

ADVENTURE

251



HERMES
ROLE-PLAYING GAME

NEW
GODS

THE LAW OF DARKNESS



PARIS
Is[ar]to

by Scott Paul Mayhew

THE LAW

OF

DARKNESS

THE LAW OF DARKNESS

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Evil has a name... Darkseid. Lord of the barren planet Apokolips, this ultimate prince of darkness has spent his entire life in search of the key to the Anti-Life Equation, a formula that will sap free will from every thinking being in the universe.

Over the years, Darkseid has employed many tactics to learn the Equation's secrets. Recently, his attempts unleashed a being called the Anti-Life Entity which nearly destroyed the universe. Only the heroic efforts of a handful of champions were able to prevent total galactic armageddon. In Darkseid's eyes, this cosmic odyssey was only a minor setback, and he immediately renewed his efforts to learn the true Anti-Life Equation.

In his never-ending quest for the complete Anti-Life Equation, Darkseid has built tools that will finally unlock its secrets and allow him to control every free-willed entity in the cosmos.

The principal tool is his **Law of Darkness**, an imperfect version of the Anti-Life Equation. Darkseid has simply left certain areas of imperfection open, and when the missing factors are filled in, the complete Anti-Life Equation will be created. The Law of Darkness forms the basis upon which Darkseid rules Apokolips: it is a combination of every form of tyranny and subjugation in the known universe.

Darkseid learned long ago that the missing factors of the Anti-Life Equation can be found in the subconscious minds of certain humans on Earth. Finding those humans and extracting the information has always been the largest obstacle in his path. Recently, he has embarked on a plan to scan *all* humanity's minds for the information, extract it from those humans who possess it without their notice, and feed it into the Law of Darkness.

Processing the data is Darkseid's Cosmic Computer, a huge machine that is powered by the nigh-omnipotent Source itself! The power link to the Source is made where it is most powerful: at the mysterious wall of faces in the Promethean Galaxy. The Law of Darkness has been programmed into the Cosmic Computer, so that the incoming Anti-Life information can be used to fill in the empty spaces in the

Equation immediately.

Darkseid has two main operations on Earth (the first controlled by Granny Goodness, the second by DeSaad) that will find and collect as many of the hidden subconscious Anti-Life factors as possible. As his operations on Earth unfold and the subconscious information is sent to the Cosmic Computer, Darkseid comes ever closer to solving the Anti-Life Equation. The Cosmic Computer needs time to sort all of the information. The amount of information beamed to him from Earth will determine how soon he will have the complete Anti-Life Equation.

The information collected by Darkseid's henchmen on Earth is sent via a Kirbyesque Beaming Station located at the North Pole. This Beaming Station uses a Boom Tube to transmit the data. However, unlike the usual Boom Tubes, this Tube is set to transmit only Anti-Life information—a person entering it could die!

Darkseid's plan has only one drawback, a problem he could not have foreseen. When the power link between the Source and the Cosmic Computer is made, it will cause a surge of power in the wall-like manifestation of the Source on New Genesis, home of the New Gods, Darkseid's sworn enemies. The power surge causes the Source Wall in Highfather Izaya's chamber to explode! The explosion will undoubtedly alert the heroes to Darkseid's scheme, causing them to take action against him.

Adventure ■■■■■■■■

■ ■ ■ Synopsis

When the adventure begins, Darkseid and his Cosmic Computer are already in the Promethean Galaxy.

Meanwhile on New Genesis, the Players' Characters are taking part in the Genesis Celebration, a once in a decade New God holiday. The fun ends when the Source Wall, located in Highfather's Chamber, explodes. Assuming the heroes survive, they will undoubtedly set out to discover what Darkseid is up to.

If they travel to Apokolips, they will find that the Tower of Rage, Darkseid's stronghold, is mysteriously deserted.

GAME MASTER'S

Clues indicate that the Apokolips natives have journeyed to Earth. When the heroes reach Earth, they will easily locate Granny Goodness' half of Darkseid's operation. She is running an Apokolips-style television show in New York City. The show is a demented exercise program that hypnotically controls everyone who watches, while the television reads their subconscious for the hidden Anti-Life Equation factors. The heroes tangle with Granny at her base, called Studio X. The Studio also has a data bank that may lead the heroes to a man named Charlie Williams, who is based in Gotham City.

Williams knows where the other half of the operation (DeSaad's half) is based. He also thinks he knows where the Beaming Station is (an oasis in the Sahara Desert). Finding and defeating Williams will not be easy, however—he has become a powerful villain in his own right, as a result of using the Crown of Vermin, a present he got from Granny Goodness. He has renamed himself the Leader of the Pack.

If the heroes can defeat the Leader of the Pack, they will probably go to the fake beaming station in the Sahara Desert, or on to Metropolis, where DeSaad may be found.

DeSaad's operation is called Dark Star Mass Transit. It is a fleet of buses that scans all of the passengers for Anti-Life information in their subconscious. The information is then transmitted to the real Beaming Station at the North Pole.

The heroes will have to figure out what is going on in the buses; then

INTRODUCTION

break into DeSaad's Control Center in a warehouse on the other side of Metropolis to find out where the real Beaming Station is located.

To get to DeSaad, the heroes must travel underground through a maze of tunnels. The tunnels are full of DeSaad's Bug army, who will fight the heroes at every turn. When the heroes get to DeSaad, they may have to sacrifice their Mother Boxes before they can find out where the real Beaming Station is located. When they get to the real Beaming Station at the North Pole, they will have to fight Apokolips soldiers and Para-demons. If their Mother Boxes were lost, the heroes will have to jump into the transmitting Boom Tube above the Beaming Station to get to Darkseid, risking their lives in doing so.

They will appear at Darkseid's feet in the Promethean Galaxy, only minutes away from seeing him obtain the complete Anti-Life Equation! In the showdown, they will have to fight Darkseid himself and destroy the Cosmic Computer before Darkseid learns the secret of Anti-Life!

The New God*** ***Galaxy

Apokolips and New Genesis exist in a "closed" galaxy—it is accessible only through a Boom Tube. Travel between Apokolips and New Genesis within the "closed" galaxy is possible without a Boom Tube. However, the distance between the two planets is so wide that even a high-speed spacecraft would spend several weeks trav-

eling through space to reach the other planet. Boom Tubes are capable of bridging the distance automatically.

The Promethean*** ***Galaxy

At the edge of the physical universe lies a vast expanse of space known as the Promethean Galaxy, the last signpost before entering the heart of the all-powerful Source.

At this galaxy's edge is a giant wall of stone faces. Transformation into one of these faces is the fate of those beings who sought the secrets of the Source and were foolish enough to think they would succeed. A few others, who never got as far as the Source, float in space before the wall, gigantic stone mockeries of their former intelligence and power.

Only once has the wall of faces been successfully breached, by Metron and Earth's Swamp Thing, and even they did not survive unscathed. To attempt to pass the wall will only add a new face to past failures.

The Promethean Galaxy can only be reached through a Boom Tube. The OV/RV of the attempt is 13/13.

The Anti-Life*** ***Equation

The Anti-Life Equation is a series of concepts that are added, multiplied, divided, and balanced with each other. The result is a formula of social ideas that, when implemented, will destroy

the ability of all living beings to act and think freely. The formula also shows how to control those without free will.

The entire Anti-Life Equation has many concepts that will not be recognized or understood by a person with human-level intelligence. Most of the formula's components are just too subtle and complex to be grasped by humans. Some of the mathematical processes in the Equation are based on principals which are completely incomprehensible to those found on Earth.

A Character must have an INT of 10 APs or greater to be able to fully understand the Anti-Life Equation, and a MIND of 17 APs or greater to avoid being driven insane by the knowledge. The entire Anti-Life Equation is 30 APs of information. If any Character (Player or NPC, including Darkseid) learns the entire Anti-Life Equation, the adventure is automatically over—that Character rules the universe completely, effectively ending all resistance to his will.

Recently, various factors of the Anti-Life Equation have manifested themselves in different ways. During the so-called *Cosmic Odyssey*, one aspect of Anti-Life was depicted as a living manifestation of the very concept of Anti-Life. This being's existence threatened the entire universe, and forced Darkseid to ally himself with his hated New Genesis brothers and a group of Earth heroes to defeat the menace.

As a result of that conflict, Darkseid was able to capture a fragment of the Anti-Life Entity—a single, black crystal of great power. While Darkseid can tap into this power as needed, he must "fuel" the crystal from time to time with further facets of the Anti-Life Equation gleaned from Earthlings.

In this adventure, Darkseid is once again seeking the entire Anti-Life Equation, urged on by his experiences with various manifestations of the formula's ultimate power.

