



HEROES

ROLE
PLAYING
MODULE

LEGION
OF SUPER-HEROES™

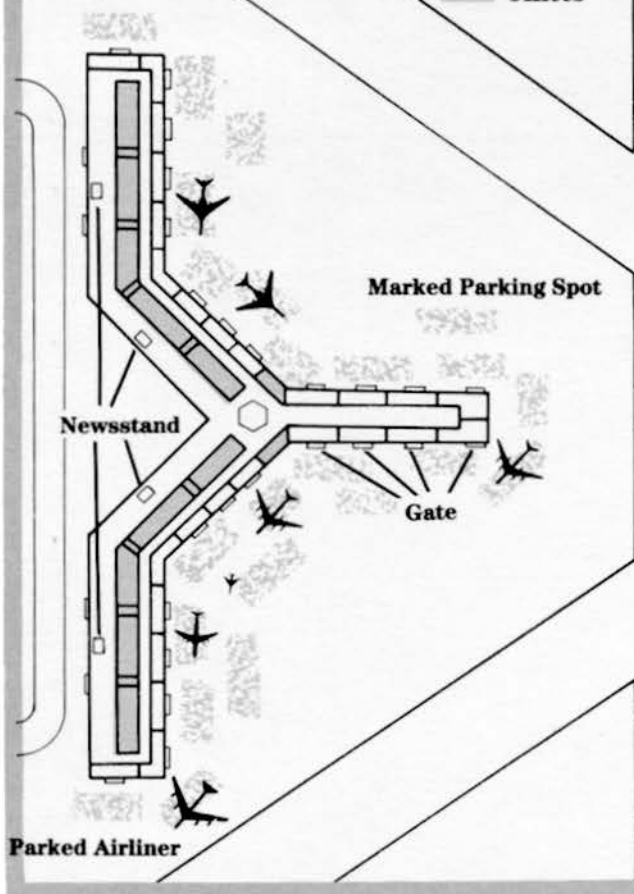
MAD ROOK'S GAMBIT



by David Martin

Encounter 10: Atlantis International Airport

Offices



LABYRINTH Cell Block

X Character Entrance

Unarmed Prisoners

X Armed Prisoners

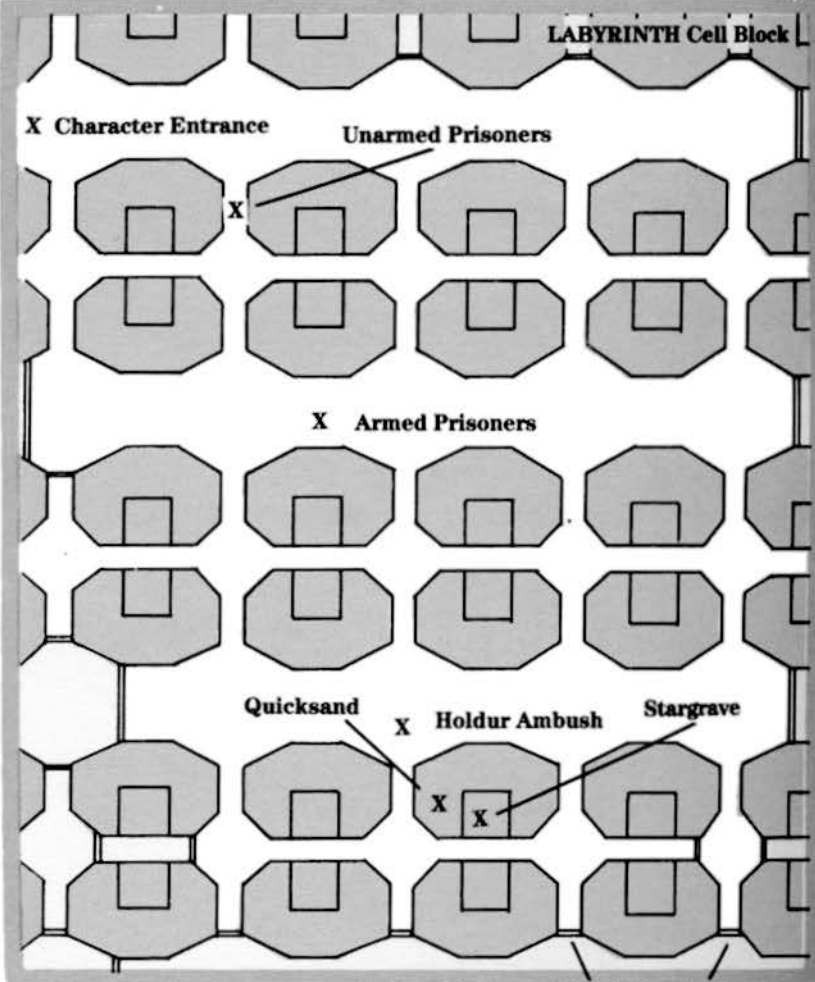
Quicksand

X Holdur Ambush

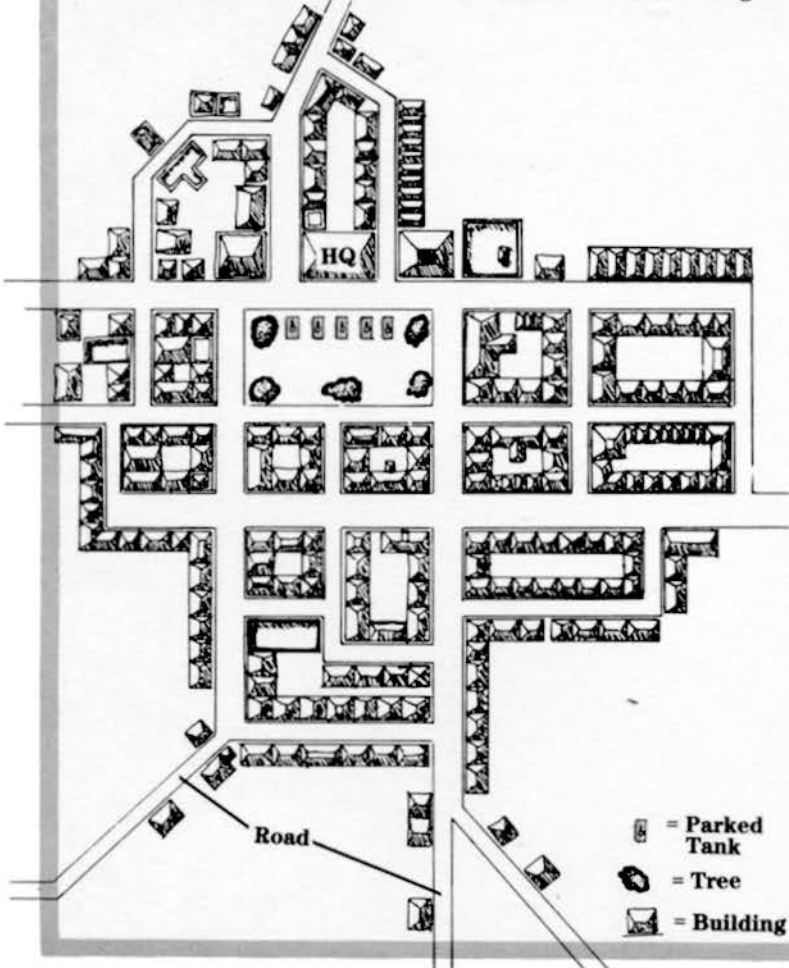
Stargrave

Prison Block

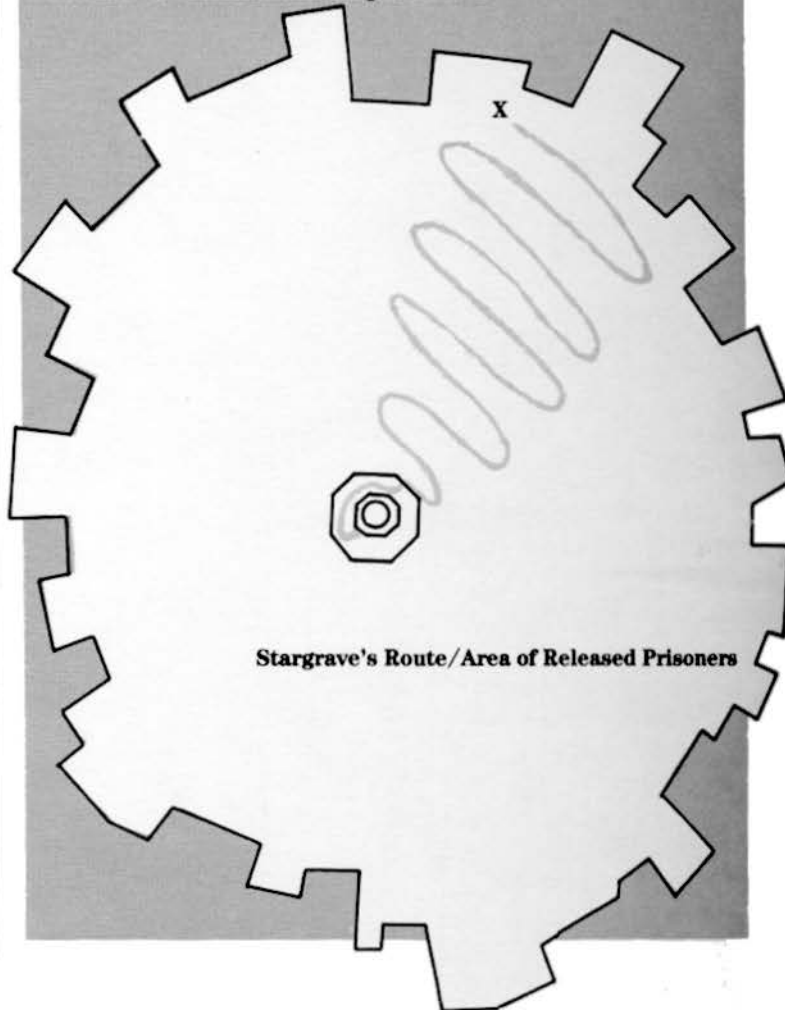
Closed Security Door



Encounter 11: Dutch Village



Encounter 2 LABYRINTH Top Cell Level



MAD ROOK'S GAMBIT

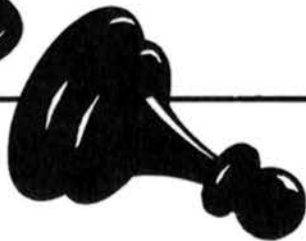


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Mad Rook's Gambit

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Adventure Synopsis

Mad Rook's Gambit is intended for play by the following Legionnaire Characters: Brainiac 5, Colossal Boy, Magnetic Kid, Sun Boy, Tellus, and White Witch. While the text assumes that these are the Player Characters used, this adventure can be played with any other Legionnaires or Players' own Characters if the GM modifies the text to suit the different roll call.

The adventure begins with the Legionnaires exploring deep space when an urgent message summons them to the prison world of Labyrinth. Once on Labyrinth, the Legionnaires discover that Pulsar Stargrave is responsible for a mass-escape of the world's prisoners.

Stargrave's primary interest on Labyrinth is in freeing his two assistants, Holdur and Quicksand, so they can help Stargrave find a special, fabled gem of unbelievable power, the Magna Crystal. After an inevitable initial skirmish with the Legionnaires, Stargrave, Holdur, and Quicksand depart, unknowingly leaving a trackable energy trail behind.

The Legionnaires are able to follow Stargrave to the Worldship of one Dr. Mayavale, the driving force of the adventure. A scan of Mayavale's Worldship reveals a myriad of discrepancies: a New York in ruin, a Nazi-run Germany, and a twentieth century Metropolis engulfed in flames.

The Legion Cruiser is promptly disabled by a powerful force beam and brought to the planet's surface where Mayavale apologetically greets the hesitant Legionnaires. Mayavale suddenly throws a force field around the Cruiser from which the Legionnaires must escape before they can pursue Stargrave.

After defeating Mayavale's trick, the Legionnaires set off in search of Stargrave, the most likely of places seeming to be the burning Metropolis. The Legionnaires venture through a destroyed twenty-second century New York City and are attacked by Hawkpolice in a Worldship-representation of Thanagar. The last of the Hawkpolice attacking the Legionnaires turns out to be Mayavale himself, who readily escapes in a flying easy-chair. While pursuing Mayavale, the Legionnaires are attacked by Enemy Ace and his World War I squadron.

The Legionnaires are then led by a bright flash in the distance to medieval Rannagar and an encounter with a powerful giant robot. The Characters are rewarded here by the presentation of a map showing them the direct route to Metropolis.

When they awake, the Legionnaires find themselves in a German World War II prison. Once they escape, the heroes find an arrow in the sand outside pointing in yet another direction. The Legionnaires, following the hint, travel to a re-creation of Brainiac 5's homeworld of Colu where riots are taking place. The train available from Colu to Metropolis has unexpected stopovers in a dense jungle terrain and Emanax. Legion arch-nemesis Sden soon appears and tries to persuade the Legionnaires that he is an honest sorcerer who merely wishes to take the Characters directly to Metropolis.

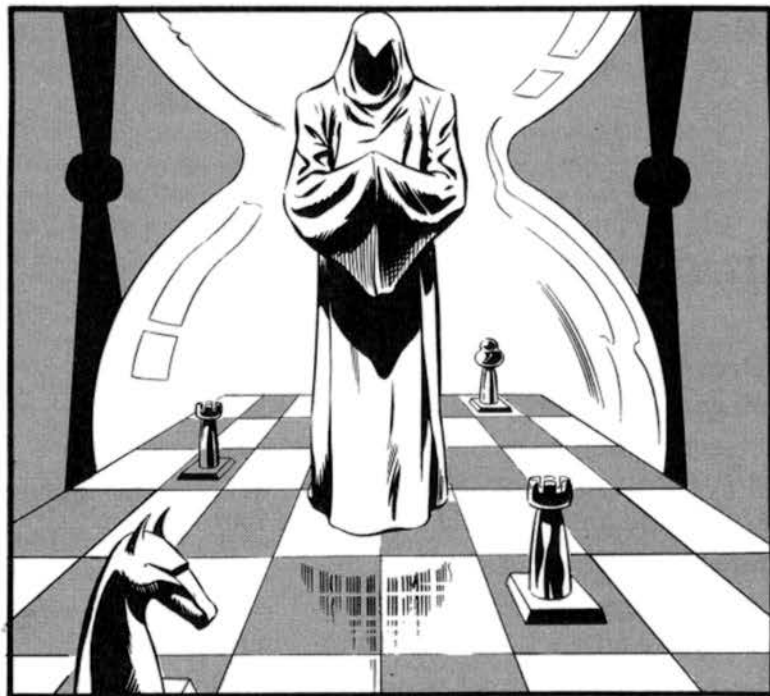
Any Characters who were injured or knocked unconscious during the Worldship adventures mysteriously disappear from the midst of their comrades. These are teleported to a hospital where their injuries are completely healed but from which they cannot escape until joined by their fellow Legionnaires (near the adventure's conclusion). Mayavale greets the Characters and fully appraises them of the situation with Stargrave, the Time Trapper, and the Magna Crystal. Once the Legion is reunited, the Legionnaires finally battle Stargrave for possession of the Magna Crystal.

During the ensuing battle, Sden attempts to obtain the gem himself. Once the Legionnaires have dealt with Sden, Stargrave, Holdur, and Quicksand, Mayavale will try to persuade the Legionnaires that the Magna Crystal should be given to him for safekeeping.

If Stargrave is successful in his attempt to obtain the Magna Crystal, he will take it to the Time Trapper. If Sden obtains the gem, the Time Trapper will still get the gem (Sden is integral to the Trapper's back-up plan). If the Legionnaires decide to keep the Magna Crystal themselves or turn it over to the authorities, Mayavale will fight in an effort to retain it. If the Legionnaires decide to trust Mayavale with the Crystal, the gem will be safe from the Time Trapper for the moment.

TIME TRAPPER BACKGROUND

The Time Trapper carefully reviewed the events of the past few weeks. Both the mission to acquire the temporal power of the Infinite Man and the plan for a Miracle Machine were proceeding as planned. Legionnaire interference appeared, as was expected, and in some cases the Legionnaires even overcame the Trapper's initial agents. However, the Trapper was hardly so easily thwarted. Secondary plans went into effect as the hospital



computers on Medicus One were secretly altered to siphon off that temporal power which remained dormant in Jaxon Rugarth's body.

