

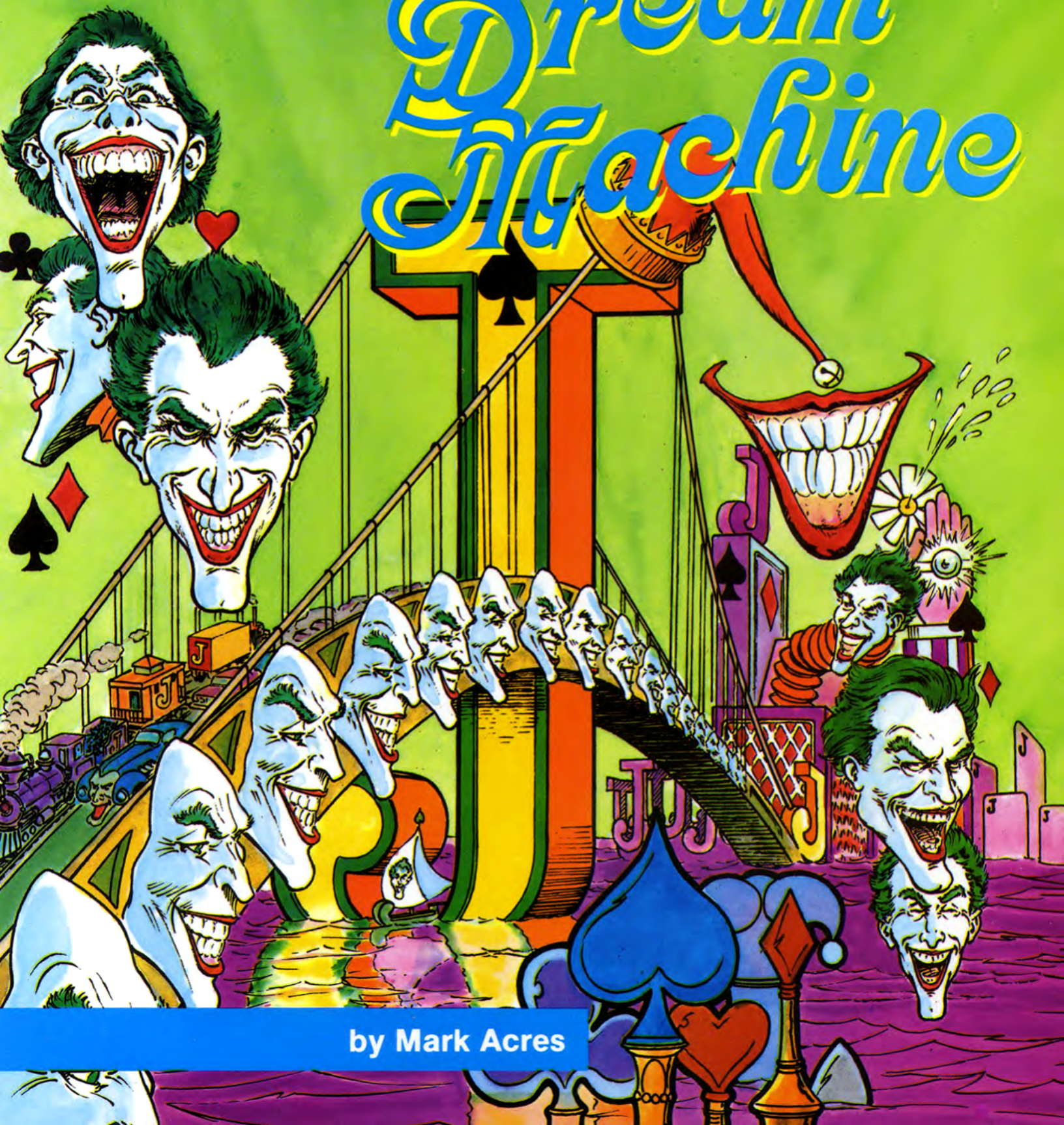


HEROES

ROLE
PLAYING
MODULE

THE **Joker**™

Dream Machine



by Mark Acres

Dream Machine

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The Dream Machine

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GM Introduction

Darkseid, the supreme ruler of the fiery planet of Apokolips, broods in seclusion. He broods and he plans; until now, all of his plans for power and conquest have been thwarted by the Heroes, the Forever People, or the New Gods of New Genesis. His new scheme must be carefully planned and executed — but the planning may take years.

Meanwhile, his closest minions, not privy to the Dark Lord's evil ideas, sit and wait — at least most of them do. DeSaad, the inventive genius and despicable master of physical and psychological torture, has plans of his own.

To the twisted mind of DeSaad, "pleasure" means watching the torment of others. The perverted genius recently completed a new device that promises to become his favorite toy: a Dream Machine. Linked to the brain of a sleeping person, this complex gadget actually draws other people directly into the sleeper's dreams. People thus trapped in the dream actually disappear from the physical world; their entire existence is in the dream world of the sleeper until the sleeper awakes.

"And what," DeSaad asked himself with satisfaction, "could be more pleasant than to watch pathetic humans writhe in pain and terror in my own dreams?" Thus DeSaad came to Earth, to test and perfect his instrument of ultimate torture.

Always careful, DeSaad took great pains to avoid drawing attention to himself or his "experiments." He wanted no interference from heroes and wisely chose to avoid gaining the attention of even so much as a beat cop.

He chose the teeming metropolis of New York City as his base of operations. He carefully chose the subjects of his experiments with the Dream Machine from among the impoverished, homeless — unknown flotsam and jetsam of humanity — people whose lapse into insanity (the usual result of living even a few moments in one of DeSaad's dreams) would hardly be noticed by the authorities.

All went as DeSaad planned, until the day he lured a broken down alcoholic named George Carter to his cheap tenement room. After two hours in DeSaad's nightmare world, Carter returned to the streets hopelessly insane, raving about all manner of monsters and "the dwarf with the brain machine." As chance would have it, Carter was eventually arrested by the New York City police, who eventually located a sister, Helen, in Gotham City. Helen had Carter taken to Arkham Asylum in Gotham, where he still remains, a hopeless maniac.

Of course, not even Carter's psychiatrist would take his ranting seriously. No sane man could bring himself to believe Carter — but the Asylum was filled with men who were not sane. Carter soon found a willing listener in the funny little man with the pale white face — the Joker. The Joker hung on Carter's every word. He recognized DeSaad from Carter's descriptions and, from Carter's ravings, eventually pieced together the truth about the Dream Machine. By diligent questioning, the Joker even learned the approximate location of DeSaad's tenement flat.

The Joker felt that DeSaad's machine would be the perfect tool for his revenge against the Batman. With De-

Saad's machine, the Joker could meet Batman in the world of the Joker's dreams and the joke would be on the Caped Crusader! The Joker quickly began planning to obtain DeSaad's machine.

Two weeks later, the Joker escaped Arkham and put his plan into action. Finding DeSaad's hideout in New York City was child's play for the Joker, and stealing the machine presented no great challenge. The Joker couldn't resist leaving a gelignite egg under DeSaad's pillow, along with a note:

Pleasant dreams! The yolk's on you!

Luckily for DeSaad, a bum stumbled into his tenement and was enticed by the prospect of sleeping on a soft bed. The resulting explosion tore away half the building.

Of course, the Joker wasn't so rash as to return at once to Gotham City to use the Dream Machine against the Batman. Instead, he stayed in New York, aided by a shady fortune teller going under the name of Madame Lethe.

The Joker learned to operate the machine by snoozing in Madame Lethe's back room. When a customer entered to have his fortune told, the Joker would draw the unsuspecting stranger into a dream. In a few days, the Joker felt sufficiently skilled with the machine to challenge Heroes — not Batman, not yet, but a group who would still be a challenge: a group like Nightwing and the Teen Titans.

As the adventure opens, Joker issues a challenge to Nightwing and the Titans in the form of a kidnap attempt. The purpose of the attack is to lead the Teen Titans to Joker; the Joker is hoping that the "fools" will rush into a nightmare!

GM Synopsis

This adventure was specifically designed for use with the Teen Titans as Player Characters. Other Player Characters may be used if they have approximately the same Power-levels as the Teen Titans. If the Teen Titans are

not used, the GM should make changes in references to the Titans in the text of the Player Information, substituting the name of the Player Characters' group or their individual names, whichever is more appropriate in the given case.

riate in the given case.

This adventure contains two main elements: a guide to adventuring in the world of dreams and the adventure itself. The GM will quickly see that the adventure presented here is

only one of many that could be set in the Dream World. It is the designer's intention that the material presented here will provide the basis for numerous adventures in that world if the Players and the GM decide the adventures are an interesting break from more typical adventures.

This adventure begins with Joker's attempt to kidnap Nightwing, thereby luring both Nightwing and the Teen Titans into the trap he has set with DeSaad's Dream Machine. Eventually, the Player Characters will confront Joker at his hideout, the back room of Madame Lethe's fortune telling establishment. Joker immediately falls into a chemically-induced sleep, and the Player Characters are drawn into the Dream World.

The encounters provide a set series of events that can happen in the Dream World. These events can be altered in detail or even in total as the Player Characters discover that they can manipulate the dream — if they make that discovery. In this adventure more than most, the GM must be prepared to improvise and handle contingencies using the set encoun-

ters as a general guideline for how play should proceed.

If all goes according to plan, the Player Characters find themselves at a banquet and dance hosted by a convention of novelty item salesmen. This is the opening of the Joker's dream and should be played for laughs all the way. It is not necessary, but the GM might even supply a few novelty items, such as whoopee cushions, a squirting flower, or a tray-full of custard pies to use as props during this encounter.

The Player Characters quickly learn, however, that whatever this place is, it's deadly: the dream setting changes from a hotel ballroom to the ballroom on the doomed ocean liner Titanic where the Player Characters are attacked by malicious snowmen.

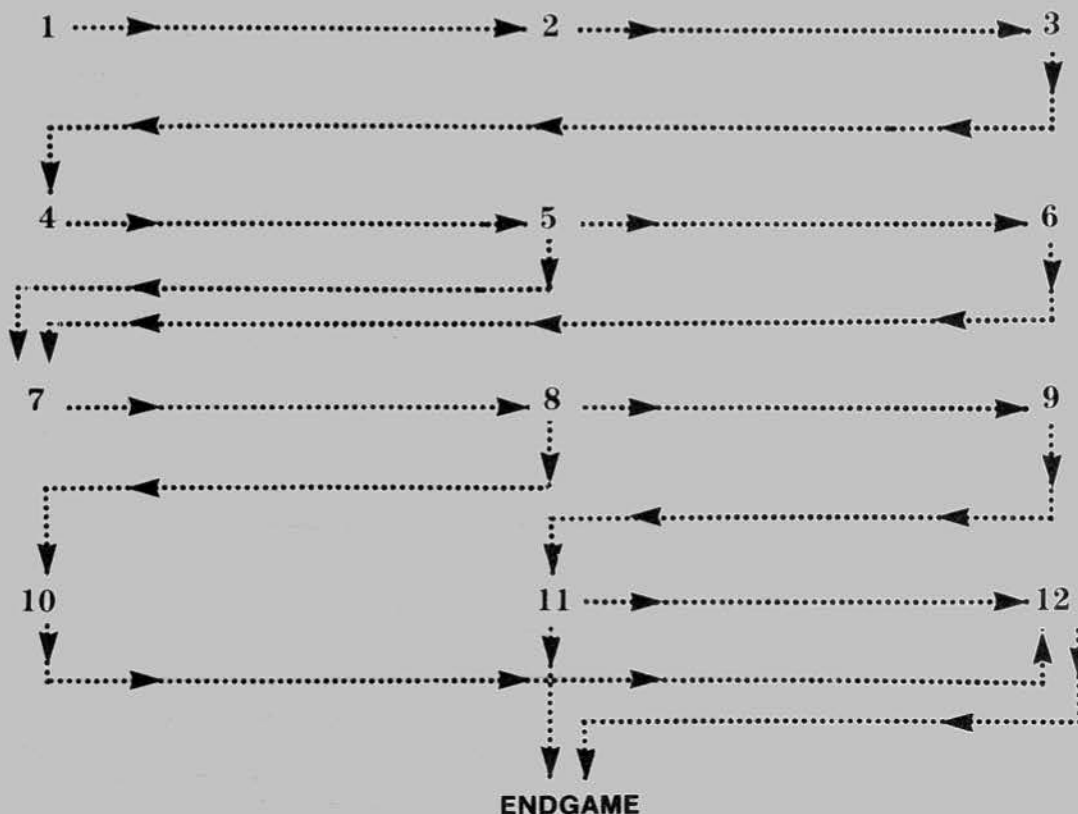
After this battle, the Player Characters are recruited by the ship's crew to help save the passengers, many of whom are doomed to drown. Before the Player Characters can put a plan into effect, the ship turns into a model ship, the ocean changes to the water in a bathtub, and the Player

Characters are literally sucked down the drain with the ship.

The Heroes eventually arrive at a desert island, where they confront a truly terrifying dream creature. Success here paves the way to victory over the Joker, as victorious Player Characters will discover the clue needed to awaken the Joker from his dream and release themselves back into the real world.

But the real world can be just as deadly: DeSaad is hot on the Joker's trail, and soon confronts the Joker and the Player Characters in an attempt to get his Dream Machine back. Unless they are very astute or very lucky, the Player Characters will suddenly find themselves back in the Dream World, only this time the dream is DeSaad's and they are pawns in a deadly game between DeSaad's images of authority and desire: twin images of Darkseid. Now the Player Characters must defeat, or escape, the images of Darkseid, awaken DeSaad, and end the nightmare for good.

FLOW CHART



TIMETABLE

Here is a timetable which the GM can use as a guideline to events in this adventure.

Friday night

9:30 p.m.: One of Joker's thugs leaves a message for Nightwing at a police precinct station house, promising a meeting at midnight.

Adventure starts

10:00 p.m.: Nightwing is contacted

by the police and told about the message.

12 Midnight: Joker's thugs show up at the meeting and attempt to kidnap Nightwing. Nightwing and other Player Characters eventually make their way to Joker's hideout.

Saturday

Midnight to 1 a.m.: The Player Characters arrive at Joker's hideout, and are drawn into the Dream World.

Between 1 a.m. and 4 a.m.: The Player Characters emerge from the Dream World.

4 a.m.: DeSaad arrives at Joker's hideout to retrieve his Dream Machine. The final battle may occur, unless the Player Characters are drawn into DeSaad's dream.

6 a.m.: The adventure ends by this time, with either the Player Characters' or DeSaad's victory.

INVESTIGATION CHART

Most of the information needed to conduct the adventure is contained in the **Encounters** and **Places** sections. However, early in the adventure, the Player Characters may take time to check with their Connections to see if any relevant information can be obtained. This chart summarizes the information available.

All information is available within 8 APs (15 minutes) unless specified otherwise.

SOURCE: Police Department

No Contact: No relevant information.

Low-Level Contact: Madame Lethe's

Dream-Come-True Fortune Boutique is a legitimately licensed business. No complaints have been received. (Give this information only if the Heroes ask about Madame Lethe's.)

High-Level Contact: The only unusual item in recent reports is an increase in the number of derelicts picked up and transported to mental hospitals from the East Third Street area.

