which way the ball goes, first roll percentile dice and consult the table below to find the direction. Next, compare the result with the directional compass on the map. The ball heads in a straight line in the determined direction for a number of areas equal to the Strength of the attack that sent it moving, or until it hits something.

If the ball strikes an object before all movement has been used up, it bounces in another random direction. The ball does not stop bouncing off objects until all of its original movement allowance is used up.

If a character is in the ball's path, treat this exactly as if the hero inside the ball was making a charging attack against the character. If the ball has movement remaining, it then bounces in a random direction.

If the ball hits the ceiling, floor, or a wall, the hero inside must attempt an Amazing Intensity Strength FEAT roll. If the roll is failed, the hero suffers damage equal to the material strength of the surface struck. All surfaces in the Battle Chamber are of Amazing (50) material strength (except the ventilation screen, see following). If the roll is made, the hero suffers no damage, but the surface takes damage equal to the character's Endurance. If the hero's Endurance is of Amazing rank or better, the surface breaks and the ball becomes wedged into it.

Bounce Direction Table

D100 Roll	Result
01-15	North
16-30	Northeast
31-45	Southeast
46-60	South
61-75	Southwest
76-90	Northwest
91-95	Straight Up
96-00	Straight Down

Retreat! The heroes might decide not to fight to the finish in favor of getting the heck out of the Battle Chamber.

If a hero spends a round looking for a way out other than the two doors, allow him to attempt a Good Intensity Intuition FEAT roll. If successful, the character notices that one of the panels along the east wall is different from the others. Although it has been made to look like



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the others, it is not solid metal, but is a very tight metal mesh like a super-strong screen window.

On the other side of the screen is a ventilation shaft, which is marked on the map. The screen has Remarkable material strength. The Thing can easily rip it open, and the Invisible Woman or Human Torch can quickly blast it open. Mister Fantastic can open the screen by succeeding at a Green Reason FEAT roll in order to ooze his body under it. Once on the other side, he finds a control box that slides the screen into the wall. Short-circuiting the box requires a successful Green Reason FEAT roll for Reed with a +2 CS.

Although the heroes can avoid the traps of the Battle Chamber by entering the ventilation shaft, they cannot so easily avoid Annihilus. He follows them, continuing the battle wherever they go until he or they are defeated.

Defeating Annihilus. There are two ways the heroes might defeat Annihilus and leave the Battle Chamber victorious:

1. *Free the Slave.* The mind-control helmet on Annihilus's head has Excellent material strength. If the heroes destroy or remove it, Annihilus regains his free will.

Although he bitterly hates the Fantastic Four, Annihilus is not stupid. He knows he will need their help to defeat Stygorr and reclaim the Rod. When freed of the helmet, Annihilus helps the heroes escape the traps, and promises to lead them to Stygorr. He tells the characters that they must break through the north door to get to Stygorr. (He doesn't know about the ventilation shaft, or where it leads.)

Without the helmet, which links him to the Cosmic Control Rod, Annihilus loses all of the powers he normally has when wielding the Rod. Additionally, he suffers a -3 CS penalty on all FEAT rolls.

2. *Clobberin' Time!* In this situation, the heroes have defeated all traps and rendered Annihilus unconscious. If the Spy-Eye has been destroyed, the heroes should have several rounds to find a way out of the Battle Chamber without being observed.

If the Spy-Eye has not been destroyed (or if another one arrives while the heroes are trying to escape from the Battle Chamber), Stygorr speaks through it and says,

"It appears you are more of a threat than I imagined."

The heroes then hear a loud hissing noise. "The sound you are hearing," says Stygorr, "is that of the air in the chamber being sucked out. It will be so nice to watch you die slowly!"

Because a hero can hold his breath for a number of turns equal to his Endurance rank number, the heroes should be able to smash or blast through one of the sliding doors well before there is any real danger of suffocation. Grant them a +2 CS bonus to find the ventilation shaft because the hissing sound is coming from there.

If the heroes cannot escape, and it looks like they are all going to die, inform them that the air seems to be very hazy. (Stygorr doesn't want them to die just yet, and has filled the chamber with Unearthly Intensity knockout gas.) At that point, all of the characters automatically fall unconscious. Although it seems the heroes are doomed, a group of City Scouts rescues them. In **Chapter 7**, the player characters awaken in the scouts' secret base within the ventilation system.

Defeated . . . In this situation, all of the heroes have been rendered unconscious, caught in various traps, surrendered, or a combination of all three.

If the Spy-Eye was destroyed, another arrives immediately. Speaking through the robot, Stygorr says to any conscious heroes, "Alas, Earth's defenders are vanquished. Was there ever any doubt of the outcome? Come Annihilus, let us leave them alone . . . So they may rest in peace!"

Annihilus and the Spy-Eye exit through the north door. (If Annihilus is unconscious, a Mark II Cyborg comes and collects him.) Conscious heroes then see and hear a thick green gas filling the Battle Chamber. When the green smoke reaches the heroes, they are overcome with wracking pain and convulsions, then slip into unconsciousness. The players may think their characters have died, when in fact the green smoke is merely knockout gas; all heroes are automatically rendered unconscious.

At this point, a group of resistance fighters enters the Battle Chamber through the ventilation shaft and rescues the unconscious heroes. In **Chapter 7**, the player characters awaken in the scouts' secret base within the ventilation system.





AFTERMATH: If the heroes have exited through the north or south door, whether Annihilus is an ally or not, continue playing with **Chapter 6**.

If they exited into the ventilation shaft, either on their own or after being rescued by City Scouts, turn to **Chapter 7**.

KARMA:

Defeating Annihilus without removing the mind-control helmet:

+75

Defeating Annihilus by removing the mind-control helmet:

+100

Defeating the Spray-Bots:

+20

Defeating the Phase-Bot:

+30

Escaping from a trap:

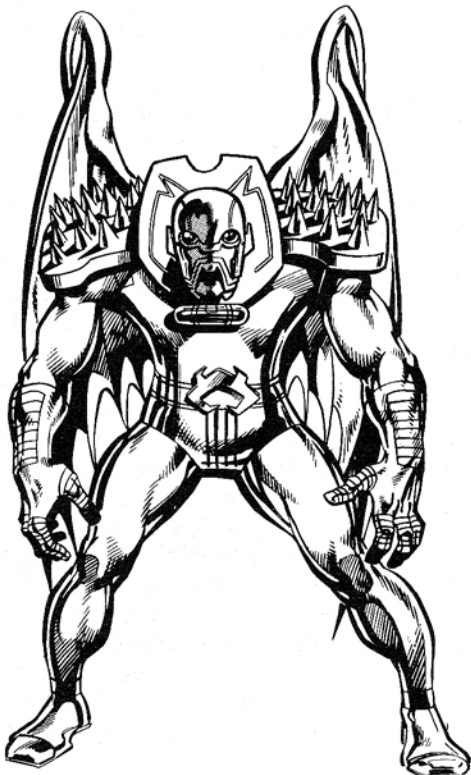
+20

Finding the ventilation shaft:

+10

Being defeated:

-20



HEROES

CHAPTER 6: ATTACK OF THE CYBORGS!