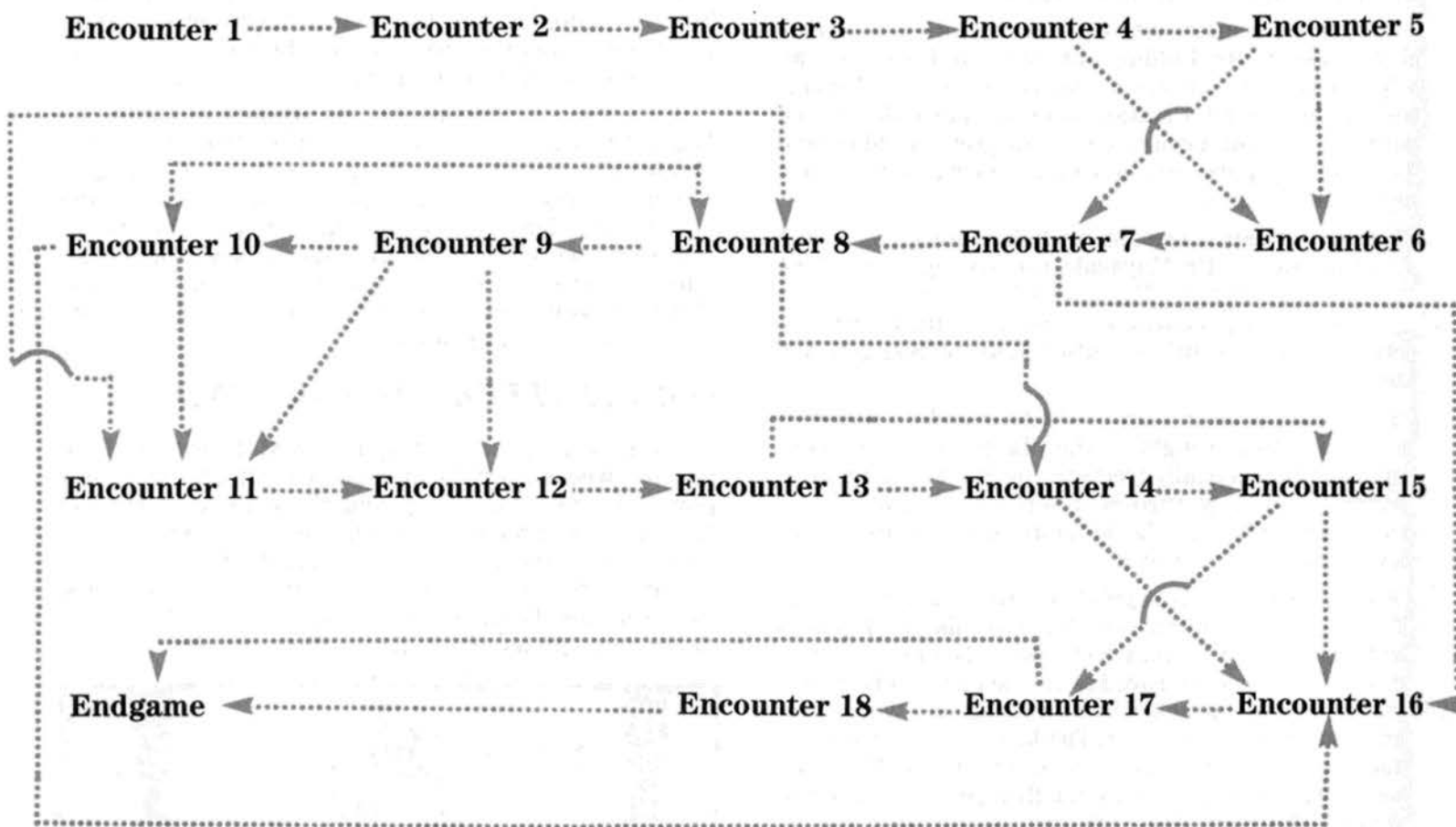
The computer system for the Bismollian hospital was similarly altered during the revolt of the Computo replicas. While Matter Eater Lad underwent treatment following his rescue from the Khunds and Tyrrazians, he was also carefully probed to show what residual patterns, if any, the Miracle Machine left on his cell structure.

The hospital's technical staff stored the residual temporal power, a very convenient occurrence for the Time Trapper as he awaits that power's use in his final device. Hospital technicians at Bismollian worked

feverishly to reconstruct the Miracle Machine using data from the medical probes on Matter Eater Lad.

The Time Trapper grimaced, his brow furrowed. Although his initial designs seemed to be running smoothly, the secondary plans may not have been entirely secret. Once these backup plans went into effect and transmitted their data to the Trapper's computers, their presences were prone to detection by sophisticated sources, sources readily available to Legionnaires. While it is unknown whether or not the Legion of Super-Heroes detected the Trapper's influence in these events, sufficient suspicion has been cast to set the Time Trapper on an uncomfortable edge...

Flowchart



TIMELINE

Pre-Adventure

Magna Crystal imbedded in Mayavale's Worldship.

Stargrave sent to recover Magna Crystal.

Stargrave finds Worldship and decides he needs Quicksand and Holdur. He leaves for Labyrinth.

Sden infiltrates Worldship.

Adventure Start

Stargrave enters Labyrinth via the energy conduit.

Legion of Super-Heroes summoned to Labyrinth.

Legionnaires arrive, Quicksand and Holdur freed. They and Stargrave leave for Mayavale's Worldship.

Stargrave starts to demolish the Metropolis stage.

Legionnaires arrive on Worldship.

Legionnaires encounter Mayavale.

Legionnaires experience various World encounters.

Legionnaires battle Stargrave for the Magna Crystal.

Legionnaires decide fate of Crystal and depart from Worldship.

GM Background

In this adventure, the Time Trapper is seeking to further his plan to gain active control of all history by building the Time Shaper, a device which may enable him to change past events at will. With the Shaper, the Time Trapper will be able to totally alter any point in the past, present, or future to conform to his own, mad visions.

The Time Shaper has three main components. The hardware is a Controller's Miracle Machine and the energy source is derived from the stored temporal power of the Infinite Man. As neither component is strong enough to efficiently perform the Trapper's plans, an amplifier is required. The Trapper has determined that the most integral part of his plan lies in his obtainment of such an amplifier (specifically the Magna Crystal, an enchanted gem that increases Mystical attributes).

Previously, the Trapper's agents had drained the Infinite Man and recreated the plans for a Miracle Machine by analyzing Matter Eater Lad's cell structure. Now only the Magna Crystal remains to be taken and the Trapper has chosen Pulsar Stargrave to recover the powerful gem.

The Magna Crystal was last seen being taken into the twentieth century by Superboy. It is unknown what exactly happened to the Magna Crystal while under Superboy's care but the gem somehow returned to the

thirtieth century where it drifted in deep space until Dr. Mayavale's self-teleporting Worldship materialized around it. The Magna Crystal, which is currently imbedded in the Saturn model atop a replica of the Daily Planet building on Mayavale's Worldship, immediately began to affect Dr. Mayavale and all of his equipment.

The Magna Crystal's energies permeated all of Mayavale's equipment, especially the city-wide re-creation of Metropolis. The resultant energies gave Dr. Mayavale startling new mystical abilities; as such, Mayavale decided not to move his Worldship until he could discover the origin of the unusual effects and its location. What Mayavale does not realize is that his gem-enhanced equipment and the gem itself also acts as a beacon to anyone seeking the Magna Crystal.

In his own search for the Crystal, Stargrave located Mayavale's Worldship and verified the Crystal's presence (although not its exact location). He decided he needed the combined forces of Quicksand and Holdur to assure the gem's obtainment and left for Labyrinth to free them. In the meanwhile, Sden also detected the Magna Crystal's presence and located the Worldship. Unwilling to confront Mayavale directly, Sden is cautiously searching the planet from below ground.

Sden and the Magna Crystal

Sden is native to an alien race of sorcerers indigenous to the Trevenon Galaxy. While Treveni are all powerful sorcerers and probably the equals of the Gemworld Sorcerers, little is known about them, as the Treveni rarely venture into our galaxy. The Treveni are capable of creating talismans of such might that the talismans are often too powerful and have to be destroyed. The Magna Crystal is such a talisman, a gem of remarkable power which magnifies Mystical energies.

In a galaxy of sorcerers, such potential omnipotence was far too great a temptation. The war which was fought amongst Treveni who were trying to possess the gem nearly devastated the race. In the end, the survivors realized the glorious gem would be their ultimate downfall. The drain of battle left the Treveni no longer in possession of enough power to destroy the Magna Crystal. In desperation, they hurled it into the cold, merciless void of intergalactic space.

Millenia passed.

The Magna Crystal eventually drifted into our galaxy, where it fell to the surface of the planet Remo. Sden discovered the ancient records of the Magna Crystal and was determined to possess the awesome power for himself. Sden tracked the gem to Remor where he ran into a slight problem. Like the rest of his race, Sden had a debilitating allergy to extreme heat and flame — and the Magna Crystal had fallen into an active volcano.

Yet, fortune smiled on Sden. Five Legionnaires

(Brainiac 5, Dream Girl, Element Lad, Sun Boy, and Superboy) were visiting Remor at the time of Sden's arrival. Sden decided to trick the unsuspecting Legionnaires into retrieving the Magna Crystal for him. Sden created a series of natural disasters and then convinced the Legionnaires that the Crystal of Catastrophe (as he referred to it) was responsible. He persuaded the Legionnaires that if they could recover the Crystal, he would be able to return it to a suitably safe storage facility.

Unfortunately for him, Sden was a lousy tactician. As soon as the Legionnaires handed him the successfully liberated Magna Crystal, he immediately boasted his true intentions and tried to destroy the Legionnaires. Fortunately for the Legion, Element Lad had created a fiery boobytrap to defeat Sden, who was taken away and imprisoned on Takron-Galtos. The Magna Crystal was taken back to the twentieth century by Superboy.

Sden escaped his imprisonment when Takron-Galtos was destroyed and immediately set off again in search of the Magna Crystal. While Sden had no trouble locating the Worldship wherein resided the Magna Crystal, finding the Crystal itself was another matter.

Even worse for Sden, Pulsar Stargrave showed up. Sden, who knows his own limitations, had no desire to confront even Dr. Mayavale, the Worldship's owner/creator, let alone Stargrave. But fortune seemed to ever-smile on the alien sorcerer. Stargrave was apparently followed by several Legionnaires and it is Sden's plan to once again persuade the group to help him find the Magna Crystal.

Player Characters

Additional Information

Certain information has been provided which will be helpful to the Players as they role-play the Legionnaires. However, premature revelation of this knowledge could give the Players' Characters an unfair advantage over this adventure's opponents. The GM should only reveal the information listed in a Character's Role-Playing section at the indicated time.

BRAINIAC 5 *alias Querl Dox*

DEX:	5	STR:	3	BODY:	4
INT:	25	WILL:	15	MIND:	20
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	34 (39)	HERO POINTS:	50		

POWERS:

Recall: 25

SKILLS:

Detective: 12, Gadgetry*: 25, Martial Artist*: 5, Medicine: 25, Military Science/Cartography and Electronic Counter Measures*: 25, Scholar*: 25 (Astronomy, Computer Science, History, Mathematics, Psychology, Sociology, and Training), Scientist*: 25, Spy (Coding and Photo Interpretation)*: 25, Vehicles*: 5

EQUIPMENT:

Force Field Belt

[DEX: 0, STR: 0, BODY: 5]

Uses: 4, Duration: 16], Force Field: 40, Sealed Systems: 16

CONNECTIONS:

Coluan High Council (High level), Metropolis University (High level)

MOTIVATION:

Responsibility of Power

WEALTH:

Multimillionaire

JOB:

Legionnaire/Inventor

RACE:

Normal Humanoid

Brainiac 5 is the Legion's resident genius and occasional madman. As he possesses one of the most powerful intellects in the United Planets, virtually nothing is impossible for Brainiac 5 to accomplish if he can maintain his concentration on the topic.

His namesake is Brainiac, the man-like computer created as an interstellar spy by a race of computers who controlled the planet of Colu. Brainiac 5 is the great-grandson of Vril Dox, the man who is renowned throughout the United Planets as Brainiac 2.

Role-Playing

† The following information should be made available to Brainiac 5's Player once the Legionnaires have discovered Stargrave is responsible for the trouble at Labyrinth:

Brainiac 5: *When Stargrave first appeared, he pretended to be your long lost father although you eventually discovered the truth. You and Pulsar Stargrave have a long-running vendetta against each other. When last you fought (two years ago), you managed to turn Stargrave's power against him and apparently disintegrated the villain. However, it seems obvious now that Stargrave can recreate his physical form at will.*

† The following information should be made available to Brainiac 5's Player once the Legionnaires have discovered Sden's presence on the Worldship:

Brainiac 5: *Sden is a clever liar who wants the Magna Crystal to increase his magical powers to Mordru-like levels. You should keep in mind that Sden can create believable stories which convince people to do his work for him.*

COLOSSAL BOY *alias Gim Allon*

DEX:	8	STR:	6/30	BODY:	20
INT:	6	WILL:	7	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	70		

POWERS:

Growth: 15

SKILLS:

Detective/Law and Police Procedure: 6, Vehicles: 8

LIMITATIONS:

STR can never be higher than twice the APs of Growth but can never be lower than 6

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Legionnaire

RACE:

Human

Gim is probably the most easy-going of the all male Legionnaires. His Growth power leads him to believe there is no problem so large that it cannot be made smaller if one is rational and level-headed about it.

Gim is married to Yera, a Durlan actress who once masqueraded as Shrinking Violet. Yera is a major cause of friction between Gim and the real Shrinking Violet.

Role-Playing

† The following information should be made available to Colossal Boy's Player once the Legionnaires have identified Dr. Mayavale as the force behind the strange events on the Worldship.

Colossal Boy: *You, Colossal Boy, are the only Legionnaire present who has had any contact with Dr. Mayavale. Unfortunately, your most-direct contact came when you were trapped in one of Mayavale's force fields along with R. J. Brande, Cosmic Boy, and Shrinking Violet.*

You spent the rest of that adventure trying to escape the trap and were unable to further search for Mayavale. The force field disappeared on its own when Mayavale abruptly left the area. Thus, most of your knowledge regarding Mayavale is secondhand.

MAGNETIC KID *alias Pol Krinn*

DEX:	5	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	14 (17)	HERO POINTS:	40		

POWERS:

Magnetic Control: 12

SKILLS:

Martial Artist: 3, Vehicles: 3

VULNERABILITIES:

Loss Vulnerability: Magnetic Power reduced to 2 APs in the presence of 90+ degree temperatures

MOTIVATION:

Responsibility of Power

WEALTH:

Affluent

JOB:

Legionnaire

RACE:

Human

As Cosmic Boy's younger brother, Pol is the second sibling of a Legionnaire to acquire full membership of his or her own (Lighting Lass was the first). Although Magnetic Kid's power is weaker than that of his brother's, Pol makes up for it with increased enthusiasm. Pol has so appealing an attitude and basic outlook on life that Pol is regarded by every Legionnaire as a kid brother.

SUN BOY *alias Dirk Morgna*

DEX: 5	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 15		HERO POINTS: 75

POWERS:

Energy Absorption: 8, Flame Immunity: 14, Flash: 15, Flame Projection: 15

LIMITATIONS:

Energy Absorption works only on flame/heat-based attacks; Minor fear of Darkness

MOTIVATION:

Thrill of Adventure

WEALTH:

Affluent

JOB:

Legionnaire

RACE:

Human

Sun Boy thoroughly enjoys being a hero. He is one of the most active Legionnaires and has been involved in more adventures than most of his fellow members. Dirk also leads the most active social life of all the male Legionnaires. Although not an outwardly vain person, Dirk considers himself the cosmos' gift to women and is a true cassanova.

Role-Playing

* The following information should be made available to Sun Boy's Player once the Legionnaires have discovered Stargrave is responsible for the trouble at Labyrinth:

Sun Boy: *You have learned from your on-again, off-again girlfriend Gigi Cusimano that Stargrave was seen on Bismoll last year. To the best of your knowledge, however, Stargrave was recently destroyed when Stone Boy from the Legion of Substitute-Heroes dropped on him and cut him in two.*

* The following information should be made available to Sun Boy's Player once the Legionnaires have discovered Sden's presence on the Worldship:

Sun Boy: *Sden is a clever liar who once convinced the Legionnaires to give him the Magna Crystal, a decided mistake. You recall Sden was betrayed when his allergic reaction to fire and heat negated his powers.*

TELLUS *alias Ganglios*

DEX: 4	STR: 6	BODY: 8
INT: 10	WILL: 9	MIND: 10
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 17		HERO POINTS: 45

POWERS:

Mind Probe: 11, Telekinesis: 7, Telepathy: 21, Water Freedom: 5

SKILLS:

Vehicles: 4

EQUIPMENT:

Life Support Device

[DEX: 0, STR: 0, BODY: 12]

Uses: 1, Duration: 20, Sealed Systems: 20

VULNERABILITIES:

Fatal Vulnerability: Tellus breathes an atmosphere that is poisonous to humans and takes damage from breathing a normal oxygen/nitrogen atmosphere (for game purposes, see *Staying Underwater*, Player's Manual, page 25)

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Legionnaire

RACE:

Alien

Tellus is another of the most recent Legionnaire recruits. He is a large reptilian methane breather, an alien in every sense of the word. However, Tellus is able to offset his exotic appearance and uncertain knowledge of human behavior through his work with the Legion of Super-Heroes.

WHITE WITCH *alias Mysa Nal*

DEX: 5	STR: 2	BODY: 3
INT: 9	WILL: 7	MIND: 6
INFL: 12	AURA: 15	SPIRIT: 12
INITIATIVE: 26		HERO POINTS: 50

POWERS:

Iron Will: 6, Magical Sense: 3, **Mystic Link:** Air Control: 7, Animal Control (all classes): 6, Animal Transformation: 6, Aura of Fear: 5, Comprehend Languages: 11, Damage Transfer: 7, Darkness: 9, Empathy: 4, Eye of the Cat: 6, Flame Control: 3, Flame Immunity: 5, Flame Project: 5, Flash: 9, Flight: 6, Fog: 10, Hypersensitive Touch: 4, Hypnotism: 7, Illusion: 6, Invisibility: 5, Joined: 7, Life Sense: 11, Magic Blast: 6, Magic Shield: 4, Mimic: 8, Mystic Shield: 4, Object Awareness: 16, Postcognition: 15, Precognition: 13, Sealed Systems: 10, Shrinking: 8, Spirit Travel: 6, Suspension: 6, System Antidote: 5, Teleportation: 13, True Sight: 12, Weather Control: 9

SKILLS:

Occultist: 9, Scholar (Mysticism and Magic): 10

LIMITATIONS:

See below

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Legionnaire

RACE:

Human

The White Witch obtains her special powers through intense study and preparation. As a result of this considerable limitation, she can only have up to four special, Mystically-linked Powers at any given time and can only use each power once before she must relearn it. Relearning any power requires one hour of study per power desired.