Learning*** ***Darkseid's Scheme

In several Encounters, the New Gods will have the opportunity to learn exactly what Darkseid is up to. In many cases, the information learned is crucial

to continuing the adventure or successfully stopping Darkseid.

The OV, RV, and use of RAPs for each information-gathering attempt is fully described in the appropriate Encounters. When the text in the encounter indicates that the GM should reveal a Fact to the Players, read that Fact *and any Fact that comes before it* to the Players from the following *Darkseid Scheme List*.

The Darkseid Scheme List

Fact #1: The Anti-Life Equation is a formula for the complete control of all free-willed creatures. Anyone who knows the entire Anti-Life Equation possesses the ultimate tool for ruling the universe.

Fact #2: The Law of Darkness is an imperfect version of the Anti-Life Equation, based on Darkseid's (very effective) methods of ruling Apokolips. The imperfections in the Law are merely open spaces, which are slowly being filled by the missing factors of Anti-Life.

Fact #3: The missing factors of the Anti-Life Equation can be found in the subconscious minds of random Earthlings, in varying amounts.

Fact #4: The information taken from the subconscious of Earthlings is being transmitted to a Beaming Station somewhere on Earth. The Beaming Station then sends the information to the Cosmic Computer via Boom Tube.

Fact #5: The Law of Darkness is programmed into the Cosmic Computer. The Cosmic Computer will fill in the empty spaces in the Law of Darkness as the Anti-Life information is beamed in. When all of the spaces are full, the Law of Darkness will become the complete Anti-Life Equation. At that time, anyone with access to the Cosmic Computer can learn the complete Anti-Life Equation and will rule the universe.

Fact #6: The amount of time needed to fill in the spaces in the Law of Darkness is proportional to the quantity of information being transmitted. If the flow of information is diminished, the Cosmic Computer will need more time to complete the Anti-Life Equation. It is impossible to know when the Cosmic Computer has received enough information—it may already be too late!

Fact #7: The Cosmic Computer is

powered by the Source; it has a direct link to the Source at the wall of faces in the Promethean Galaxy. When Darkseid established the link, he briefly disrupted the Source, which caused Highfather's Source Wall to explode.

Time Points ■■■■■■

During the course of the adventure, some actions will cost the heroes precious time, forcing them to work much harder to save the universe from Darkseid. Other actions will buy more time for the heroes.

The faster the heroes can get to Darkseid in the Promethean Galaxy, the less time he will have to transform the Law of Darkness into the Anti-Life Equation. If the heroes take a long time, or neglect to destroy the Anti-Life collection operations run by DeSaad and Granny Goodness, they will have very little time to stop Darkseid in the climactic Encounter.

To reflect this race against time, some Encounters describe events which earn or cost Time Points. The effect of the Players' actions on their current Time Point total is described at the very end of the *GM's Information* in each Encounter. The group's Time Point total is used in the last Encounter.

The precise length of time represented by 1 Time Point is variable; half an hour of wasted time in an early Encounter may only alter the amount of time available to stop Darkseid in the last Encounter by a single second!

This total applies to the entire group of Players, not individual Players. A positive total is beneficial to the heroes and gives them more time to defeat Darkseid in the last Encounter. A negative total is detrimental, reducing the amount of time the heroes have in the last Encounter to defeat Darkseid.

If the New Genesis heroes take a particularly long or short time in the early parts of the adventure, the GM can modify the Time Point total beyond the modifiers given in the Encounter description. However, make sure these modifications never exceed plus or minus 1 per Encounter. This should only be done in very special circumstances. For example, if the Players find a way to bypass an Encounter

that was meant to be required, give the Time Point total a bonus of +1.

The group's Time Points should end up in the range of -9 to +9; if you make more modifications that are not listed in each Encounter, do not let the total Time Points go beyond -12 to +12.

Guest-Star ■■■■■■

Heroes

The action on Earth takes place in New York, Gotham, and Metropolis. Famous heroes from those cities may show up during an Encounter to help or hinder the Players' Characters, at the GM's discretion. If the Players' Characters are being trounced, a famous hero might show up in the nick of time to help them out. If a Player's Character is incapacitated, that Player might adopt the local hero as his new Character instead of forcing him to sit out for the rest of the adventure.

If the GM wants to allow this, suggested heroes are listed following this paragraph. To save space, their stats are not listed here; you can find Character Cards for them in the DC HEROES boxed set, second edition.

Each of the heroes below is given a possible reason for his appearance in the adventure.

New York: Big Barda, Mister Miracle, or the Martian Manhunter. Any of these three heroes could be found at Justice League International's embassy at any given time. Barda and Miracle, as former residents of Apokolips, should gladly assist in any fight against Darkseid. J'Onn J'Onzz is familiar with the New Gods from his participation in the *Cosmic Odyssey*, and if he has seen and is aware of the effects of Granny Goodness' program (he might have found Blue Beetle doing jumping jacks in front of the TV, for instance), he will certainly be willing to join the fight.

Gotham City: the Batman, of course. The Caped Crusader may have been tracking down the Leader of the Pack and found his hide-out at the same time as the New Gods. Batman was also involved in the *Cosmic Odyssey*, and can probably be convinced to join in the struggle against Darkseid.

Metropolis: Superman. Very little

goes on in Metropolis that escapes the Man of Steel's attention. The chaos that will ensue when the New Genesis heroes clash with DeSaad's Para-demons is bound to draw him to the scene. Superman is well aware of the depth of evil that Darkseid is capable of, and can be easily drawn into the adventure.

Genre Information

The New Gods' genre is somewhat different from most traditional comic books. Rather than being super-heroes who fight super-villains, the champi-

ons of New Genesis are soldiers in a war against the ultimate evil in the cosmos. To reflect this, the following genre guidelines should be used, according to Appendix B of the *Rules Manual*.

Genre: the New Gods
Killing Combat: Yes
Hero Points: Unlimited
Pushing: Unlimited
Recovery: 24 hours
Other: E*

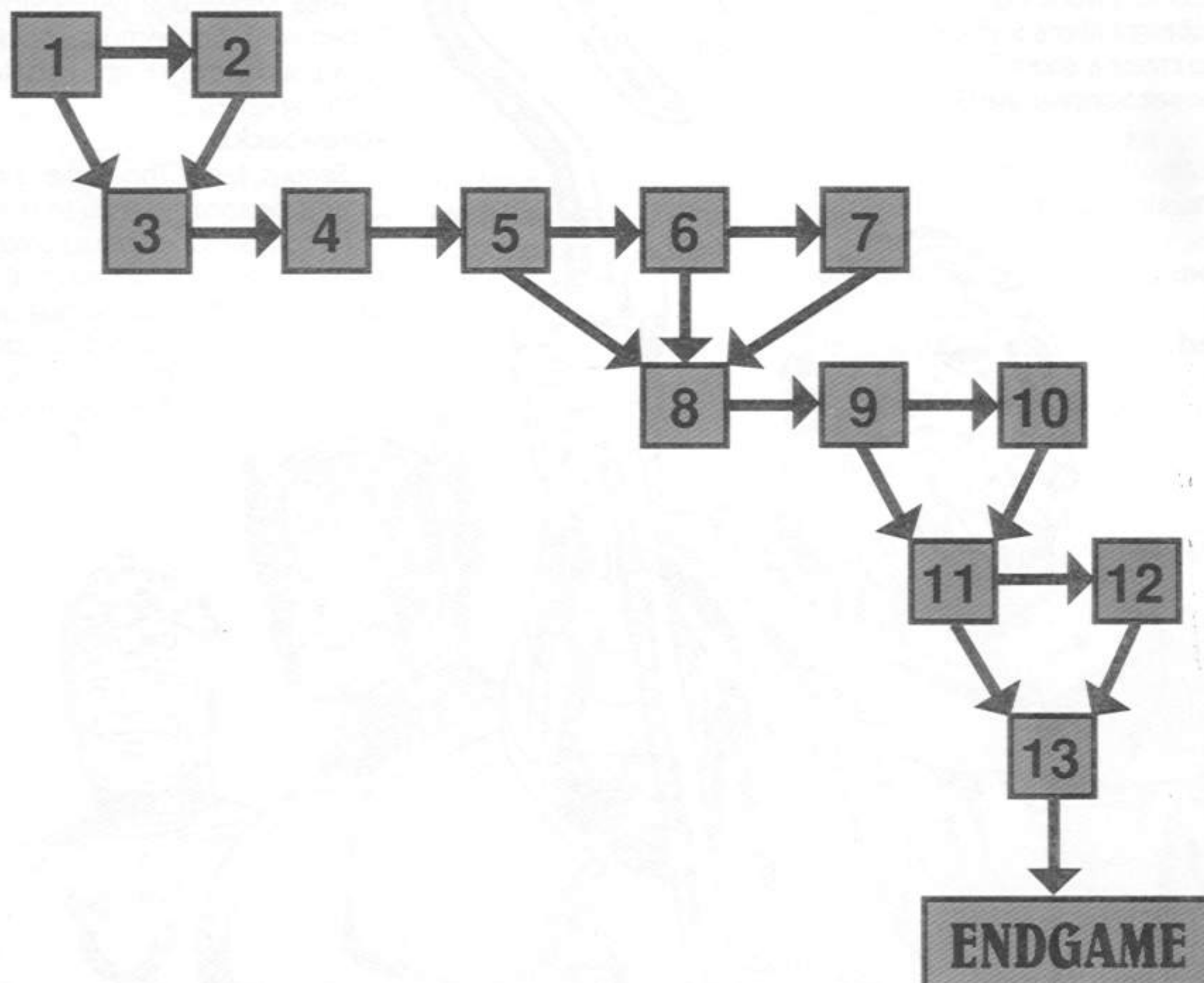
*The New Gods do not forfeit their Standard Awards if they enter Killing Combat against minions of Darkseid from Apokolips. However, they *do* lose their Standard Awards if they enter Killing Combat against foes who are not of