SUMMARY: This chapter should be played if the heroes left the Battle Chamber through either the north or south sliding door, with or without Annihilus as an ally.

In this chapter, the heroes are attacked by two squads of Cyborgs. The player characters recognize some of the Cyborgs as people who attended the celebration: Will the heroes fight innocent people, or allow themselves to be defeated?

STARTING: If the heroes went through the north door from the Battle Chamber, this encounter takes place in the corridor between the Battle Chamber and the Master Control Room.

If the heroes exited through the south sliding door from the Battle Chamber, this encounter takes place in any suitable corridor chosen by the Judge. In this situation, allow the characters some time to explore Stygorr's installation before they are attacked.

In either case, read the following boxed text aloud when the heroes are ambushed:

You are halfway down a long corridor, when sliding doors at both ends suddenly swish open. A mechanical eye floats into the corridor through each door. Behind both hovering robots you see a group of Cyborgs. You can hear the hum of their plasma weapons as the devices build up a lethal charge.

Stygorr's face glares at you from the eye-shaped monitors of the two floating robots. His voice echoes down the corridor from both directions. "And so we have found you. You are proving more of a nuisance than I imagined, and are upsetting my schedule; therefore, you must now die! CYBORGS ATTACK!"

ENCOUNTER: Each squad consists of a Spy-Eye and 10 Mark I Cyborgs, who have orders to destroy the player characters.

As the Cyborgs move forward to attack, allow each hero to attempt a Typical Intensity Intuition FEAT. Those who succeed recognize several of the Cyborgs as people who attended the celebration. One of them is a teenage boy still wearing bits and pieces of his City Scout uniform. All of the Cyborgs have soulless expressions upon their gray faces.

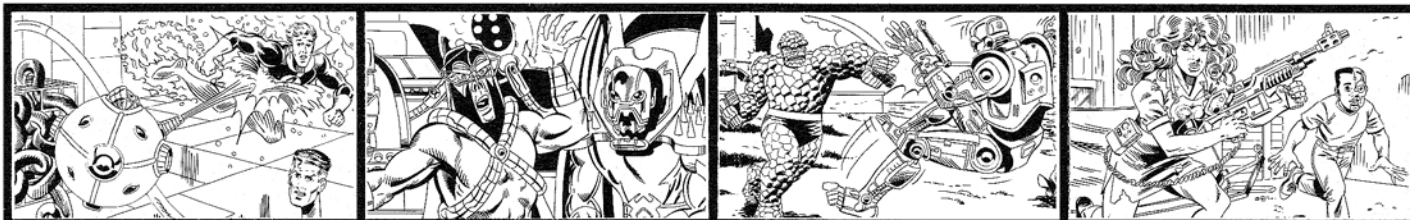
Surrender. Fearing they might injure or kill innocent people, the heroes might be reluctant to attack the Cyborgs. The only way to avoid a fight is to surrender.

If Annihilus is with the heroes, he refuses to surrender under any circumstances. His only objective is to smash his way into the Main Control Room and reclaim the Cosmic Control Rod. He will attack anything or anyone that gets in his way.

If the heroes give up, the Cyborgs immediately cease their attack, but keep their weapons trained on the intruders. Speaking through the Spy-Eyes, Stygorr mocks the player characters. "Ha! Your foolish compassion has been your undoing. I have no such limitations, and many more Cyborg warriors. Therefore, let my deadly nerve gas kill you all!"

A thick green gas quickly fills the corridor. When the smoke reaches the heroes and Cyborgs, they are all overcome with wracking pain and convulsions, then slip into unconsciousness. The players may think their characters have died, when in fact the green smoke is merely knockout gas; all heroes are automatically rendered unconscious.

At this point, a group of resistance fighters enters the corridor and rescues the unconscious heroes. In **Chapter 7**, the player characters awaken in the City Scouts' secret base within the ventilation system.





Defeat. If the heroes have decided to fight the Cyborgs, and it looks like they are about to lose the battle, City Scout resistance fighters come to the rescue.

A door at one end of the corridor (the south door if the fight takes place in the hall between the Battle Chamber and the Master Control Room) suddenly swishes open. Five young City Scouts wearing ratty uniforms and gas masks enter. They are armed with strange rifles called "Cybo-Stunners." A teenage girl who looks like she just returned from a tour of duty in Vietnam says, "Looks like you guys could use some help. Let's flatline these Cybos and haul out of here!" She then tosses a blinking device called a "Cybo-Boogie" into the middle of the corridor. All of the Cyborgs begin to twitch crazily, then fall to the ground dead. If the two Spy-Eyes have not already been destroyed, the City Scouts blast them to bits.

The girl is named Fiona Dunbar. She was the highest ranking City Scout at the celebration. She is now the leader of the resistance. For more information about the City Scouts and their equipment, see the "Non-Player Character Roster."

The resistance fighters want the heroes to return with them to their secret base within the ventilation system. The player characters can either go with the City Scouts, head off on their own, or press the attack and go into the Master Control Room.

If Annihilus is helping the heroes, he refuses to retreat with the City Scouts (they won't show him their hideout anyway). He demands that the player characters enter the Master Control Room and help him defeat Stygorr. If the heroes leave, Annihilus doesn't try to stop them. "I'll deal with you later . . . when I reclaim the Rod," he says under his breath. If Annihilus enters the Master Control Room alone, unknown to the heroes, he is promptly re-captured.

If the heroes follow the resistance fighters, they are taken to the nearest ventilation shaft. The City Scouts use the shafts to sneak around the complex.

If the heroes want to explore more of the complex, the City Scouts warn them that it is far too dangerous to go wandering about the walkways. The scouts offer to show

the heroes around by leading them through the ventilation system, which is much safer.

If the battle has taken place outside the Master Control Room, and the heroes want to go inside, the City Scouts are willing to help them fight Stygorr.

Victory! If the battle took place outside the Master Control Room, and the heroes defeated the Cyborgs, they can now face Stygorr in his lair. The action takes place in **Chapter 8**.