While she is Dream Girl's sister, Mysa shares little of Dream Girl's Precognition Power. Mysa left her home world of Naltor to study magic on the Sorcerers' World (formerly called Gemworld). Although now one of the most powerful sorceresses in the galaxy, Mysa is often underestimated by her opponents, who see only the White Witch's frail, physical exterior. When properly prepared, the Witch is a match for Mon-El or the most heavily armed Khundish dreadnought.

Non-Player Characters

DR. MAYAVAL

DEX:	5	STR:	5	BODY:	10
INT:	25	WILL:	20	MIND:	3
INFL:	8/24	AURA:	10/30	SPIRIT:	9/27
INITIATIVE:	38/54	HERO POINTS:	100		

POWERS:

(The following powers which Mayavale has demonstrated are the products of Worldship machinations and are not possessed inherently by Mayavale himself.)

Flight: 12, Force Field: 30, Poison Touch: 15, Teleportation: 50

Further and more-specific information regarding Mayavale's powers may be found in the "Physical Data" section which follows.

SKILLS:

Artist/Sculptor: 25, Charisma: 6, Gadgetry: 35, Medicine: 30, Occultist: 8, Scientist: 8, Spy: 5

EQUIPMENT:

Worldship

[DEX: 0, STR: 0, BODY: 30], Teleportation: 50, Sealed Systems: 5

Robots

(standard model, has stats equal to normal humans)

Hypnogas

(Poison Touch: 25; in this adventure the gas's effect is limited to knocking out the Characters and/or decreasing their Flight Rings' abilities, see *Hypnogas* sidebar.)

LIMITATIONS:

Secondary Mystical values are a result of the Magna Crystal. If the gem is removed from Mayavale's Worldship, these drop to their original levels.

All of Mayavale's apparent abilities are derived from servo-mechanisms on the Worldship. He is constantly in contact with the computers that run Worldship and can remotely control any mechanism merely by thinking about doing it.

MOTIVATION:

Psychopathic

WEALTH:

Billionaire

JOB:

Philosopher

RACE:

Humanoid

Dr. Mayavale is patient, philosophical, and utterly mad. His primary intentions in transporting the Legionnaires to the scene of a particular historical reconstruction is to re-enact events of his own past in which he believes he was wronged by the heroes.

Mayavale has no real fear of the Legionnaires as he does not see himself as an evil person, merely as a scientist/philosopher furthering his own particular interests. Mayavale is totally unfamiliar with villains such as Stargrave, Quicksand, Holdur, and Sden, on the other hand, and holds a fairly healthy and suspicious respect for them.

Hypnogas

Hypnogas

AV/EV: 15/15, OV/RV: 12/12.

A green, opaque mist, Hypnogas attacks as Hypnotism of 15 APs against all Characters exposed to it. Transuits are not triggered by the Hypnogas but APs of Sealed Systems will add to the OV/RVs of the victim.

In addition to temporarily knocking the victim unconscious, Hypnogas also leaves a specific post-hypnotic suggestion in the minds of Characters exposed to its effect. In this adventure, the suggestion limits any affected Character's ability to use Flight Rings to Flight of 5 APs, maximum altitude of 0 APs.

The listings for Hypnogas reflect the gas's effectiveness as an attack (AV/EV) and the statistics to be used when a subdued Character attempts to shrug off the effects of a successful Hypnogas attack (OV/RV).

race of philosophers dedicated to seeking the Ultimate Reality. Mayavale spent one-hundred-and-fifty years as an acolyte in a strict monastery before discovering a mystic block within himself which prevented his soul from attaining a higher plane. Mayavale's mentor, the priestess Qut-ube, took Mayavale to the Chamber of Lives in the hopes of helping Mayavale overcome his problem.

In the Chamber's center, surrounded by bizarre figures, was the Wheeling Mists, a magical, mystical cistern whose vapors, when breathed, gave a person knowledge of his past lives. Qut-ube felt that Mayavale's problem lay in the unreconciled events of past lives which left his soul's inner scales unbalanced and that knowing the cause of his problem would permit him to solve it.

The vapors of the Wheeling Mists were to be inhaled for only a short time; Mayavale chose to ignore the recommendation and was exposed to a double dose of the powerful vapors.

Mayavale screamed as the awarenesses of his past fifty-thousand incarnations flooded into his consciousness. He became instantly aware of every detail of every one of those lives. Mayavale discovered his past sixty lifetimes had been spent doing only good deeds; he had been a politician, a priest, a prophet... ever a selfless servant of the masses.

Mayavale realized that he must balance these scales of Dharm, his karma, before he could reach his final union with the ultimate reality. Deciding the best way to balance his scales was to dedicate his present life to unrelenting evil, Mayavale convinced himself (erroneously) that if he became truly evil, he would attain his ultimate balance and become "the savior of the cosmos." Mayavale left Avatanda in pursuit of his twisted goal.

It is unknown how or where Mayavale acquired the Worldship, his current home and base of operations. The Worldship contains a unique self-programming factory complex which Mayavale uses to fill the Worldship surface with relics from every culture

Mayavale's Story

Mayavale grew up on the legendary world of Avatanda, a planet far from the normal spaceways and home to a

and era from throughout the galaxy. Mayavale also populated the surface with robots to act out Mayavale's historical fantasies.

Since Mayavale's story is completely unverifiable, there is no way the Legionnaires can determine if anything Mayavale says regarding his past is true. Following his first Legion encounter, Mayavale left in his Worldship, his control over the ship being so fine that the Worldship literally teleported out from under the feet of the three Legionnaires who had just defeated him.

Legion Log entry 2312.11 (*Legion of Super-Heroes* #268) details this encounter with Mayavale, ending with Karate Kid's comment, "*One possibility is that Dr. Mayavale is everything he said he is. Another is that he is totally insane. A third is some nebulous combination of the two.*"

Mayavale believes that his past incarnations and those of the Legionnaires crossed paths in the following Earthly eras:

§ Rome, 45 BC

Mayavale was Julius Caesar, Dream Girl was his wife Calpurnia, and Karate Kid was Brutus.

§ American West, 1850 AD

Mayavale was a Cherokee Chief, Dream Girl his squaw. Chameleon Boy was a brave named Black Eagle who had betrayed Mayavale's tribe for gold.

§ New York City, 1969

Mayavale was police detective John Alvarez. Dream Girl was his girlfriend, Carol Dombrowski, who was really setting Alvarez/Mayavale up to be killed by her real love, a drug lord named Big Larry Ekler (Star Boy).

Physical Data

Mayavale appears to be a normal caucasian humanoid male. While possessing strikingly-white curly hair and a large handlebar mustache, his most notable feature is the three pairs of green arms which sprout from his torso below his two, normal arms. Each arm is a sinuous tentacle which ends with a normal-looking hand. The arms writhe and gesture to reflect Mayavale's mood.

When he was first encountered by the Legion, Mayavale was outfitted in an orange cowboy hat, chainmail shirt, blue tuxedo jacket, scarlet belt with a large white O-ring for a buckle,

white skirt, purple calf-high boots, and a yellow "I Like Ike" medallion. When Mayavale is participating in a historical reconstruction, he wears completely authentic garb.

While it is unclear what powers Mayavale actually possesses, those he has evinced are the products of hidden Worldship machinery. These abilities include:

• Flight: 12

Mayavale flies around on a yellow throne which is half wooden rocker, half easy-chair.

• Force Field: 30

Mayavale can generate a force field of such strength as to effectively resist the efforts of Cosmic Boy and/or a ship's full armament barrage.

• Teleportation: 50

The entire Worldship can teleport instantaneously and can leave undesired objects (like Legionnaires) stranded in the resultant vacuum of open space. This teleportation power can be used to cause spherical traps to materialize and then close around a target. However, the most common use is to transport Mayavale and his tour groups to different Worldship historical stages while also instantly changing their costumes to fit the new environment.

• Poison Touch: 15

These yellow rays, projected from any of Mayavale's six green hands, are actually extremely sophisticated cellular disruption beams which form a force field to slowly kill anything within by disrupting the occupant's normal cellular activity.

Role-Playing

Mayavale is an extremely friendly person who always addresses Legionnaires as his "*dear, dear friends.*" His behavior is quite schizophrenic, however, and changes to fit his current historical environment and emotional condition.

Although he has sworn to kill any Legionnaire responsible for the death of one of his previous incarnations, Mayavale also has occasional personality shifts in which he displays a strong humanitarian streak.

If any Character is knocked out during the course of the adventure (falling to negative BODY points), Mayavale will mentally command the Worldship to secretly teleport the injured Character to St. Mayavale

I Like IKE

Hospital where he/she can recover from any injury suffered. Such revived Characters will return to the adventure and rejoin the other Legionnaires during Encounter 16 (St. Mayavale Hospital).

If Mayavale is defeated, he will assume he has not yet attained a sufficient level of evil to balance his karmic scales and will teleport to another part of the galaxy, leaving any Characters still on the Worldship to find themselves adrift in deep space.

HOLDUR

DEX:	5/50	STR:	4/58	BODY:	5
INT:	2	WILL:	2	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE: 10/55* HERO POINTS: 25					

LIMITATIONS:

The second values for DEX and STR apply only when Holdur attempts to Grapple an opponent (see "*Grappling Attack*," Player's Manual, page 21)

MOTIVATION:

Obedience to Stargrave

WEALTH:

NA

JOB:

Underling to Stargrave

RACE:

Alien

A lackey in every sense of the word, Holdur's only purpose in life is to serve Stargrave. Although Holdur has strength sufficient to immobilize

Mon-El, he has little imagination regarding the creative use of his abilities and can easily be defeated. Holdur only has confidence when he is near Stargrave or carrying out Stargrave's orders.

Role-Playing

Holdur is little more than an unimaginative servant who never acts on his own unless he is following Stargrave's general orders. If separated from Stargrave for any significant period of time or distance, Holdur panics (-3 Column Shifts to his AV/EVs).

In combat, Holdur seeks out the physically strongest opponent and immediately grapples him or her, holding on until Stargrave finishes the foe or commands Holdur to retreat.

MAGNA CRYSTAL

DEX: 0 STR: 0 BODY: 50

POWERS:

Possession of the Magna Crystal triples the Mystical Attributes and Powers of the possessing Character. The maximum level to which any single Attribute or Mystical statistic-linked Power can be raised is forty APs.

PULSAR STARGRAVE

DEX: 23 STR: 10 BODY: 35
INT: 12 WILL: 12 MIND: 21
INFL: 8 AURA: 5 SPIRIT: 6
INITIATIVE: 43 HERO POINTS: 95

POWERS:

Energy Absorption: 10, Flight: 39, Starbolt: 21, Telepathy: 22

SKILLS:

Charisma: 18

MOTIVATION:

Power Lust

WEALTH:

NA

JOB:

Conquerer

RACE:

Alien

Stargrave is a tall, green-skinned humanoid who has a line of rubies inset in his forehead. Stargrave is considered one of the Legion's most dangerous foes. Although nothing is

known of Stargrave's origin, when he first appeared, he posed as Brainiac 5's long-lost father. Mordru's magic once suggested Stargrave was actually the original Brainiac.

Stargrave claims to have been transformed into his present form after an accident involving stellar energy. He has described himself as the incarnate heart of a star. Each of these stories may contain an element of truth. Stargrave possesses an intense hatred of Brainiac 5 and at one point he even framed the Legionnaire for murder.

Role-Playing

Stargrave is an extremely self-confident villain and views any opponent as a mere nuisance regardless of that opponent's power. In combat, Stargrave will either attack his opponent immediately or gloat on his "superior" might before entering battle.

If his opponent displays significant resistance, Stargrave will often become enraged (-1 Column Shift to his AV/EVs, +1 to OV/RVs). Stargrave's primary reason for retaining the services of Quicksand and Holdur is that it would take too long to properly train new assistants. Should the situation require, Stargrave views Holdur as the more expendable of his two assistants.

QUICKSAND

DEX: 5 STR: 2 BODY: 2
INT: 4 WILL: 4 MIND: 3
INFL: 8 AURA: 6 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 35

POWERS:

Earth Control: 11

LIMITATIONS:

Earth Control can only be used to liquify or harden quantities of earth, not actually move them

MOTIVATION:

Obedience to Stargrave

WEALTH:

NA

JOB:

Underling to Stargrave

RACE:

Human

A woman of African extraction, Quicksand is dedicated to following Stargrave and has a complete faith in Stargrave and his abilities.

Role-Playing

Quicksand is an extremely self-confident villainess provided she is in Stargrave's presence or on a mission to do his bidding. If separated from Stargrave, Quicksand will attempt to escape to his location at the exclusion of all else.

Quicksand will never enter hand-to-hand combat, preferring to use her Earth Control power to drop her foes into pools of instant quicksand or melt the ceiling overhead, rehardening it as the liquid covers and suffocates her foe.

SDEN

DEX: 5 STR: 5 BODY: 9
INT: 6 WILL: 8 MIND: 10
INFL: 11 AURA: 11 SPIRIT: 12
INITIATIVE: 22 HERO POINTS: 50

POWERS:

Magical Sense: 8, Mystic Link (Earth Control): 16, Illusion: 18, Teleportation: 3

SKILLS:

Charisma*: 11, Occultist: 9

LIMITATIONS:

Catastrophic Fear of Fire

VULNERABILITIES:

Attack Vulnerability: -4 Column shift for both OV and RV on fire-based attacks

MOTIVATION:

Power Lust

WEALTH:

Struggling

JOB:

Sorcerer

RACE:

Alien

Sden, an alien sorcerer from another galaxy, is a power-hungry opportunist who will do anything to become the greatest mage in the universe. He is obsessed with acquiring the Magna Crystal because he sees it as a quick and easy way to gain the power he craves.

Role-Playing

Sden is a superlative trickster and an extremely persuasive talker who tries to persuade foes to assist him rather than fight him. Sden will only attack if he believes he has the advantage or cannot be attacked himself.

The Adventure

Encounter 1

The Alert

Setup

The Legionnaires, on routine deep-space patrol, receive an urgent message from Labyrinth.

Player Information

It's been a relatively quiet week. The last of the Khunds and Tyrrazian raiders have been driven from the United Planets and most of the Legion is out looking for any stragglers.

Suddenly, the monitor board of the Legion Cruiser's telecommunications security system blares to life. The comm screen clears to reveal a tense-looking Science Police officer.

"Thank goodness someone's out there," the officer says. "This is Labyrinth calling and we've got trouble here. Something came into the prison by way of our energy conduit and it's wreaking havoc with all our security systems!"

"Prisoners are being released from their cells throughout the complex. Whatever this thing is, it's disrupting our entire computer system. Our guards are trying to maintain control but they're simply unable to deal with all these villains. We desperately need your assistance! Can you..."

In a startling burst of light, the transmission distorts to a meaningless jumble of electronic snow and static.

GM Information

Stargrave has entered Labyrinth and has begun to release its prisoners in his search for Holdur and Quicksand. Although his objective is not to create a mass escape, the rush of minor criminals acts an effective camouflage for Stargrave's real mission.

The Legion Cruiser is approximately fifteen light years from Labyrinth and can reach the prisonworld in four hours. All other Legionnaires are significantly further away from Labyrinth and could not answer the summons quickly enough to help.

Troubleshooting

If the Legionnaires ignore the alarm or decide not to pursue it, the GM could opt to have either R.J. Brande or Chief Kimball Zendak personally intervene and request the Legion assist the troubled prisonworld.

Encounter 2

Breakout

Setup

The Legion of Super-Heroes, having decided to assist Labyrinth, approaches the vast prisonworld system.

Player Information

The Legion Cruiser cautiously approaches a radio-silent Labyrinth. Four solar hours have passed since the distress call which prompted this errand of mercy.

A single planet, Labyrinth, orbits the smaller of binary stars. A glowing cord of stellar energy, which ends in the center of the actual prison complex, links the planet with the smaller star. As the Cruiser nears Labyrinth, a line of smaller glowing areas, which extends in a zigzag line from the prison's center, is clearly visible.

The computer piloting console registers contact with an automated homing beacon which can direct the Cruiser to Labyrinth's Control Center.

GM Information

The Control Center, a circular floating platform with a large landing area, is currently hovering ten APs (one mile) above the trouble zone. Several Science Police Cruisers flank the complex. When the Legion Cruiser lands, the Legion on-board computer will receive a message from Control Center instructing the Legionnaires to meet with Warden Tsaquin. The Characters are free to either meet with Tsaquin or immediately head for the trouble site, easily identifiable from the massive damage as being directly below the Control Center.

If the Legionnaires decide to meet with Tsaquin, they will be ushered into a room containing several Science Police officers and a green-skinned man with a single eye on a flexible stalk; this is Warden Tsaquin. He and the Science Police can quickly brief the Legionnaires on the situation.

Read to the Players:

"Greetings, Legionnaires. I am Warden Tsaquin and I want to personally thank you for responding to our call. I am certain you are all aware of our initial situation. Approximately four hours ago, we experienced a surge in the energy conduit as something broke into the generators and began to move through the prison complex.

"The intruder burned out the section of our computer banks containing the force field controls and our records of prisoner locations. After that, the destruction began to criss-cross the area, releasing prisoners as it went. The Science Police are able to handle the prison escapees but

they seem to be unable to approach or even visually identify the intruder. All that we know is that the intruder is capable of emitting intense Starbolts.

"Our security forces have been all but exhausted merely containing the inmates of the facility. I fear only a group such as yourselves could combat whatever or whoever is behind this breakout."

Warden Tsquin can provide the Legionnaires with the invader's current location in Labyrinth (see the map).

As the Legionnaires approach the trouble zone, they will be able to see and hear distant explosions. Masses of prisoners run about, most of them are unarmed and flee from the Legionnaires. Ceiling height within the complex gradually decreases to one AP in the direction of the explosions.