Apokolipsian origin. In this adventure, for instance, the New Gods would be penalized for entering Killing Combat against the Leader of the Pack, but not for entering Killing Combat against DeSaad's horde of Para-demons.

For More Information

Additional information about Apokolips, the New Gods, and the places and inventions of the New Gods can be found in the *Apokolips Sourcebook*, also by Mayfair Games Inc.

THE LAW OF DARKNESS FLOWCHART



HIGHFATHER

DEX: 10 STR: 7 BODY: 12
 INT: 18 WILL: 17 MIND: 18
 INFL: 13 AURA: 15 SPIRIT: 11
 INITIATIVE: 41 HERO POINTS: 200

•Powers:

Invulnerability: 12

•Skills:

Charisma (Persuasion): 15, Weaponry: 11

•Advantages:

Area Knowledge (Supertown), Connection: Supertown (High); Leadership

•Drawbacks:

Catastrophic Irrational Attraction to peace

•Equipment:

Staff [Body: 16, Precognition: 17, Omni-Power: 17]

Highfather's staff is directly linked to the Source. Its Powers always function at an AP level equal to its user's Will. It can only be used by a New God (it is just a heavy staff to anyone else). The Omni-Power of Highfather's Staff cannot be used to create a Boom Tube.

Mother Box: see *Special New Gods Inventions*

•**Alter Ego:** Izaya the Inheritor

•**Motivation:** Upholding the Good

•**Occupation:** Leader of Supertown

•Background:

After a techno-cosmic war with the forces of Apokolips had devastated his

homeland, Izaya the Inheritor refused the ways of war and gained his inheritance: a personal link with the Source. Since that time, he has become Highfather, leader of New Genesis and teacher of the ways of peace and harmony.

Highfather's Staff gives him the power to communicate subconsciously with the Source.

•Role-Playing:

Highfather is charismatic and peaceful. He tries not to engage in combat. If he is attacked, he will defend himself to the best of his ability. But he never enters Killing Combat; he tries to capture or subdue opponents, not hurt them. To attack first (rather than acting in self-defense), he must successfully resist his Irrational Attraction. Although Highfather is one of the most powerful of the available Characters, the Player using him should not expect to take the leading part in a lot of battles. However, Highfather's abilities are great enough to al-

low him to create ways to deal with a hostile attack other than violence. He can, for example, trap, stun, hypnotize, Intimidate, or freeze someone who attacks him.

He is also the smartest and most influential New God, making him one of the most powerful Player Characters in this adventure. A Player who enjoys playing a combat-oriented Character may want to try playing Highfather for a good change of pace.

ORION

DEX: 13 STR: 22 BODY: 15
 INT: 10 WILL: 19 MIND: 11
 INFL: 10 AURA: 8 SPIRIT: 12
 INITIATIVE: 35 HERO POINTS: 175

•Powers:

Invulnerability: 15, Regeneration: 9

•Skills:

Vehicles: 13, Weaponry: 13

•Advantages:

Area Knowledge (Apokolips and Supertown); Connections: Apokolips (Low), Supertown (High); Iron Nerves; Lightning Reflexes

•Drawbacks:

Serious Rage: The darker side of Orion's personality tends to reveal itself in combat. Orion can automatically regain his composure through the use of his Mother Box, but he must be Persuaded to do so. Orion can even try to Persuade himself to



PLAYER CHARACTERS

recover. Although Persuasion is a Dice Action, such an effort only costs Orion one of his two Automatic Actions each phase; after his Rage is triggered, Orion must make a Killing Combat attack each phase until he recovers.

•Equipment:

ASTRO-GLIDER [STR: 8, BODY: 16, INT: 1, Energy Blast: 25, Flash: 15, Flight: 30, Magnetic Control: 20, Sealed Systems: 14]

MOTHER BOX: see *Special New Gods Inventions*

•**Motivation:** Responsibility of Power

•**Occupation:** Warrior

•**Background:**

Orion is Darkseid's son, a curse he must bear forever. Orion has lived most of his life on New Genesis, learning to love others and value freedom. His best friend and constant companion is Lightray, even though their personalities are so different. He has become the greatest warrior of New Genesis, possibly the greatest of all New Gods.

•**Role-Playing:**

Orion's personality is a combination of Darkseid's evil and the peace loving ways of Highfather. In general, he seems to act more like a villain than a hero: he is never happy and always wants to fight Darkseid's minions. In fact, Orion's only real interest is battle. He never laughs or makes light of any situation and is incredibly impatient.

Orion will fight any villain at full force; the word "fear" is not in his vocabulary. If his opponent(s) enter Killing Combat, he will too.

Orion firmly believes in an unusual "Combat Code." This is a personal promise to resist entering a one-on-one battle between two combatants. For instance, if Lightray was being trounced by Kalibak, Orion would not interfere with the fight, even if Lightray were in danger of losing his life! Orion expects the same respect from others.

LIGHTRAY

DEX: 10	STR: 6	BODY: 7
INT: 12	WILL: 9	MIND: 8
INFL: 9	AURA: 9	SPIRIT: 9
INITIATIVE: 30		HERO POINTS: 125

•Powers:

Energy Blast: 18, Flash: 12, Flight: 45, Illusion: 12, Sealed Systems: 15

•Skills:

Acrobatics: 10, Gadgetry: 12, Scientist: 8, Vehicles: 10, Weaponry: 6

•Advantages:

Area Knowledge (Apokolips and Supertown), Connection: Supertown (High)

•Equipment:

MOTHER BOX: see *Special New Gods Inventions*

•**Alter Ego:** Sollis

•**Motivation:** Upholding the Good

•**Occupation:** Adventurer

•**Background:**

The high-spirited warrior Sollis was with his best friend, Orion, on New Genesis when they ran into a handful of beings made of solar energy. In the fight that followed, Sollis was injured and became comatose until Metron revived him. Sollis found he had received incredible light-based powers and renamed himself Lightray. He is now a celebrated hero of New Genesis, second in power and legend only to Orion, who is still his constant companion.

•**Role-Playing:**

Lightray is compassionate and patient. He often protects innocent bystanders before they are even aware they are in danger. He has learned to get along with Orion, although the two have opposite personalities, and is always looking out for his best friend.

Lightray will avoid direct combat if he can. When he must fight (to protect someone or if he gets angry), he fires his

Energy Blast from a distance first. He will also try to subdue opponents with his Flash. He rarely uses his Illusions. He carries a small Mother Box that is worked into his headband.

FORAGER II

DEX: 14	STR: 6	BODY: 9
INT: 9	WILL: 12	MIND: 12
INFL: 8	AURA: 8	SPIRIT: 6
INITIATIVE: 35		HERO POINTS: 85

•Powers:

Jumping: 4, Running: 6, Flight: 23

•Skills:

Acrobatics: 13, Martial Artist: 10, Thief: 15, Weaponry: 12

•Advantages:

Area Knowledge (Insect Empire), Connections: Insect Empire (High), Supertown (Low); Iron Nerves; Lightning Reflexes, Sharp Eye

•Equipment:

ACID POD [Body: 7, Acid: 10]

Sword [Body: 12, Claws: 8]

Shield [Body: 20]

Forager's Shield can be used for the Block maneuver (see page 23 of the *Rules Manual*)

•**Motivation:** Upholding the Good

•**Occupation:** Warrior

•**Background:**

The new Forager is a female Bug warrior, bred and trained to be the best of her kind. She is a special breed of New Genesis Bug, with wings and three-toed feet. Like her deceased namesake, she is extremely quick and powerful in battle. She carries several weapons to augment her already impressive personal abilities.