If the heroes were exploring the fortress, and the battle took place in some other corridor, they are now free to continue their exploration. However, try to keep the heroes moving. Alarms are sounding all over the complex as other squads of Cyborgs search for the intruders. Eventually, the player characters should reach the Master Control Room. If they seem to be on a wild goose chase, improvise an encounter with the City Scouts to get them back on track.

AFTERMATH: If the heroes were taken to the City Scouts' hidden base, continue with **Chapter 7**.

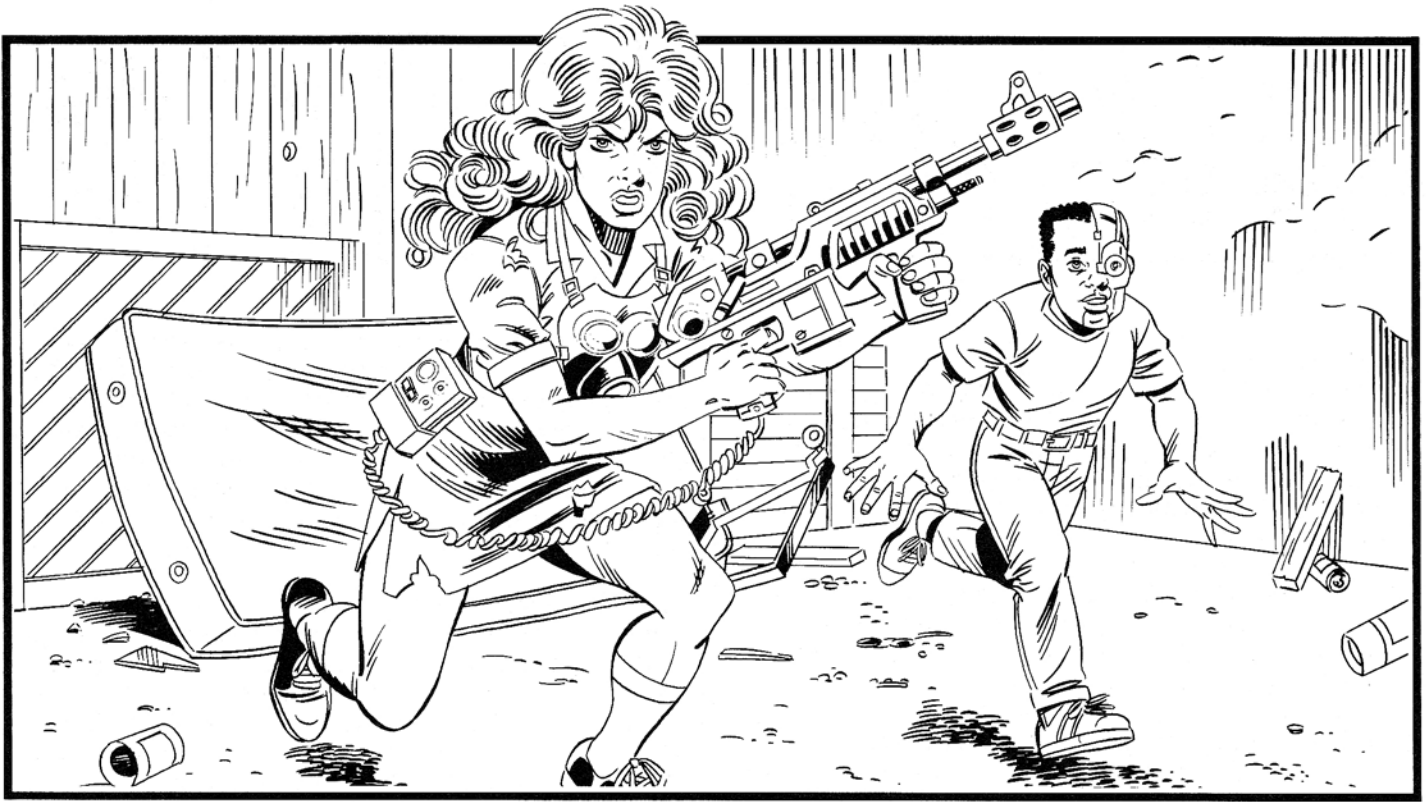
When the player characters enter the Master Control Room, continue with **Chapter 8**.

KARMA:

Defeating the Cyborgs:
Surrendering:

+50
-20





CHAPTER 7: THE RESISTANCE

SUMMARY: In this chapter the heroes arrive at the City Scouts' secret headquarters, either after discovering it themselves or after being brought here by the resistance fighters. From the City Scouts, the heroes learn information concerning Stygorr and his diabolical plans.

STARTING: If the heroes were rescued by the City Scouts and brought to the hideout unconscious, read the following boxed description to the players:

The first thing you realize when you wake up is that your head feels like someone hit it with a sledge hammer. When your eyes finally focus, you see that you are lying on an old blanket in one corner of a dimly lit room. Your teammates are nearby.

Two people stand in front of you. One is a tall, pretty girl with wild red hair. She wears a tattered City Scout uniform, and looks to be about 15 or 16 years old. A strange rifle is slung on her shoulder, and a gas mask dangles around her neck. She emits such an air of authority and gritty determination that you can almost smell it.

The other person is a small black boy. The first thing you notice about him is his head: One half is perfectly normal, but the other is covered by metal plates. One of his eyes is artificial, and it stares at you coldly. He appears to be 12 or 13 years old. Unlike the girl, the young boy does not wear a City Scout uniform, but wears a type of black jumpsuit similar to what you have seen Cyborgs wearing. An assortment of gadgets and tools dangle from a multitude of over-stuffed pockets on the jumpsuit.

In a dry, almost adult voice the boy says, "I am called Rigger."

Before you can reply, the girl interjects, "We saved your butts, and now it's time for you to help us!"

If the heroes have come to the hideout on their own, or after being led here by the City Scouts, read the following boxed text aloud:

You have reached a point where the ventilation shaft curves straight up. About 20' above, a huge fan turns





slowly in the shaft.

About four feet off the ground in the wall opposite you, a small panel suddenly slides open and a pair of eyes look at you. One is a normal, big, brown eye, but the other is metallic and fixes you with a cold stare.

From behind the panel, an emotionless voice says, "Who goes there?"

ENCOUNTER: The girl is Fiona Dunbar, the leader of the resistance. The eyes behind the sliding panel belong to Rigger, who opens the secret door and lets the heroes into the hideout.