When the Legionnaires enter the low-ceilinged area, they will be attacked by a group of twenty unarmed prison escapees.

(20) UNARMED PRISONERS

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6 (9)	HERO POINTS:	0		

SKILLS:

Martial Arts: 3

If the Legionnaires defeat these prisoners, they can Interrogate any one of them (any RAPs) to learn that a green man freed them while he was searching for somebody.

Further into Labyrinth, the Legionnaires enter a higher-ceilinged area (two APs) and are attacked by a group of ten prison escapees armed with appropriated stun pistols.

(10) ARMED PRISONERS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7 (11)	HERO POINTS:	0		

SKILLS:

Martial Artist: 4

EQUIPMENT:

Stun Pistols

[DEX: 0, STR: 0, BODY: 4],
Uses: 10, Duration: 2, Bio-Energy
Blast: 3

Any successful Interrogation of any armed prisoner reveals the prisoners were freed by a green man in a white body suit who was looking for some woman.

In the following area of the prison complex, the Legionnaires venture very close to the source of the explosions which currently rock the prisonworld and are ambushed (treat as Surprise) by a group of minor villains.

BLACK MACE

DEX:	10	STR:	6	BODY:	9
INT:	4	WILL:	5	MIND:	5
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	17 (24)	HERO POINTS:	60		

SKILLS:

Martial Artist: 7, Weaponry/Melee
and Exotic Weapons: 16

EQUIPMENT:

Energy Mace:

[DEX: 0, STR: 9, BODY: 7]
Uses: 15, Duration: 20
Lightning: 20

Protective Suit:

[DEX: 0, STR: 0, BODY: 10]
Uses: 1, Duration: 20
Energy Absorption: 12

LIMITATIONS:

Lightning Power under Energy
Mace has no range and uses Black
Mace's Exotic Weapons Skill as the
Acting Value.

Energy Absorption under Mace's
Protective Suit only works for
electrical attacks.

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Mercenary

RACE: Human

RESOURCE RAIDER

DEX:	4	STR:	4	BODY:	5
INT:	3	WILL:	2	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	0		

SKILLS:

Vehicles/Air and Space: 4
Weaponry/Firearms and Heavy
Weapons: 5

EQUIPMENT:

Blaster

[BODY: 4, EV: 6], Ammo: 8

Body Suit

[DEX: 0, STR: 0, BODY: 7]
Uses: 1, Duration: 13
Sealed Systems: 13

MOTIVATION: Mercenaries

WEALTH: Multimillionaire

JOB: Space Pirates

RACE: Alien

The Resource Raiders are a group of aliens from a small, technologically underdeveloped planet. They were dominated by a huge brain-like creature, who led them on a series of raids on major UP resource production planets. They were defeated in their initial efforts by the Legion with the assistance of Dawnstar. The brain creature was captured shortly thereafter.

In reality the Raiders' leader was a robot duplicate of the real leader, who was contacted by Mordru and led the Raiders in a vanguard effort in the Earthwar. All of the Raiders were imprisoned at the end of the Earthwar upon Mordru's capture.

SPIDER-GIRL

DEX:	5	STR:	3	BODY:	3
INT:	4	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	40		

POWERS:

Omni-Arm: 5, Telekinesis: 5

LIMITATIONS:

Spider-Girl's Omni-Arm hair has a range of zero APs.

Spider-Girl is another Legion reject who joined the Legion of Super-Villains when Radiation Boy joined. Little is known of her background.

SUGYN

DEX:	4	STR:	5	BODY:	5
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	30		

POWERS:

Water Control: 9

LIMITATIONS:

Sugyn can only control water that he can swallow, such as blowing out large quantities of water with his lungs after first swallowing it. He can swallow up to nine APs of water per round.

MOTIVATION: Mercenary

WEALTH: NA

JOB: NA

RACE: Normal Humanoid

WILD HUNTSMAN

DEX:	8	STR:	6	BODY:	6
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	40		

POWERS:

Running: 6

SKILLS:

Weaponry/Melee and Exotic: 8

EQUIPMENT:

Lasso

[DEX: 0, STR: 8, BODY: 8]
Uses: 4, Duration: 16)

Wind Horn

[DEX: 0, STR: 0, BODY: 5]
Uses: 5, Duration: 15),
Air Control: 10

LIMITATIONS:

The Wild Huntsman is a centauroid, with the upper half of a man and the lower half of a horse. This can cause him some physical difficulties, such as going up stairs, traversing enclosed physical spaces, etc.

MOTIVATION: Mercenary

WEALTH: NA

JOB: NA

RACE: Exotic Humanoid

Holdur will also be present among these escapees. If he is still conscious when this group is defeated, he will shout, "*Master, the Legionnaires are here!*" and attempt to flee in the direction of the explosions.

Two phases after this group is defeated, the explosions will cease as Stargrave suddenly comes flying out of the smoke-filled area with Quicksand clinging to his back. Stargrave will fire at the two Legionnaires closest to Holdur and attempt to grab Holdur. Once Stargrave is successful, he will blast a hole in the ceiling and fly out into space at top speed (39 APs). However, Stargrave is leaking energy from an injury he sustained recently and an observant Legionnaire (OV/RV: 6/6, any RAPs) will notice a faint and trackable trail of sparkles remains to mark Stargrave's route.

Once Stargrave has escaped, the Legionnaires can interrogate any of the remaining villains or prisoners. While the villains have no love of Stargrave since he abandoned them, all they can tell the Legionnaires is that



Stargrave told Holdur he planned to free Holdur and Quicksand then go after "the gem."

With Stargrave gone, the Science Police can easily regain control of Labyrinth. If any Legionnaires were captured or separated from the main group, the Science Police will rescue them within ten phases of Stargrave's leaving the planet.

There are two possible methods available to the Legionnaires for tracking Stargrave. If the White Witch has her spell of Life Sense, she can locate the escaping trio. Otherwise, the Legionnaires may try to track Stargrave by the energy trail he left behind. OV/RVs to tracking Stargrave via his remnant particle trail are at 8/8.

Troubleshooting

For game purposes, Stargrave should be allowed to escape from this particular encounter with the Legionnaires. While he will do everything in his power to leave accompanied by both Quicksand and Holdur, Stargrave will escape alone or with only one assistant should events turn significantly against him.

Encounter 3

Gotcha!

Setup

The Legionnaires, having decided to track Stargrave, trace the villain to the Worldship of Dr. Mayavale, who grabs the Legion Cruiser in a force beam then greets the heroes upon their descent.

Player Information

Stargrave's trail leads to a mysterious, uncharted planet which hangs alone in deep space. Although there is no sun nearby, the planet's surface is well lit and appears to be comprised of barren rock. An unusual pattern of different colored circles dominates several sections of the planet's surface.

GM Information

This is Dr. Mayavale's Worldship. The circular areas are the stages where he re-creates parts of his imagined past. Stargrave's energy trail leads to the twentieth century Metropolis stage where Stargrave landed and began to destroy the area in his search for the Magna Crystal.

The Legionnaires can use their innate senses or those of the Cruiser to scan the surface for up to three phases. Energy readings show there are only three actual lifeforms on the planet; two (Quicksand and Holdur) are together in Metropolis and the third (Mayavale) is in the central stage. Sden and Stargrave are hidden from detection by the Time Trapper. An enormous amount of mechanical activity can be detected in all locations of the planet as a result of Mayavale's vast mechanical and computer network. A scan of the circular area which

houses twentieth century Metropolis reveals readings of intense heat.

After the Legionnaires have had three phases to conduct investigations from the ship, the Cruiser will be radio-contacted by a person identifying himself as a flight controller. The controller will welcome the ship and activate a guidance beacon to guide the Cruiser to the central space port. One phase later, a force beam of 30 APs will grab the Cruiser and pull it toward the surface.

If the Legionnaires use the ship's warpdrive, the Cruiser can pull free of the force beam but will be flung 43 APs (8 billion miles) away before the Legionnaires can regain control. Should this occur, it will take the Legion Cruiser two hours to return to the Worldship, at which point the force beam will again try to grab the Cruiser.

If the Legionnaires choose to ride the force beam out, they will see more of the Worldship's surface upon descent. The planet's circular areas are each developed in a different way. Some are natural landscapes (forests, jungles, fields) while others are filled with a variety of man-made structures, several of which contain entire cities. Smoke can be seen rising from two of these cities (Metropolis and New York).

The Cruiser's force beam path will take the Legionnaires over the center of the Worldship complex. The central circle is filled with a bewildering array of buildings representative of cultures throughout space and time. One building looks ominously familiar: it is a replica of the current Legion Headquarters, with a large dart sticking out from a multi-colored, concentrically-circular target painted on the building.

The Cruiser will be deposited on a barren plain which lies on the surface of the Worldship. Two phases after the Cruiser touches ground, a hemispherical force field (BODY: 30, Diameter 5 APs) will appear around the Cruiser to prevent the Legionnaires from leaving the ship and preventing the ship from lifting off.

The Legionnaires can leave the ship and move freely about the interior of the force field, which is limited to the planet's surface but can expand to block any ditch the Legionnaires may dig. However, as the force field cannot penetrate the ground more than one AP, the Legionnaires can easily tunnel out from under the barrier so long as the tunnel is at least twenty-one feet underground.

One phase after the force field appears, a holographic projection of Dr. Mayavale will appear on the Cruiser's bridge. He will greet all the Legionnaires by their real names and welcome them to his Worldship, saying:

"Legionnaires! Thank you so much for wanting to assist me on my road to spiritual recovery. It is true heroic spirit you display. I hope you'll accept my sincere apologies for not showing up personally to greet you. However, I've run into a little problem which demands my attention. If you'll be patient, I'll be there shortly and we'll establish a proper reception befitting such a stalwart group as yourselves. Cheerio!"

Two different city skylines are visible in the Worldship distance, those of Thanagar and New York City (AD 2175). The problem to which Mayavale referred is Stargrave.

The force field can be overloaded by engaging the ship's warp drive. This will permanently dispel the field but at the cost of temporarily crippling the Cruiser which will be

unable to fly until repairs are made on the warp drive (OV/RVs to Gadgetry are at 20/20).

Once the Legionnaires have defeated Mayavale's force field and decided on a direction in which to travel, play proceeds to Encounter 4.

Encounter 4

Greetings

Setup

The Legionnaires, having freed themselves from Mayavale's force field, begin to venture forth in exploration of the Worldship, when they are greeted by their unusual host.

Player Information

The area on which the Legion Cruiser has landed is marked by a large X which covers nearly forty yards of this barren plain. Suddenly, a rather bizarre-looking man dressed in an even more-bizarre costume approaches the area.

The man has curly white hair, a huge handlebar moustache, and six green arms which extend from below his two normal ones. The man is bedecked in a yellow cowboy hat, a blue tuxedo jacket over a chainmail shirt, a white kilt, and magenta boots. A gold medallion inscribed "I Like Ike" hangs on his chest.

"Greeting, Legionnaires!" he says. "Now then, let's get the show on the road, shall we?"

GM Information

Mayavale's primary interest in this Encounter is to lure the Legionnaires into dealing with Stargrave for him. As such, he will make subtle suggestions as to Stargrave's presence ("Some super-guy's leaking energy all over my Worldship and it's playing havoc with my equipment. He went over there somewhere.") but he will not give Stargrave's exact location, as Mayavale wants to see how well the Legionnaires fare in his historical Worldship stages.

The Legionnaires may attempt to Interrogate Mayavale but if any of them attacks, Mayavale will immediately teleport away, saying: "Now, is that a nice way to treat your host? You, my dear friends, are no fun at all. You'll just have to find your way around by yourselves."

In examining the Worldship, the Legionnaires have a choice of two visible starting routes. They could travel to New York City which lies to the west, in which case play proceeds with Encounter 5. Otherwise, Thanagar (and Encounter 6) lies to the southeast.

If the Legionnaires venture in any other direction, the GM should reference Encounter 8 in an attempt to get the Legionnaires back on the right track. Mayavale will not accompany the Legionnaires on their investigations.

Encounter 5

A Toddling Town

Setup

The Legionnaires, free to explore Mayavale's Worldship in search of Stargrave, have chosen to investigate an area of disturbance to the west of their landing site.

Player Information

In the distance looms a fallen city and suburbs whose features are typical of twenty-first century Terran architecture. The vast, unrepaired damage seems indicative of a recently fought war. While there appear to be some groundcars, hovercraft, and helicopters in use, few people walk the city's streets and the suburbs appear to be abandoned.

GM Information

This is a re-creation of New York City circa 2075. Once the Legionnaires are one mile (ten APs) within the city limits, they will be attacked by eight riderless hovercycles.

Once these are defeated, the Legionnaires will have fifteen phases (one minute) to explore the city before they will be attacked by four remote-controlled helicopters. When the Legionnaires defeat these, they will have sixty phases (four minutes) before being attacked by two approaching jet fighter planes.

If the Legionnaires defeat the fighter planes, a ground car marked "New York City Police" and occupied by a single patrolman will approach them. The patrolman will identify himself as Officer O'Malley of the NYPD and will deliver a brief lecture on the problems of improper waste disposal as he gives the Legionnaires a ticket for littering. O'Malley will then get back in his patrol car and drive away.

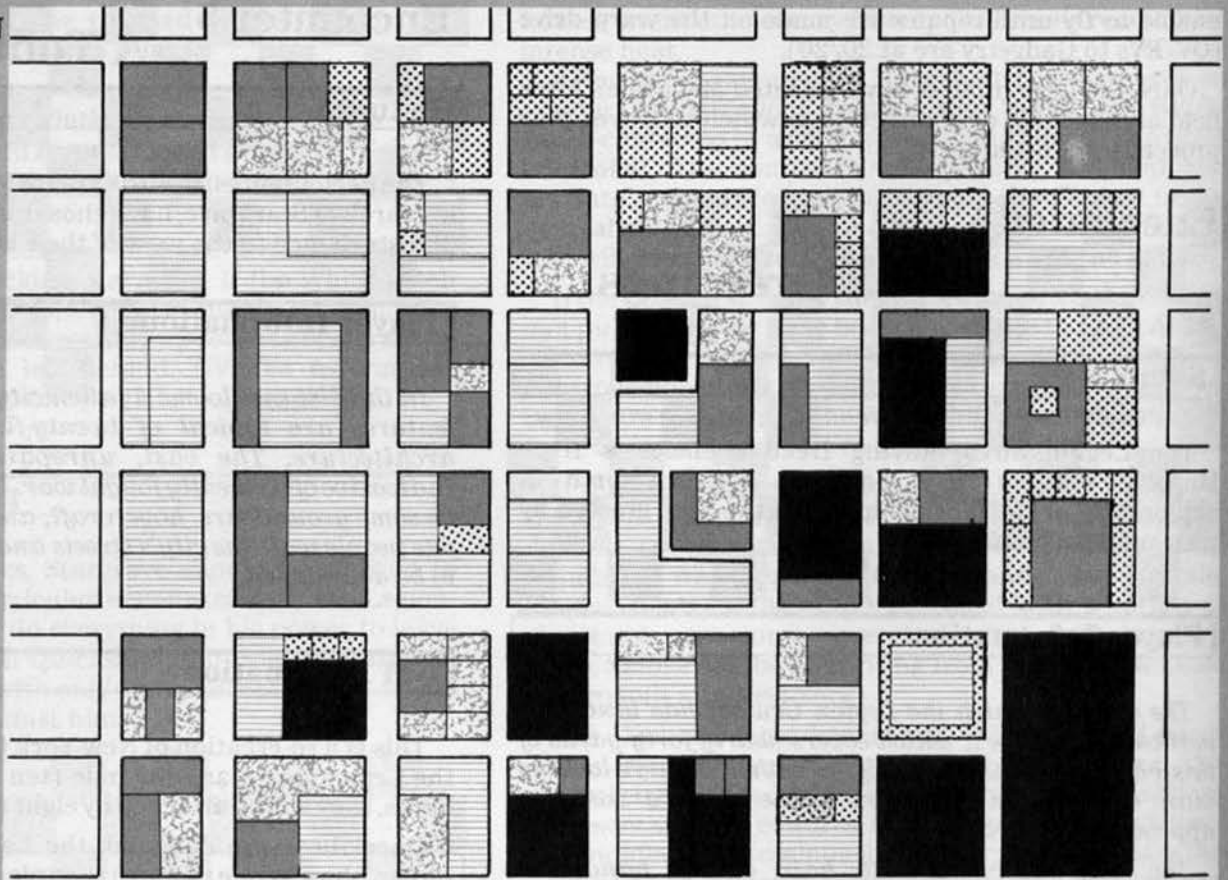
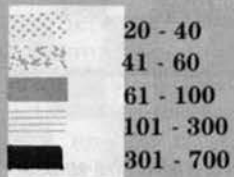
The only information to be gained by an examination or investigation of the city is that this New York is an excellent duplicate of the Earth city. The replication seems to be exact with the exception of the absence of people and the fact that the city itself is in such a state of destruction and decay.

If the Legionnaires choose to follow Officer O'Malley, he will drive his beat for the next three hours and then pull over at a pastry shop for chocolate-covered doughnuts, which he will simply sit and eat for the rest of the adventure, if the Legionnaires want to watch.