SOURCE: Newspaper

No Contact: No relevant information.

Low-Level Contact: A reporter was going to do an investigative story on New York fortune telling scams, but "got sick" and never finished it.

High-Level Contact: A top investigative reporter was looking into fortune-telling scams, but went completely insane after visiting a place called Madam Lethe's Dreams Come True Fortune Boutique.

SOURCE: S.T.A.R. Laboratories

No Contact: No information available.

Low-Level Contact: S.T.A.R. Labs is currently analyzing a strange powder found in a criminal's laboratory about a year ago.

High-Level Contact: The above information plus the fact that the criminal was the Joker. Analysis indicates the powder is relatively harmless in small amounts but could incapacitate anyone if used in large quantities.

Characters

Heroes

This module has been designed for use with the Teen Titans. However, the Players may choose to use their own Characters. If the Players decide this, the heroes used as Player Characters should have approximately the same Power levels as the Teen Titans. Using heroes that are significantly more powerful in this adventure will require the GM to make adjustments to the Dream Creatures' Powers and Stats.

If the Players use the Teen Titans, give them the character cards provided in the DC Heroes game for Nightwing, Changeling, Cyborg, Jericho, Starfire and Wonder Girl. Teen Titan Players Characters are assumed to work out of Titan's Tower in New York City and have all equipment listed for them on their character cards and in the Gamemaster's Manual, in-

cluding the Skycycle, T-Barge (Personnel), T-Barge (Cargo), T-Helicopter, T-Jet, T-Submarine, and Titan's Computer. Specific information available in the computer files from various sources is given in the Investigation Chart section.

In addition to the equipment listed on their character cards or in the Gamemaster's Manual, the Heroes also have the following:

Wrist Radio

DEX:	0	STR:	0	BODY:	0
USES:	1	DURATION:	22		

Wrist radios are used by the Teen Titans for instant short-range radio communications. The microphone is capable of picking up normal sounds, such as human voices, from a range of 2 APs. It can pick up quiet

sounds, such as whispers, from up to 1 AP distance. The broadcast range of the radio is 12 APs.

Nightwing's Night Viewer

DEX:	0	STR:	0	BODY:	0
USES:	1	DURATION:	12		

Nightwing has an infrared flashlight and goggle setup identical to the Batman's. The Night Viewer has 12 APs of Thermal (IR) Vision. As long as the flashlight is illuminating the area, the Character can see as if it were daylight (as per the Thermal Vision Power).

Changeling's Gorilla Form

In addition to using Shape Change as described in the Powers and Skills book, Changeling may use this power to assume the form of an unusually dexterous gorilla:
(DEX: 6 STR: 5 BODY: 5)



DeSaad

At the GM's discretion, this special gorilla form may make multi-attacks with an attack advantage of 2, which decreases the Opposing Value one column, negating a portion of the Multi-Attack penalty.

Changeling could use this form to Multi-Attack two opponents and suffer no Column Modifiers. To gain this benefit, the gorilla must be in a position to "sweep" its huge arms (10 feet/0 APs) at two or more of its foes at once.

Villains

DeSaad

DEX:	4	STR:	3	BODY:	5
INT:	15	WILL:	12	MIND:	20
INFL:	4	AURA:	6	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	15		

SKILLS:

Gadgets: 25, Scientist: 25

EQUIPMENT:

Killing Gloves [DEX: 0, STR: 0, BODY: 8]

Uses: 4, Duration: 1, Starbolt: 11

Dream Machine — see below

Sleeping Gas capsule — see below

DeSaad's Dream Machine

DEX:	0	STR:	0	BODY:	1
USES:	25	DURATION:	13		

DeSaad's Dream Machine consists of two parts: a small metallic box with control switches and meters, and a small metal skull cap which is worn by the sleeping user of the machine. The cap is attached to the box by several wires.

The user sets the machine to activate automatically the instant he or she falls asleep. Once activated, the machine automatically does three things:

- The machine creates an extra-dimensional space in which reality consists entirely of the contents of the mind of the sleeper. In effect, the mind of the sleeper is turned into the reality of another dimension, a dimension which cannot be seen, heard, or sensed in any way from everyday reality. (Details about this extradimensional space, called the Dream World, are given in the Places section of this adventure.)

- The machine automatically scans normal space within 2 APs of the sleeping Character, registering all living things which enter this radius.
- Unless previously programmed otherwise, the machine automatically transports all living things which enter the 2 AP radius into the extra-dimensional space: in effect, these creatures are transported into the mind of the sleeping Character. To a normal observer in the real world, the transported creatures seem to simply vanish into thin air. The machine can be programmed to recognize up to 25 specific individuals and prevent them from entering the extra-dimensional space. In this way, the sleeping Character can, for example, maintain guards around himself while sleeping.

Sleeping Gas Capsule

DeSaad has placed a special sleeping gas capsule in a hollowed out space inside one of his molars. He intends to use this capsule in an emergency to put himself to sleep. The capsule can be broken by biting down

hard on it. The gas puts DeSaad to sleep instantly; in effect, he simply bites it and passes out. Because of the gas, DeSaad will dream immediately upon falling asleep.

DeSaad's Knowledge

In the unlikely event that DeSaad is successfully Interrogated by a Player Character, the following chart indicates the information that can be obtained:

2 Knowledge Points

"I have a new toy. If you've been in one of my dreams, you already know something about it."

4 Knowledge Points

The above plus the following: *"The Dream Machine is a remarkably advanced device which actually transports people into a dream—for them, the dream becomes physical reality."*

5 Knowledge Points

The above plus the following: *"The Joker stole my Dream Machine. I intend to take vengeance on him for this intrusion into my affairs."*

6 Knowledge Points

The above plus the following: *"I built the Dream Machine for my own amusement. It is not a part of any deeper plot against mankind—at least, not yet."* (In addition, DeSaad will explain the full functioning of the machine, as given in its description above.)

Joker's Itching Powder

Joker has a special form of itching powder with a new, secret ingredient. He developed this several years ago, and a sample was eventually obtained by S.T.A.R. Labs.

This powder is harmless in small quantities—it simply causes an annoying itch on the skin. However, in large quantities, say one pound or more, it incapacitates characters, who writhe with unbearable, unrelenting itching.

When the powder is used in quantities of one pound or more, treat it as a physical attack with Acting and Effect Values of 11. RAPs are not deducted from the target's body; instead, they are the number of phases that the victim is incapable of any action because of the unbearable itching.

Sleeping Gas Capsule

Joker has placed a special sleeping gas capsule, identical to DeSaad's, in a hollowed out space inside one of his molars. He intends to use this capsule in an emergency to put himself to sleep. The capsule can be broken simply by biting it. The gas puts Joker to sleep instantly; in effect, he simply bites it and passes out. The effect of the gas is such that Joker begins to dream immediately upon falling asleep.

The Joker has long been an adversary of Gotham's own Batman, using his unique pattern of leaving clues in the jokes he leaves before committing a crime. The Joker usually keeps a small group of thugs to do his dirty work, and prefers to beat a hasty escape when the tide turns against him.

In this adventure, Joker is attempting to perfect his ability to use the Dream Machine he stole from DeSaad. Once his technique is perfected, he intends to return to Gotham City and use the machine for a final showdown with Batman.

Joker's Knowledge

If successfully interrogated, Joker can reveal the following information:

2 Knowledge Points:

"I'm putting a bite on someone in the Big Apple in pursuit of nothing more than a dream."

4 Knowledge Points:

The above plus the following: *"The machine's the thing, wherein I'll catch the psyche of the king! Ha-ha! But I didn't build it I stole it from someone much more powerful than you!"*

5 Knowledge Points:

The above plus the following: *"The Dream Machine really belongs to DeSaad. I stole it from him. And you'd better be careful how you handle this, or we'll all wind up on his dark side!"*

JOKER

DEX:	8	STR:	6	BODY:	2
INT:	9	WILL:	12	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	3
INITIATIVE:	23	HERO PTS.:	120		

SKILLS:

Artist/Actor: 5, Charisma: 10, Gadgetry: 11, Scientist: 11, Vehicles: 5

EQUIPMENT:

DeSaad's Dream Machine - see listing
Sleeping Gas Capsule in tooth.
Joker's Itching Powder—see below.

LIMITATIONS:

Catastrophic Irrational attraction to practical jokes

VULNERABILITIES:

Magnetic Control 9

CONNECTIONS:

Arkham Asylum (low level)
Underworld (high level)

MOTIVATION: Psychopathic

WEALTH: Varies

JOB: N.A.

RACE: Human





room of this fortune teller's place, down in the East village. Madame Lethe's that was the place."

6 Knowledge Points

All of the above information, plus the following: "The guy that hired us is the Joker."

Dream Creatures

Dream Creatures are all the characters that the heroes can encounter inside a dream. There are five types of Dream Creatures. The outward appearances, Powers, and Skills of these creatures can change completely, depending upon what is happening in the dream. (In this adventure, the suggested Powers and Skills of each creature will be listed in the appropriate encounter. The GM may feel free to improvise others, depending upon the situation.) However, the Attribute scores of each type remains constant regardless of the dream setting or action.

Type 1: Normal Characters

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

These Dream Creatures are the more or less "normal" characters the PCs may encounter in a dream. They usually appear as normal human beings. Like most people in dreams, they are superior to real-world normal humans — on the average stronger, smarter, etc.

Normal Characters' Knowledge

These creatures have no special knowledge: they really think they are whomever they happen to appear as in the dream. They don't even know they are in a dream, or the difference between dreams and reality.

Type 2: Minor Anxiety Monsters and the Dream Police

DEX:	5	STR:	6	BODY:	5
INT:	4	WILL:	5	MIND:	5
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	10		

As their name implies, Minor Anxiety Monsters are the incarnations of minor fears, worries, and anxieties. They can take any form — there is no sure way the PCs can recognize them by type. Generally they prefer a form that is mildly threatening, and they attack more to annoy and

6 Knowledge Points:

The above plus the following: "Of course, I couldn't resist leaving De-Saad a little clue as to who had stolen his machine. As long as he doesn't trace me to Madame Lethe's, I should be okay. Eventually, I planned to take the machine to Gotham and use it against Batman — but first, I had to perfect its use. I've tried it on Madame Lethe's unsuspecting clients and was planning to try it on Nightwing before moving up to Batman."

JOKER'S THUGS

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

SKILLS:

Thief, 2, Vehicles/Land: 2, Vehicles/Air: 2, Weaponry/Firearms: 2

EQUIPMENT:

Helicopter [DEX: 0, STR: 7, BODY: 5]

Uses: 1, Duration: 1 Flight: 7

Small Truck [DEX: 0, STR: 9, BODY: 11]

Uses: 20, Duration: 13, Speed: 6 Weight: 11

.45 Automatic Pistol (one per thug)

AV: 0, EV: 4 RANGE: 0-3 / 4 / 5

The Joker maintains a stable of hired thugs to carry out the physical end of his criminal schemes. The six thugs in this adventure are ordinary street criminals in every way. Their names are Matthew Sims, Joseph Green, Howard Franklin, William Truncheon, Mat Harrison, and Ned Drummond.

Thugs' Knowledge

Any successfully Interrogated thug in Joker's employ can provide the following information:

2 Knowledge Points

"My name is (insert appropriate name). I know my rights. I ain't sayin' nothin' 'till I see the public defender."

4 Knowledge Points

The above information, plus the following: "We was hired to bag Nightwing. The guy who hired us, he said one of us should fly over and throw this powder on the guy. Then the rest of us could jump out of the truck and get him."

5 Knowledge Points

All of the above information, plus the following: "When we got Nightwing, we was to take him to the back

to cause minor damage, slowly wearing an opponent down instead of striking a knock-out blow.

Dream Police are creatures who serve Superego (see below). Their function is to round up stray Dream Creatures, herd Memory Fragments back to the Realm of Id, and generally enforce Superego's will in any way he orders. Dream Police usually appear as some type of uniformed figure appropriate to the setting of the dream. They are neither hostile nor friendly to the Player Characters; their attitude is determined solely by the attitude to the Player Characters taken by Superego.

Minor Anxiety Monsters' Knowledge

Any successful Interrogation of a Minor Anxiety Monster will give the Player Characters two items of information:

1. They are all in a dream.
2. There are plenty of creatures around that are more powerful.

Dream Police Knowledge

The Dream Police can be Persuaded to give the Player Characters the same knowledge which can be gained by Interrogation of a Type 4 Night Terror Creature. They are considered Neutral. (See below)

Type 3: Nightmare Monsters

DEX:	8	STR:	9	BODY:	10
INT:	2	WILL:	12	MIND:	5
INFL:	8	AURA:	12	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	20		

Nightmare Monsters are personifications of the dreamer's major fears and desires. By no means the worst of the Dream Creatures, they populate the most common nightmares. They are the tigers which chase little children in their sleep until the children awaken screaming; they are the evil boss who constantly threatens ruin in the businessman's nightmare; they are the boogeymen. Nightmare Monsters usually assume a form that is predatory, extremely hostile, and enormously powerful.

Nightmare Monsters' Knowledge

Interrogated Nightmare Monsters can provide the following information:

1 Knowledge Point

The environment around the Player Characters is a dream.

3 Knowledge Points

The above information plus the fol-

lowing: "Dream Creatures can 'come out' only when the dreamer is asleep. The rest of the time they are trapped in the Realm of Id."

5 Knowledge Points

The above information plus the following: "Dream Creatures more powerful than I am can actually wake up the dreamer — that must be a lot of fun!"

6 Knowledge Points

The above information, and the creature will give the Player Characters a crude description of the Dream World, including a map and some details about each area.

Type 4: Night Terror Monsters

DEX:	10	STR:	13	BODY:	15
INT:	9	WILL:	12	MIND:	10
INFL:	8	AURA:	5	SPIRIT:	5
INITIATIVE:	27	HERO POINTS:	30		

Night Terrors are the worst type of dream creatures. Nightmares run amok, so powerful the dreamer may not realize he was dreaming until several minutes after awakening. Night Terror Monsters are the incarnations of fears and desires so powerful and so dangerous that the dreamer himself may never consciously recognize or be



aware of them. Night Terror Monsters can assume any form at all. They especially like to pass themselves off as Minor Anxiety Monsters, or even Normal Characters until the climax of the dream. Then they reveal themselves, turning into some hideous form from which the dreamer — and anyone trapped in the dream — has no means of escape.

Night Terror Creatures' Knowledge

The knowledge of these creatures is identical to that of Type 3 Creatures, with one exception: if the Interrogating Player Characters obtain 6 Knowledge Points, the creature can tell them exactly how to awaken the sleeping dreamer, as given in the section **Places**.

Type 5: Psychological Constructs

DEX: 12	STR: 16	BODY: 30
INT: 15	WILL: 20	MIND: 20
INFL: 12	AURA: 20	SPIRIT: 10
INITIATIVE: 39	HERO POINTS: 50	

Three Psychological Constructs exist in the mind of every dreamer: Super-ego, Id, and Ego.

Superego

Superego is the personification of all the authority figures the dreamer has ever known or recognized; it is part father, part mother, part teacher, part boss, and so on. Superego's function is to protect the dreamer's mind from the dangerous fears and desires. The most effective way for it to do this is to enter the Dream World disguised as a monster, rather than as its true self.