Q&A. The heroes can learn much from the scouts by asking the right questions:

1. *How long have you been here?* "As far as we can tell," says Fiona, "we've been here for a couple of months. Maybe longer."

2. *Where do you get food?* "We stole as much as we could from the prison mess hall . . . before it became 'hell.' We're almost out of food now," says Fiona.

3. *Where did you get your weapons?* "After we saved Rigger from 'hell,' we discovered that he could build just about anything," says Fiona. "He built these rifles for us. We call 'em Cybo-Stunners, 'cause they're real good at knocking out Cyborgs. He also made gadgets that kill Cybos as quick as a blink. We call them Cybo-Boogies 'cause of the way Cybos dance a jig before they fry out."

4. *What is "hell?"* "It used to be the mess hall," she says. "Now it's the place where they make Cybos."

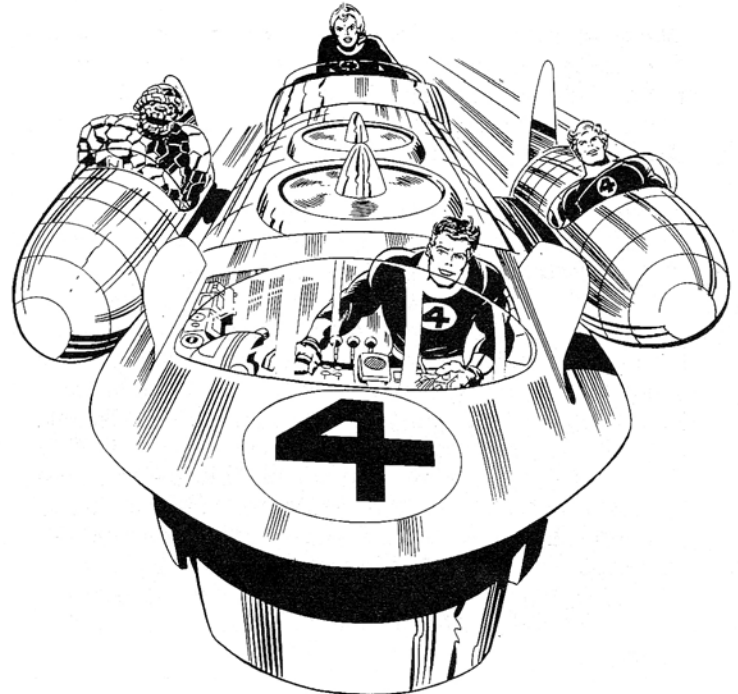
5. *Where is Stygorr?* "He's always in his control room with the glowing stick and his machines. We spy on him sometimes and listen to his plans through the ventilation shaft. Do you want to go there?"

6. *What are Stygorr's plans?* "After he has enough Cybos," says Fiona, "he plans to send them out of the black dome to conquer the world. While all that's going on, he's gonna use his machines to transport the entire planet to the Negative Zone!" One of the other scouts says, "I heard him say once that he's gonna make the world outside look just like the prison is now . . . but we're gonna stop him . . . aren't we?"

R&R. The scouts' hideout is a good place for the heroes to recover lost Health. The scouts do everything they can to make the heroes comfortable, including making them a warm meal with the last of their food.

Even so, don't let the player characters abuse their privileges. If necessary, remind them that there is a world to save, and time is of the essence.

AFTERMATH: After a brief respite at the hideout, the heroes should be on their way to confront Stygorr. Continue with **Chapter 8**.



HEROES

CHAPTER 8: STYGIAN KNIGHT

SUMMARY: In the Master Control Room, the heroes battle Stygorr and his minions. Once the Nightlord is defeated, the heroes must figure out how to operate the alien machinery in order to reverse time itself and undo what Stygorr has done.

STARTING: If the heroes entered the Master Control Room through the sliding door, read the following boxed text aloud:

In the center of this chamber is a huge, thriving machine. Steel cables and glass pipes filled with swirling, multi-colored gases extend from it and disappear into the ceiling high above, making the thing look like some sort of immense mechanical spiderweb. Pulsing with golden light at the very center of the machine is the Cosmic Control Rod.

Standing between you and the machine are two impressive figures. One is a gigantic, headless Cyborg. From a cavity in its chest, the face of Mayor Cummins stares out at you. The other is Stygorr, the Nightlord and self-styled ruler of the Earth and the Negative Zone.

Stygorr screams at you, "YOU WOULD DARE INTRUDE UPON MY SANCTUM! I AM THE RULER OF TWO UNIVERSES! FOR YOUR IMPUDENCE, YOU SHALL ALL DIE!!!"

If the player characters are spying on Stygorr from the ventilation shaft, read the following boxed description aloud:

In the center of the control room is a huge, thriving machine. Steel cables and glass pipes filled with swirling, multi-colored gases extend from it and disappear into the ceiling high above, making the thing look like some sort of immense mechanical spiderweb. Pulsing with golden light at the very center of the machine is the Cosmic Control Rod.

Near the machine stand two impressive figures. One is a gigantic, headless Cyborg. The other is Stygorr, the Nightlord and self-styled ruler of the Earth and the Negative Zone.

With a smile of triumph Stygorr says to the Cyborg, "At last my preparations are complete. When I flip this switch, the entire planet shall be transported into the Negative Zone!"

Note that you might need to make minor changes to the preceding boxes. If Warden Stanford escaped the heroes and retreated into the black force field in **Chapter 3**, he stands alongside the mayor. If Annihilus is still Stygorr's slave, he might be present also.

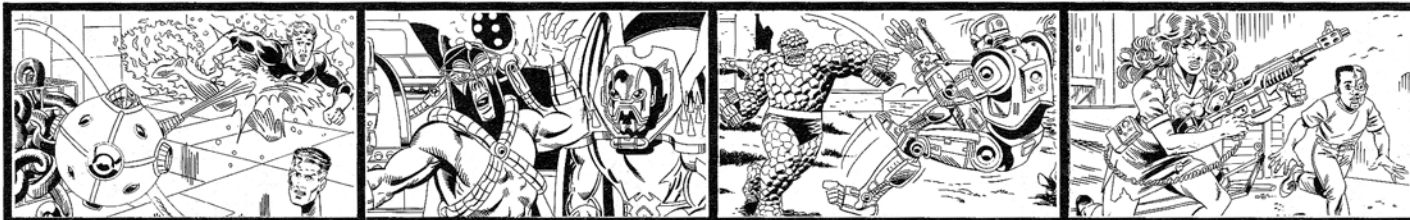
ENCOUNTER: The core of the machine, including the Rod, is protected by an Unearthly rank force field. The machine has Excellent material strength. Destroying the glass pipes (Poor material strength) and steel cables (Remarkable material strength), which are not protected by the force field, does not cause the machine to malfunction.