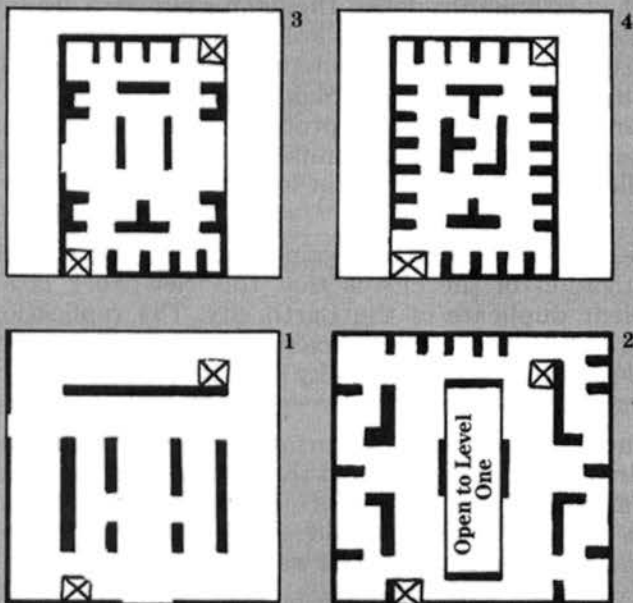
If the Legionnaires remain in the area, the cycle of hovercycle/helicopter/plane attacks will resume. The second time around, Officer O'Malley will strongly suggest the Legionnaires leave town and get back to nature. He will tell the Legionnaires he understands there's a nice park to the south, just right for longjohn-types, and then escort the group to the city limits.

The Legionnaires can head toward the other area they identified from the Cruiser (Thanagar, Encounter 6) or they can head south for the park to which Officer O'Malley referred (Jagdstaffel, Encounter 7).

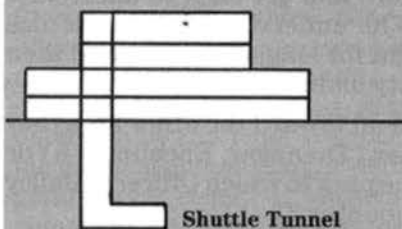
GENERIC URBAN CENTER



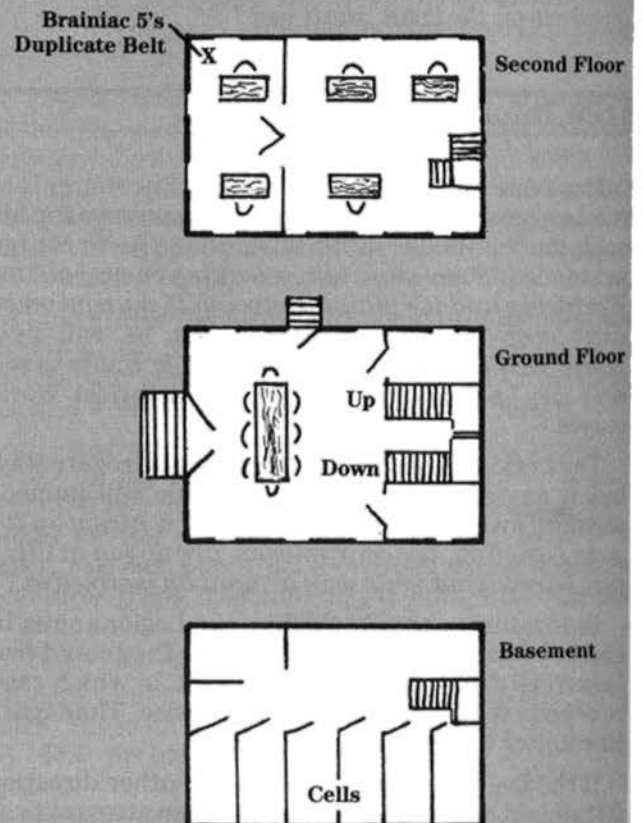
Encounter 12/Colu — Computer Hall



- ⊗ = Elevator Platform
- = Stationary Computers and Servo-Mechanisms
- Each Hex = Fifty Feet



Encounter 7/German Headquarters



(8) Hovercycles

[STR: 4, DEX: 0, BODY: 5]

Uses: 9 Duration: 13

Machine Gun: AV: 5, EV: 8,

Range: 0-6/7-8/9, Ammo: 6,

Duration: 20

Flight: 8

Attack Helicopters

[STR: 9, DEX: 0, BODY: 8]

Uses: 6 Duration: 12

Machine Gun (2): AV: 5, EV: 8,

Range: 0-6/7-8/9, Ammo: 6,

Duration: 20, (8) Air-to-Air

Missiles: AV: 6, EV: 15,

Range: 0-19/-/-, Ammo: 1

Flight: 7

Jet Fighter

[STR: 8, DEX: 0, BODY: 13]

Uses: 3 Duration: 11

(16) Air-to-Air Missiles: AV: 6,

EV: 15, Range: 0-19/-/-, Ammo: 1

Flight: 11

Troubleshooting

There is no useful information for the Legionnaires to gain by remaining in the NYC area. If the Legionnaires persist in traveling in any direction other than south or southeast, a sandstorm will appear to blow them back on course.

Encounter 6

Hawks

Setup

The Legionnaires have ventured toward the Thanagar center of Mayavale's Worldship.

Player Information

This massive city is a collection of cylindrical skyscrapers which have numerous wide balconies and flat roofs. Aircars and man-sized birds fly around the towers throughout this vast expanse. Suddenly, a formation of the birds changes course and begins flying in this direction.

GM Information

This area is a re-creation of a Thanagarian city from one of the world's militant periods. The "man-sized birds" are Hawkpolice, humanoids who wear anti-gravity belts and are propelled by huge and powerful grey wings. One of their aerial security formations is heading directly toward the Legionnaires.

(12) HAWKPOLICE

DEX:	9	STR:	6	BODY:	2
INT:	9	WILL:	8	MIND:	8
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	20	HERO POINTS:	10		

EQUIPMENT:

Wings

[DEX: 0, STR: 4, BODY: 8]

Uses: 12, Duration: 18,

Flight: 7, Sealed Systems: 10

Mace

[DEX: 0, STR: 10, BODY: 9]

Trident

[DEX: 0, STR: 5, BODY: 8]

Net

[DEX: 0, STR: 4, BODY: 10]

Stun Pistol

[DEX: 0, STR: 4, BODY: 6]

AV: 3, EV: 5, Range: 0-4/5-7/8,

Ammo: 12

Upon approaching the Legionnaires, the Hawkpolice leader will shout he has a warrant for the Legionnaires' arrests charging unlawful escape. He will order the Legionnaires to surrender and prepare to return to their detention site. The Hawkpolice have been ordered to escort the Legionnaires back to the Legion Cruiser and prevent their further escapes. The Hawkpolice will wait three phases for the Legionnaires' reply before attacking.

If the Legionnaires surrender, the Hawkpolice will escort the heroes back to the Cruiser and remain to guard the group. The Hawks will attack exclusively with their melee weapons unless these items are unavailable. Only the last two Hawks still active will attempt to use their stun pistols. Hawks that are knocked out or whose wings are damaged will fall helplessly toward the ground beneath them (as these are merely robotic re-creations of Hawkpolice, they cannot be killed).

Although there is nothing of investigative interest to the team here, when the first Hawkpolice wave is defeated, the Player Characters will have fifteen phases to explore the area before another Hawkpolice reconnaissance team is sighted. If the Legionnaires decide to flee while under attack, the Hawks will pursue them until the group is ten APs (one mile) from the Thanagar borders.

Mayavale himself will be the last of the twelve Hawkpolice defeated. He will take off his helmet and say, "This is great fun - seriously - but I really don't have time for any more games now. Catch you all later!"

At this point a yellow recliner will fly into view. Mayavale will climb into it and fly off to the southwest at a speed of twelve APs, heading toward the U.S.S. Macon (Encounter 7).

If any Legionnaire pursues Mayavale so successfully as to catch up to the mad doctor, Mayavale will point in the direction of the nearer of the Macon and pre-historic stages and say, "Oh, ho! You're a speedy one. Well, if you're so quick, I'll race you!", at which point he will teleport away.

If the Legionnaires remain in the area, every five minutes they will be attacked by another dozen

Hawkpolice whether or not the previous group(s) has/have been defeated; thus, if the Legionnaires remain for an extended period of time and do not regularly defeat entire groups of the Hawkpolice, the heroes could find themselves battling more than twelve Hawkpolice at one time.

Play now proceeds with Encounter 7.

Troubleshooting

If the Legionnaires end up back at the Legion Cruiser (either having been escorted by Hawkpolice or arriving under their own power), they should be reminded (either by computer notation or by another GM derivative) of Mayavale's departing to the southwest of Thanagar. Play should then proceed to Encounter 7.

Encounter 7

Jagdstaffel 17

Setup

The Legionnaires, following Mayavale's flying easy-chair, have headed to the southwest of Thanagar. They find themselves alone amidst barren, rocky desert, soon to be attacked by Enemy Ace and his biplane squadron.



Player Information

Following Mayavale's trail leads over a vast and barren wasteland of strewn rocks and desert. There are absolutely no developed areas visible for miles. The only objects in sight are a solitary cloud high in the sky to the north and a long, silvery object slightly lower in the southern sky. As the southwest horizon draws closer, a green area becomes visible on the horizon.

GM Information

The Legionnaires have here a chance for a slight breather as they plot their strategies. The silver object in the southern sky is a six-hundred-foot long dirigible, the letters on the side of which read "U.S.S. Macon." The dirigible is inflated with Hypnogas and rigged to explode when any Legionnaire gets within two APs of it.

While the Legionnaires' attention is occupied by the Macon, a squadron of six World War I German biplanes, led by Enemy Ace, will drop from the cloud cover to the north and immediately attack the Legionnaires. The squadron's guns will appear to function normally but the ammunition is designed to knock out a target rather than kill him or her.

Legionnaires struck by these bullets will drift slowly downward toward the Worldship's ground level, a large, overgrown jungle area, as they lose consciousness. If these Legionnaires are left unattended for three phases, they will disappear, having been teleported to St. Mayavale Hospital (Encounter 16).

The biplanes also discharge green smoke (Hypnogas) from their exhausts. If a Legionnaire pursues a biplane from the rear, he or she will be attacked normally by the Hypnogas.

If the Legionnaires disable every biplane, the last pilot still in the air will eject a huge balloon which has a message written on it. On one side of the balloon is written: "To Sun Boy -". The other side of the balloon, if read by anyone other than Sun Boy, says: "Do you usually read other people's mail?" If read by Sun Boy, the message says, "Thanks for getting close enough for me to do this!" The balloon will then explode, releasing yet another cloud (normal attack) of Hypnogas.

If Mayavale was present at the beginning of this encounter, he will have disappeared behind the Macon during the course of the aerial battle. If the Legionnaires head toward the Macon, the dirigible will explode, releasing Hypnogas sufficient to fill an area twenty-three APs in volume (a cube one-thousand feet on each edge). The cloud will last for eight APs before dispersing.

Any Legionnaires successfully avoiding Hypnogas attack will find themselves hovering over a barren, desolate wasteland (the outlying reaches of Encounter 8). As Mayavale is nowhere in sight, play now proceeds to Encounter 8.

ENEMY ACE *alias Baron Hans Von Hammer*

DEX: 6	STR: 3	BODY: 5
INT: 4	WILL: 5	MIND: 3
INFL: 3	AURA: 2	SPIRIT: 3
INITIATIVE: 13 (19) HERO POINTS: 25		

SKILLS:

Animal Handling: 4, Charisma: 4,
 Martial Artist: 6, Military Science
 (Camouflage and Cartography): 5,
 Scholar (World War I Fighting
 Planes): 8, Spy (Coding and
 Connoisseur): 4, Vehicles/Air: 11,
 Weaponry (Firearms and Melee): 6

EQUIPMENT:**Fokker DR.-1 Triplane**

[DEX: 0, STR: 4, BODY: 5]

Uses: 5, Duration: 10, Flight: 8

Twin Spandau Machineguns

(AV: 0, EV: 4, Range: 0-3/4-5/6,
 Ammo: 10)

Luger P08

(AV: 0, EV: 3, Range: 0-3/4-5/6,
 Ammo: 8)

Baron Von Hammer is a spectacular German flying ace who flies exclusively in a World War I triplane.

Biplanes

[DEX: 8, STR: 5, BODY: 8]

(2) Machine Guns

AV: 5, EV: 8, Range: 0-6/7-8/9,

Ammo: 6, Duration: 20

Hypnogas (Poison Touch): 15

Flight: 8

Troubleshooting

If a majority of Legionnaires escapes the Hypnogas attacks, Mayavale will have his robots make repeated attempts throughout the rest of the adventure to gas the remaining Legionnaires. These attempts will be disguised as anything appropriate within the setting of a given encounter (in the Jungle encounter, a plant could emit Hypnogas, in Metropolis, terrorists could launch Hypnogas grenades, etc.).

Encounter 8**A Billboard****Setup**

This Encounter, designed for use when the Legionnaires wander off the beaten adventure-path, can be reused throughout the adventure whenever the GM wants to give the Players a clue. This is accomplished by simply having workers come out and alter what is on the billboard.

Player Information

The only sign of activity across these barren wastes is a set of tire tracks leading off into the distance. The tracks lead to a flat, rectangular shape which is sticking out of the ground.

Large streetlights adorn this structure's topside and an intelligent guess would lead one to believe these would illuminate the structure should darkness fall. There is a series of framework on the near side of the structure and a small truck on the far side.

GM Information

This is a common twentieth century billboard upon which two workers have just finished pasting a new advertisement. The workers, who are wearing green jumpsuits with the word *Consejo* (Spanish for "hint") on the back will be packing their tools and supplies back into the truck when the Legionnaires approach.

The workers' nametags read "*Moe Couverts*" and "*Ann Spielung*" (corrupted translations of the French word for "hint" and the German word for "clue;" OV/RVs to Clue Analysis or Languages are at 5/5). If the Legionnaires move to where they can read the billboard, they will see a smiling picture of both Mayavale and the White Witch dressed in swim suits, relaxing at the beach.

In the picture, a waiter who looks suspiciously like Stargrave is bringing the two a tray of festive snacks and drinks. Golden towers rise in the background of the advertisement and the words "*Visit Sunny Atlantis - You'll Never Forget It*" and "*Convenient Connecting Flights with Metropolis*" adorn its top and bottom, respectively.

If the Legionnaires Interrogate or simply question the workers, Moe and Ann will give complete and accurate directions to Atlantis, finish packing their gear, and drive off toward Atlantis. If the Legionnaires follow Moe and Ann to Atlantis (or whatever location), all the better. However, upon reaching the desired location, Moe and Ann will enter their central offices and disappear (teleported from the location by the Worldship).

Play should now proceed with Encounter 9 or another encounter at GM discretion.

Encounter 9**Sunny Atlantis****Setup**

For whatever reason and following whatever leads, the Legionnaires have decided to venture to Atlantis.

Player Information

Far in the distance, a gleaming city of golden towers rises majestically from amidst the barren wasteland terrain. On the outskirts of the city, the runways of an airport are visible. Aircraft which look like giant beetles are stationed around the airport.

GM Information

This is a Worldship re-creation of Atlantis as it existed in 45000 BC, during the time of Arion. The airport, an improvisation of Mayavale's, resembles a twentieth century American airport more closely than what an Atlantean one might have looked like. Mayavale's desire here is to get the Legionnaires aboard a plane so he can take them to any destination of his choosing.

If the Legionnaires decide to explore Atlantis first, they will find a city similar to any large, bustling, contemporary western city. The only information useful to the Legionnaires is available if they check a sidewalk magazine vendor. The stand features copies of *Metropolis Today* which has a cover photo of a tall, dark-skinned woman wearing a revealing yellow bodysuit. The magazine call-out copy reads "Quicksand, Darling of the Avante Garde."

The interior story on Quicksand is a fluff personality profile accompanied by photos of her in a variety of social situations. In one particular picture she is shown with Stargrave who is wearing a white tuxedo.

The Atlanteans are all extremely friendly people who will cheerfully answer the Legionnaires' questions and give them directions to the Atlantis Airport. The actual layout and design of the Atlantis airport is not terribly important in game play and the GM can feel free to imagine the airport as being just like the one in his or her own town.

Once the Legionnaires finally get to the airport, a page over the intercom system will announce, "Message for passenger Dirk Morgna, passenger Dirk Morgna. Please pick up the white courtesy phone." If Sun Boy does not respond to the page, the message will repeat every three phases until he picks up the phone, at which point an operator informs him the tickets for his party are available at Gate 5 of Mayavalean World Airways. If the Legionnaires are not the Player Characters for this adventure, the GM should have the announcement page the identity one of the Characters being played.

The news vendors throughout Atlantis Airport also display copies of *Metropolis Today*. Copies of the foreign edition (OV/RVs to Languages: 4/4) of the Daily Planet show a picture of Stargrave below the headline, "Urban Renewal Project Ahead of Schedule."

The gate attendants will present the Legionnaires with first class tickets to Metropolis sufficient for the entire team. The flight will be presently boarding. If the Legionnaires accept the tickets, they will be courteously escorted aboard one of the beetle-shaped airships which was stationed outside the airport earlier.

- If the Legionnaires decline the tickets:

The attendants will act disturbed that such prominent persons are obviously dissatisfied with the service provided by Mayavalean World Airlines and will try to persuade the heroes to change their minds. If the Legionnaires still refuse, one of the attendants will grab a microphone and call for airport security. A smaller beetle-like flyer will land outside, from which two men and two women will emerge.

The security guards, doubles of Arion, Lady Chian, Mara, and Wynde will enter through an emergency exit and courteously ask the Legionnaires to change their minds. If the Legionnaires refuse this final offer, the security guards will attack. Arion will use his spells while

Wynde and Chian will use their swords and Mara will change into her dragon form.

- If the Legionnaires are defeated:

The security guard group will carry the heroes onto their scheduled flight.

- If the Legionnaires win:

They can steal Arion's flyer. The controls are the same as a thirtieth century aircar and require only (Air) Vehicles Skill of two APs. The Legionnaires can, of course, end the combat at any time by simply agreeing to board the flight to Metropolis.