Id

Id is the personification of all negative emotions. All the other Dream Creatures are sent forth from the realm of Id; they are Id's means of expressing itself in the mind. Id is totally without principles of any kind; it is pure destructiveness, pure fear, pure desire.

Superego and Id wage a constant war for domination of the mind.

During waking hours, Superego has the upper hand, but its power is seriously challenged during sleep, when Id sends forth its minions. A complete victory by either Superego or Id would result in the permanent insanity of the dreamer; it is the balance of the contest between these two which makes normal people sane, and prevents the Dream World from becoming their waking reality.

Ego

Ego is the sleeping, everyday personality of the dreamer himself or herself. Ego always has the same statistics and appearance as the dreamer. Ego is always found under heavy guard in the Language Center, as explained in the **Places** section.



Places

Titans' Tower

Titans' Tower, the Teen Titans' main base of operations in New York City, is exactly as described in the DC Heroes Gamemaster's Manual. The GM should use the maps and descriptions in the Gamemaster's Manual as needed.

Central Park

The map details the area in Central Park where Nightwing is attacked in Encounter 1. Also shown are the locations of innocent bystanders who may become involved in the attack on Nightwing.

Madame Lethe's

The map details Madame Lethe's place of business and the surrounding area.

The Dream World

Created by DeSaad's Dream Machine, the Dream World is an extra-dimensional space where reality is dictated by the mind and dreams of the sleeping person connected to the machine. While it obeys laws that are very different from those of everyday reality, the Dream World is itself an actual, physical reality.

Player Characters drawn into the Dream World are drawn in complete-

ly, their physical bodies, minds and spirits all exist in the Dream World. Damage done to the Player Characters in the Dream World is real damage and remains with them when they rematerialize in the real world. The damage can be recovered normally.

The physical laws of the Dream World can change from moment to moment at the whim of the unconscious control of the dreaming character. Usually, the physical laws will depend upon the setting of the dream. For example, if the dreamer is dreaming of a ship at sea, the ship will float and move along the ocean like a normal ship. The directions "up," "down," "north," and so on will exist just as they do in normal reality. However, if the dreamer dreams that the ship can fly or is a space ship, then the ocean liner may suddenly take off into the sky, or the sea itself may suddenly become deep space and Characters who can't survive in a vacuum may have a sudden, fatal problem.

Although the Dream World appears to be infinite (or at least as big as the normal universe) it is actually a very limited space. The Dream World has

the shape of a sphere with a diameter of 14 APs (about 16 miles).

Characters who reach the Great Barrier can only pass through it by way of Superego's gate at the bottom of the Language Center.

Movement in the Dream World works just like movement in the real world, with one exception: Characters travelling in a straight line will eventually reach the "edge" of the Dream World. When they do, it will appear to them that they are continuing to travel in a straight line. Actually, they will begin travelling around the "inner surface" of the Dream World, essentially going in circles.

The Player Characters' only clue that they are travelling in circles will be the eventual repetition of certain landmarks if they happen to notice them. Noticing the landmarks can be difficult if the setting of the dream changes, because the same locations can take on a different appearance.

For example, suppose a Player Character is in a dream about a ship at sea. The entire Dream World will appear to consist of nothing but sea and sky and space beyond. In such a case, the Great Barrier and Super-

ego's gate might appear as the bottom of the sea and an undersea volcano, respectively. If the dream setting changes to a futuristic urban environment, the Great Barrier might suddenly appear as an impenetrable, clear bubble around a futuristic city, with Superego's gate as a heavily guarded entrance/exit to the city.

Time in the Dream World can be the same as or radically different from time in the real world. For example, suppose a group of Player Characters spends 10 APs of time (one hour) talking with another Character in the Dream World. The amount of time which has passed in the real world might be anything from eight hours to only a few seconds. As a general rule, the GM may assume that time spent in the Dream World is the same as time in the real world, unless the time spent in the Dream World exceeds 13 APs (eight hours). As the 13 AP limit is approached, the GM may assume that time in the Dream World is moving much more rapidly than time in the real world, so that hours, even days or weeks of Dream World time are occurring in only a few seconds of real world time.

The maximum amount of real world time which can elapse while the Player Characters are in the Dream World is 13 APs. This is the maximum duration for a use of the Dream Machine. The machine must be reset prior to each use.

Geography of the Dream World

When running action in the Dream World, the GM must be constantly aware of two different elements in the Dream World: the setting of the dream and the structure of the Dream World. The setting of the dream is the imaginary time and place that the dream is about. Dream settings can be literally anything. A dream might be set in ancient Rome, on the moon in the far future, or in a bizarre fantasy world with no counterpart at all in reality. The setting of a dream can change instantly, abruptly, with no prior warning — one minute the dream is taking place in a skyscraper and the next it may be taking place in the belly of a whale.

The structure of the Dream World, however, is constant — it never changes. The interior of the spherical world is divided into areas of functions which it performs regardless of the dream setting. However, the outward appearance of each area changes as the dream setting changes.

The Language Center

When the dreamer is awake, the Language Center is the main control center of the conscious mind. It is here that all ideas, emotions, needs, and desires are translated into words and become conscious.

When the dreaming Character is asleep, the Language Center still processes all types of data and serves as a security system for the Ego, the dreamer's conscious identity, by preserving his sense of who he is, his "self." The unconscious, sleeping Ego is always found under heavy guard in the middle of the Language Center.

Structurally, the Language Center is a large cylinder running through the center of the Dream World, extending from the very top of the Dream World down through two-thirds of its diameter. At the floor of this cylinder is Superego's Gate, where Superego controls the flow of desires and emotions (in the form of the various types of Dream Creatures) from the Realm of Id. The walls of the cylinder are porous (regardless of their appearance) and information and characters move freely between the Language Center and the Sensory Centers. Player Characters will find that they can pass through the porous walls with no difficulty.

The actual appearance of the Language Center varies with the setting of the dream that is currently in progress, but the appearance always gives some clue as to the Language Center's function. For example, if the dream is taking place on a large ocean liner, the Language Center will appear as a large, multi-storied radio communications facility. If the dream is taking place in ancient Rome, the Language Center will appear as a huge Imperial communications center, with dozens of scribes and clerks with messengers from all over the Empire coming and going with important papers. In any case, the Language Center is always multi-storied, as shown on the map, with some appropriate means of getting from one level to the next, such as a stairway, elevator, or anti-gravity chute.

The sleeping Ego always has the appearance of the dreamer himself. The Ego is heavily guarded by ten Type 2 Dream Creatures, whose appearance and weapons are appropriate to the setting of the dream.

Sense Centers

There are five sense centers in the Dream World — one for each of the five senses. These large areas have no

appearance of their own; their appearance is always that of the setting of the dream. Each, however, has some special effects noticeable by Player Characters.

The Sight Center

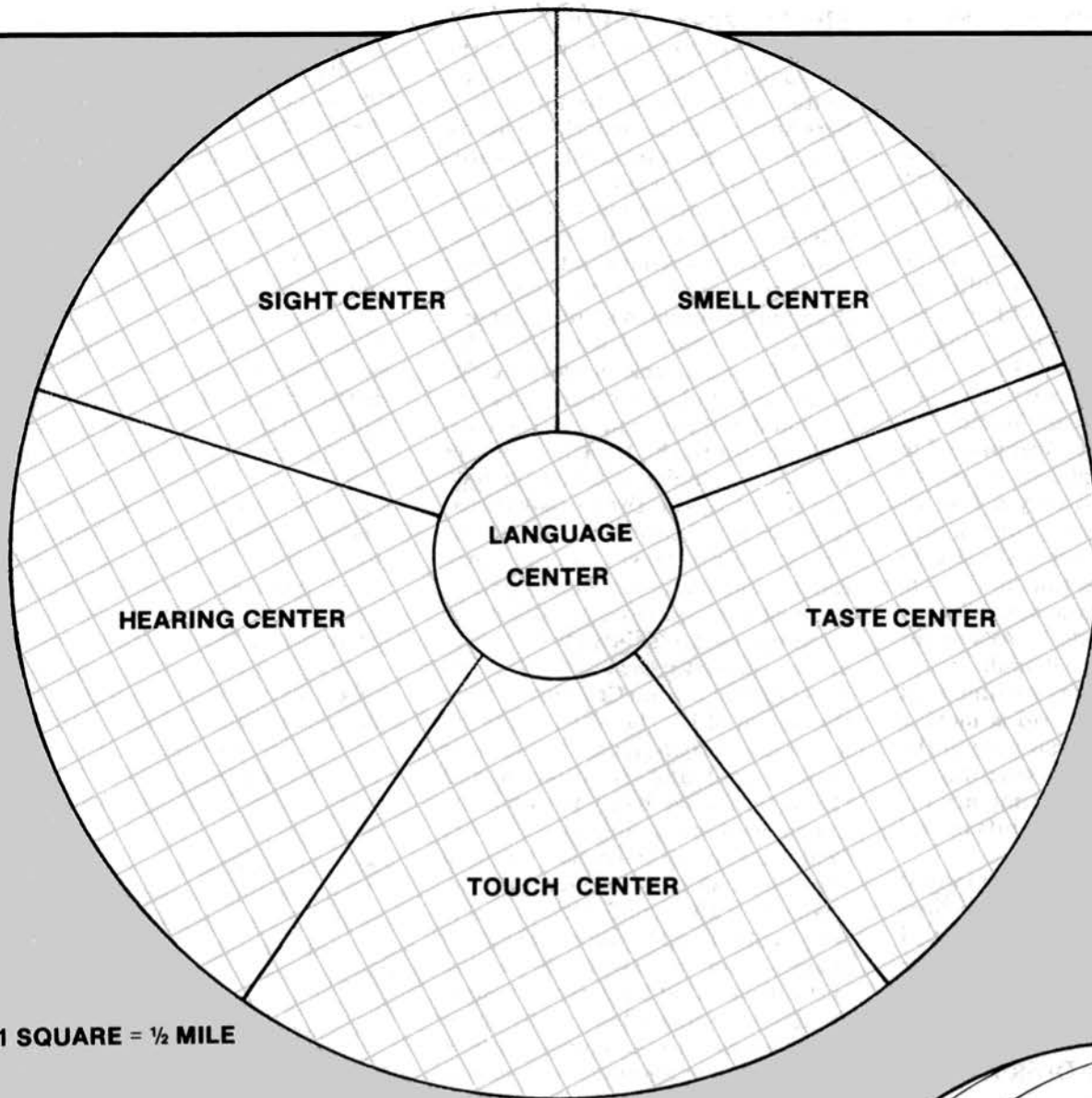
The Sight Center is the area of the mind responsible for processing all visual information. Two effects are noticeable by the Player Characters whenever they are in this area:

- All visual elements are heightened. Colors appear more brilliant and well-defined than normal. Contrasts between light and dark are sharper than usual — well lighted areas are bright; dark areas are extremely dark.
- Dream Creatures in the Sight Center are highly conscious of their own appearance. They have a tendency, when possible, to pose or posture in ways they think look impressive. For example, a Type 2 Minor Anxiety Monster in the form of a giant bat might carefully position itself on a borderline between light and shadow, extend its wings to the fullest, and say something like, "What do you think? Does this look scary enough?"

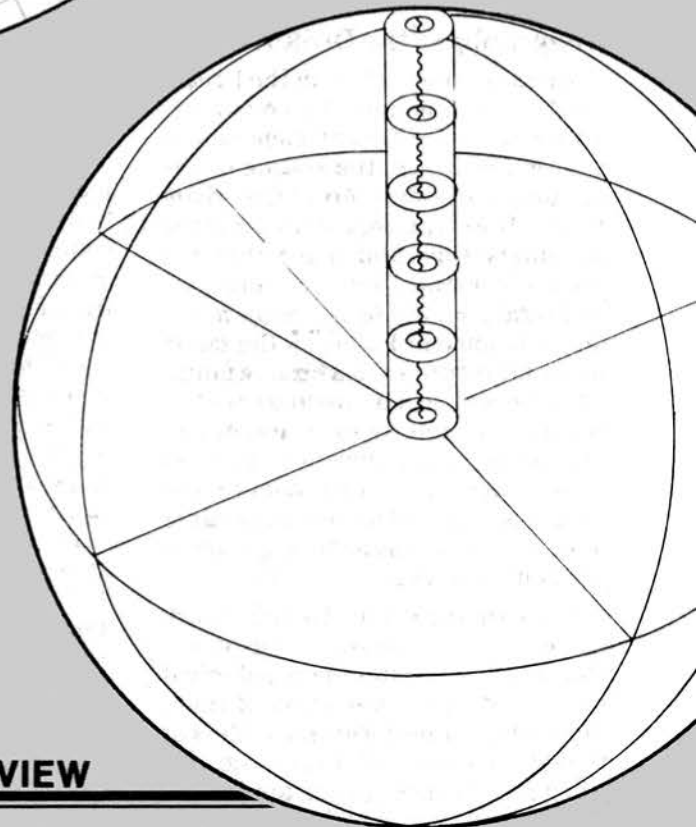
The Hearing Center

The Hearing Center is the area of the mind responsible for processing all audio signals — everything that the dreamer can hear. Three effects are noticeable by the Player Characters whenever they are in this area:

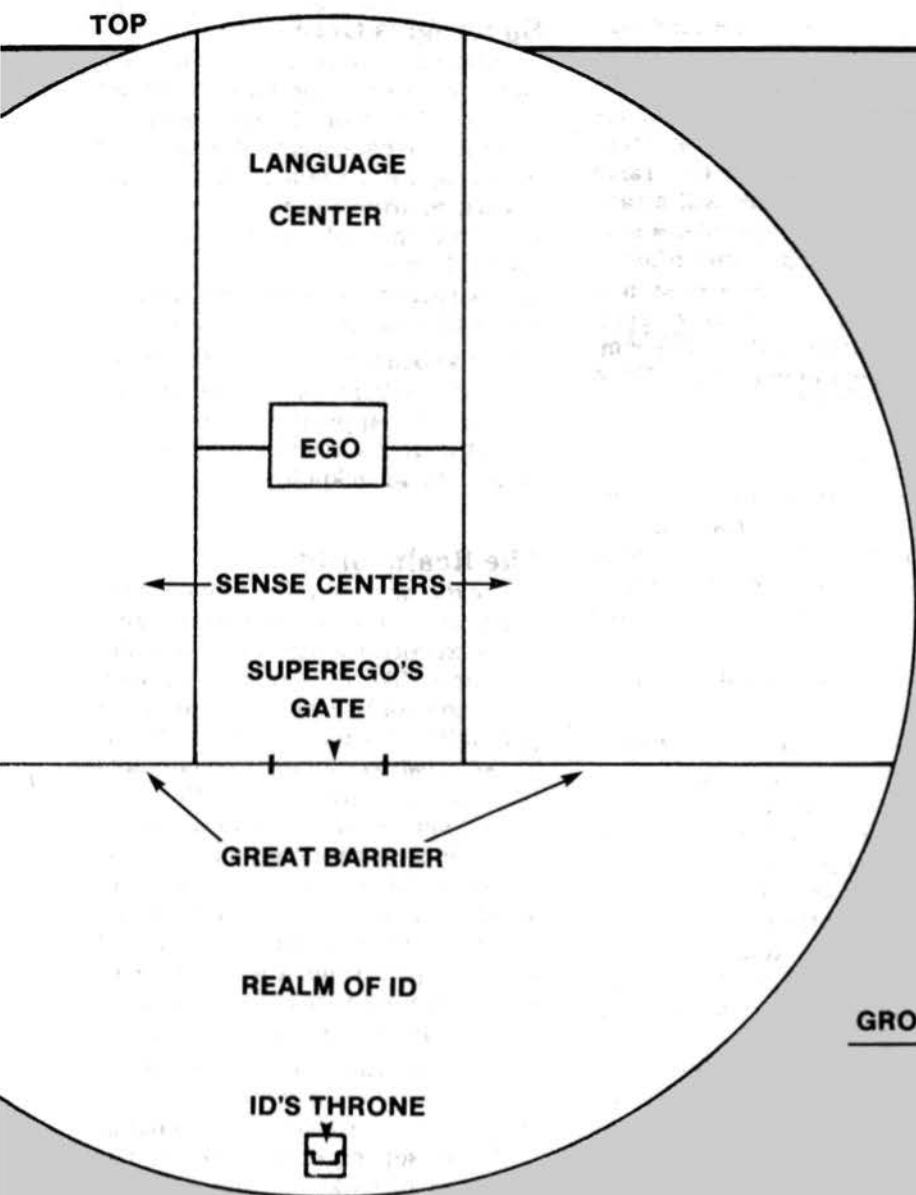
- Regardless of the setting of the dream, unrelated sounds can be faintly heard. These sounds are the background noises coming from the real world that are picked up by the ears of the dreamer. In this particular adventure, such background noises would include the slight "hum" of the Dream Machine itself, faint sounds of traffic from the street, even the sounds of the dreamer's breathing and heartbeat.
- All sounds are heightened, just as all visual elements are heightened in the sight center. Voices sound fuller, clearer, and more resonant here. The sounds of any fighting are very sharp and distinct — much more so than normal.
- Dream Creatures will try to use the heightening of sound effects to make themselves more impressive. Even Type 1 Normal Characters will frequently start talking about anything at all just to hear the sounds of their own voices. Malevolent Dream Creatures will hiss, roar, and make more



THE DREAM WORLD — TOP VIEW



THE DREAM WORLD — ISOMETRIC VIEW



THE DREAM WORLD — SIDE VIEW

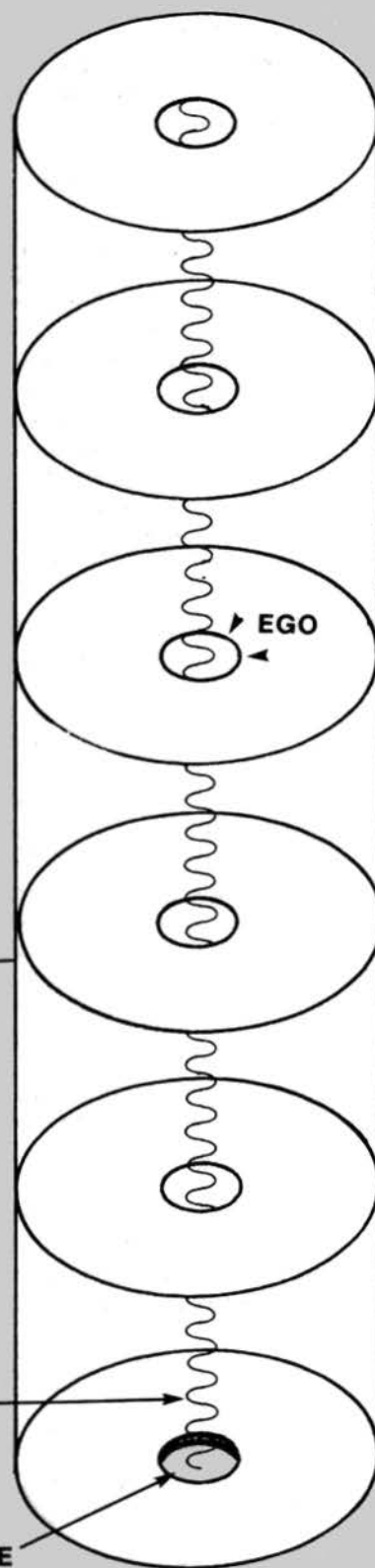
1 SQUARE = 1/2 MILE

GROUND LEVEL

↑
UP

SPIRAL STAIRCASE

SUPEREGO'S GATE



LANGUAGE CENTER

EACH FLOOR IS IDENTICAL -
OFFICES, GUARDS, MESSENGERS
RANDOMLY RUNNING ABOUT
3 MILES IN DIAMETER

noise than usual in an effort to seem more frightening.

The Touch Center

The Touch Center is the area of the mind responsible for processing all information coming from the sense of touch. Three effects are noticeable by the Player Characters whenever they are in this area:

- Their own sense of touch is acutely heightened. Player Characters will notice, for example, that they can determine even minute changes in temperature simply by feeling them. While in this area, the Player Characters are constantly aware of even the most minute touch sensations, such as the pressure of their feet against the floor, the movement of air currents in a room, the spray of sea, even the feeling of sunshine on the skin.
- Any experience of pain is much more excruciating than normal. When any character receives damage to his, her or its BODY, the GM should compare the RAPs of damage to the character's current MIND as well. If the RAPs are equal to or less than the MIND, there is no additional effect. If the RAPs exceed the current MIND level, the character will be in so much pain he or she will be unable to fight for a period of time equal to the number of RAPs above the APs of current MIND, or until the pain is relieved by use of a power or by leaving the Touch Center. For example, if a Character has a MIND of 4 and takes 7 RAPs of damage, he is in pain for 3 RAPs of time.
- Hostile Dream Creatures in the Touch Center will make every effort to physically touch their enemies, even if not engaged in combat.

The Taste Center

The Taste Center is the area of the mind responsible for processing all information coming from the sense of taste. The Player Characters will notice the following effects while in this area:

- Their own sense of taste is acutely heightened. The Player Characters are even able to taste the very air they breathe. The exact taste will depend upon the setting: in a crowded room with a lot of smoking normal Characters, the air will taste stale, bitter and rancid; on deck on an ocean liner, it will have a definite salty taste, and so on.

- Dream Creatures of Type 2 through Type 5 will alter their appearance upon entering the Taste Center. The new appearance will feature a huge mouth, prominent teeth, and enlarged tongue. While in the Taste Center, these creatures will attack by biting whenever possible. A successful bite will elicit sounds of satisfaction from the creature, as if it were enjoying a delicious treat. These biting attacks should be considered Killing Combat by the GM.

The Smell Center

The Smell Center is the area of the mind responsible for processing all information coming from the sense of smell. While in this area, the Player Characters will notice the following effects:

- Their own sense of smell is acutely heightened.
- Dream Creatures in the Smell Center give off strong, repulsive odors appropriate to their appearance. Whenever three or more Dream Creatures are present within 1 AP (20 feet) of a Player Character, the GM should treat the odors as a Mental attack. The Acting and Effect Values are the total of the Type numbers of the creatures. For example, if two Type 2 Creatures and one Type 3 Creature are present, the Acting Value and Effect Value would be seven ($2+2+3=7$). RAPs affect the MIND of the Player Character and are also the number of phases during which the Player Character is too physically ill to take part in any combat. A Player Character is subject to only one such odor attack each time he or she enters the Smell Center.

The Great Barrier

The Great Barrier is an impenetrable, permanent, fixed plane which divides the conscious mind from the unconscious Realm of Id. The only way to pass through the Great Barrier is through Superego's Gate on the lowest level of the Language Center.

Like the Sense Centers, the Great Barrier has no appearance of its own. It takes whatever form is appropriate in the current setting of the dream. Whatever its form, the Great Barrier cannot be seen through with normal vision. Characters whose powers enable them to see through the Barrier can glimpse the Realm of Id.

Superego's Gate

Superego's Gate is the sole passageway between the conscious mind and the Realm of Id. Superego is always at the gate, assisted by a squad of six of his Dream Police. Dream Creatures from the Realm of Id are admitted through the gate into the lowest level of the Language Center, and pass from there through the porous walls into the Sense Centers.

The appearance of the Gate varies with the setting of the dream, although the appearance always reveals the Gate's function as some type of guarded checkpoint.

The Realm of Id

The Realm of Id is the unconscious mind, the source of all Dream Creatures except Superego, the Dream Police, and Ego. It is populated with thousands of Dream Creatures, each personifying a fear, need, or desire. These creatures constantly compete for dominance over one another. The only order in this chaos of desires is that which is randomly imposed by the ruler, Id, who insatiably tries to satisfy his every whim, while at the same time pursuing his only constant goal: escape through the Great Barrier into the other realms of the mind and the destruction of Superego.

The appearance of the Realm of Id never changes — it is the one area of the Dream World that does not change with the setting of the dream. The Realm of Id looks like the medieval conception of the underworld; Dream Creatures in the forms of demonic creatures chase and torment one another over an endless landscape of flaming lakes and burning rocks. In the center of this flaming wasteland stands the throne of Id, where the arch-fiend alternately amuses himself by tormenting lesser Dream Creatures and plots the destruction of Superego.

All Dream Creatures are completely immune to actual damage from the flames in the Realm of Id, although they suffer constant pain from them. Player Characters in the Realm of Id automatically suffer one physical attack per phase from the flames — the flames have an Acting Value of 2 and an Effect Value of 5. Flying Characters, or Characters not in physical contact with ground or lakes of fire, still suffer an attack from the extreme heat: this attack has an Acting Value of 1 and an Effect Value of 3.

The Dream World

Dream Manipulation by Player Characters

During this adventure only, the Player Characters have a new Mental Power: Dream Manipulation. The Player Characters do not know they have this new Power; they can discover this fact only by figuring it out during play. This discovery should be accidental. The first time a Player Character in the Dream World wishes that something would happen, the GM should assume that the Player Character is attempting a Dream Manipulation and have the Player roll the dice. Even if this first use is successful, the GM should not tell the players about this Power or how it works. Rather, the Players should have to figure out all they can about the Power simply from seeing its effects during play.

Dream Manipulation

LINK: WILL

TYPE: Standard

RANGE: Not Applicable

BASE COST: Not Applicable

Use of the Power is treated as a Mental attack; the dreamer's INT is the Opposing Value, and the dreamer's MIND is the Resistance Value. If the RAPs exceed the MIND APs of the dreamer, a successful Dream Manipulation occurs. The RAPs of Dream Manipulation do NOT affect the current MIND score of the dreamer — they are not subtracted from the MIND score.

A successful Dream Manipulation can be used to do any one of the following things:

- Cause the immediate appearance of a Dream Creature or Creatures. The appearing creatures have whatever form is specified by the user of the Power. The Dream Creatures are friendly to the user of the Power and will obey his or her orders within reason. The RAPs of the Power are the number of phases the Dream Creatures will remain in existence, and the number and Type of Creatures that appear. The number of creatures, and their type numbers, cannot exceed the RAPs. For example, 5 RAPs would enable the user to call

into being five Type 1 Dream Creatures, or two Type 2 Creatures and one Type 1 Creature, or a Type 3 and a Type 2, etc.

- Change any one element of the dream setting. For example, if the dream setting is aboard a ship at sea, a Dream Manipulation could be used to change the sea to sand or to change the ship to a zeppelin, and so on. The GM is the final arbiter of what constitutes one "element" of the setting. Notice that all other elements of the dream setting remain the same. So, for example, if a Character used Dream Manipulation to change a sinking ship into a zeppelin, the zeppelin would still be "sinking." In this case it would be plunging from the sky. The RAPs of the Power are the number of phases the setting change lasts.

- Create any one item or Gadget. If a Gadget is created, the RAPs of the Power are the number of Powers, and their Acting and Effect Values, which the Gadget can have.

The specific use of a Dream Manipulation must be specified during the Declaration Step of the phase. Characters cannot use Team Attack, Multi-Attack or Trick Shot to enhance the effects of Dream Manipulation. Characters can, however, use Critical Blow or Devastating Attack to enhance a Dream Manipulation and can spend Hero Points to increase their Acting and Effect Values.

Dream Manipulation by Dreamer

The dreamer (the character attached to DeSaad's Dream Machine) has a much more effective version of the Dream Manipulation Power.

Dream Manipulation

LINK: Will

TYPE: Automatic

RANGE: Not Applicable

BASE COST: Not Applicable

Using this Automatic Power allows the dreamer to do any one of the following in a phase:

- Cause the appearance of Dream Creatures. This use is identical to the Player Character's version of the Power. Note that Dream Creatures

whose appearance is caused by use of this Power are in addition to any Dream Creatures who already happen to be in the dream, independent of the use of this Power.

- Alter a number of elements in the setting equal to the RAPs of the Power. This includes the ability to change the form or appearance of Dream Creatures. Each Dream Creature altered counts as one element.

- Create an item or Gadget. This use is identical to the Player Character's use of this Power.

Use of this Automatic Power can be pushed.

The GM should be sure to use this Power on behalf of the dreamer in a manner consistent with the dreamer's personality. The Joker will frequently use this power to create Dream Creatures of items that are puns on things said by the Player Characters. For example, if a Player Character shouts "Look out!", the Joker could use Dream Manipulation to cause a Type 1 Dream Creature to approach the Player Character. This Dream Creature would be wearing the uniform of an American submarine crewman from World War II. He might say something like, "Lookout reporting, Captain. Zeroes off the starboard bow!" And, at that point, the Player Characters might see several Japanese Zero airplanes zooming in to attack.

Uses of Powers and Skills in the Dream World

Unless otherwise specified, all Powers and Skills can be used normally in the Dream World. Of course, there may not be much opportunity to use some of the Skills.

There is one important exception to this rule: Player Characters in the Dream World cannot use any Power, Skill, or Ability against the dreamer himself. The dreamer is not in the Dream World; he or she is in the real world, asleep.

The dreamer cannot take any action in the Dream World; his or her ability to control things in the Dream World is limited strictly to the use of Dream Manipulation.

Leaving the Dream World

The Player Characters can leave the Dream World only when the sleeping dreamer awakes, or at the end of 13 APs (eight hours) when the use of the Dream Machine ends. The dreamer can be awakened in any one of three ways:

- The Player Characters can automatically awaken the dreamer by contacting the slumbering Ego and

ordering him to awake (by yelling "Wake up!" etc.).

- The Player Characters can cause the dreamer to awaken by helping either Superego or Id to defeat the other. In such a case, the dreamer will be hopelessly insane upon awakening. In the Joker's case, this is no big deal.

- The Player Characters can cause the dreamer to awaken by helping a

Type 4 Dream Creature enter the guarded area containing Ego. In this case, the dreamer will awaken screaming in terror.

When the dreamer awakens, or at the end of 13 APs, whichever comes first, the Player Characters instantly find themselves back in the real world within 0 APs (10 feet) of the previously sleeping dreamer.