Stygorr believes the machine will transport Earth to the Negative Zone: He is mistaken. Even if the heroes don't stop him before he flips the switch, nothing happens.

Help! If the heroes are about to lose the battle, it might be up to you to ensure that they succeed. Here are a couple of options:

1. *Annihilus unchained!* If Annihilus is still wearing the mind-control helmet, and the heroes haven't thought to try and remove it, assume that one of their attacks breaks the device. Annihilus stops fighting the heroes, and attacks Stygorr instead.

When Stygorr and the Cyborgs are defeated, Annihilus tries to smash through the force field around the machine in order to take the Cosmic Control Rod. If the heroes interfere, Annihilus attacks them.





If he succeeds in getting to the Rod, Annihilus grabs it and pulls. Suddenly, crackling energy engulfs the insectoid alien. With a hideous scream, Annihilus vanishes before the heroes' eyes. He has been teleported back to the Negative Zone.

2. The resistance. If the City Scouts were not here to begin with, they arrive now by way of the ventilation shaft. Using their Cybo-Stunners and Cybo-Boogies, they attack any Cyborgs in the room.

3. Rigger to the rescue! Rigger pulls a small device out of one of the pockets of his jumpsuit, and starts pushing buttons and turning dials. The device allows him to take control of the Cyborgs. Mayor Cummins and Warden Stanford (if he's here) begin fighting one another or attack Stygorr. Rigger never told anyone about the device because he didn't think it would work . . . but it does now!

4. A diseased mind. Either Warden Stanford or Mayor Cummins (or both) becomes afflicted with Cybochosis, a mental disorder which causes Cyborgs to become berserk. For details see the role-playing notes about Cyborgs in the "Non-Player Character Roster."

AFTERMATH: When the villains are defeated, the heroes must figure out how to set matters right. From clues given to them by the future-heroes (in **Chapter 2**), the player characters should realize that reversing the machine's effect is the answer.

If they cannot figure out what to do, and have reached the end of their rope, Rigger investigates the machine and suggests to Reed Richards that maybe they can reverse its effects . . .

To understand and use the machine, a character must first succeed at an Amazing Intensity Reason FEAT. Because he has Amazing Reason, Mister Fantastic needs a Yellow result to succeed, and gains a +2 CS bonus to the roll because of his talents.

When a character successfully uses the machine, everything suddenly seems to be in slow motion. In the next instant, everyone and everything except the heroes, Stygorr, Annihilus (if he's still here), and the machine vanishes. All around the characters is a black void, which quickly collapses upon itself and hovers above the machine like a churning thundercloud. With terrified screams, Annihilus and Stygorr are sucked into the cloud and disappear. There is a brilliant flash, and the Rod and the machine and the cloud also vanish.

Time has been reversed and altered. The people who became Cyborgs are no longer (and never were) Cyborgs. The black force field never surrounded the prison, and the celebration was not interrupted. Stygorr, Annihilus, and the Cosmic Control Rod have all been returned to the Negative Zone.

If the heroes attended the celebration, they find themselves standing beneath the bleachers. Sitting above them are their "past-selves." If you wish, and the players want to, you can replay the scene in **Chapter 2** in which the heroes of the future speak to the heroes of the past.

When they finish, the future and past heroes merge. The characters find themselves sitting in the bleachers enjoying the celebration with only a strange feeling of *deja vu* and no memories of their adventure in Stygorr's stronghold.

If the heroes did not attend the celebration, they find themselves wherever they were when the force field first appeared at the prison. They have no memories of the adventure.

KARMA:

Defeating Stygorr:	+75
Defeating Annihilus:	+75
Defeating Mayor Cummins	+40
Defeating Warden Stanford	+40
Reversing the machine's effects:	+50
Rigger must tell the heroes to reverse the machine's effects:	-20





NON-PLAYER CHARACTER ROSTER

ANNIHILUS

Real Name: Annihilus

F	A	S	E	R	I	P
IN	IN	AM	MN	RM	GD	RM
40	40	50	75	30	10	30
Health: 205						Karma: 70
Resources: MN (75)						Popularity: -30

KNOWN POWERS

Body Armor: Annihilus's insectoid hide provides him with Incredible protection from physical and energy attacks.

Flight: Using his bat-like wings, Annihilus can move at Remarkable airspeed (15 areas per round). He can fly at higher rates (up to CI1000) in space, using the Cosmic Control Rod.

Cosmic Control Rod: This is Annihilus's chief weapon and source of his power, allowing him to manipulate vast amounts of cosmic energy. With this energy, Annihilus may perform the following:

- He does not age, and is Invulnerable to disease, radiation, heat and cold.

tion, heat and cold.

- Annihilus may increase one physical ability to Unearthly rank.
- He can fire bolts of cosmic energy (either force or energy) of up to Unearthly rank.
- Annihilus can manipulate non-organic matter (but not transmute elements) with Unearthly ability.

LIMITATION: If deprived of the Cosmic Control Rod, Annihilus is -3 CS on all FEATs, and in addition begins to age and lose Endurance at a rate of one rank per week.

TALENTS: Annihilus is skilled at Engineering.

ROLE-PLAYING NOTES: Annihilus is driven by two things: a thirst for power and a paranoia of his own death (through theft of the rod). He will go to any lengths to satisfy these two drives. He is haughty and arrogant, and will never acknowledge any being as his equal.

IN BRIEF: Untold years ago, voyagers from the world of Tyanna in the Negative Zone (an extradimensional universe made of antimatter) set forth to seed the barren worlds of the Zone with living organisms that they had bioengineered in the form of spores. One of the Tyannan





ships crashed upon the barren volcanic planet Arthros, and the dying voyagers released all of their life spores as their final act.

One of the spores grew into an insectoid being who possessed great intelligence through mutation. This being, who would become known as Annihilus, discovered the Tyannan ship and found within it a knowledge-transference helmet. Annihilus used the helmet to learn the history and the accumulated knowledge of the Tyannans. Using that knowledge, Annihilus increased his strength and intelligence and created the Cosmic Control Rod from the canisters that held the life spores and the technology of the starship.