- If the Legionnaires are aboard the MWA flight to Metropolis:

The stewardess will serve the Legionnaires refreshments once the flier becomes airborne. Four phases into the flight, the air-conditioning system will flood the flier's interior with Hypnogas (to be treated as Surprise, unless the GM feels the Legionnaires states suggest otherwise). The flyer will then turn to the northeast (Encounter 10).

- If the Legionnaires appropriate Arion's flyer:

They will find an aerial map of the Worldship including the locations of Metropolis and Atlantis. Four phases after the Legionnaires have taken off, hidden gas nozzles will fill the cabin with Hypnogas (as per Surprise previously). The flyer's automatic pilot will then take over, piloting the craft northeast.

In either Hypnogas attack case, play proceeds with Encounter 10. If the Legionnaires defeat all efforts to get them aboard a Hypnogas-trapped flier, they can travel in any direction desired. As they leave Atlantis, the Legionnaires will notice a billowing plume of smoke on the horizon. This is Colu.

If the Legionnaires investigate the smoke, play proceeds with Encounter 12. Otherwise, the GM may be forced to revert to play proceeding with Encounter 8, which would most probably direct the Legionnaires to visit the adventurous lands of Rannagar and test mettle against a great foe (Encounter 11).

ARION

DEX:	6	STR:	7	BODY:	7
INT:	9	WILL:	18	MIND:	20
INFL:	10	AURA:	13	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:	20		

POWERS:

Bio-Energy Blast: 10, Earth Animation: 10, Energy Absorption: 15, Magic Blast: 15, Magic Shield: 10

LADY CHIAN

DEX:	14	STR:	6	BODY:	6
INT:	8	WILL:	5	MIND:	10
INFL:	5	AURA:	3	SPIRIT:	6
INITIATIVE:	27 (39)	HERO POINTS:	10		

SKILLS:

Martial Artist: 12, Weaponry: 12

EQUIPMENT:

Sword

[DEX: 0, STR: 11, BODY: 7]

Uses: 1, Dur: 24

MARA

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

MARA (Dragon Form)

DEX:	3	STR:	12	BODY:	8
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	10		

POWERS:

Flight: 8, Flame Immunity: 14,
Flame Project: 15, Telepathy: 2,
Shapechange: 4 (Limitation: can
only change to/from Self to
Dragon form)

WYNNDE

DEX:	10	STR:	9	BODY:	8
INT:	8	WILL:	5	MIND:	10
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	23 (33)	HERO POINTS:	15		

SKILLS:

Martial Artist: 10, Weaponry: 12

EQUIPMENT:

Sword

[DEX: 0, STR: 11, BODY: 7]

Uses: 1, Dur: 24

MWA Flier

[DEX: 8, STR: 10, BODY: 65*]

Speed: 8, Weight: 12

* As Mayavale does not want the Legionnaires to escape from any flier in which he so-cleverly trapped them, he has lined the exteriors with inerton.

Troubleshooting

If the Legionnaires escape the effects of the Hypnogas, they will still be unable to control the course of either flier. Attempts to redirect the flier (at OV/RVs of 25/25, Mayavale's INT) will cause it to crash into the Rannagarian stage at which point play proceeds with Encounter 11.

If the Legionnaires escape from within either flier, they will find themselves in the open space over the Rannagarian stage (Encounter 11, should the Legionnaires descend). Colu (and Encounter 12) will be visible in the distance.

If the Legionnaires stray completely off-track, play again proceeds with Encounter 8 which will direct the heroes to the action-packed lands of Rannagar (play proceeding to Encounter 11).

Encounter 10

Dutch Chocolate

Setup

The Legionnaires, rendered unconscious in Encounter 9, have been incarcerated in a Nazi prison cell.

Player Information

Sunlight filters lazily through the barred windows of these jail cells which contain the Legion of Super-Heroes. While all are a bit dustier and more disheveled than before, no Legionnaire seems any the worse for wear from this change of events, although Brainiac 5's Force Belt is obviously missing.

The steady, rhythmic echo of booted footfalls emanates from beyond the heavy, reinforced main door of the jail. Through the small, barred window-slit in the door's center, four malevolent-looking guards in German WWII uniforms can be seen patrolling the corridors.

The troops snap to attention as a man and a woman come down the stairs and approach the jail cell. The man is dressed in an officer's uniform, the woman in civilian clothing. She has a scarf covering her head and her face is to the floor.

Walking slowly across the jail's expanse, the couple stops in front of Brainiac 5's cell. The woman lifts her head to reveal Dr. Mayavale in drag.

"And so, my dear friend Querl, the circle is now complete. You know the story, I'm certain. Oh, but of course, you claim not. Perhaps, then, I shall refresh your memory.

"It was the year 1940. My name was Dina and my husband and I were the most successful and notorious resistance fighters in all Germany. We had managed to blow up a strategic Nazi ammunition dump but unfortunately, we were captured and I was condemned to be shot. A woman's work is never done, I suppose.

"My husband, the swine, managed to convince the Nazis he was an innocent bystander who didn't even know me. He didn't even react when I was shot, so they let him go. Later, the Nazis even recruited him and he eventually became the controller of the OSS."

Mayavale looks up from the floor slowly, gazes deep into Brainiac 5's eyes, and says, "This time, dear husband, things will be different."

Mayavale utters a little giggle, turns from the jail, and skips up the stairs as the soldiers unlock Brainiac 5's cell door.

GM Information

The Legionnaires are in a Worldship re-creation of a small town in the Nazi-occupied Netherlands; circa 1940. The prison is in the basement of the local Wehrmacht

headquarters. Mayavale is obviously improvising again as of note is the complete absence of any villagers in the area. The only people in the town are the Legionnaires themselves and sixty robots dressed as infantrymen.

The guards do not speak English, let alone Interlac. The only intelligible words they know are mispronounced taunts like "English spy dogs!" and so on.

Brainiac 5's Force Belt has been teleported to St. Mayavale Hospital. A counterfeit belt hangs on a wall hook in an office upstairs. The belt is not as powerful as the real one [DEX: 0, STR: 0, BODY: 2, Uses: 2, Dur: 8]. OV/RVs to detection of this fact are at 5/5.

The Player Characters must break out of their cells, assist Brainiac 5, and then fight the Nazi troops to escape. There are sixty stormtroopers in the building and surrounding village. There are also five Panzer tanks, each with a three-robot crew. In a peculiar twist of reality, Mayavale has modified the guns and cannons to shoot chocolate shells rather than real ones. The chocolate shells, which do stun damage if they strike a Character, are extremely messy (-2 Column Shift to AVs of successfully-coated Legionnaire).

The tanks will pursue the Legionnaires into the furthest barren wastes. Even if the tanks lose sight of the Legionnaires, they will still maintain their pursuit and may show up at any future point, should the GM require a little adventure-booster.

Once the Legionnaires defeat the stormtroopers and either destroy or evade the Panzer tanks, they will spot a one-hundred-foot-long arrow carved into the ground which points south toward the Rannagarian stage. The arrow has a jeweled "smiley face" with a cartoon handlebar moustache carved into it.

The only direction available to the Legionnaires is south, in which case play proceeds with Encounter 11.

(60) STORMTROOPERS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7 (10)	HERO POINTS:	0		

SKILLS:

Martial Artist: 3, Vehicles: 3,
Weaponry: 3

Panzer Tanks

[Speed: 6, STR: 9, BODY: 18]
Weight: 18

Troubleshooting

Any Legionnaire who is knocked out by chocolate-firing guns and is unattended for thirty seconds will vanish as he/she is teleported to St. Mayavale Hospital, to be next seen in Encounter 16.

If the Legionnaires obtain the Force Belt from the upstairs office and notice it is not the original, a panel will pop open on the belt and a little card will spring out. The card reads, "IOU one belt - M." Brainiac 5 can recover his real Force Belt during Encounter 16 or 17, whichever is run first.

If the Legionnaires head off toward any of the undeveloped areas (i.e. those not in this adventure/in a direction other than south), they will find re-creations of various cultures, none of which is currently activated. In the worst of situations with the most stubborn of Players, the GM could rerun Encounter 8 and use the billboard to get the Legionnaires back on the right track.

Encounter 11

Ranning in Circles

Setup

Having witnessed a bright flash emanating from this location, Rann, the Legionnaires have travelled here to investigate.

Player Information

A high-walled fortress, the architecture an ancient style, comes slowly into view. While the fortress is obviously under siege, no fighting is presently notable. Those people who are visible appear to be bald men wearing plain colored kilts. There seems to be no trace of what might have caused the bright flash.

An intense grinding sound, like immense gears coming to life, emanates from the distance. The besieging army lets out resounding cheer as an incredibly tall, humanoid robot covered in mirror-like bronze plates rises from behind the hills and comes striding toward the fortress. Where eyes would be on the robot is a single closed shutter.

GM Information

There are over twenty-thousand soldiers in this fortress re-creation of Rannagar, circa 1000 AD. This area, accidentally activated by Stargrave in his search for the Magna Crystal, is not under Mayavale's control at the moment. The city is under independent siege from one of the real-Rannagarian now-forgotten enemies.

The robot stands four APs tall and weighs fifteen APs. Two phases after it appears, the robot will open its cyclopean shutter to reveal a glowing red eye. One phase later, a red beam will project to sweep across the fortress's wall. Any person struck by the beam will be frozen in his/her position at the moment of being hit.

If the Legionnaires take no action, the robot will continue its attack until every defender is paralyzed and

will then rip open the city walls. If the Legionnaires proceed to leave the area, the robot will attack them immediately.

If the Legionnaires attack the robot, it will stop its assault on the fortress and attack the Legionnaires instead. The large, slow-moving robot (top speed: 7 APs, DEX: 2) depends on its eyebeam for both offense and defense. Dousing the eyebeam in water prevents it from functioning; dousing also frees any affected person from the paralysis effect.

If the robot is knocked down, it will be able to return to a standing position in four phases. If the robot is destroyed, the besiegers will flee into the adjoining hills.

If the Legionnaires vanquish the robot and drive off the besiegers, the Rannagarians will come rushing out to greet their new-found saviors and commence an instant festival. The city dwellers will do anything for their heroic benefactors. Although they will be unable to answer most of the Legionnaires' questions, the city dwellers will be able to provide a rough layout of the surrounding area. Local legend tells of a mystical city called Metropolis, reputed to be somewhere nearby the city, although the city dwellers cannot be specific as to its location.

After the battle and ensuing festivities, one of the city dwellers will take startled note of the increased amount of smoke coming from the plume which billows up from the west. One dweller will cry out, "*Saints preserve us... could mighty Metropolis be aflame?!*"

If the Legionnaires decide to investigate the smoke plume, play proceeds with Encounter 12.

The Cyclops of Rann

Cyclops

[DEX: 2, STR: 35, BODY: 20]

Uses: 50, Duration: 1

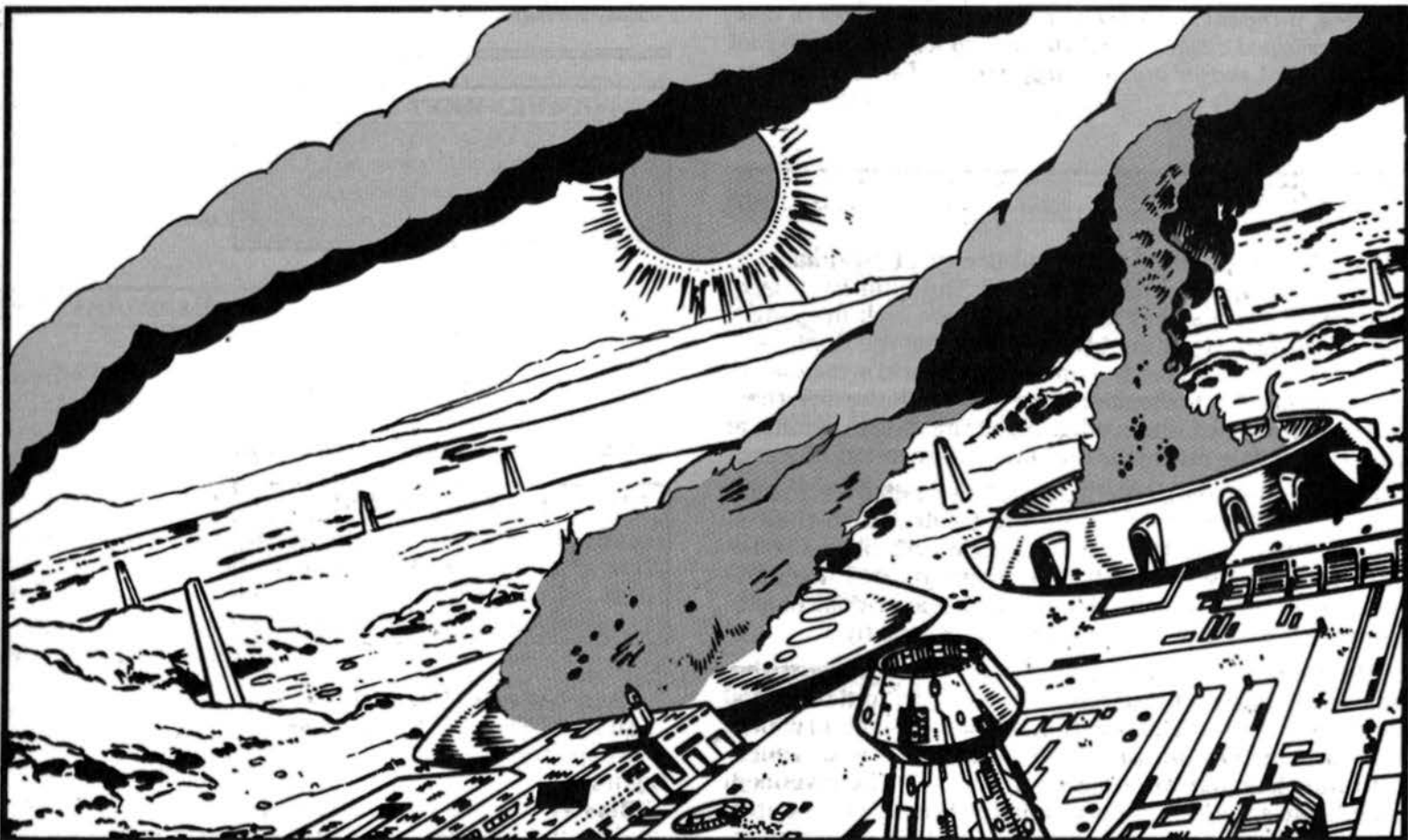
POWERS:

Paralysis Ray (Bio-Energy Blast): 6

The Cyclops of Rann is a giant clockwork automaton built during Rann's medieval period. Its brain consists of a complex series of intricate gear mechanisms. The entire automaton is powered by a core of self-heating alloys. The ray projector is housed in the head and can pivot sixty degrees in the horizontal plane only (vertical pivoting must be accomplished by a bending of the robot's body or head).

A person struck by the ray freezes in his or her last position. Involuntary actions such as heart rate and breathing are unaffected by the ray. Thought processes and Powers which require no physical movement are unhampered by the ray. Paralysis lasts for twenty-four hours (fifteen APs).

An unforeseen flaw in the ray's creation is that paralysis effects are lost if the victim is doused with water. Dousing can be anything from a simple shower to complete immersion. Since Rann is an extremely arid planet, the defect went undiscovered.



Troubleshooting

If the Legionnaires decide to explore a yet-unused area or return to a previously investigated location, play proceeds with the appropriate Encounter at GM discretion. If the Legionnaires head toward an area which is not covered in this module, they will find assorted unactivated re-creation stages full of immobile robots.

If the Players are at a complete loss as to further actions, the GM could either reuse Encounter 8 with appropriate modifications or have one of the city dwellers make a GM-influenced suggestion.

Encounter 12

Servile Disobedience

Setup

From whatever encounter, the Legionnaires have decided to investigate the huge plume of smoke which billows up from a decimated city.

Player Information

Thick, pungent smoke rises from several places in this well-developed city, the architecture of which appears to be Coluan. A major battle is apparently being fought in the streets.

GM Information

This is a replica of the capital city of Brainiac 5's homeworld, Colu, as it stood in the mid-twentieth century. The riots that being fought are civil uprisings. The people are revolting because they feel the dominant powers of Colu unfairly control the world's means of productions. As the Legionnaires approach the city, they will be able to see Coluans fighting in the streets against a variety of battle machines and law enforcement officers.

As Brainiac 5 has particularly strong familial ties to and interest in Coluan history, he will be drawn to the re-creation like a moth to a flame. He will probably be extremely insistent that the Legionnaires become involved in these actions. Should the Legion refuse to act, Brainiac 5 would most likely act independently.

The Coluans can direct the Legionnaires toward the heaviest fighting, a battle which is raging around the city's Computer Center. This location houses a great hall which is headquarters to production facilities and which contains the inner workings of one of the most advanced mainframes in the UP. Barricaded within the Computer Center are eight military soldiers and four government leaders.

If the Legionnaires break into the building, the soldiers and government leaders will recognize the Legionnaires as being alien to the Worldship and will therefore attempt to bargain with the Legionnaires. They will offer information in exchange for Legionnaire non-interference in the rioting, as the leaders would view the Legionnaires as their most formidable (and probably unbeatable) opponents.

The government leaders will have been monitoring the Worldship situation and will be aware of both Stargrave's presence and purpose. The leaders want Stargrave stopped because the presence of the Magna Crystal has been occupying Mayavale's interest long enough for the leaders to seize control of the Colu replica for their own. If the Crystal were left on the Worldship, Mayavale would spend time pursuing his dreams, while the Coluan government leaders would be free to pursue their own.