Encounter One: Dog Day Knights

SETUP

The adventure begins at 10 p.m. on a Friday night in summer in New York City. The Player Characters are together at Titans' Tower when a message from the New York Police Department calls Nightwing (and any of the Teen Titans who wish to join him) to action.

If the Player Characters are not the Teen Titans, the GM should help them determine some reason for being together in New York City. If Nightwing is not a Player Character, the message that starts the adventure can be for any Player Character at the GM's discretion.

The Player Information should be read to all the Player Characters.

PLAYER INFORMATION

It's 10 p.m. on a Friday night and you doubt you'll be able to enjoy the comforts of Titans' Tower much longer. It was hot in the city today — 98 degrees. Your experience tells you that this means it will be a hot night for crime tonight.

Your thoughts are interrupted by the ringing of the telephone. That almost certainly means trouble: only a few people know how to contact the Teen Titans by telephone, and they wouldn't be calling unless you were needed.

"This is Gordon Johnson calling from the office of the Chief of Police, NYPD. It is urgent that I speak with Nightwing," says a clipped, businesslike male voice on the phone.

(Continue reading after Nightwing takes the call.)

"Sorry to bother you, Nightwing. A mysterious note, addressed to you, was just found in the precinct station house on East 65th St. A Captain O'Donnell there has the note, and thinks it may be important. Could you get there right away?"

GM INFORMATION

The note is part of Joker's plot to lure Nightwing into a kidnap/ambush. It was delivered to the E. 65th St. precinct station by thug Matthew Sims. Sims walked into the station house, dropped the envelope containing the note on the floor, and walked out. The precinct station house was extremely busy, with scores of people coming and going; no one even noticed Sims. The envelope was found by an officer who took it to the desk sergeant, who took it to Captain O'Donnell. O'Donnell opened and read the note, then contacted the office of the Chief of Police.

Nightwing can go alone to the station house or he can bring along the rest of the Teen Titans. In any event, Captain O'Donnell will be polite and cooperative but brisk; after all, he's extremely busy on a crime-heavy Friday night.

The Player Characters will be shown into O'Donnell's office at once. The Captain is seated at his desk, buried in paper work, with two phone lines on hold. He is also distracted by a furious itching on both his hands; he has to stop about every ten seconds to scratch.

"Nightwing!" says the Captain. "Good to meet you. Here's this darned message for you. By the way be careful when you pick it up. Whoever your little friend is, he or she has a funny sense of humor. There's some kind of itching powder all over that thing."

O'Donnell points to an envelope lying by itself on the corner of his desk. The envelope has been opened by slitting the left side with a letter opener. O'Donnell will confirm that he opened the envelope. "Sorry — didn't mean to pry, but I figured at first this was probably just some kind of crank joke being pulled on the police," O'Donnell explains.

Player Characters who look inside the envelope will notice that the note and the inside of the envelope are covered with a fine, white powder. The words on the envelope and the note are formed from letters which have been cut out of some printed matter and pasted together to form the following words:

A crime beyond your wildest dreams is in the making. If you're just itching to learn more — and I'm sure you are! — be at the location shown on this map at midnight tonight. Come alone, or it's no deal.

If Nightwing goes to the location on the map, go to Encounter Two.

Clue Analysis

Player Characters with Detective Skill can analyze the envelope and note. These count as one clue, with an Opposing Value of 9 and a Resistance Value of 5. Information can be gained as follows:

1 Knowledge Point

The envelope and paper are of a common brand which could be purchased in almost any variety store, drug store, or office supply store in the United States.

3 Knowledge Points

The above information and the following: the letters which form the words on the envelope and note paper were clipped from a number of different magazines, none of which could be traced to any particular person in New York City. The clippings were pasted onto the paper with a common white glue, available almost anywhere.

5 Knowledge Points

The above information and the following: the person who pasted the note together took great care. He or she wore gloves, and wiped the excess glue from around the

letters with tissue paper.

9 Knowledge Points

The above information and the following: traces of dead skin cells are on the note paper. These must have come from the face or arms of the composer of the note. Their structure indicates a severe chemical alteration of the person's facial or arm skin.

Powder Analysis

Player Characters with Scientist Skill can analyze the itching powder. It has Opposing and Resistance Values of 5. Information which can be gained is as follows:

2 Knowledge Points

The powder is similar in chemical composition and structure to common itching powder, an item readily available in novelty shops all over the United States and Western Europe.

5 Knowledge Points

The above information and the following: the powder also contains an extra ingredient. When the powder is used in small quantities like the amount on the note — this extra ingredient remains inactive.

6 Knowledge Points

The above information and the following: when the powder is used in large quantities, the extra ingredient makes the powder capable of completely incapacitating the person.

Encounter Two: Kidnapped!

SETUP

Use this encounter if Nightwing goes to the rendezvous promised in the note. The location shown on the map in the note is only a few blocks from the E. 65th St. station house.

As indicated on the GM's map, the meeting takes place in an open clearing in Central Park, very near the Fifth Avenue sidewalk and the intersection with 65th St. Automobile traffic on Fifth Ave. is moderately heavy despite the late hour. At any given time, there will also be ten innocent passersby walking on the sidewalk at the locations shown. Finally, the restaurant on the map is open until 4 a.m. and at any given time there will be 20 innocent bystanders in the restaurant.

Thugs Sims, Green, Franklin, and Truncheon are hiding in the back of the panel truck parked on the west side of Fifth Avenue. Two more of Joker's thugs, named Harrison and Drummond, will come to the meeting in a helicopter that was stolen two weeks ago from the New York Police Department.

Presumably Nightwing will go to the spot shown on the map on the note he received. The other Player Characters may position themselves wherever they like. If the Player Characters have difficulty deciding on a course of action,

the GM can suggest that the restaurant might be an inconspicuous place to watch and wait. Player Characters sitting at a table near a window could have a clear view of the area where Nightwing will be waiting.

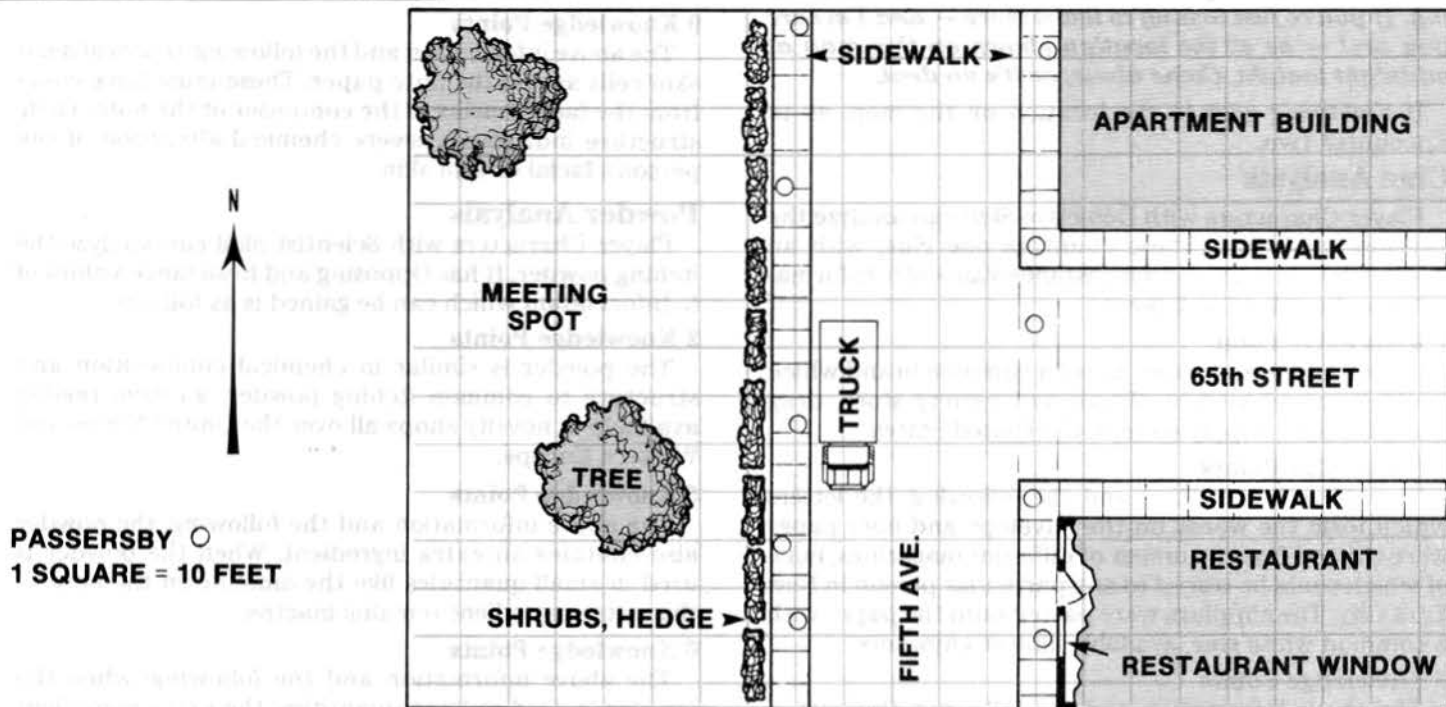
Read the Player Information to Nightwing. The remaining Player Characters can be given whatever information they could receive, depending upon where they are and what plan they are using to observe Nightwing's meeting.

PLAYER INFORMATION

The meeting place suggested by the note isn't isolated. The spot was easy to find: an open clearing between two large trees just inside Central Park, only a few feet from the sidewalk of Fifth Avenue. Traffic drones up and down the street, and pedestrians are passing by; on the other side of Fifth Avenue, a late night restaurant seems to be doing a thriving business. All in all, not the sort of location for foul play.

Then you hear it — a low, whipping sound from above. It's a police helicopter! No sooner does the realization strike you than you are bathed in a white light from the machine above. "Nightwing. Stay where you are. Thank you for coming. We'll be done in a minute," calls a voice over some type of loudspeaker from the now clearly visible helicopter.

THE MEETING PLACE



GM INFORMATION

Harrison pilots the chopper down to an altitude of just 3 APs (80 feet) directly above Nightwing. Then Drummond, who is manning the chopper's searchlight and the loudspeaker, activates the helicopter's attached spray canister. Immediately, 10 pounds of Joker's special itching powder is shot at Nightwing.

"Now!" Drummond shouts over the loudspeaker. This is the signal that the thugs in the truck have awaited. They spring from the truck and race toward Nightwing, certain he is already incapacitated by the itching powder. Their goal is to capture him, throw him in the truck where he'll be securely tied up with cables, and take him to Madame Lethe's at 17 E. 3rd St. where the Joker is waiting. While the thugs from the truck take on Nightwing, Harrison and Drummond will make their escape in the helicopter, flying to a farmer's field in nearby New Jersey where they will abandon the machine.

The Player Characters are free to take whatever action they want. The four thugs from the truck will resist ferociously, using their .45 automatic pistols as clubs. They will even attempt to take hostages from the passersby on the sidewalk if the fight turns against them.

The most likely outcome of this encounter is victory by the Player Characters and the capture of the thugs. Interrogated thugs will give the information listed in the **Villains** section.

Even without analysis, any Character with a Police Connection can learn in 7 APs (eight minutes) that the truck is registered to and owned by:

Joe Kerr
c/o Madam Lethe's Dreams Come True Fortune Boutique
17 E. 3rd St.
New York, New York 10016

Characters with a High Level Police Connection can also learn in the same amount of time that a police helicopter was stolen two weeks ago. If Harrison and Drummond get away, the chopper will be found at 5 a.m. in a New Jersey farmer's field. The NYPD will try to keep the incident quiet, as the theft of the helicopter is an embarrassment to the department.

When the Heroes reach Madame Lethe's Boutique, go to Encounter 3.

If the kidnapping fails, see Troubleshooting below.

TROUBLESHOOTING

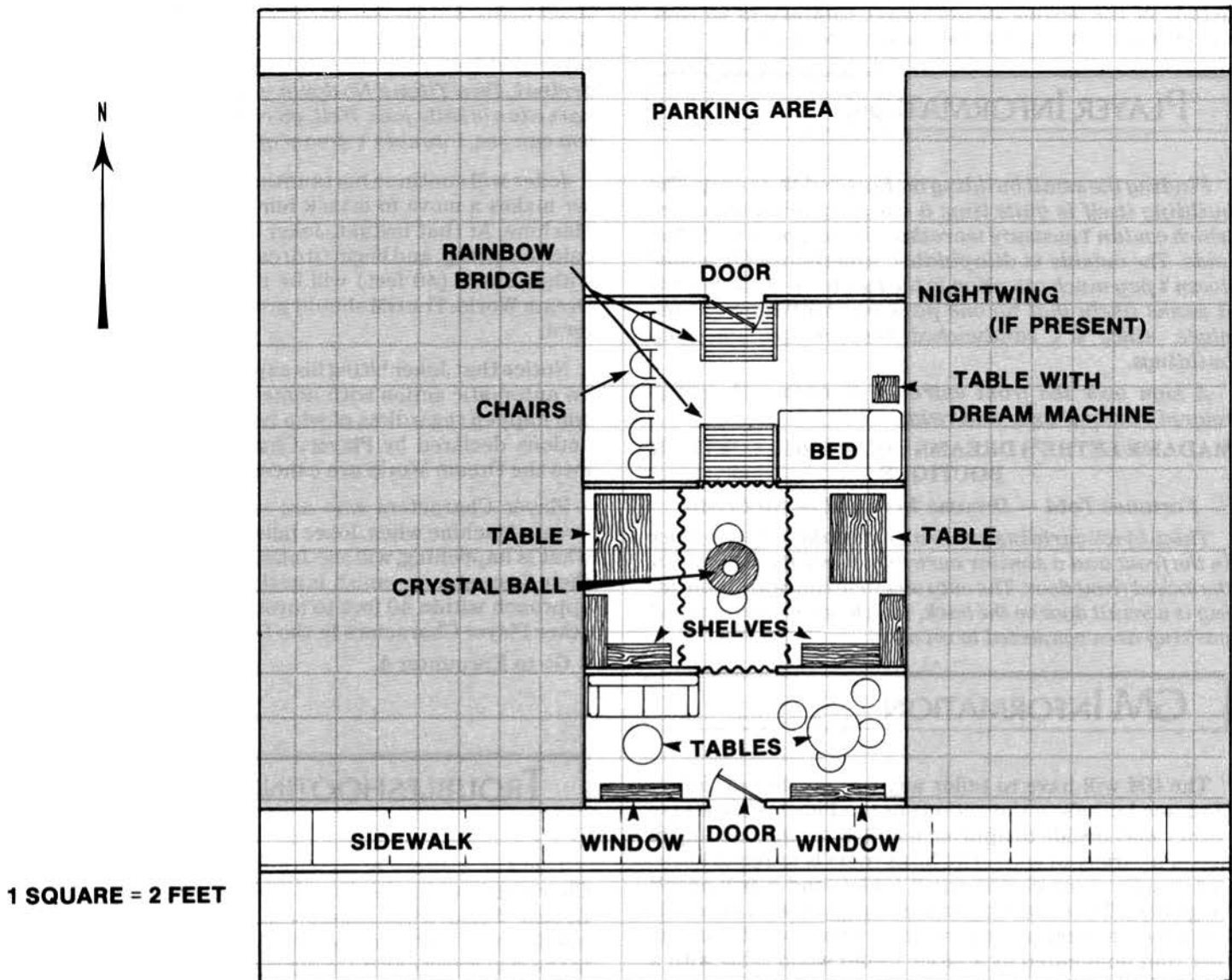
No kidnap attempt will take place if any of the thugs spot police officers or Player Characters other than Nightwing before the itching powder is dumped from the helicopter. If this should happen, Nightwing will receive a second message Saturday night, through the same channels. The message will read:

"I said come alone. I wouldn't dream of meeting all of you at once. Come on, Nightwing. You scratch my back, and I'll scratch yours. Tonight, same as before."