CYBORG, MARK I (HUNTER-WORKER)

Real Name: Irrelevant

F	A	S	E	R	I	P
EX	RM	RM	RM	TY	TY	TY
20	30	30	30	6	6	6
Health: 110				Karma: 18		
Resources: FB (2)				Popularity: 0		

KNOWN POWERS

Cybernetic Body: A Mark I looks like a very muscular human covered with molded metal plates, wires, tubes, sensors, and blinking lights. They comprise the warriors and work force of Stygorr's army, and are designed to construct and maintain his stronghold, as well as defend it. A Mark I's cybernetic arms are built to fit a variety of attachments: blow torch, drill, saw, jackhammer, mechanical hand, plasma or stun weapons, and so on.

ECMs: The Cyborgs are equipped with a number of electronic countermeasures that provide Remarkable (30) protection from radar, sonar, and other electronic detections.

Flight: A jetpack built into its back allows a Cyborg to fly at Incredible airspeed (20 areas per turn).

Force Field, Personal: The Mark I is protected by an Excellent (20) rank force field.

Plasma Beam: The Mark I's right cybernetic arm is equipped with a plasma weapon capable of firing an Excellent (20) energy attack at a range of 11 areas.

Sensors: The Mark I's various radar, sonar, and electronics detection sensors enable it Remarkable (30) ability to detect objects, radio waves, trace communications and signals, etc.

Stun Beam: The left arm contains a weapon that fires an Excellent (20) stunning attack at a range of 8 areas. The target suffers no damage, but must succeed at an Excellent Intensity Endurance FEAT or pass out for 1-10 turns.

Targeting System: A built-in targeting computer grants the Cyborg a +1 CS to hit when firing its weapons.

TALENTS: None.

ROLE-PLAYING NOTES (for all Cyborgs): The majority of Stygorr's Cyborgs show no emotions whatsoever. They perform their functions like thoughtless machines. Occasionally, however, a Cyborg becomes afflicted with "Cybochosis," a mental condition in which the human mind of the Cyborg rejects its cybernetic implants. This results in irrational behavior, in which the Cyborg may attack friend and foe alike. Cybochosis often appears as a result of stress, such as during combat. Cybochosis is also terminal: The Cyborg convulses and dies within a very short time after the initial onset.

In game terms, after the first round of any combat involving Cyborgs, the Judge should roll a d10 for each Cyborg. On a result of "1," the Cyborg is overcome by Cybochosis and attacks the nearest target. The afflicted Cyborg then dies within 1-10 turns.

CYBORG, MARK II (GATHERER)

Real Name: Irrelevant

F	A	S	E	R	I	P
GD	EX	RM	RM	TY	TY	TY
10	20	30	30	6	6	6
Health: 90				Karma: 18		
Resources: FB (2)				Popularity: 0		

KNOWN POWERS

Cybernetic Body: A Mark II consists of a circular cargo platform about 10' in diameter with a humanoid torso rising from the middle of it. The torso is covered with implants, has a cybernetic head encasing a human brain, and four cybernetic arms.



HEROES

ECMs: The Cyborgs are equipped with a number of electronic countermeasures that provide Remarkable (30) protection from radar, sonar, and other electronic detections.

Flight: Anti-gravity discs fixed to the bottom of its cargo platform allow a Mark II to fly a Incredible airspeed (20 areas per turn).

Force Field, Personal: The Mark II is protected by an Excellent (20) rank force field.

Sensors: The Mark II's various radar, sonar, and electronics detection sensors enable it Remarkable (30) ability to detect objects, radio waves, trace communications, and signals, etc.

Stun Beam: Located on its forehead is a weapon that fires an Excellent (20) stunning attack at a range of 4 areas. The target suffers no damage, but must succeed at an Excellent Intensity Endurance FEAT or pass out for 1-10 turns.

Tractor Beams: Each of a Mark II's four arms are equipped with an Incredible (40) rank tractor beam, enabling each arm to move or grapple objects as if by Incredible (40) Strength. Range is limited to 6 areas. Each arm can work independently, allowing the Mark II to use its tractor beams up to four times in a single round.

TALENTS: None.

ROLE-PLAYING NOTES: See Mark I's entry

CYBORG, MARK III (MAYOR AND WARDEN)

Real Name: Mayor Timothy Cummins,
Warden Bennett "Big Ben" Stanford

F	A	S	E	R	I	P	
RM	EX	IN	IN	TY	TY	TY	
30	20	40	40	6	6	6	
Health: 130						Karma: 18	
Resources: FB (2)						Popularity: 0	

KNOWN POWERS

Cybernetic Body: A Mark III looks like a 10' tall, headless humanoid. The human head of the controller is grafted and displayed in a lighted cavity in the Mark III's chest.

Like other Cyborgs, a Mark III is covered with molded metal plates, wires, tubes, sensors, and blinking lights.

ECMs: The Cyborgs are equipped with a number of electronic countermeasures that provide Remarkable (30) protection from radar, sonar, and other electronic detections.

Flight: A jetpack built into its back allows a Cyborg to fly at Incredible airspeed (20 areas per turn).

Force Field, Personal: The Mark IIIs are protected by Remarkable (30) rank force fields.

Growth: Because the Mark III stands 10' tall, it is considered to have a constant Poor (4) growth power, and is +1 CS to be hit.

Plasma Beam: The Mark III's right cybernetic arm is equipped with a plasma weapon capable of firing a Remarkable (30) energy attack at a range of 20 areas.

Sensors: The Mark III's various radar, sonar, and electronics detection sensors enable it Incredible (40) ability to detect objects, radio waves, trace communications and signals, etc.

Stun Beam: The left arm contains a weapon that fires a Remarkable (30) stunning attack at a range of 8 areas. The target suffers no damage, but must succeed at a Remarkable Intensity Endurance FEAT or pass out for 1-10 turns.

Targeting System: A built-in targeting computer grants the Cyborg a +2 CS to hit when firing its weapons.

TALENTS: None.

ROLE-PLAYING NOTES: See Mark I's entry.