If the Legionnaires agree to avoid interference, the leaders will escort the Legionnaires to a shuttle car which travels to the Metropolis stage. If the Legionnaires destroy the Computer Center and defeat the soldiers and leaders without bargaining with them, the Legionnaires will be hailed as heroes by the Coluans populace. The locals will say the government had been monitoring other worlds in the hope of conquering them. The locals will further show the Legionnaires a monitor room which contains screens that show all the areas available in this adventure.

The Metropolis screen will show a city aflame with Stargrave visible in the midst of it all. The Coluan locals will also show the Legionnaires a shuttle car system discovered beneath the ground by the government leaders. Coluan markings reveal the car is a transport to Metropolis.

Play now proceeds with Encounter 15.

(4) GOVERNMENT LEADERS

DEX:	8	STR:	6	BODY:	5
INT:	12	WILL:	14	MIND:	10
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	28	HERO POINTS:	35		

POWERS:

*Broadcast Empath: 12, *Iron Will: 14, *Mind Blast: 14

SKILLS:

*Artist (Actor): 8, *Charisma (Persuasion): 8

(8) MILITARY SOLDIERS

DEX:	6	STR:	5	BODY:	6
INT:	7	WILL:	8	MIND:	6
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	16 (22)	HERO POINTS:	15		

SKILLS:

*Acrobatics: 6, *Martial Artist: 6, Military Science: 8, *Vehicles: 6, Weaponry: 8

EQUIPMENT:

Blaster

[AV: 2, EV: 8, Range: 0-2/3-4/5, Ammo: 6, Dur: N/A]

Troubleshooting

If the Legionnaires attempt to avoid the action completely, they will be nearly struck by an out-of-control aircar which will crash in front of them. The woman inside, the only car passenger, will be thrown clear before the car explodes. She will seem to recognize Brainiac 5 and gasp that *"the last of the enemy is in the great hall"* before dying.

Encounter 13

The End of the Tunnel

Setup

The Legionnaires have decided to travel to Metropolis aboard a Coluan shuttle car from Encounter 12.

Player Information

The shuttle is an open railroad car and is approximately the size of a typical commuter bus. A windscreen encloses the twelve bench seats in the front section; the rear freight area is open. As the shuttle travels along twin rails and cannot be steered, the controls are extremely simple. A single lever in the front compartment controls forward and reverse speeds. Pushing the lever forward accelerates the shuttle, pulling it back provides reverse acceleration.

The tunnel in which the shuttle travels extends past the line of sight in both directions. The tunnel, which is ten feet high and has a three-foot clearance on either side of the car, is unlit except for the area illuminated by the car's headlights. While somewhat decrepit, the tunnel seems structurally sound.

GM Information

Shuttle Car

[Speed: 8, STR: 10, BODY: 13]

Weight: 12, Uses: 15, Duration: 30

Tunnel Walls

[DEX: 0, STR: 0, BODY: 18]

Again, this encounter allows the Legionnaires a chance to catch their collective breath and formulate a course of action.

Since the shuttle car follows the tracks, its course is preset and there are no side tunnels. A distance of nine APs separates the Coluan station from an unlit and unused station, as is the area above it. If the Legionnaires propel the shuttle at full speed, they may flash by the area before realizing the station is there.

A distance of nine APs further on, a red-lit area will become visible as the tunnel roof has collapsed, dumping debris on the track. The Legionnaires must halt the car

(OV/RVs: 12/12 to physical deceleration or must initiate complete reverse acceleration within two phases) or suffer a head-on collision with the fallen rocks (AV/EV: 8/8, normal physical attack).

If the Legionnaires investigate the tunnel, they will see a fissure has opened part of the tunnel's roof. Great broad-leaved trees will be visible twenty feet above the tunnel opening and birds will be heard singing. Ten feet of the tunnel opening will be covered by fallen rocks of between zero and seven AP weight but beyond that section, the tunnel will be unaffected. There would be enough room for Colossal Boy to move about should he grow to a larger size.

If the Legionnaires decide to explore the area above the tunnel, play proceeds with Encounter 14. If they decide to repair the tunnel and move on, play proceeds with Encounter 15.

Troubleshooting

If the Legionnaires decide to leave the tunnel at any point, the GM should approximate the Legionnaires' locations between the Coluan station, the unused station, the Jungle area, and the Braxian stage. Play should proceed with the appropriate Encounter should the Legionnaires exit the tunnel from any location other than the previously-listed Jungle section (Encounter 14). The Legionnaires can exit at any of the stations or they can break through the tunnel to the surface.

Encounter 14

The Jungle

Setup

The Legionnaires, their progress hindered by debris within the shuttle tunnel, have decided to explore above the fissure which leads to a vast and ominous jungle.

Player Information

Surrounding this entire area is a beautiful and lush jungle land. Trees are covered with brilliant green leaves, flowers blossom in vibrant hues, and in the distance, a torrent of burning, red liquid cascades gracefully over a tall, majestic cliff.

GM Information

This is a re-creation of a prehistoric jungle land complete with flora and fauna intrinsic to the time. With the exceptions listed following, most of the animals (such as the Ryno) will not attack the Legionnaires. The jungle stage is not under Mayavale's control at this time. It was

activated accidentally when Sden cut the fissure in the tunnel in an attempt to slow the Legionnaires' progress.

The Lava Falls (the cascading red liquid) are eleven APs to the north and begin as a normal, if somewhat oily, river. Four APs from the base of the falls, the river bursts spontaneously into flame, the fires extinguishing themselves four APs downstream of the Falls as the river reverts to normal water. If the Legionnaires explore the area, they will be periodically attacked by the belligerent animals indigenous to the jungle.

Four phases after the Legionnaires enter the jungle, a Vision Creature will appear and stare at the Legionnaires for two phases, during which time its antennae space will be blank (see description for information). In the third phase, the space will change to show the Creature holding the physically-smallest of the Legionnaires in its mouth. In the fourth phase, the Creature will attack, obviously attempting to grasp the smallest Legionnaire in its jaws. If the Vision Creature is not defeated, he will pursue the Legionnaires for as long as they remain within the jungle.

If the Legionnaires investigate the Lava Falls, they will be attacked by three Fire Felines. The animals will be wearing asbestos collars and tags that read Yazmine,

Jones, and MP. These creatures will be defending their territory and will not pursue the Legionnaires further than five APs from the Lava Falls.

The Legionnaires can repair the tunnel and continue their journey by shuttle car, in which case, play proceeds with Encounter 15. If the Legionnaires decide to abandon the tunnel and fly off into the barren wastes, they will be unable to see any of the other stages from the edge or any portion of the jungle stage.

If the Legionnaires do attempt to fly from the Jungle, the GM could either reuse Encounter 8 and change the message to lead the Player Characters toward Metropolis by way of Bronx (Encounter 15), or he/she could direct the Legionnaires back to the tunnel fissure where the area could be repaired and play proceed to Encounter 15.

Troubleshooting

If any Legionnaire is apparently eaten by the Vision Creature or is otherwise defeated by any of the animals in the area, that Character will be secretly teleported to St. Mayavale Hospital, to be seen next in Encounter 16.

Animals of the Jungle

(3) FIRE FELINES *Yazmine, Jones, & MP*

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

POWERS:

Flame Being: 2, Flame Project: 5

Attack Advantage: 3

These awesome creatures appears to be great cats covered in flames. They drink the waters of the Lava Falls and secrete the flaming liquid without harm to themselves.

RYNO

DEX:	2	STR:	2	BODY:	4
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	5	HERO POINTS:	0		

POWERS:

Poison Touch: 3 (its odor),
Regeneration: 6

This creature looks like a small blue rhinoceros with a glowing red horn. The Ryno emits a terrible-smelling odor.

The Ryno's horn emits benign radiation which cures anyone within one AP distance of any physical injuries incurred (healing is at one BODY point per round within the influence of the Ryno, to full BODY health). The Ryno is a tranquil herbivore.

VISION CREATURE

DEX:	3	STR:	6	BODY:	9
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	1	SPIRIT:	2
INITIATIVE:	5	HERO POINTS:	0		

POWERS:

Running: 5, Illusion: 1 (limited to antennae space)

The Vision Creature is a large triceratops-like animal who has a spiked ridge running along its spine, a large horn over its nose, and two great antennae sprouting from either temple. The Vision Creature's most distinctive feature is found in the space between its antennae which acts as an organic television screen, showing realistic images of what the Vision Creature is thinking or doing. For example, prior to the Vision Creature attacking someone, the space will show an image of the Creature munching on the intended victim.

Encounter 15

Branx Cheer

Setup

The Legionnaires have travelled through the underground shuttle system until coming upon this, the Branx station. (In the event the Legionnaires have flown along the Worldship surface or approached through any other means, disregard the first paragraph of the Player Information which follows.)

Player Information

The tunnel ends abruptly in a tundra-like area. There is a large opening here where the tunnel has completely collapsed, totally blocking any possible further shuttle progress.

The ground surrounding this area, which is a rolling plain covered in permafrost, has no visible foliage or structures. Yet another plume of smoke hangs eastward on the horizon.

GM Information

If the Legionnaires decide to repair the tunnel again, they will find it is completely irreparable. Mangled tracks extend along the ground off toward the east. A dozen human shapes move around the tracks approximately six APs away.

Six Branx Warriors armed with bone clubs will be hiding under white furs in a circle two APs from the tunnel entrance. Three phases after the Legionnaires exit the tunnel, the Warriors will stand and attack. The dozen

Warriors in the distance will begin to run toward the Legionnaires as well. The Branx Warriors will first attack with their clubs and then with their tusks, their main intention being to physically overwhelm the Legionnaires and capture them.

When either half of the Legionnaires or half of the Branxians have been defeated, the ground will shake in a mild earthquake. The Branxians will stop their attack and run off in terror as the ground will erupt in a harmless spray of dirt and rock one AP from the Legionnaires. Sden will emerge from the pit and promptly wave all his tentacles straight up in the air.

Sden will stop and greet the Legionnaires, asking them if they are unharmed, before falsely introducing himself. Sden is pretending to be another Trevanian wizard named Tefo who has been sent by the Trevanian High Council to recover and return the Magna Crystal. If the Legionnaires ask "Tefo" about Sden, the wizard will speak of Sden as a misfit and renegade and then try to enlist the Legionnaires' help in recovering the gem.

Sden will be willing to share any information that he has with the Legionnaires. He can tell the heroes where Stargrave is and what Stargrave has been doing, where Metropolis is, what Mayavale has been doing, and what startling powers the Magna Crystal actually possesses. As "Tefo," Sden will truthfully answer any question posed by the Legionnaires except those concerning his real identity and purpose. Sden will also tend to avoid near physical proximity to Sun Boy.

If the Legionnaires suspect the wizard's real identity and voice the opinion, Sden will deny the accusation and remind the Legionnaires that except for Tellus, everyone looks the same to him. If the Legionnaires figure a way to prove Sden's true identity, he will drop the charade. Otherwise, he will continue to pretend he is Tefo until the Magna Crystal's location is revealed in Encounter 17.

If his identity is exposed, Sden will warn the Legionnaires that Stargrave is acting on behalf of the Time Trapper. While Sden does not know exactly why the Trapper wants the gem, he suspects it is to amplify the Trapper's own powers. Sden will suggest again that the Legionnaires work with him to recover the Magna Crystal before Stargrave can find it.



If the Legionnaires agree to work with Sden, he will say he can transport them all directly to Metropolis. Sden will tell the Legionnaires to follow him as he burrows back into the ground. If the Legionnaires hesitate to follow him, Sden will explain that in approaching in such a manner, neither Stargrave nor Mayavale will be able to detect them until it is too late.

If the Legionnaires choose to follow Sden, play proceeds with Encounter 17. If they decide to fight Sden, he will immediately burrow back into the ground, where he will protest that it is the Time Trapper the heroes should be attacking and not him.

If the Legionnaires persist in attacking Sden, he will leave and burrow to Metropolis on his own. His tunnel will collapse behind him, preventing the Legionnaires from using it (OV/RVs to following Sden's tunnel are at 12/12 and must be rolled every phase or Characters will completely lose the trail).

If the Legionnaires decide not to use Sden's tunnel, their only clue to further action will be the smoke plume to the east, which emanates from Metropolis. As the Legionnaires travel in that direction, they will encounter a teleportation field which will transport them to St. Mayavale Hospital. Play thus proceeds with Encounter 16.

(6) BRANX WARRIORS

DEX:	4	STR:	7	BODY:	8
INT:	2	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	9 (12)		HERO POINTS: 0		

SKILLS:

Martial Artist: 3, Weaponry: 2

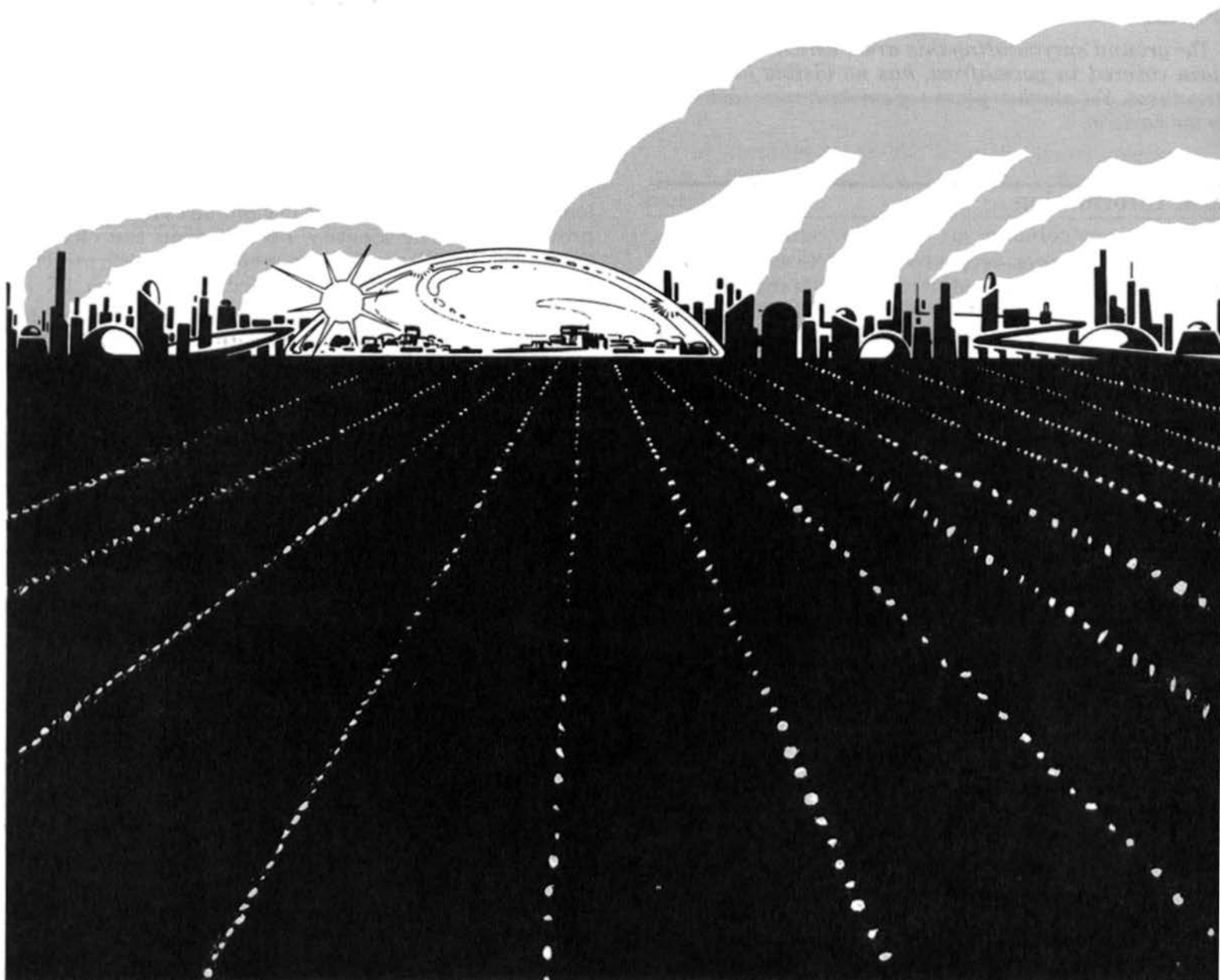
EQUIPMENT:

(2) Tusks

[DEX: 0, STR: 0, BODY: 7]

Troubleshooting

If the Legionnaires wish to search for their missing companions (if any), Sden (if still present) will stress the urgency of confronting Stargrave before he gets the gem. If the Legionnaires are insistent upon locating their missing partners, they will be teleported to St. Mayavale Hospital for a reunion with their lost companions; in this case, play proceeds with Encounter 16.



Encounter 16

St. Mayavale Hospital

Setup

The Legionnaires are reunited with their vanquished teammates in Mayavale's Worldship hospital, where they learn of their host's true plans.

(If none of the Legionnaires has been captured and teleported here during the adventure, Mayavale will have synthesized androids take the Legionnaires' places in hospital beds for the sake of appearances.)

Player Information

Read the following to previously injured and captured Legionnaire Players, if any:

These surroundings bear a striking resemblance to a twentieth century hospital ward. Everyone present, hero and commoner alike, is lying in bed and is clothed solely in a striped nightgown which ties in the back in a rather revealing fashion. Everyone present seems completely healthy. Hero costumes, all in perfect condition, cleaned and pressed, lie folded on small, wooden stands next to the beds. Draped along the foot of one bed is Brainiac 5's Force Belt.

A man's voice can be heard in the corridor outside the hospital room. Soon, a crowd of people in white coats, led by Dr. Mayavale, enters the ward. Following Mayavale are the remaining Legionnaires.

Read the following to all other Players:

The pale, whitewashed walls of a hospital corridor extend seemingly to the horizon. A group of ten medical students in white coats, led by Dr. Mayavale, stands outside double doors marked Not-So-Intensive Care.