The thugs will be waiting that night, with a similar setup.

If the thugs capture Nightwing but are pursued by other Player Characters, the thugs will drive around Manhattan Island until captured, or until they can't see any pursuing Player Characters. They will then attempt to deliver Nightwing to Joker at Madame Lethe's as quickly as possible and beat a hasty retreat. Their loyalty is to themselves, not to the Joker, and they won't worry about being followed to Madame Lethe's as long as they think they still have a chance to get away themselves.

MADAME LETHE'S



Encounter Three: Lights Out!

SETUP

Use this encounter when the Player Characters come to Madame Lethe's, either in pursuit of Nightwing's kidnappers or following up on information gained from the thugs.

Whatever leads the Player Characters to Madame Lethe's, the interior setup will be the same. The Joker, of course, is expecting the entire Teen Titan crew, whether the kidnap was successful or not. He has arranged a clever reception. He is lounging on the bed in the back room of the small building, his head hooked up to the Dream Machine. The machine is preset to start as soon as the Joker falls asleep. The Joker will wait until as many of the

Teen Titans as possible are within 2 APs (40 feet) of the Dream Machine, and then use his sleep capsule.

To add effect to the setting, Joker has placed a "Rainbow Bridge" at each of the entrances to the room. There are simply small wooden bridges with their floors painted in a colorful rainbow pattern. At the end of each bridge stands a sign reading, "I give up. Joe Kerr." There are six chairs arranged in a semi-circle facing the bed.

If Nightwing was kidnapped he will be tied up, sitting on the floor in the northeast corner of the back room. Other than that, the building is deserted; the Joker's thugs will have beaten a hasty retreat after delivering Nightwing, and Madame Lethe is long gone. If the thugs delivered Nightwing, the truck used in the kidnapping will be parked in a parking space behind the building.

Read the Player Information to the Player Characters

as soon as they reach the building. You may describe other details of the setting to the Player Characters as they discover them, using the GM's map as your guide.

PLAYER INFORMATION

Finding the small building on East 3rd St. is easy. The building itself is quite tiny: a one-story brick structure which couldn't measure more than 30 feet long and 15 feet wide. The outside is dilapidated; apparently the owner doesn't pay much attention to the rundown shell. In fact, it seems likely that no one pays much attention to the place, since it's sandwiched between two towering buildings.

A sign over the front entrance features a brightly-colored rainbow logo, and reads:

MADAME LETHE'S DREAMS COME TRUE FORTUNE BOUTIQUE

Fortunes Told — Dreams Realized — No Credit

Thick black curtains are drawn over the only windows in the front and a similar curtain screens the window in the locked front door. The only other entrance to the building is a small door in the back, which opens onto a paved parking area connected to an alley.

GM INFORMATION

The GM will have to tailor any further description of Madame Lethe's to the actions of the Player Characters—they may decide to approach and enter the building in any of a variety of ways. The front room is unremarkable: just a sofa, some chairs, small tables, and a few occult magazines. The central room is where Madame Lethe tells fortunes. The center of the room is curtained off from the rest, and dominated by a large, round wood table with a crystal ball resting on it.

Behind the curtains are shelves and tables containing a variety of gypsy costumes, disguise materials, video and audio equipment, and even a small holographic projector. Careful examination (Roll against the Detective Skill — OV/RV: 3) will quickly reveal that much of this equipment is connected to a control panel mounted under the large round table. Anyone using this equipment could give an impressive, but phony, seance.

The "Rainbow Bridge" leads to the back room, where Joker lounges in the bed, his head connected to the Dream Machine. As soon as the first Player Character enters, Joker will begin taunting the group. "Ah, you finally arrived, Teen Titans! No doubt you're here to prevent my next titanic little joke. Well, go right ahead; I give up. As you can see, I wouldn't dream of stopping you."

Joker will continue his taunting until a Player Character makes a move to attack him or to touch the Dream Machine. At that instant, Joker will crush his sleep capsule, fall asleep, and begin to dream. All Player Characters within 2 APs (40 feet) will be instantly drawn into the Dream World. The GM should proceed at once to Encounter 4.

Notice that Joker biting his capsule and falling asleep is an automatic action with immediate consequences — it will happen regardless of who has the Initiative, and any actions declared by Player Characters who are drawn into the Dream World are cancelled.

Player Characters who are not within 2 APs of the Dream Machine when Joker falls asleep and who can see what is happening, will see Joker fall soundly asleep, and their companions vanish into thin air. Of course, if they approach within 40 feet to investigate, they will join the other Player Characters in the Dream World.

Go to Encounter 4.

TROUBLESHOOTING

There is a slight possibility that the group of Player Characters may get split up — some are drawn into the Dream World while others remain outside it. Unfortunately, there is absolutely nothing that those who remain in the real world can do to aid their comrades. They must remain effectively out of the adventure until they move to within 2 APs of the Dream Machine. When they do, they are instantly transported to join the other Player Characters in the Dream World. During the time such Player Characters remain in the real world, the GM should separate them from the Player Characters that have been drawn into the Dream World; at the least, they should be taken to another room. The GM can check with them from time to time to see what they would like to do.

Encounter Four

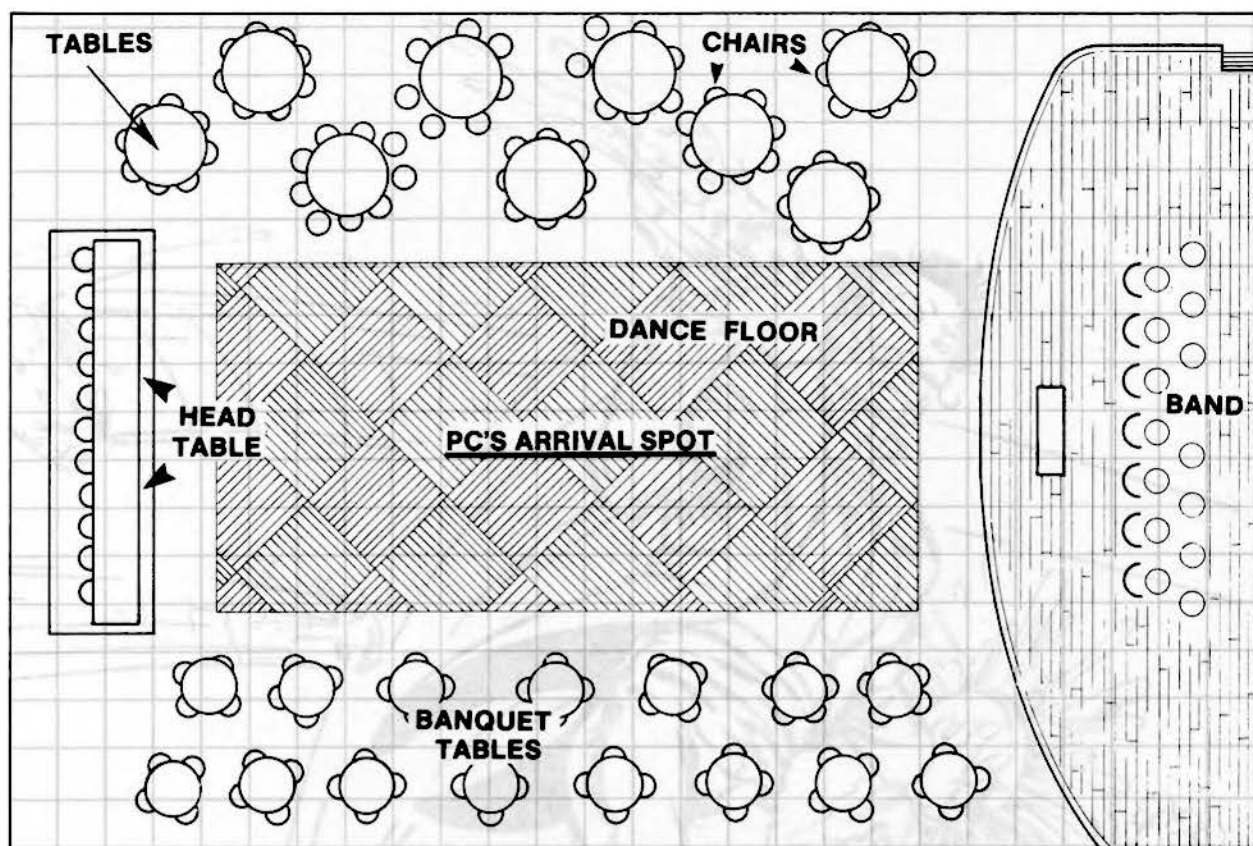
Have Fun... Or Else!

SETUP

The Player Characters are instantly in the Dream World. Their location is in the Sight Center, midway between the Great Barrier and the top of the Dream World. They are a mile (10 APs) from the Hearing Center, and a mile from the Language Center.

The dream setting is a huge New York hotel ballroom on an upper floor of a skyscraper. The room is almost the size of a football field. Banquet tables line the sides of the room, and a head table is positioned near the front. The rear of the room contains the stands and set-up for a dance orchestra.

Inside the ballroom are two hundred Type 1 Normal Character Dream Creatures. One hundred of the Dream Creatures appear as American businessmen wearing



dress suits. Eighty of the creatures appear as female escorts of these men, and another twenty look like waiters and bus boys. These Dream Creatures all think that this is a banquet and dance being given by a convention of novelty item salesmen.

The Player Characters suddenly appear in the very center of the room. Read the Player Information to the first Player Characters to arrive from Encounter 3.

PLAYER INFORMATION

"Hey, look! It's a bunch of those heroic good guys!" shouts a loud voice. This announcement is followed by a chorus of shouts, cheers, and applause.

You stand in the center of a huge, fancy ballroom. Around you on three sides, men in business suits and ladies in fancy evening dress rise from their banquet tables and enthusiastically applaud you. The drummer in the orchestra behind you gives you a drum roll.

The voice that announced you continues: "Welcome, friends, welcome! We had no idea you were interested in our business — but believe me, we're thrilled to have such distinguished company here." The announcer approaches from the head table, his hand extended to you in friendly greeting. Cries of "Wahoo" sound from people all around the room — apparently, this party was pretty wild before you got here and it shows every sign of getting rowdier by the minute. Of course, just where exactly "here" is is something of a question for you at the moment. This room has no windows, and seems to have no doors.

GM INFORMATION

The man approaching the Player Characters introduces himself as the Chairman of the American Association of Novelty Item Salesmen and tries to shake hands with any one of the Player Characters. Of course, he is wearing an electric joy buzzer, which will give a mild jolt to the Player Character who shakes with him. Treat the buzzer as if it had an Effect Value of 1 AP of Bio-Energy Blast. The man and the entire crowd will burst into raucous, friendly laughter at this gag and the man will attempt to good humoredly slap the affected Player Character on the back.

Shortly, the Player Characters will be mobbed with well-wishers, each showing off a new novelty item. Items include water squirting lapel flowers, bank checks made of rubber that bounce when dropped on the floor, drinks in dribble glasses, fake plastic vomit, real plastic vomit, toilet paper from a truck stop, and pistols which appear real but which only fire a little flag which says, "Bang!"

Nothing the Player Characters do will make the people at this party hostile to them or even interfere with their fun. The people will laugh, applaud, and cheer on any action the Player Characters take, even if the Player Characters become frustrated and start beating up a few of the Dream Creatures.

The Player Characters can Interrogate one or more of these Creatures, obtaining the information given in the **Villains** section of this adventure. Of course, the GM will have to improvise common American names for any interrogated Dream Creatures. The men will be enthusi-



astic about their business and their family lives and talk a lot about how good their marriages are and how eager they are to get back to selling this year's new line.

At a time of the GM's choosing, a cry of "Pie Fight!" erupts from the crowd. The orchestra begins playing the "The Blue Danube" waltz and while some couples begin waltzing beautifully, numerous rowdies run for the banquet tables where they pick up pies and start hurling them at the Player Characters. Roll as if Physical Attacks were being made.

These hurled pies do no damage — but a direct hit in the face requires a Player Character to spend one phase cleaning the fruit filling and crust out of his or her eyes before having clear vision. "Come on, let's see a titanic pie fight! Let's see your stuff," shout several men as they hurl pies at the Player Characters. An endless supply of pies is available on the banquet tables.

The GM should take every opportunity to play the pie fight for laughs. An optional but wholly unnecessary way to do this is to have a can of whipped cream and some paper plates to make your own cheap, non-fatal pies that you can whip at the Players during the game. However remember that this depends on the temperament of the Players and whether or not the GM gets beat up, as well as the temperament of the owner of the facilities in which the group is playing when there is a mess to be cleaned up.

At the end of the second and each consecutive phase of a pie fight, the GM should interject the following descriptive statements, then move immediately to the next phase of the pie fight, regardless of the questions or action of the Player Characters:

After Second Phase: *"Oh, look at that. Someone hit that elegant crystal chandelier hanging from the ceiling with a blueberry pie."*

After Third Phase: *"A lot of the men are really getting into this pie fight. They're even sprouting handlebar moustaches so the pie fillings will get caught in them."*

After Fourth Phase: *"Wow, this is really getting wild. Someone just hit one of the snowmen walking toward you square in the face with a chocolate cream pie."*

After Fifth Phase: *"Gee, I guess the six snowmen in the group aren't enjoying the pie fight. One of them just threw a man through the porthole over there."*

After the sixth phase, tell the Player Characters that six snowmen are running toward them with murderous intent. It doesn't matter where the Player Characters are or what they've been doing — the snowmen will just appear, if necessary, and come to attack them.

The six snowmen are Type 2 Minor Anxiety Monsters. Each has the Power of Ice Production (6 APs) and will make ice weapons to attack the Player Characters. All of the Type 1 Dream Creatures will appear frightened of the snowmen, being completely ignorant of who the snowmen are, where they came from, and what is happening.

While the Player Characters are fighting, the dream setting changes subtly; by the end of the fight, the Player Characters are no longer in a New York hotel ballroom, but in the main, upper class dining and ballroom of the ocean liner Titanic.

If the snowmen defeat all the Player Characters, go on to Encounter 5. If the Player Characters defeat the snowmen, they may interrogate them, gaining the information given in the Villains section. After the battle, tell the Player Characters the people are now all dressed in formal evening wear typical of the early 1900's, and while the ballroom is still a ballroom, there are portholes all around. Nothing can be seen through the portholes except a thick fog, but opening them lets in a blast of freezing cold air from the night air outside. Go at once to Encounter 5.