•**Role-Playing:**

Forager is proud of her people (the Bugs) and stands up against the tyranny of Darkseid with as much dedication as a "proper" New God hero. She is asser-

tive, able to counter both Orion's impulsive anger and Highfather's pacifistic methods. She has proven herself many times, and is respected by all New Genesis champions as a great warrior and valued ally.

LONAR

DEX: 11 STR: 8 BODY: 9
INT: 9 WILL: 11 MIND: 10
INFL: 8 AURA: 10 SPIRIT: 8
INITIATIVE: 31 HERO POINTS: 100

•Powers:

Invulnerability: 10

•Skills:

Military Science: 9, Vehicles: 7, Weaponry: 13

•Advantages:

Area Knowledge (Supertown), Connection: Supertown (High); Leadership; Lightning Reflexes

•Drawbacks:

Minor Irrational Attraction to battle

•Equipment:

Sword [Body: 13, Claws: 9]

Mother Box: see *Special New Gods Inventions*

•**Motivation:** Upholding the Good

•**Occupation:** Warrior/Leader

•**Background:**

Lonar is one of Supertown's greatest citizens. Not only is he an exceptional warrior, but he also holds a position as head of off-planet operations in Highfather's court.

•Role-Playing:

Lonar is honorable, thoughtful, and loves to fight. He will always stand up for his people; he would give his life in their defense if he had to.

He is also a man of honor. When he was forced to battle the new Forager, he was reluctant to fight a woman, and he stopped the battle when he could have won because the bravery of the she-Bug had stirred his heart.

JEZEBEL

DEX: 10 STR: 4 BODY: 7
INT: 9 WILL: 9 MIND: 8
INFL: 7 AURA: 8 SPIRIT: 7
INITIATIVE: 28 HERO POINTS: 100

•Powers:

Flight: 14, Heat Vision: 12

•Skills: (*linked)

Martial Artist: 10*, Military Science: 9*, Weaponry: 10*, Vehicles: 10*

•Limitations:

Heat Vision Power suffers from Minor Power Burnout.

•Advantages:

Connection: Supertown (High); Iron Nerves; Intensive Training; Insta-Change

•**Occupation:** Warrior

•**Motivation:** Seeking Justice

•**Background:**

Her comrades at Granny Goodness' orphanage called her Jezebel of the Fiery Eyes. A fierce and relentless warrior, she resisted indoctrination by

Granny's "educators" and defected to New Genesis. Jezebel has frequently been at the forefront of the New Gods' battles against Darkseid.

•Role-Playing:

While Jezebel is dedicated to the cause of peace, her foremost skills are those of war. Her motto is "I will fight until my last breath, and when I go down, I will take my enemies with me." She takes most of her cues from Orion.

FASTBAK

DEX: 8 STR: 4 BODY: 6
INT: 7 WILL: 6 MIND: 7
INFL: 8 AURA: 9 SPIRIT: 7
INITIATIVE: 25 HERO POINTS: 100

•Skills:

Acrobatics: 6, Artist (Singer): 10, Gadgetry: 7, Thief: 6, Weaponry: 7

•Advantages:

Area Knowledge (Supertown); Connection: Supertown (High); Insta-Change; Luck; Lightning Reflexes; Miscellaneous: Fastbak's body is resistant to the adverse effects of moving at high speeds

•Equipment:

AEROPADS [Body: 5, Air Walking: 10, Running: 35, R#: 2]

Bonus: Air Walking and Running Powers may be used simultaneously.

Mother Box: see *Special New Gods Inventions*

•**Occupation:** Warrior/Singer

•**Motivation:** Upholding the Good

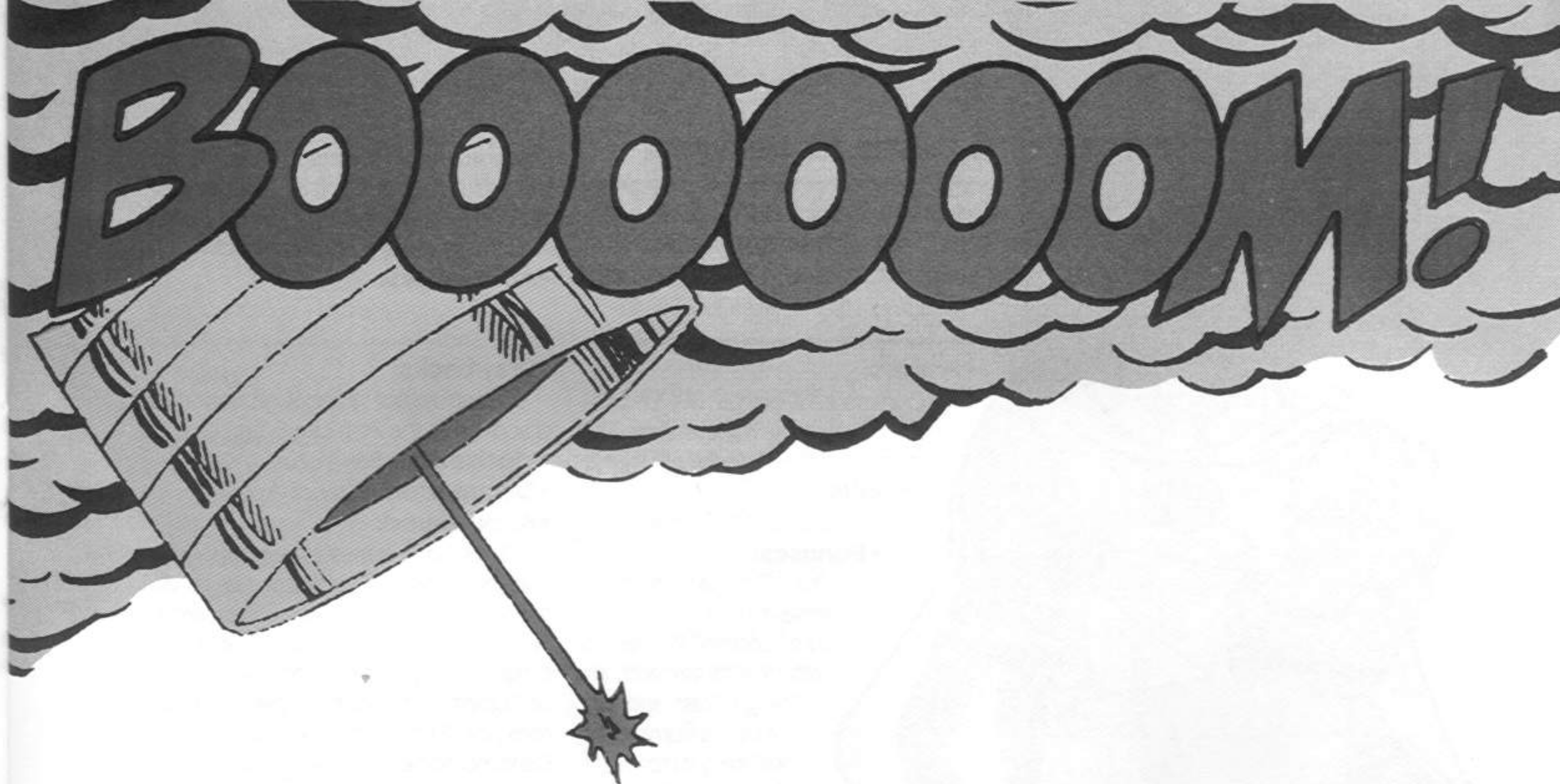
•**Background:**

Fastbak is, logically enough, one of the quickest New Gods of Supertown. His blinding speed, second only to Lightray's, is often mistaken for magic or witchcraft by his enemies, who are unable to track his movements. Highfather has forbidden Fastbak from using his aeropads at top speed within Supertown because of the sometimes chaotic commotion it causes.

•Role-Playing:

Fastbak has adapted to Earth customs perhaps better than any other New Genesis hero. When on Earth, he laces his dialogue with what he thinks is hip lingo, such as "cool it," "chill out," or "what it is!" Between battles, Fastbak has gained notoriety in Supertown as a talented singer.





Special New Gods Inventions

MOTHER BOX • *Mother Box*

DEX: 0	STR: 0	BODY: 7
INT: 10	WILL: 6	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 6
HERO POINTS: 75		

•Powers:

Danger Sense: 12, Life Sense: 6, Omni-Power: 11

•Advantages:

Leadership

•Description:

Each Mother Box is a free-thinking entity, a living computer with incredible power. Many New Gods carry personalized models for companionship and service. They range in size from a deck of cards to a small suitcase. When a Mother Box has been worked into a individual's clothing or equipment, it is listed as a MOTHER BOX, since it cannot be taken away in combat when carried in this fashion.