DUNBAR, FIONA (CITY SCOUT)

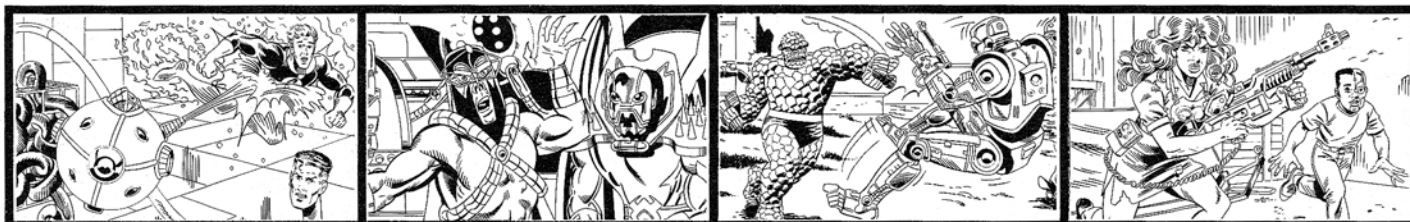
Real Name: Fiona Dunbar

F	A	S	E	R	I	P	
TY	TY	PR	EX	TY	TY	TY	
6	6	4	20	6	6	6	
Health: 36						Karma: 18	
Resources: FB (2)						Popularity: 0	

KNOWN POWERS

Equipment: Fiona and the rest of her resistance fighters have access to the following:

Cybo-Stunner: This weird looking rifle comes with a small





power pack that can be worn on a shoulder strap or belt. When fired, it shoots a Remarkable (30) Intensity beam of electricity up to 2 areas. Check attack results on the Energy Column. A Cyborg struck by the beam must automatically roll on the Stun Column, in addition to any normal battle effects. The resistance fighters have five of these in their small arsenal.

Cybo-Boogie: This device looks like a metallic frisbee covered with blinking lights. When activated, it emits a signal that short-circuits the cybernetic implants of all Cyborgs within a 1 area radius. Cyborgs are considered to be automatically hit and suffer massive convulsions. Each Cyborg must roll on the Kill Column each round until it fails the roll and begins to die, or the device is switched off. The City Scouts only have two of these available.

Gas Mask: The scouts have 21 of these which used to belong to prison guards. The masks have allowed them to thwart Stygorr's attempts to smoke them out.

TALENTS: First Aid, Streetsmart.

ROLE-PLAYING NOTES: Like other City Scouts, Fiona knows what it's like to grow up on the mean streets of a big city, but after long months of struggling to survive in Stygorr's fortress, she would give anything to return to those streets! Throughout the ordeal she has proven to be a strong leader. Without her, the other City Scouts would either be dead or Cybos by now. She is one tough cookie and will only follow the heroes' orders if she feels it is the right thing to do anyway.

IN BRIEF: City Scouts are much like Boy Scouts or Girl Scouts. However, unlike their conventional counterparts, City Scouts do not go on camping trips or other wilderness excursions. Instead, they explore whatever is good about the place they live in—the big city. City Scouts take trips to zoos, museums, parks, sporting events, hospitals, cathedrals, police and fire stations, and other places of interest.

The City Scouts in this adventure are from the Lower East Side of Manhattan. Use Fiona Dunbar's statistics to represent those of the average scout.

Thirty City Scouts attended the celebration at Ryker's Island. When the prison was surrounded by Stygorr's black force field, the children were trapped inside.

Most of the kids were able to hide from the Cyborgs,

and became a small band of resistance fighters. Moving swiftly and quietly through the fortress's ventilation system, they have inflicted considerable damage since their ordeal began.

RIGGER (CITY SCOUT)

Real Name: Ramone Webber

F	A	S	E	R	I	P
FB	TY	FB	PR	IN	TY	TY
2	6	2	4	40	6	6
Health: 14					Karma: 52	
Resources: FB (2)					Popularity: 0	

KNOWN POWERS

Cybernetic Implants: Rigger was rescued by his fellow scouts before being completely changed into a Cyborg. Half of his head, including one eye, has been replaced by cybernetics, while computerized enhancements have been added to his brain. As a result, Rigger has the following powers:

- **ECMs:** Rigger is equipped with a number of electronic countermeasures that provide Remarkable (30) protection from radar, sonar, and other electronic detections.
- **Force Field, Personal:** Rigger can surround himself in a Remarkable (30) rank force field.
- **Hyper-Intelligence:** Rigger's intelligence was greatly augmented by the cybernetic implants. If his cybernetics are somehow negated, his Reason drops to Good rank.
- **Hyper-Invention:** The implants also granted Rigger the Incredible (40) ability to comprehend, design, build, and repair technology.
- **Sensors:** Rigger's various radar, sonar, and electronics detection sensors enable him Incredible (40) ability to detect objects, radio waves, trace communications and signals, etc.

TALENTS: First Aid and Streetsmart.

ROLE-PLAYING NOTES: Ramone Webber was a bright kid with a sparkling smile . . . until Stygorr came. Most of his personality was sapped away when cybernetics were implanted in his brain. He seldom shows any emotion at



HEROES

all. Ramone speaks in a slow, deliberate voice using words associated more with a physics professor than a young kid from the streets.

IN BRIEF: Ramone was captured shortly after the riot at the prison. He underwent the horror of becoming a Cyborg, but was rescued by his fellow City Scouts before the process was complete. Many of his friends were not so lucky.

Because of his strange abilities, Ramone, who took the name Rigger, became an incredible asset to the resistance. He is able to tap into Cyborg communications and will alert his friends before Cyborg attack squads can find them.

STYGORR

Real Name: Stygorr/Lew Shiner

F	A	S	E	R	I	P
RM	IN	EX	EX	IN	RM	RM
30	40	20	20	40	30	30

Health: 110
Resources: AM (50)

Karma: 100
Popularity: 0

KNOWN POWERS

Alter Ego: Stygorr can take the form of his earthly counterpart, a businessman named Lew Shiner. The two share the same mind. While in human form, Stygorr cannot utilize any of his own powers (other than to transform himself back into Stygorr). However, he can utilize the powers of the Cosmic Control Rod as Lew Shiner. His human form has the following statistics:

F	A	S	E	R	I	P
TY	TY	TY	GD	IN	RM	RM
6	6	6	10	40	30	30

Health: 28
Resources: AM (50)

Karma: 100
Popularity: 0

Body Armor: Stygorr's alien physique grants him Incredible protection against physical and energy attacks.

Flight: He can move at Excellent airspeed (10 areas per round) in atmospheric conditions and at Unearthly airspeed (40 areas per round) in space.

Matter Fluctuation: Stygorr has the power to alter his bodily substance from positive to antimatter (and vice versa) at will. This builds up an energy charge within his very being, which he can release in two ways:

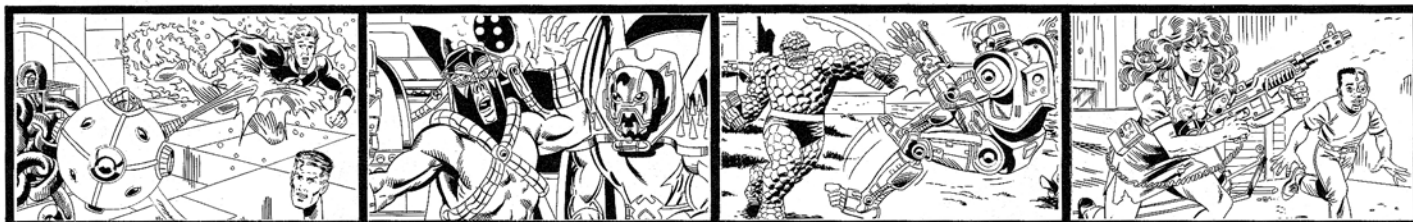
- By channeling the energy through his arms and out his hands, he can produce a Monstrous Intensity energy blast that can be fired up to Incredible range (11 areas).
- He can release the energy in all directions, forming a "concussion sphere," that acts as an Amazing Intensity force attack on all targets within the same area as Stygorr.