TROUBLESHOOTING

Some Player Characters may insist on trying to get out of the ballroom. If they do manage to get out, perhaps by punching holes through the wall, they will find the ballroom is located 40 stories up in a Manhattan skyscraper. Player Characters who leave by any means will find after a few phases that they have moved right back into another ballroom, identical to the one they left.

It is likely that the abrupt changes of scenery will disorient and confuse the Players. That's perfectly all right. Let them remain disoriented and confused and keep throwing the events of the encounter at them.

Encounter Five: Heroes on the Rocks

SETUP

This encounter follows Encounter 4, regardless of the outcome of the fight with the snowmen. If the Player Characters were defeated, the snowmen are gone when the Characters regain consciousness. If the Player Characters won the fight with the snowmen, this Encounter follows immediately after Encounter 4.

The dream setting is the ocean liner Titanic, which has just struck an iceberg and is starting to slowly sink. In this Encounter, the crew of the Titanic will ask the Player

Characters' help in keeping the ship from sinking, or, failing that, saving the passengers. There are over 3,000 people (Type 1 Dream Creatures) on board Titanic, and there is room in the lifeboats for only about 1,200.

The Dream World beyond the Titanic itself consists of the North Atlantic ocean. Small icebergs can be seen drifting in the currents. The ship itself is dead in the water. The Language Center appears as a lighthouse on an uncharted island. It extends upward to the top of the Dream World and down to the bottom of the ocean. The Great Barrier is, of course, the bottom of the ocean, and Superego there has the appearance of Poseidon, the Greek sea god.

PLAYER INFORMATION

"Ladies and gentlemen, may I have your attention please? Your attention, ladies and gentlemen."

The crowded room is suddenly hushed; the orchestra stops playing and the dancing couples gather around to hear the speaker. He appears to be a man in his mid-30's. He is wearing a naval uniform and appears to be a ship's officer.

"Ladies and gentlemen, there has been a slight delay in our progress to America. There is absolutely nothing to be alarmed about, but as a safety precaution, the Captain has instructed me to ask you to return to your cabins, put on your life preservers, and report to the lifeboats on deck outside. Please comply with these instructions at once."

Even as this man addresses the crowd, a similar figure approaches you quietly. "We're in real trouble. Could I speak to you privately?" he asks.

GM INFORMATION

This officer who approaches the Player Characters will

explain that the ship, the Titanic, has struck an iceberg and is sinking. He will then explain the lifeboat situation and ask the Player Characters if they would be willing to help. He will point out that without their intervention, hundreds, perhaps thousands of innocent lives will be lost.

Allow the PCs to form any plan they wish, and begin to implement it. The officer will tell them the Captain estimates it will be about two hours before the ship sinks completely.

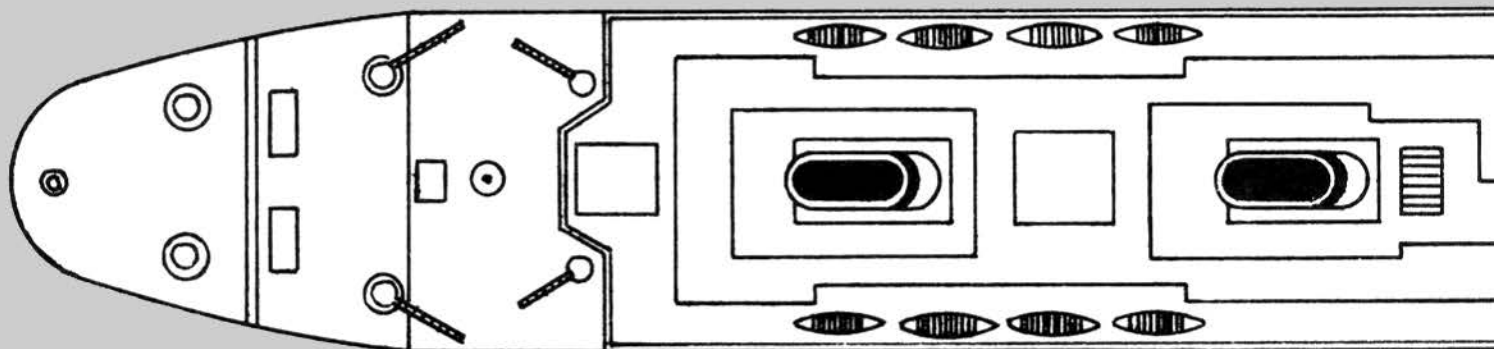
All the information needed about the Titanic is contained in the Places section of this adventure.

Whatever plan the Player Characters put into effect, interrupt it before they can really get into it and go on to Encounter 6 before they are able to save the ship.

TROUBLESHOOTING

The Player Characters may refuse to help save the Titanic. In such a case, they will be spectators to a great disaster. Skip Encounter 6 and go to Encounter 7.

THE TITANIC



Encounter Six: Uncle Albert

SETUP

Use this encounter at any convenient time while the Player Characters are trying to save the Titanic. It is simply a bit of bizarreness designed to cause the Player Characters some concern, and weaken them if they are unwise enough to start a fight. The encounter can take place anywhere on the Titanic, but works best when the Player Characters are by themselves, busily engaged in some strenuous effort to save the ship. Wherever they are, a Type 3 Dream Creature in the guise of Albert Einstein appears and confronts them.

PLAYER INFORMATION

"Ach, mein goodness. Vat are you doing here? If you keep this up, you might keep this ship from sinking or at least save many of the passengers, don't you know?"

Things have been pretty hectic, and you're not sure exactly where this character came from. But there he stands an old man with thick white hair that sticks out from his head as if he'd just stuck his finger in an electric socket. He wears a sweater and is puffing serenely on a pipe while he speaks.

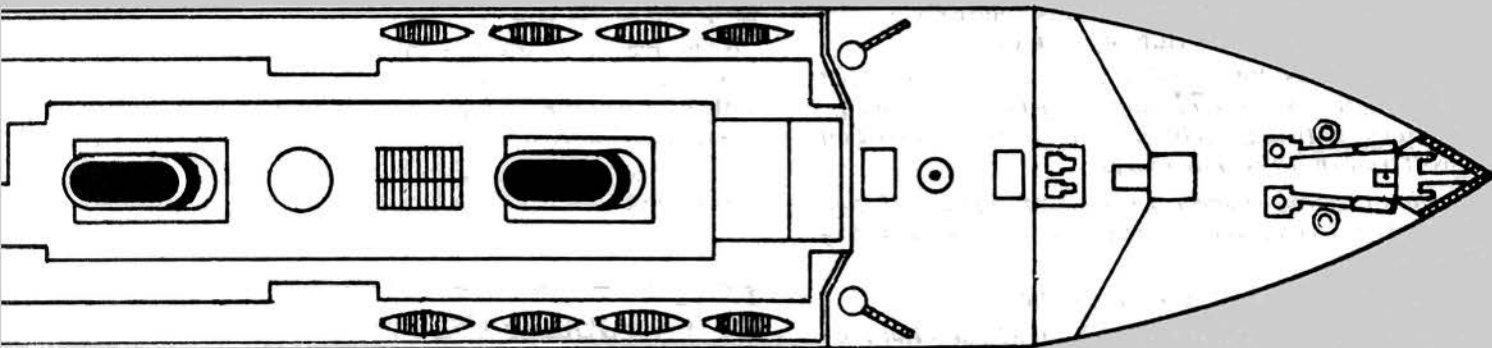
"I think that maybe you shouldn't be doing this until you think it through a little more, don't you agree?" the man asks.

The figure who appears to be Einstein is actually a Type 3 Dream Creature. In the guise of Einstein, the creature attempts to convince the Player Characters that they should NOT save the Titanic or any of the people aboard.

Einstein speaks to the Player Characters: *"You and I, we have been trapped for a while in a strange rift in the space-time continuum. You see here an historical event — the sinking of the Titanic. Now this event has been cut adrift from its proper place in the space-time continuum — it is drifting out of control, sort of in an extra-dimensional space, don't you see? Surely you can tell that things around here aren't normal."*

As Einstein continues to speak, his head begins to enlarge, slowly, almost imperceptibly at first, then more and more. As his head gets larger and larger, his body becomes smaller and smaller. By the time this transformation is complete, Einstein looks like a giant, talking egg, with a little tiny body attached. At about this midpoint in this transformation, the Player Characters will also notice that Einstein is sitting on a brick wall. The wall simply appeared, and serves no function except as a seat for Einstein.

Read to Players: Einstein continues *"Now, you see, if you go messing around with this historical event which*





has been ripped out of history, and you change it, you see, what will happen when it gets put back into history? Why, I'll tell you what will happen — the whole future will be changed, that's what will happen. There are a lot of important people on board this ship, and they're supposed to drown. If they don't drown — who knows? Maybe you won't ever have been!"

GM Only: Give the Player Characters a few minutes to ponder Einstein's proposition, while describing to them the change in his appearance. Einstein continues to argue — if the Player Characters agree with him at once, he simply agrees with them, and restates the whole theory again. Finally, Einstein's face changes entirely — the Dream Creature becomes Humpty Dumpty!

Read to Players: "After all, I ought to know all about this kind of thing — I'm the biggest egghead in history," Humpty Dumpty says. With that, he pitches forward off the wall and shatters into a mess.

Suddenly you hear several men running toward you. Five British Grenadier Guards run to the remains of Humpty Dumpty.

GM ONLY: The guards are Dream Police.

Read to Players: "What's all this then? The king isn't going to like this, no sir, he isn't going to like this one bit then, is he?" says the leader of the group. "Begging your pardon, but we'll just be putting this together again. Better look to yourselves; I think this old bucket's about to go under," the man continues.

Suddenly, you recognize that wrinkled face, that accent, and those sparkling eyes. This man is Albert Einstein! At least, he sure looks like Einstein.

GM INFORMATION

As he speaks, the remaining Dream Police take out glue and masking tape, and attempt to pick up all the pieces. Suddenly, a number of horses appear. One of the horses has a manual "Putting Humpty Together Again." The horse with the book is about to shout instructions to the King's men when "Uh-oh," he says. "It's written in chicken. Can anyone read Chicken?" The King's Horses say "Nay" and the King's Men sing "Louie, Louie." So they mop up the egg and beat it.

If the Player Characters follow the horses and men, they can freely obtain all the knowledge the Dream Police have in the course of a friendly conversation with them. This information is given in the Villains section.

As soon as the Player Characters have finished with the Dream Police, move to Encounter 7.

TROUBLESHOOTING

If the Player Characters start a fight with Einstein, the creature will resist powerfully, using the Powers of Water Animation (12 APs) and Water Control (6 APs). Of course, there is an unlimited supply of water available in the ocean around the ship.

If the Dream Creature loses, it can be Interrogated and will give the information listed in the **Villains** section.

Encounter Seven: Davy Jones' Locker

SETUP

Use this encounter while the Player Characters are still aboard the Titanic, or at least near it. The exact timing of this encounter left to the GM, although it works best immediately after Encounter 6.

PLAYER INFORMATION

Suddenly, there is a tremendous roaring sound, and the Titanic tips bow-forward into the ocean. The sea itself seems to be boiling — an enormous whirlpool is forming! The Titanic begins to spin around and around, faster and faster. Oddly enough, the night sky seems to have turned to day and the color on the horizon is no longer black, but an indistinct white.

GM INFORMATION

The dream setting changes as the Titanic begins her spinning nose dive into the whirlpool. The ship itself becomes a little model ship and all the people extremely tiny figures. The Player Characters are also affected by this shrinking. At the same instant, the ocean becomes the water in a bathtub and, as the ship sinks, it becomes apparent that it is a model ship being pulled down the drain of a bathtub.

Let the Player Characters resist being pulled down with the ship. The whirlpool is so powerful that it is creating suction, even in the air above it, so moving away requires a super-human effort. Treat any attempt to move away from the drain as a Physical Attack, using the APs of any movement Power as the Acting and Effect Values, 15 APs as the Opposing and Resistance Values, and interpreting RAPs as the distance away from the center of the whirlpool that the Character is able to move. Failure indicates that the Character is sucked down the whirlpool.

Player Characters who do escape the whirlpool must continue the effort every phase. If a Character is still resisting after three phases, the Joker will use Dream Manipulation to create a shark from a type 3 Dream Creature. If the Player Character is flying, the shark will also fly. If the Player Character fights the shark, he or she is sucked down the drain. If not, the shark gets the benefits of Surprise and will attack from the blindside (the Defender's Opposing Value is shifted one column to the left) each phase. Eventually, the Player Characters are all sucked down the whirlpool, which has the appearance of a giant drain.

When all the Player Characters have gone down the drain, go to Encounter 8.



Encounter Eight: Joker's Wild

SETUP

The Player Characters are drawn by the force of the water through jet black tubes to find themselves suddenly washed ashore on what appears to be a desert island. This island is located in the Touch Center, directly adjacent to the Language Center — in fact, the Language Center appears as a lighthouse on the center of the island, about one mile (10 APs) from where the Player Characters are washed ashore.

PLAYER INFORMATION

You land on the sand with a dull "thud." And it is sand — you can feel every sharp, glassy grain pressing against your face as you lie on the beach.

A beach! You've washed up on a beach. Overhead is the night sky; behind you is the ocean again, and before you stretches an empty, barren, sandy island. The only structure in sight is a lighthouse near the center of the island.

GM INFORMATION

The Player Characters will probably decide to head for the lighthouse. As they approach within 5 APs (100 yards) of the building, a loud, blaring air raid siren will sound. Give the Player Characters one phase to respond to this sound.

After one phase, a Type 4 Night Terror Monster literally walks through the wall of the lighthouse. This causes no damage to the building — the lighthouse is the Language Center, and the Night Terror Monster has simply passed through the porous membrane. The creature has the appearance of a gigantic playing card with cartoon-like arms, legs, hands and feet. The card is, of course, a joker, with its hideous face and mouth in the center of the front of the card. The creature stands a full 5 APs tall.

The creature will attack the Player Characters in the third phase. It prefers to attack by simply throwing itself forward on top of the characters, trapping them beneath it. (Treat this as an attempt a Grappling.) However, if this method is unsuccessful, the creature can use the following Powers:

Two-Dimensional: 10 APs

Earth Animation: 12 APs

Earth Control: 9 APs

In addition, the creature can attack physically, using its "edges" as honed cutting edges. This type of attack is Killing Combat, and will be used by the creature only as a last ditch measure.

During each phase of combat, the creature will shout, "Die, you defenders of the Ego!" and laugh hysterically. If any Player Character thinks to tell the creature they are NOT defenders of the Ego, the creature will stop attacking, momentarily confused. At that point, the creature may be Persuaded to give information and assistance to the Player Characters. (Treat it as Hostile for the first Persuasion attempt and Neutral for any subsequent attempts.) The information the creature can provide is given in the Villains section.

If the Player Characters Persuade the creature, or defeat and successfully Interrogate it, go to Encounter 9. If the Player Characters are defeated by the creature, go to Encounter 10.

TROUBLESHOOTING

It is possible the Player Characters will not go to the lighthouse, but adopt some other plan. Let them. They can wander about the Dream World all they want — nothing else will happen, unless they use Dream Manipulation to make something happen. After a brief but dull period of wandering, to go Encounter 10.