Mayavale, turning to the group of students and heroes, says, "Ahem. Now, then... if everyone is ready, we can continue our rounds. I think you'll find our next subjects quite interesting indeed."

Mayavale steps through the double doors into a rather archaic, twentieth century hospital room. Reclining in the beds are members of the Legion of Super-Heroes (the entire team, if none was brought here, or only those injured and teleported, as is appropriate).

GM NOTE: If no Legionnaires have been captured and teleported here during this adventure, Mayavale will have androids of all the Legionnaires in the hospital beds. All of these androids will have Statistics of two APs and will not combat the Legionnaires. Mayavale has placed them there for looks so he can feel the Legionnaires are inferior, requiring his help.

Once the Legionnaires are re-united or the team enters the hospital room (whichever is appropriate), Mayavale will begin to explain the situation. The four television sets which align the ward's opposite wall will all turn on and show pictures of anything about which Mayavale talks.

"Now, students," Mayavale begins, "We all know that Pulsar Stargrave has been sent to recover the Magna Crystal for the Time Trapper. The Crystal has that unique ability to amplify Mystical energy. I, your good doctor, do admit I was originally unaware of the Crystal's presence. It is my belief the Worldship formed around the Crystal when I teleported to this location.

"The gem's properties are really quite remarkable. I believe it could solve these karmic difficulties I've been having and allow me to attain a higher plane of reality, something we all want, besides a house in the country, that is. The truly remarkable thing about this situation is that I can accomplish this without having to kill a single Legionnaire. Isn't that grand?"

"Now, you students may find me to be extremely selfish and egocentric but I'm not really. I also want to share the Crystal's magic with my companions back on Avatanda, my home planet. Nice folks, those."

Mayavale's voice suddenly drops to an embarrassed whisper. "My only trouble is I don't exactly know where the gem is. Otherwise I could have teleported it to someplace safe where none of these ubiquitous super-types could find it. Now, I know this Stargrave fellow has discovered that the Magna Crystal resides somewhere in Metropolis. He's been systematically destroying the entire stage since he landed and he's working his way through downtown right now."

Mayavale sighs. "I had plans of my own for that area. But, such is life in the medical profession. So, students... will you help me stop this Stargrave before he can find the Magna Crystal himself?"

GM Information

Mayavale's question is directed to the Legionnaires exclusively. If the Legionnaires seem reluctant to join with Mayavale, the medical students will heartily encourage them to do so.

If any Legionnaire left for Metropolis on his/her own in a previous encounter or accompanied Sden, the television sets along the hospital room walls will show these Characters on their approach. Mayavale will suggest that since valiant heroes such as these are about to attack Stargrave, perhaps the Legionnaires would like to join them.

When all the Legionnaires agree and are prepared, Mayavale will teleport them to ground level five APs distant of Stargrave's position. (Before teleporting, Brainiac 5 should be certain to retrieve his real Force Belt which rests on a nearby hospital bed.) Play proceeds with Encounter 17.

If at any point the Legionnaires decide to attack Mayavale, the ten medical students (robots) will defend their doctor. Two phases into battle, Mayavale will teleport the Legionnaires to Metropolis. His holoprojection will appear and deliver a Reader's Digest condensed version of the remaining portion of the earlier speech.

(10) MEDICAL STUDENTS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INITIATIVE:	5	HERO POINTS:	0		

SKILLS:

Medicine: 1

Troubleshooting

If the Legionnaires escape the hospital before Mayavale finishes or if they simply refuse to join Mayavale, he will teleport the group to the Metropolis location near Stargrave. Play then proceeds with Encounter 17.

Encounter 17

The Grand Finale

Setup

The Legionnaires, in whatever fashion and with whatever motivation, have arrived at the heart of the battlefield: downtown Metropolis.

Player Information

Metropolis is in ruins. Flames and dense smoke billow wistfully above building remnants, most of which lie collapsed or melted on the ground. Nearly half the great city has been destroyed. Stargrave, presently intent on demolishing the East Side, is standing directly in front of the Daily Planet Building.

GM NOTE: If the Legionnaires bypassed St. Mayavale Hospital (Encounter 16) on their way to Metropolis, read the following:

Lying in a pile of rubble against a nearby building is Brainiac 5's Force Belt, looking a bit worn but otherwise complete.

GM Information

The object in the pile of rubble against the building is Brainiac 5's real Force Belt.

If Holdur and Quicksand were not captured earlier in the adventure or if they escaped their confines, they will be present in this encounter, assisting Stargrave in his quest. In such an instance, when the Legionnaires attack, Holdur and Quicksand will attack independently.

Stargrave has already destroyed the following sections of Metropolis (reference the Gamemaster's Manual, pages 57-60): Old City, Senneville, Jefferson, Teaboro, Pelham, McKeesport, Racine, Hampstead, Lafayette, Long Beach, Reading, Oaktown, Lacey, Stauntaun, Northbridge, and Vernon. Stargrave is midway through demolishing the East Side.

The Magna Crystal is imbedded within the Saturn model atop the Daily Planet Building. As the Legionnaires approach Stargrave, he will begin to demolish the Planet Building, which is sixty stories tall, from ground floor up. The Saturn replica stands another thirty feet tall. For every phase Stargrave is able to attack the Planet Building with his Starbolts, the building will drop ten stories.

As soon as the Legionnaires attack Stargrave, he will turn to attack them instead, at which point the Planet Building will have been rendered unstable and will, in ten phases, collapse to the ground. If anyone comes into extremely forceful contact with it (a direct punch to the structure, knockback, etc.), the Planet Building will collapse immediately. Complete collapse takes one phase, at which point the Saturn replica will smash open to reveal the Magna Crystal.

One phase after the Crystal is revealed (either by the Planet's collapse or a Character's locating the Crystal), each major villain will act. Mayavale will throw a force field (BODY: 30) over the Metropolis stage to prevent anyone from fleeing into space with the Magna Crystal.

Stargrave will cease whatever attack he is making and run toward the gem. Sden will surprisingly burrow out of the ground one AP from the Crystal and move to grab it. Holdur and Quicksand, if present, will hesitate for four phases, expecting instructions from Stargrave. If Stargrave gives them no commands (as he is quite preoccupied), the villains will move for the Crystal.

If the Legionnaires are in the process of attacking a villain, another villain will try to obtain the gem (or search for it, if it is as yet unrevealed). If Stargrave obtains the gem, he will gloat for two phases before flying skyward, but he must break free of the force field before he can successfully escape. Stargrave must be twelve APs (four miles) from the Worldship before the Time Trapper can teleport him into the future.

If Sden obtains the gem, he will cackle briefly and start to burrow toward the center of the Worldship. Mayavale will not act immediately upon these events, biding his time and waiting for the best moment to steal the Crystal from its possessor. If any Legionnaire grabs the gem, he or she will be multi-attacked by every present villain.

Anyone who obtains the Magna Crystal will receive the benefit of the gem's power two phases after first touching it. If the Character loses the Crystal, affected powers immediately revert to their original levels.

If the Legionnaires recover the Magna Crystal, they will be teleported to Mayavale's Throne Room where they must decide what to do with the gem. In this case, play proceeds with Encounter 18.

If the Legionnaires fail to obtain the Magna Crystal and allow it to fall into Sden's or Stargrave's hands, the adventure will be effectively complete. Mayavale will teleport the Legionnaires back to their Cruiser and allow them ten phases to leave his Worldship before he teleports away. The GM should then proceed to Endgame.

If Mayavale recovers the Magna Crystal, the other villains will attack him *en masse* in an attempt to take the gem from Mayavale. If Mayavale retains the Crystal, the Legionnaires will have four phases to obtain the gem themselves before Mayavale teleports the heroes to their Cruiser. Mayavale will then give the heroes (and the remaining villains) the stated ten phases to escape before he and the Worldship teleport away.

Encounter 18

Negotiations

Setup

The Legionnaires, having obtained the Magna Crystal themselves, are made the exalted guests of Mayavale, who entertains notions of the Legionnaires giving him the gem for his own use.

Player Information

Mayavale's Throne Room is designed in an incredibly-jumbled decor. There is not one item which matches another anywhere in the room. Mayavale, dressed in his familiar attire of tuxedo, chain mail, and kilt, sits on his throne sipping a chocolate soda.

"My dear, dear friends," Mayavale says cordially, "I can't tell you what it means to me to have such a heroic group rush to my cause. It... it's truly touching." Mayavale slowly reaches up to wipe a tear from his eye.

"Now, I assure you the terrible threat posed by Stargrave and his cohorts has passed. I can and will provide a secure station for the Magna Crystal here upon my Worldship. You can simply place it on the table as you leave, if you would. Thank you so much for your time and assistance. I am certain you can show yourselves out. Cherrio!"

GM Information

Mayavale is like a kid on Christmas morning, jumpy and excited but also trying to control his exuberance. Mayavale expects the Legionnaires to give him the Crystal and is doing his best to wait patiently while they decide to do so. If it becomes obvious the Legionnaires are leery of giving Mayavale the Magna Crystal, he will try to convince them of his sincerity.

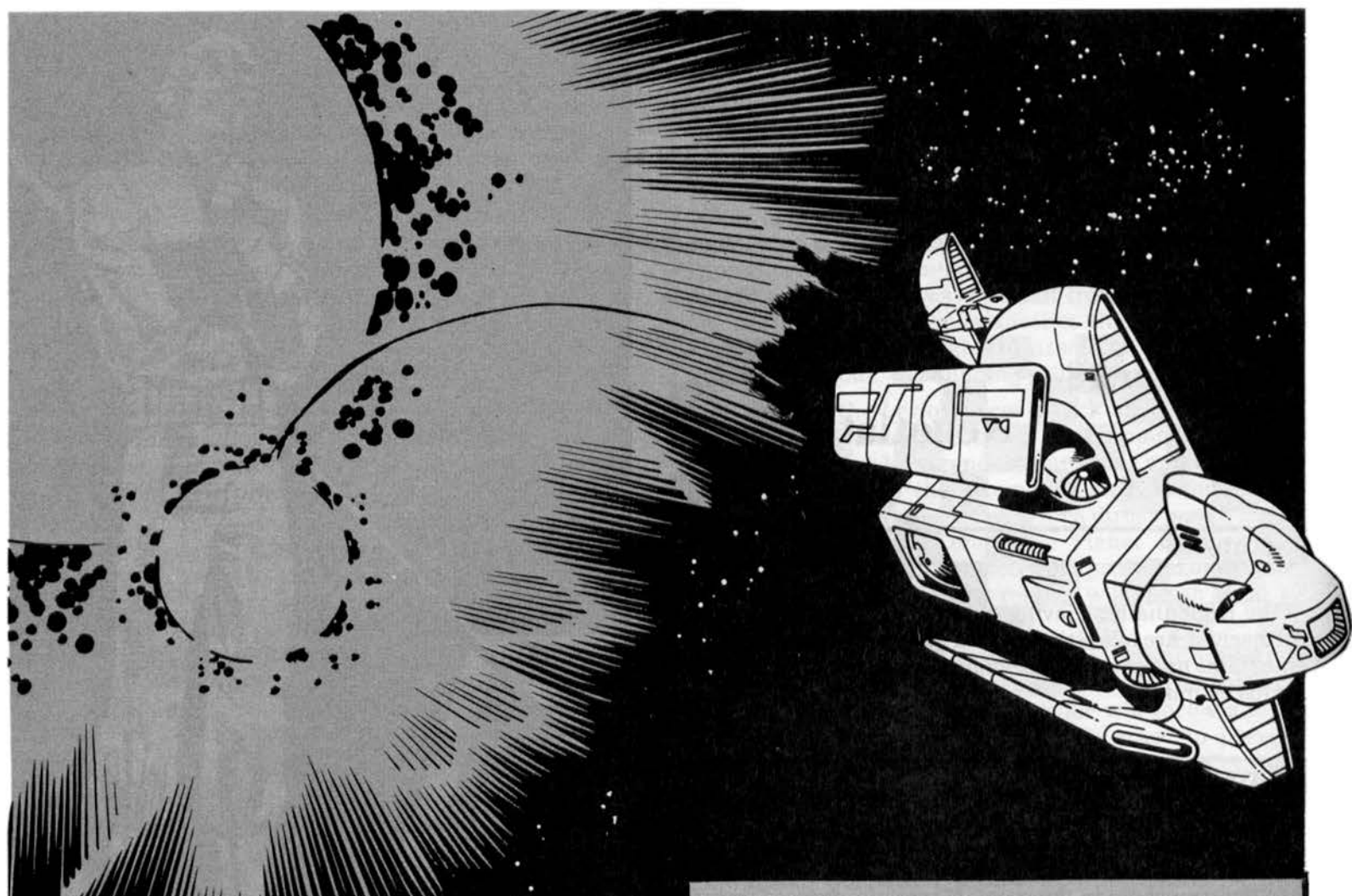
He truly believes that Avatanda is the best, most secure place for the gem to remain, pointing out the people there would only use it for spiritual growth. Mayavale cannot guarantee that the Time Trapper could not still get at the Crystal but will ask the Legionnaires if even they could absolutely guarantee that either.



If any Legionnaire probes Mayavale's thoughts, he/she will find Mayavale is sincere about his plans. If the Legionnaires decide to trust Mayavale with the gem, he will leap up from his chair and throw himself around the ankles of whomever is holding the Crystal. Thanking the Legionnaires profusely, he will take the gem and teleport the heroes to their Cruiser. Repair crews will be finishing whatever maintenance jobs need to be done on the spaceship. The sides of the Cruiser will have been spray-painted in wild graffiti patterns.

If the Legionnaires decide to keep the Magna Crystal, somehow destroy the Crystal, or do something that prevents Mayavale from ever possessing it (like throwing it into a black hole), Mayavale will cough once and inform the Legionnaires that they have a one-minute headstart, after which time he will attack the heroes with everything at his disposal. All the still-operational robots which have been used by Mayavale during the course of the adventure will attack the Legionnaires in a mass charge.

If the Legionnaires can reach the Legion Cruiser, they will be able to launch and depart from the Worldship in four phases. They must deal with the Worldship's force beam to successfully leave orbit. If the Legionnaires escape, Mayavale and the Worldship will not follow for fear of serious interaction with the United Planets.



Endgame

If Stargrave and/or Sden escapes with the Magna Crystal, the Time Trapper will teleport the villain(s) to his locations where the Trapper's technicians will take possession of the gem. Stargrave will be given his reward fee and returned to the thirtieth century. Sden will be offered a minor position in the Time Trapper's rank. If Sden refuses and/or combats the Time Trapper, the Trapper will teleport Sden back to a maximum security cell on Labyrinth.

If Mayavale ends up with the Magna Crystal, he will take it to Avatanda where all his people can utilize its wondrous powers. The Time Trapper will eventually send his agents to tap into the Worldship's computer banks which will either allow them to learn the location of Avatanda (so it may be attacked and the Crystal taken) or extract enough data on the Crystal to permit a re-creation of its effect in an artificial Magna Crystal (GM discretion with regard to campaign needs).

If the Legionnaires escape with the gem, the Time Trapper's agents will follow the heroes to wherever they place the gem and will attempt to either steal the Crystal or analyze it for re-creation. Their efforts could alert the Legion that someone had interfered with the gem.

Standard Awards

All the groups the Legionnaires fight in this adventure are considered one total opposition rather than several discreet opponents. The GM should remember to compensate Players who exhibit exceptional role-playing abilities and/or devise particularly creative and intelligent solutions to problems.

If the GM chooses not to run this adventure as part of the Legion series, he or she might wish to eventually run an adventure where the Time Trapper uses the Magna Crystal in some way. It should be kept in mind that the Time Trapper's long-range plans could take months or years to come to fruition.

Standard Awards should be distributed as follows:

Level of Opposition:

Equal 20

Critical Points:

Answering Labyrinth Distress (Seldom Fails) 2

Area of Consequence:

Group of Worlds
(Avatanda/Labyrinth/Worldship, etc) 20

Severity:

Permanent Nonfatal 10

TOTAL STANDARD AWARD 52

HOW TO USE THIS BOOK

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Game Results. In any of these sections, *italicized text* is read to the Players.

GM's Introduction

The GM's (Gamemaster's) Introduction provides the Gamemaster with the background needed to run the adventure.

Characters

This section contains information concerning both Player and Non-Player Characters involved in the adventure. Occasionally, only modifications to previously published Character information and Hero Points may be listed; see the full description in the Gamemaster's Manual for the rest of that Character's statistics.

Encounters

The DC Heroes Role-Playing system is based on encounters. That is, Player Characters go from situation to situation instead of location to location. Each encounter is broken up into at least three sections: Setup, Player Information, and GM Information. When necessary, there are also Troubleshooting sections, Rules sections, and/or Sidebars to help the GM run the adventure.

Encounters indicate which descriptions and maps are pertinent to each situation. Brief descriptions, including game statistics and incidental character locations, are often included with maps.

Game Results

Usually called Endgame or Aftermath, this section explains the outcome of the adventure and the awards given to Player Characters. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios, if desired.

A Note on the Module Difficulty Rating System

Each module published by Mayfair includes an estimate of the Hero Points required to create Characters powerful enough to complete the adventure. This estimate is given on the front cover in the form: **For 5-7 Characters Generated Using 1000-2000 Hero Points.**

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets

Typical Groups or Characters

250-500	Beginning Level Characters
501-1000	The New Teen Titans without Raven and Kid Flash
1001-2000	The New Teen Titans with Raven and Kid Flash
2001-4000	Justice League without Superman
4001-8000	Justice League with Superman
8001-16000	Wonder Woman
16001+	Superman

ABBREVIATIONS

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

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