Mother Box is a special kind of Omni-Gadget, because she can be used over and over again, unlike a standard Omni-Gadget. However, her primary use is to create Boom Tubes for travel between the New God galaxy and the rest of the

cosmos. Boom Tubes are also useful for instant travel to any distant location.

Any Character who possesses a Mother Box can make a Dice Action to create a Boom Tube. The Character uses his INT/WILL as the AV/EV against an OV/RV of 3/3. This action does not count as a Dice Action in combat. If successful RAPs are gained, a Boom Tube is created; using the RAPs of the Dice Action as APs of the Warp Power.

Because Mother Box has the Leadership Advantage, she can transfer some of her Hero Points to her user. In addition, through his own affection for Mother Box, the user can transfer some of his Hero Points back to her. This requires a successful Action Check using INFL/AURA as the AV/EV against an OV/RV of 6/6 (Mother Box's INFL/SPIRIT). The RAPs are the maximum number of Hero Points that can be transferred. Only one such attempt may be made per game day. Mother Box can transfer Hero Points to her user at any time, per the Leadership Advantage. All Hero Points spent for the use of Mother Box's Omni-Power must come from Mother Box herself. Characters with the Leadership Advantage may not use the Advantage to give Hero Points to Mother Box.

Orion, Lightray, Highfather, Lonar, and Fastbak carry Mother Boxes that allow them to create Boom Tubes. All

of the Players' Characters could conceivably carry Mother Boxes, although it is very unlikely that Forager will possess one. The GM should make sure that at least two, if not all, of the New Gods have Mother Boxes with them. Without at least two, the adventure will quickly come to a grinding halt.

Boom Tubes

Boom Tubes (sometimes known as Stargates) are wide, hollow cylinders of gleaming yellow energy. They appear with a loud BOOM! from which they take their name.

In game terms, they are merely a peculiar type of Warp. To create a Boom Tube, a Character must obtain the Warp Power from either the X-Element (a special New God energy source), or from the Omni-Power of a Mother Box. Any other use of the Warp Power is the normal kind, not a Boom Tube. Using the Boom Tube to travel from place to place within the confines of the Milky Way Galaxy works exactly according to the description of the Warp Power description in the *Character Handbook*. To travel from the Milky Way Galaxy to the New God Galaxy or the Promethean Galaxy requires an Action Check using the APs of Warp as the AV/EV and 8/11 as the OV/RV. Positive RAPs indicate that a Boom Tube between the two galaxies has been successfully opened.

DARKSEID THE DESTROYER

DEX: 10 STR: 22 BODY: 16
 INT: 18 WILL: 26 MIND: 20
 INFL: 17 AURA: 17 SPIRIT: 18
 INITIATIVE: 45 HERO POINTS: 250

•Powers:

Continuum Control: 30, Dimension Travel: 8, Invulnerability: 20, Regeneration: 8, Warp: 65

•Skills:

Charisma: 18, Scientist: 15

•Bonuses:

The Omega Effect: If Darkseid uses his Continuum Control Power to attack a target with an Energy Blast and receives a number of RAPs equal to twice the target's Body, he can choose to completely disintegrate the target and scatter its atoms across the cosmos. Later, Darkseid can resurrect disintegrated targets by making an Action Check, using his APs of Continuum Control as the AV/EV and twice the target's Body as the OV/RV.

•Limitations:

Miscellaneous: Darkseid's Warp, Dimensional Travel, and Continuum Control are actually powered by the "X-Element" he absorbs into his body.

Consider these Powers to have a Reliability Number of 2 for the purpose of determining when Darkseid's supply of X-Element must be replenished.

•Advantages:

Area Knowledge (Apokolips); Leadership

•Drawbacks:

Catastrophic Irrational Attraction to discovering the Anti-Life Equation

•Motivation: Power Lust

•Occupation: Ruler of Apokolips

•Background:

Darkseid is a master schemer who uses his powerful subordinates to do the work while he takes all the credit. His search for the Anti-Life Equation has pitted him against both the New Gods of Supertown and the costumed heroes of Earth on many occasions. Darkseid hopes to finally unlock the secrets of Anti-Life by using his Law of Darkness as a template.

•Role-Playing:

Darkseid is a being of order and evil. He always makes sure he is in total control of every situation. When he needs a task performed, he will find an appropriate henchman to do the job. If his henchmen fail at their given tasks, the Omega Effect will usually seek them out and blast them into oblivion. He is currently using DeSaad and Granny Goodness to implement his Law of Darkness scheme.

In combat, Darkseid often uses an Energy Blast (via Continuum Control) as his first attack. If any opponent lasts longer than a single phase, he will Disintegrate or Warp him away through a Boom Tube. Darkseid rarely enters Killing Combat, preferring to Disintegrate an assailant and re-collect the victim later for Granny Goodness' tortures.



THE VILLAINS

DESAAD

DEX: 4 STR: 3 BODY: 4
INT: 15 WILL: 5 MIND: 4
INFL: 4 AURA: 3 SPIRIT: 3
INITIATIVE: 23 HERO POINTS: 125

•Skills:

Gadgetry: 18, Scientist: 15

•Advantages:

Area Knowledge (Apokolips), Connection: Apokolips (High); Genius; Scholar (Pain)

•Drawbacks:

Catastrophic Irrational Attraction to inflicting pain

•Equipment:

15 AP ABCD Omni-Gadget (x2)

•Motivation:

Psychopath

•Occupation:

Master Torturer

•Background:

DeSaad is Darkseid's prime minister and primary henchman. Although Darkseid has destroyed many of his subordinates for failure or disobedience, DeSaad is the only one he has brought back to life.

•Role-Playing:

DeSaad loves machines and torture. He is spineless and frail, but nonetheless, very dangerous. He loves to taunt New Genesis heroes.

GRANNY GOODNESS

DEX: 7 STR: 7 BODY: 7
INT: 10 WILL: 10 MIND: 10
INFL: 10 AURA: 9 SPIRIT: 10
INITIATIVE: 29 HERO POINTS: 125

•Skills:

Charisma: 13, Gadgetry: 6, Martial Artist: 9, Weaponry: 7

•Advantages:

Area Knowledge (Apokolips), Connection: Apokolips (High); Leadership; Scholar (Training)

•Drawbacks:

Serious Irrational Attraction to breaking the will of her pupils

•Equipment:

ARMOR [Body: 8]

•Motivation:

Psychopath

•Occupation:

Servant of Darkseid

•Background:

Granny Goodness serves Darkseid as his prized trainer/torturer. On Apokolips, training and torturing mean the

same thing. Nearly all of Darkseid's minions and soldiers have learned their slave-like devotion and skills from Granny. At times, Darkseid will allow her to oversee a part of his latest power lust campaign. She is currently an important part of his Law of Darkness scheme.

•Role-Playing:

Granny Goodness is cruel and demanding. She never gives an inch for her enemies or students, which often pushes them to the brink of sanity. She acts like a twisted mother to everyone, pretending to take care of them, while sadistically enjoying their torture.

PARA-DEMONS

DEX: 6 STR: 6 BODY: 6
INT: 2 WILL: 3 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 10 HERO POINTS: 0

•Powers:

Flight: 8

•Skills:

Weaponry: 6, Vehicles: 6, Military Science: 4

•Equipment:

Apokolips Blaster or Hand Weapon (spiked club or crude axe) both have same stats: [Body: 3, AV: 8, EV: 8]

•Occupation:

Servants of Darkseid

•Background:

The Para-demons are Darkseid's greatest soldiers and Granny Goodness' greatest accomplishment. Their faces and bodies, a combination of mutated flesh and mechanical armor, are as inhuman as their souls. Para-demons never surrender.

APOKOLIPS INFANTRY

DEX: 4 STR: 5 BODY: 5
INT: 2 WILL: 2 MIND: 2
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 7 HERO POINTS: 0

•Skills:

Weaponry: 3, Vehicles: 3

•Limitations:

Catastrophic Irrational Attraction to violence

•Equipment:

Apokolips Blaster or Hand Weapon (spiked club or crude axe) both have same stats: [Body: 3, AV: 5, EV: 5]



•**Occupation:** Servants of Darkseid

•**Background:**

Granny Goodness' orphanages on Apokolips convert common Hunger Dogs into violent infantrymen. They are cruel, ugly, and totally lack any remorse. Although each infantryman has his own one-dimensional personality, they are all nearly indistinguishable from each other; they are all stocky, dirty, wear a crude metal uniform, and carry either a blaster or hand weapon to back up their bloodthirsty nature.