TALENTS: By joining with Lew Shiner, Stygorr has acquired the Business/Finance and Engineering talents.

ROLE-PLAYING NOTES: As individuals, both Lew Shiner and Stygorr possessed a cruel heart. After their very essences were fused, the result was a single, totally evil being of great cunning and power. Only total dominion over the Earth and the Negative Zone will satisfy Stygorr.

IN BRIEF: Lew Shiner, a businessman and engineer, collided with the alien Stygorr in the Negative Zone. The resulting matter-antimatter explosion fused their very atoms, forming a single entity.

With enhanced intelligence and powers, the new Stygorr is an even deadlier foe. After long months of plotting, he stole the Cosmic Control Rod from Annihilus. With it, he plans to place himself as monarch of two universes!



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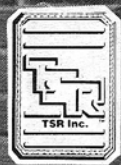
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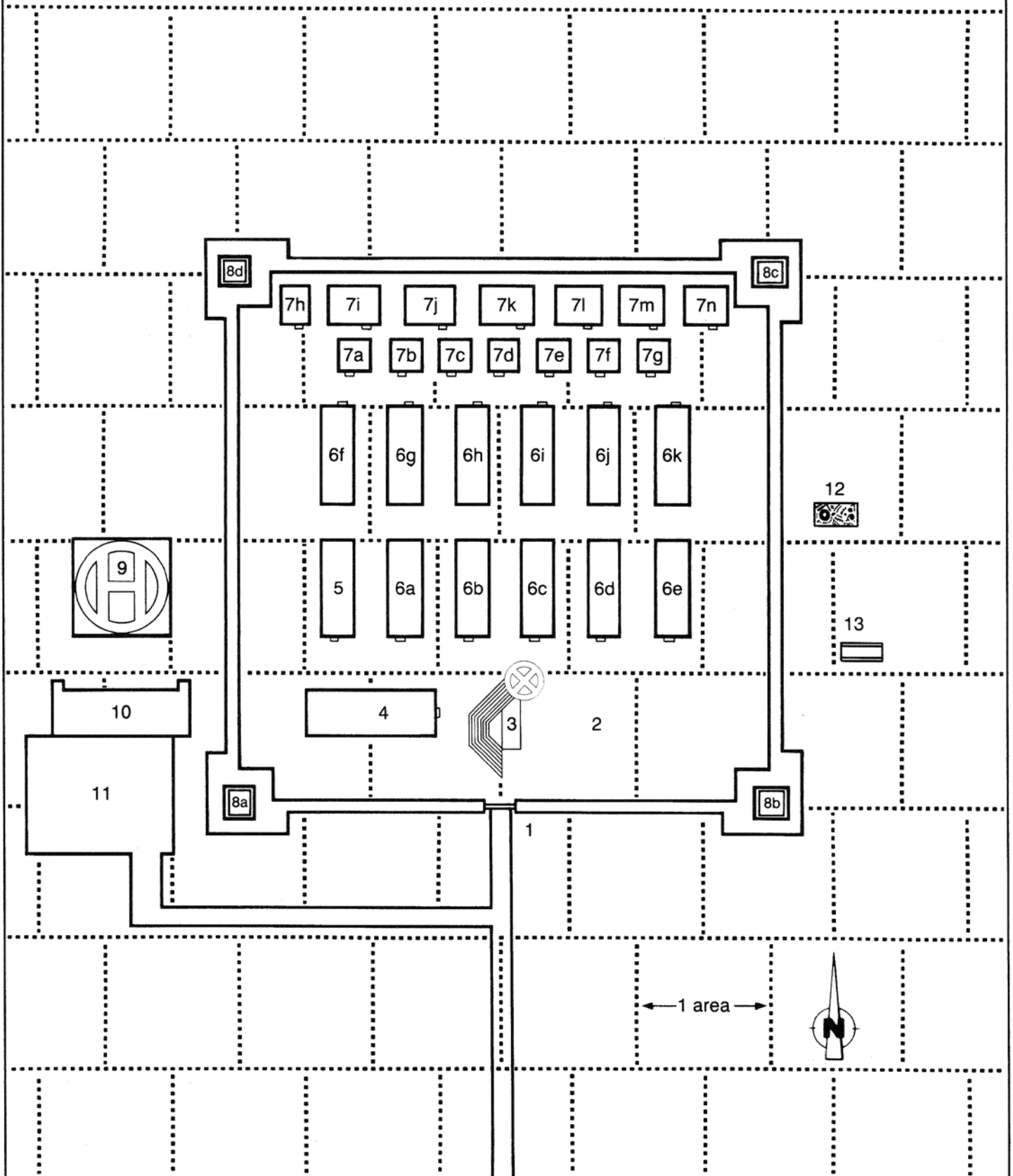
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RYKER'S ISLAND OF TODAY





Official Game Adventure

Stygian Knight

by Anthony Herring

The master villain stands revealed—Stygorr, the Master of Sub-Space seeks to use the power of the stolen Cosmic Control Rod to bring the Earth's inhabitants to their knees! Since his encounter with Blastarr, he has bided his time, marshalling and enhancing his mighty powers with the Cosmic device, and he has power enough to humble Annihilus, the scourge of the Negative Zone.

Stygorr can shatter mountains with one anti-matter blast, but he now has the power to warp time and space itself. With unbelievable ease, he has turned Ryker's Island Prison into a technologically advanced base, complete with his own cyborg army of inmates! Will your player characters be able to stop this legion of mechanized criminals? Can they put an end to Stygorr's insane plans before both the positive matter universe and the Negative Zone are totally destroyed? Prepare your heroes for unparalleled excitement and adventure as they battle the *Stygian Knight*.

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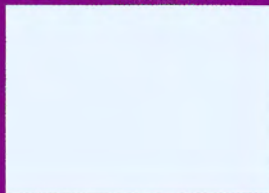


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