Encounter Nine: Disturbing the Disturbed

SETUP

The Player Characters should Persuade or defeat and Interrogate the Creature from Encounter 8. Afterward, six Dream Police dressed as 19th Century British Marines carrying single shot muskets (Acting Value 0, Effect Value 3, otherwise treat the same as a .38 pistol but with Ammo

1) rush through the lighthouse walls in pursuit of the creature. If the Player Characters are to carry through any plan of awakening Joker, they must get past these Dream Police and to the guarded room where Ego sleeps in the Language Center.

A detailed description of the Language Center and a GM's map for use with this encounter, are provided in the Places section.



PLAYER INFORMATION

"There 'e is, come on!" shouts a voice with a thick British accent. Running through the lighthouse wall toward you are five men dressed as 19th Century British Marines. They are carrying old-fashioned muskets.

"Ello there folks," says their leader as he approaches. "Looks like you caught the nasty blighter. E's a big one too, ain't 'e, if you don't mind my sayin' so." The man throws you an appreciative smile. As you catch it, he levels his musket at the huge playing card.

"All right, you," he says to the thing. "Come along quiet like, now. It's back to the infernal regions for you."

As the man speaks to the creature, two of his comrades come panting up. All of the guards level their weapons at the creature, paying no attention at all to you.

GM INFORMATION

If questioned, the six men will identify themselves as Dream Police. Their leader, a sergeant, does all the talking for the group. In a conversational way, he will explain that Id just launched a major attack against Superego. In the ensuing battle, several creatures from the Realm of Id escaped, including the one that the Player Characters just battled.

"Confidentially, I'll be glad when this tour of duty ends, if you see what I mean," the sergeant says. "This 'as been one bloody rough sleep spell already. I ain't seen old

Id so worked up in quite a while, no sir, not in quite a while."

As he talks, the sergeant moves his prisoner and the group toward the lighthouse wall.

At this point, the Player Characters should have some plan for awakening Joker. If Jericho uses Personality Transfer to take over the sergeant, he can simply bluff the Player Characters way into the Language Center, past all the guards, and into Ego's chamber, where Ego (and Joker) will automatically awaken when the Night Terror creature is brought into the room. Alternately, the Player Characters may Persuade the voluble sergeant to assist them in their effort to awaken Joker — after all, the sergeant has had a rough time in this dream, and has already indicated a desire to get it all over.

Of course, the Player Characters may take the tough course of action by simply entering the Language Center, letting the sergeant and his men take away the Night Terror Creature, and then trying to get to Ego on their own.

Inside, the Language Center looks like a 19th Century prison fortress. The walls appear to be of smooth, worn stone. The guards, all Dream Police, are similar to the ones the Player Characters have already met on the beach. These, however, cannot be Persuaded to help the Player Characters. Messengers in red and white striped T-shirts and baggy blue trousers run everywhere through the fortress, carrying scribbled notes which make little sense. A typical note reads "Transfer Fear #134 to cortex waiting area for idea formation upon awakening."

Assuming the Player Characters find the Ego's cell, they see inside a slumbering Joker. He can be awakened simply by ordering it to do so. At that instant, Joker wakes up.

Whenever Joker wakes up, whatever method the Player Characters use, go to Encounter 11.

Encounter Ten: End of a Dream

SETUP

Use this encounter if the Player Characters were defeated in Encounter 8, or did not fight the Night Terror, but pursued some other course of action.

PLAYER INFORMATION

You land on a hard wooden floor, lying on your back. Across the floor is a bed, and Joker has just landed on his back. You note with a smile that at least he's on the floor too, not on the bed.

"Ah, guests," says a cruel, cutting voice from behind you. "Having fun? Having a good time learning all about how dreams can come true?"

Looking about, you quickly realize that somehow you have come back to the back room of Madame Lethe's Dreams-Come-True Fortune Boutique. But this time, there's another person present. A short man in brown

robes is standing behind you with a leer on his face. You notice that he is wearing the strange headset that the Joker had on.

"DeSaad!" says the Joker. "How are you?"

"You dare speak to me in that tone?" shouts DeSaad. "I, DeSaad, master of torture and pain, second only to Dark-seid in my power and mind? Perhaps you'd like to see what goes on in a truly superior mind's dreams!"

GM INFORMATION

While the PCs were in Joker's dream, DeSaad finally found Joker's hideout. He took back his Dream Machine and awakened Joker. Now, he intends to send the Player Characters and Joker into his own dream. He, too, has a sleep capsule ready, and will bite it and fall asleep as soon as the Player Characters make any move against him, or even attempt to escape the room.

If the Player Characters are drawn into DeSaad's dream, go to Encounter 12.

Encounter Eleven: Or is This the End

SETUP

Use this encounter if the Player Characters awaken Joker. The instant Joker wakes up, both he and the Player Characters will be in the back room of Madame Lethe's. Joker's mental stability at this moment will depend upon the way in which he was awakened, as detailed in the **Places** section.

Basically, this encounter gives the Player Characters a chance to Interrogate Joker, find out about DeSaad, confiscate the Dream Machine, and lay a trap for DeSaad.

DeSaad, meanwhile, is tracking down Joker's hideout, using information obtained from the police following the attempted kidnapping of Nightwing. DeSaad will arrive on the scene eight minutes after the Player Characters return from the Dream World.

PLAYER INFORMATION

You land on a hard wooden floor, lying on your back. Across the floor is a bed, and Joker has just landed on his back. You note with a smile that at least he's on the floor too, not on the bed.

The back room of Madame Lethe's hasn't changed a bit. Joker appears to be a little dazed, but he's still wearing that strange metal headpiece attached to the machine on the nightstand by his bed.

GM INFORMATION

Player Characters can move quickly to overpower Joker and confiscate the Dream Machine. Characters can use Scientist or Gadgetry Skills to analyze the machine, which has Opposing and Resistance Values of 25. Use the following results:

1 Knowledge Point

The Gadget can be activated when the person to which it is attached falls asleep.

3 Knowledge Points

The above information and the fact that the gadget apparently creates some type of extra-dimensional space when activated.

7 Knowledge Points

The above information and the fact that the structure of this extra-dimensional space is related to the structure of the mind.

9 Knowledge Points

The above information and the fact that the machine creates an extra-dimensional space whose reality consists of the dreams of the sleeping mind connected to the machine. This reality has the same structure as the sleeping mind.

The Player Characters can Interrogate the Joker, gaining the information given in the Villains section. However, unless the Interrogation is very brief, with the consequent penalties, DeSaad will arrive before the Interrogation can be completed.

DeSaad will arrive outside the front of Madame Lethe's exactly 7 APs (eight minutes) after the Player Characters return from the Dream World. He is intelligent, and has traced down Joker's headquarters after piecing together information from the attempted kidnapping of Night-

wing. Thus, he is prepared to face both Joker and the Teen Titans, if necessary.

DeSaad is accompanied by 6 Gadgets that will fly into the room with a Flight of 12 APs, a DEX of 12, a STR of 20 and A BODY of 17. These Gadgets will chase the Heroes and the Joker and attempt to Grapple them.

DeSaad's main goal is to retrieve his Dream Machine. Once the machine is in his possession, he has two choices for action:

If the battle is going against him, he will attempt to escape.

If it is not, he will attempt to use the Dream Machine to draw both the Player Characters and Joker into his own dream.

If DeSaad does use the Dream Machine against the Player Characters, go to Encounter 12. If DeSaad is defeated or escapes, go to the Endgame.

Encounter Twelve: DeSaad's Dream

SETUP

Use this encounter if and when the Player Characters and Joker are drawn into DeSaad's dream. The Player Characters and Joker arrive immediately at Superego's Gate, which initially has the appearance of a large, flat disk suspended at the bottom end of a huge stainless steel tube.

PLAYER INFORMATION

"Now, Titans, prepare to die! And at last, little Joker, the joke will be on you."

The voice booms from a towering figure suspended in space overhead. The floor beneath you is gleaming metal, as are the walls of the cylinder in which you are trapped.

"Escape is impossible," the voice booms again. "Now, my mortal enemy and I shall play an interesting game of ping pong."

The towering figure shakes with wicked laughter. Gazing up at the large feet above, you finally can make out who it is: Darkseid, Lord of Apokolips!

Even as this realization hits you, the floor beneath you vanishes. The long cylinder continues downward as far as the eye can see, and beneath you is another Darkseid!

"Yes, now my brother, let us crush these worms before we crush one another!" the second Darkseid shouts.

GM INFORMATION

In the twisted mind of DeSaad, both Superego and Id have taken the form of Darkseid. These two constructs look and act like Darkseid and have his Bio-Energy Blast Power at 30 APs. They will begin methodically taking the Player Characters apart.

Player Characters may realize they are at Superego's Gate and that the walls around them, therefore, are porous. However, beyond the walls there is nothing but Deep Space: characters without special powers or equipment cannot survive in this environment for more than 30 seconds (3 APs).

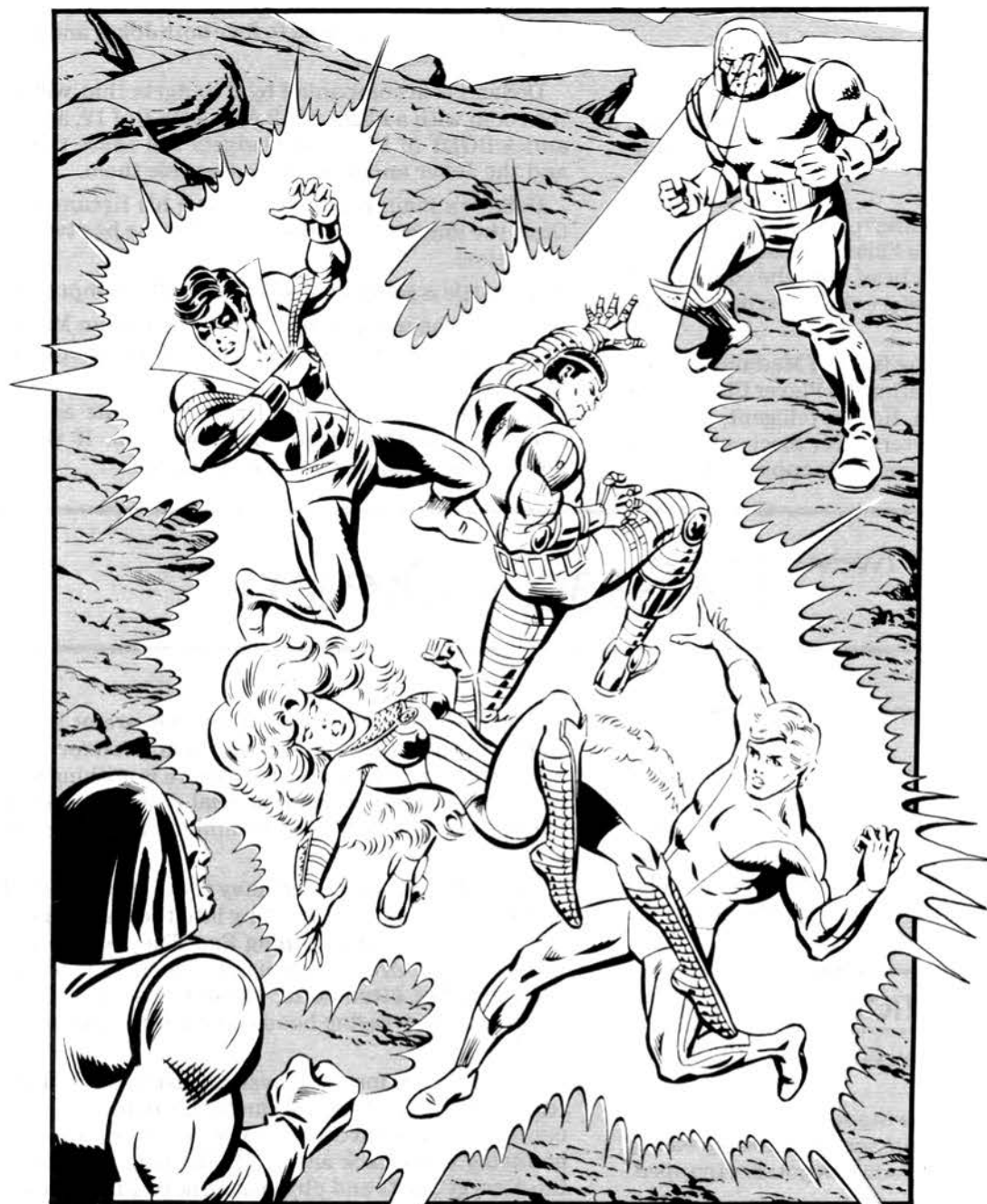
Clever Player Characters may try to slip past the Darkseid form of Superego, heading into the Language Center to awaken DeSaad's sleeping Ego. They will be met and resisted by 12 Dream Police in the form of medieval torture chamber attendants. These figures are dressed in black leather, wearing hoods, and carrying whips (AV: 0, EV: 4).

The best plan for the Player Characters is to Persuade Id that with their help, he can finally defeat Superego. Of course, they will have to do this while Id and Superego are bouncing them back and forth like ping-pong balls with Bio-Energy blasts and physical attacks. Id is Hostile to the Player Characters at the start of the encounter.

Regardless of the outcome of this encounter, go to Endgame.

Joker, of course, will be of no help at all to the Player Characters. He will refuse to fight, and will generally try to use the Player Characters as a shield for himself.





Endgame

There are several possible outcomes, depending upon the actions of the Player Characters. They may have defeated both Joker and DeSaad, and confiscated the Dream Machine. This is the best possible outcome, the Player Characters earn the standard award.

If the Player Characters are defeated in DeSaad's dream, DeSaad escapes with his Dream Machine, but the Player Characters will still have Joker in custody. Give them one-half the Standard Award.

If the Player Characters lose, they will be unable to function until long after DeSaad gets away. The Heroes

will not get the Standard Award for thwarting the Villain.

Standard Award

Opposition: Superior	25
Area of Consequence: Personal	0
Severity: Temporary Non-fatal	5
Total Standard Award	30

How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in *italics* is to be read to the players.

Gamemaster's Introduction

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

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters above the bracket.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
500-1000	The New Teen Titans without Raven and Kid Flash
1000-2000	The New Teen Titans with Raven and Kid Flash
2000-4000	Justice League without Superman
4000-8000	Justice League with Superman
8000-16000	Wonder Woman
16000+	Superman

ABBREVIATIONS

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

Deep in Arkham Asylum™, a wild-eyed man claws at the walls. He gibbers and shouts about a mysterious dwarf with the power to make dreams come true.

THE DOCTORS DO NOT LISTEN!
He was just another wandering madman sent here from New York City.

THE POLICE DO NOT LISTEN!
They are too busy to investigate the babblings of a madman.

Friends, family, no one listens.

No sane person dares to listen. No sane person at all.

But the inmates in Arkham are not sane. Some of them are dangerous.

The most dangerous of them is the Joker™.

He believes.

He listens.

He plans . . .

BEWARE!

***Your Wildest
Dreams May
Come True!***

***The
TEEN TITANS™
Don't Stand
A Chance!***

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