The Apokolips infantry has its strength in numbers. They will be encountered several times in this adventure; each time they will attack in groups, using the Team Attack or Team Grapple combat maneuvers. They must successfully resist their Irrational Attraction to avoid a potential combat situation, or to surrender.

THE LEADER OF THE PACK

DEX: 5	STR: 4	BODY: 5
INT: 7	WILL: 9	MIND: 3
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 23	HERO POINTS: 20	

•**Skills:**

Charisma: 8, Martial Artist: 6, Vehicles: 6, Weaponry: 7

•**Advantages:**

Area Knowledge (Gotham City); Connections: Granny Goodness (Low), Business Community (High); Gadget (Crown of Vermin); Gift of Gab; Iron Nerves; Pet (x2)

•**Drawbacks:**

Serious Irrational Attraction to rats

•**Equipment:**

CROWN OF VERMIN [Body: 10, Animal Control: 30, Animal Summoning: 14, Force Field: 18, Growth (Usable On Others): 9, Speak with Animals: 7, R#: 2]

Limitations: All Powers except Force Field may be used only on rats; use of the Growth Power transforms an ordinary rat into a giant rat with the following statistics:

DEX: 5, STR: 9, BODY: 10, INT: 0, WILL: 0, MIND: 1, INFL: 1, AURA: 0, SPIRIT: 0, INITIATIVE: 6, Claws: 6

Miscellaneous Drawback: Prolonged use causes its wearer to develop an Irrational Attraction to rats; the duration of use determines whether the Attraction is Minor, Serious, or Catastrophic.

•**Alter Ego:** Charlie B. Williams

•**Motivation:** Power Lust

•**Occupation:** Businessman

•**Wealth:** 14

•**Background:**

Charlie B. Williams was a young corporate upstart who based his international activities in Gotham City. He was a hugely successful (and rather ruthless) businessman until recently, when he met Granny Goodness. When Granny arrived on Earth and was setting up the mind-drain operations for herself and DeSaad, she discovered Williams. Because of his persuasive nature and business connections (and her desire for secrecy on Earth), she used him to purchase and set up all the necessary hardware and locations.

Charlie's ego got the best of him, however, and he demanded an authentic Apokolips weapon from Granny's arsenal as payment for his services. He planned to make a fortune selling any Apokolips weapon he could get his hands on in the international arms market. But Granny just isn't used to paying for anything, especially from her personal arsenal. So she gave Williams an undeveloped weapon that may prove dangerous to its user: the Crown of Vermin.

The Crown of Vermin allows the wearer to control rats, alter their size, and has a protective force field. But it has a serious drawback: it makes the user obsessed with rats for the rest of his life! The user will want to live with rats and be around as many rats as

possible at all times.

Williams has already used the Crown to mutate two "pets": giant rats that he calls "Benito" and "Adolf." They have the statistics listed above.

•**Role-Playing:**

Charlie Williams has become a new super-villain, naming himself the Leader of the Pack. He is now obsessed with rats and lives in Gotham's sewers, among his "friends." He is about to embark on his first mad power scheme when the New Gods encounter him in this adventure. Feel free to use the Leader of the Pack in further adventures if he survives this one.

COMMON HUMANS/ INNOCENT BYSTANDERS

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

•**Skills:**

Most professional humans will have one of the following Skills, indicating that person's profession: Artist, Charisma, Gadgetry, Medicine, Military Science, Scientist, Vehicles. Low-level professionals have 1 or 2 APs in their Skill, medium-level professionals 3 to 4 APs in their Skill, and high-level professionals have 5 to 7 (or more) APs in their Skill. High-level professionals who deal with Players' heroes on a regular basis may have several skills of 7 APs or more.

Blue-collar workers, street thugs, and similar people might have a 2 AP or 4 AP Attribute to balance their lack of Skills. A human with any Attribute of 5 APs or more is certainly not "common."

•**Background and Role-Playing:**

The New Gods may have to deal with common humans and innocent bystanders at several different points in the adventure. In general, normal people in the DC Universe are not shocked by super-powered aliens in brightly-colored costumes.

However, most people will look upon the Players' Characters with more than a casual eye. Innocent bystanders might leave the area quickly, approach the heroes cautiously, or look upon them as celebrities, depending on the circumstances in which the heroes are first encountered.





CRASHING THE PARTY

..... Setup

This first Encounter allows the Players to get the feel for their Characters. The adventure begins as the heroes attend a banquet commemorating the Genesis Celebration, a New Gods holiday. Their meal is interrupted when the Source Wall, Highfather's link to the Source, explodes, alerting them to Darkseid's latest scheme.

Players' Information

You look down out of Highfather's Chamber to the crowded streets of Supertown. Everywhere the eye can see, brightly-colored, cheering citizens are found. They are laughing under a shower of streamers and the occasional exploding rainbow of New Genesis fireworks.

This is the Genesis Celebration, the week-long festival held once every ten years to celebrate the spirit and destiny of the New Gods. These are your brothers and sisters celebrating life.

A large table has been placed in the chamber, for a sumptuous feast has been provided by Highfather for the occasion. Four guards in ceremonial garb stand by the chamber's entrance and two flank the Source Wall, Highfather's mysterious link to the all-knowing Source. All of the guards have wistful expressions on their faces.

GM's Information

Encourage the Players to role play their Characters as they take part in the banquet. Highfather may wish to indulge in fond remembrances of past Celebrations, while Orion and Forager may renew their feud over the fate of the Bug Kingdoms. Lightray and Fastbak may wish to entertain the guests with a song, and Lonar could conceivably chastise the guards for their lack of discipline (they should be *honored* to be chosen for this duty!). Jezebel may feel uncomfortable during the banquet, never having been present for a Celebration before.

Allow the Players a few minutes to role play and to get a feel for their Characters before continuing. Of the equipment listed with each Character's statistics, only Highfather's staff

is present. All weapons save those carried by the guards are forbidden during the Genesis Celebration. The guards have the following statistics:

NEW GENESIS GUARDS (x6)

DEX:	6	STR:	5	BODY:	5
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	0		

•Skills:

Martial Artist: 7, Military Science: 7, Weaponry: 6, Vehicles: 6

•Advantages:

Connections: Supertown (Low); Iron Nerves

•Equipment:

ARMOR [Body: 7]

Ceremonial Staves [Body: 4, AV: 7, EV: 7, Energy Blast: 7, R#: 2]

•Motivation: Responsibility of Power

The doorways between the pillars on the map are the entrance to Highfather's Chamber. The large curve on the wall opposite the entrance is the window (really just an opening—there is no glass) overlooking all of Supertown. The heroes were looking out of this window at the beginning of the Encounter.

After several minutes of role-playing, Highfather's Source Wall will begin to glow and radiate a tremendous amount of heat. Allow each of the Players to make a Perception Check against an OV/RV of 15/15. Hero Points may be spent on this Action Check. Any positive RAPs will allow the hero to see a very faint image of a triumphant-looking Darkseid and a strange machine in the heart of the Source Wall. The next phase, the Source Wall will explode violently. For the purposes of Initiative, the explosion is considered to have an Initiative of 35 plus 1D10. The explosion delivers Killing Combat damage.

Any Player who says his Character reacts to protect himself (or someone else) in the warning phase before the

explosion can use Hero Points to increase his RV against the blast (or the RV of the person he protected).

The explosion will hit everyone in the room. The number of APs of the blast are determined by the distance between the Character and the Source Wall. The distance from the Source Wall to any part of the curved wall on the other side of the Chamber is 5 APs. The entry doorways and the semi-circle windows are 4 APs away from the Source Wall. The banquet table is 3 APs away, and Highfather's throne is 2 APs away. See the map below for specific details on the layout of the chamber.

The explosion has an EV of 12 APs minus the APs of distance from the Source Wall; there are no dice rolls made. Thus, if Highfather is directly in front of the Source Wall (0 APs), the EV is 12 for him. If Lightray is on the far side of the room (5 APs away), the EV is 7 for him. If Forager was near Highfather's throne (2 APs away), the EV is 10 for her. The guards in the room will also be attacked by the explosion. Last Ditch Defense may be used by the Players to reduce the amount of damage done to their Characters.

The explosion also has a 12 AP Flash effect (see the description of the Flash Power on page 26 of the *Character Handbook* for details). When the Characters can see again, they will find themselves in a room full of rubble and the dead bodies of any guards who were killed. The Source Wall is cool and dark; it emits a low hum.

Allow Highfather's Player to make an Action Check using his INFL/AURA as the AV/EV and 11/11 (his own SPIRIT/SPIRIT) as the OV/RV. If he gains 8 or fewer RAPs, tell the Player that Highfather feels that the Source Wall is not gone, but it has been drained of its power. If he gains 9 or more RAPs, also tell the Player that he senses that the cause of the explosion and subsequent power drain came from somewhere other than New Genesis.

One of the guards will be buried under the rubble.

Unless the surviving guard can be found in 3 phases he will be crushed under 10 APs of weight. Any loss of life should profoundly effect the Players' Characters—the New Gods are always emotionally distraught when a New Genesis citizen or a friend dies. Encourage the Players to role play their Characters' reactions.

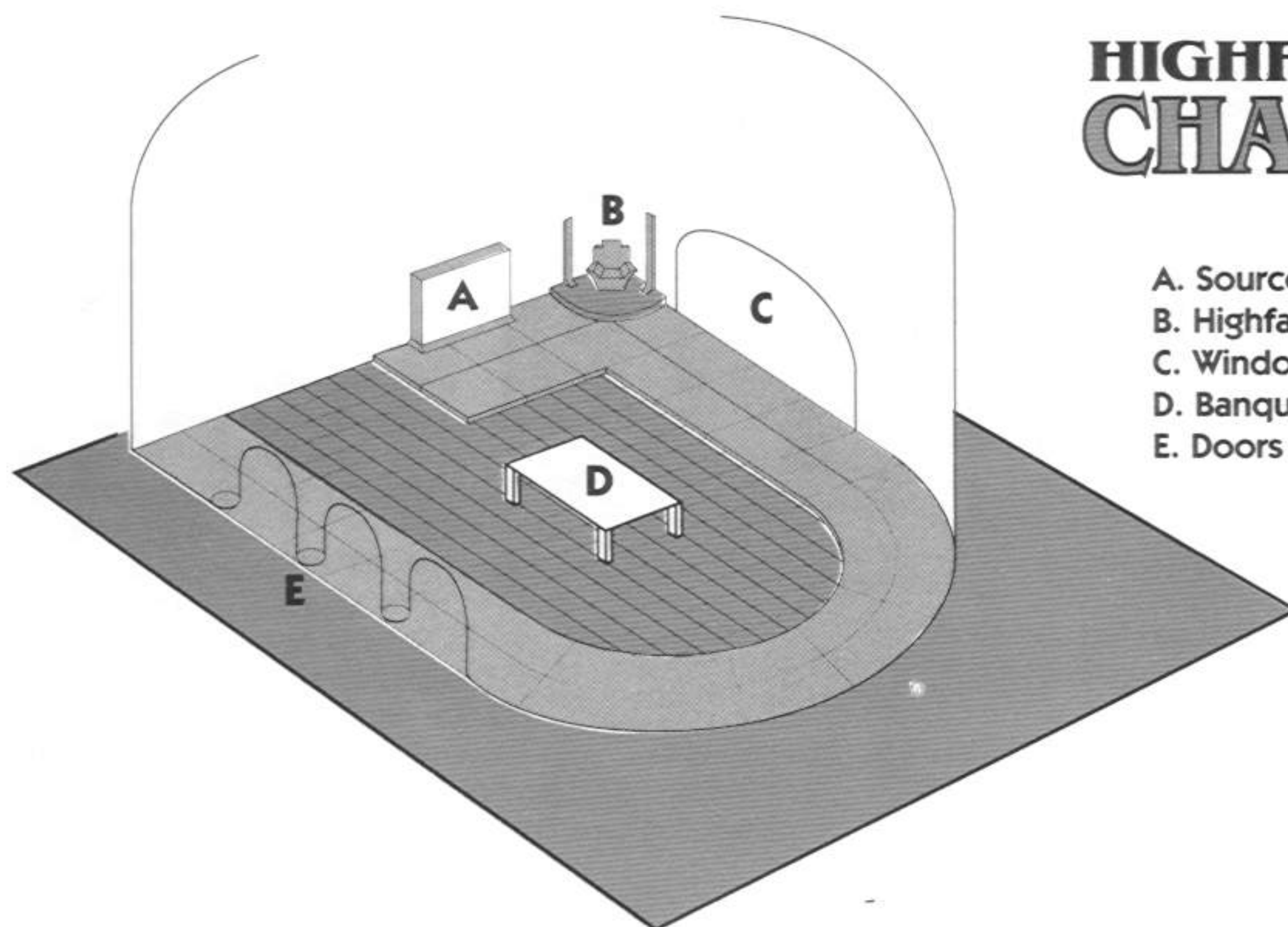
After the Characters have dusted themselves off, they will probably want to decide on a course of action. From this post-explosion discussion, the Players should decide where to begin their search. If they go to Apokolips (the most likely place to begin), go to Encounter Two. If they go to Earth, go to Encounter Three. If they wish to go elsewhere, see Troubleshooting.

Time Points: The Player Character starts with a Time Point total of 0. This Encounter has no effect on the current total, no matter what the heroes do.

Troubleshooting

If the Players don't immediately blame Darkseid for the explosion, the adventure will grind to a halt before it has even begun. In this case, a New Genesis soldier will appear on the scene and inform Lonar that the constant scans of Apokolips have suddenly changed. The heroes will be unable to make sense of the garbled readings on the scanners, but will be able to tell that the change started at the same moment the Source Wall exploded. This should be enough to send them charging off to Apokolips.

If the Players are particularly impetuous, they may want to go directly to the Promethean Galaxy to investigate the Source at the source. The Promethean Galaxy is so vast, however, that they have no chance to find Darkseid until they have learned his exact location, later in the adventure. This side trip will cost the group 1 Time Point.



HIGHFATHER'S CHAMBER

- A. Source Wall
- B. Highfather's Throne
- C. Window
- D. Banquet Table
- E. Doors



Setup

Investigating the explosion of the Source Wall, the heroes travel to Apokolips and find out that Darkseid and his henchmen are not on the Dark Planet. A quick search for clues in the Tower of Rage tells them that something is happening on Earth.

Players' Information

The Boom Tube opens up on Apokolips unmolested. This is dead wrong. Anyone from New Genesis should be under attack by several hundred soldiers and Para-demons by now. It is obvious that something is not as it should be. The twisted, grimy streets of Armagetto are strangely silent, a stark difference from the violent cacophony that usually fills the air. In the distance, Darkseid's imposing Tower of Rage looms over the quiet city below.

GM's Information

The heroes can search all over Apokolips, but they will find nothing. None of the Apokolipsian residents will know why Darkseid's troops are mysteriously absent, and any attempt by the heroes to incite the Hunger Dogs to rebellion will fail. They must infiltrate the Tower of Rage.

As they near the Tower, its automated defenses will strike; twin blast cannons [Body: 10, Energy Blast: 10, Hardened Defenses] will fire upon two randomly selected Characters. The cannons are considered to be in Killing Combat. The cannons will pick two new Characters as targets each phase until the cannons or the heroes are destroyed.

Once the cannons are out of commission, the heroes may enter the Tower of Rage. The inside is a sterile, dark maze of passages and strange chambers, like the intestines of a thousand-year-old robot. In the lower levels, no living beings can be found. There are, however, several surveillance cameras (which look like crude metal eyeballs) in every chamber. Statues of Darkseid are found in major entryways and corridors. Some large machines are also shaped in his twisted likeness.

The walls and doors of the Tower of Rage have a Body of 10 APs.

There are several automatic security checks at major entryways. The Characters will be asked their name by a computerized voice at each of these. No matter what they say, a knockout gas will fill the room immediately after they speak [Body: 0, Fog: 10, EV (Area Effect): 12] (Bashing Damage only). The heroes should encounter about three or four of these security checks while they explore the Tower. If the heroes are all knocked unconscious, they will awaken an hour later in the Tower's dungeon, having been deposited there by automated drones. It is up to the GM to improvise any methods of binding and/or to provide escape possibilities.

Eventually, after exploring enough of the deserted Tower, the Players should realize that Darkseid, DeSaad, and most of the other major Apokolips villains are not here. The next step is to figure out where the villains went.

In the upper levels of the Tower, the heroes will finally find someone: a group of scientists performing some sort of sick experiment in a lab. If the GM has access to the *Apokolips Sourcebook*, he may opt to have the scientists overseen by Dr. Virmin Vundabar or Dr. Bedlam and make a fight of it. Otherwise, the scientists will surrender to the New Genesis heroes. The scientists will confirm Darkseid's absence, but they will not tell the New Gods where he went.

APOKOLIPS SCIENTIST (x5)

DEX:	3	STR:	2	BODY:	2
INT:	8	WILL:	5	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	15		

Skills:

Gadgetry: 10, Scientist: 10

Advantages:

Connection: Apokolips (Low); Genius



•Drawbacks:

Minor Psychological Instability; Serious Irrational Fear of Darkseid.

•**Occupation:** Mad Scientists

•**Motivation:** Psychopath

An Interrogation attempt may reveal more information from the scientists. The OV/RV of the Interrogation attempt is 3/3 (or the INFL/SPIRIT of Vundabar or Bedlam). Anyone Interrogated by the New Gods should be considered Opposed to the heroes. 1 RAP reveals Fact #1 from the *Darkseid Scheme List*. RAPs equal to one-half the RV reveals Fact #2. RAPs equal to or exceeding the RV of the Interrogation indicates that the scientists get so scared, they will show the heroes how to use the computer data banks, where more information can be found.

If any Character checks the computer banks (located in any room in the upper levels of the Tower of Rage), have the Player make an Action Check using APs of the Scientist or Gadgetry Skills as the AV/EV. Unskilled Use attempts may be made, following the rules on page 55 of the *Character Handbook*. The OV/RV is 10/10. Fewer than 6 RAPs will reveal Fact #1 and Fact #2; 6 or more RAPs will also reveal Fact #3.

Fact #3 should lead them to Earth (go to Encounter Three). If the heroes don't discover Fact #3, the Players may decide to send the group to Earth anyway, since there is a

good chance Darkseid's scheme takes place there. Most of his schemes do.

Time Points: Subtract -1 from the current Time Point total because this Encounter wastes precious time. If the Player Characters continue to explore Apokolips after learning Fact #3 in the Tower of Rage, subtract an additional -1. If the heroes were knocked unconscious by the knockout gas and had to escape the dungeon, subtract another -1 from the Time Point total.

Troubleshooting

Clever Players may wish to Boom Tube directly to Darkseid's throne room in the Tower, bypassing the interior corridors and security. The OV/RV of the use of the Warp Power to do so receives a +2 Column Shift modifier, due to protective screens around the Tower, designed to keep the New Genesis heroes from doing exactly that.

Much of the action in this Encounter must be improvised by the GM, based on his own knowledge of Apokolips and the New Gods mythos. It can be made as simple or as complex as desired, depending on the whim of the individual GM. The most important points to get across in this Encounter are Darkseid's absence from Apokolips and that his latest scheme involves Earth.





THE GOOD GRANNY SHOW

Setup

Following clues found on Apokolips or New Genesis, the heroes arrive on Earth and travel to New York City. After a few encounters with the locals, they discover Granny Goodness' television show, a program that hypnotizes everyone who watches it!

Of course, the heroes might not go straight to New York. If they don't, let them fly around for a while. They might even try to contact some other heroes for help.

But before they do, a Mother Box owned by one of the heroes attempts to get his attention. She will telepathically tell the Character that she senses the forces of evil, a faint trace of Apokolips here on Earth. She leads them to New York City. When they get there, she can no longer help—the city itself is too full of corruption and general activity for her to keep the "scent." If she can detect a new, more concentrated source of Apokolips evil, she can start tracking again. At this point, read the Players' Information.

Players' Information

New York is a busy city. Few people even seem to notice you. There are too many other strange-looking, brightly-colored people on the streets for you to stand out!

GM's Information

In the city, the heroes will probably travel around a bit, searching for clues to Darkseid's scheme. They might get involved in any of the following unrelated incidents, at the GM's discretion. All of the incidents except the last one are not part of the plot of the adventure. They are simply wild goose chases. If the GM wishes to skip them and get on with the main plot, proceed with the incident labeled *The Good Granny Show*.

If any of the incidents make the Players want to "lay low" to avoid attention from the locals, they can easily get some Earth clothes and quit flying around. They can walk, take the

subway, or take a cab.

Local Sensation:

The heroes will be approached by several young people dressed in leather, and asked if they (the heroes) are "The New Gods." If the heroes answer "yes," they will be asked for their autographs. This minor mystery should go unsolved until one of the heroes notices a wall plastered with flyers for a local rock band called "The New Gods." They look vaguely like the heroes. After the initial approach by the teens, play one or two other incidents, and then allow one Character (pick a Player at random) a Perception Check against an OV/RV of 2/2 to notice the posters.

The Requisite Mugging:

The heroes will be accosted by five young men, four of whom are armed with pistols:

DUMB PUNKS

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

Skills:

Weaponry: 2

Advantages:

Connection: Street Gangs (Low)

Equipment:

Saturday Night Special [Body: 4, EV: 4, Ammo: 7, R#: 3]

Occupation:

Thugs

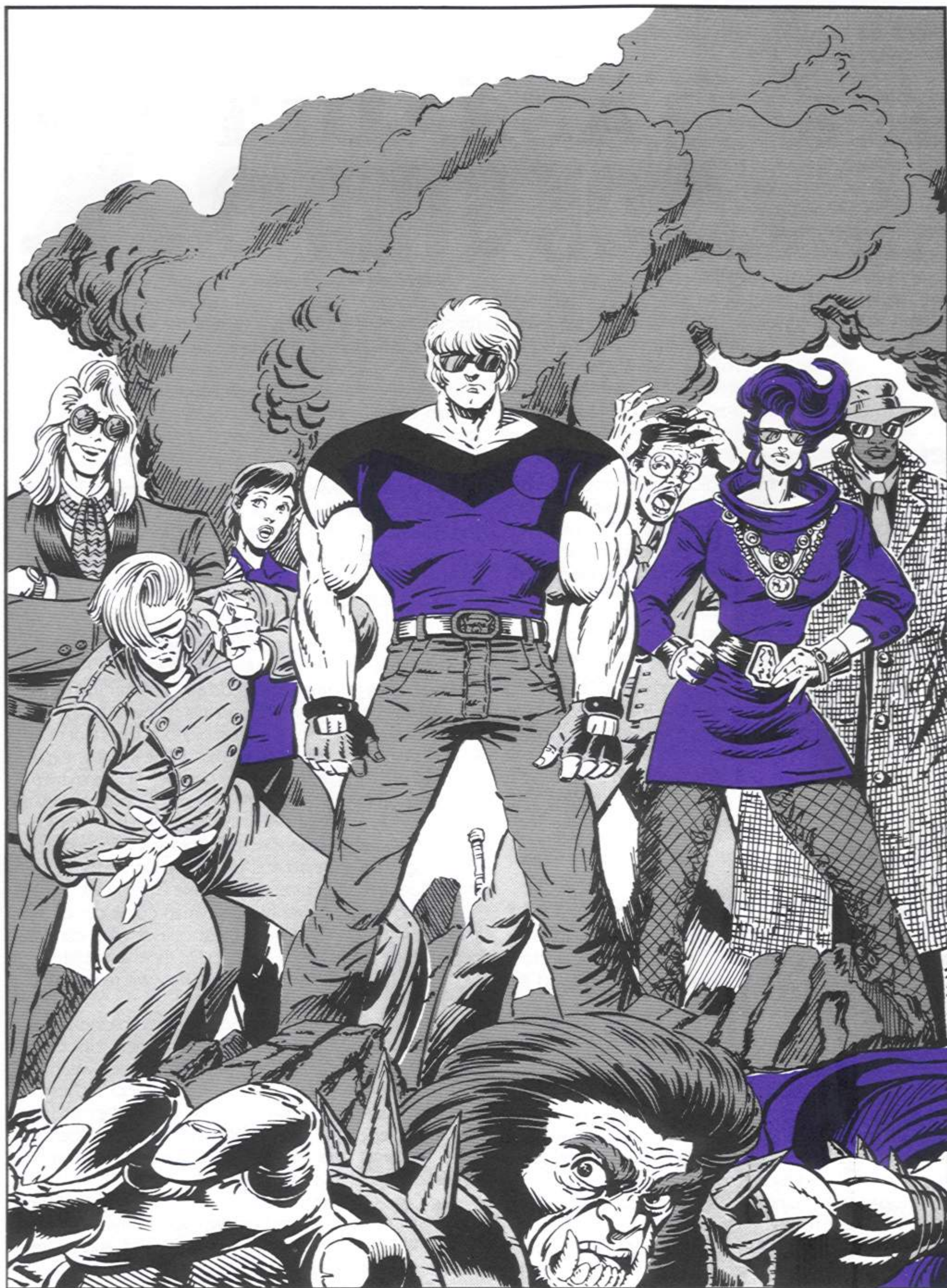
Motivation:

Thrill Seeker

Wealth:

2

They will demand money from the heroes, then rub their eyes to make sure they are seeing what they think they are seeing. The thugs will make some threats and offer some lewd comments about dressing up in skin-tight clothes (like the heroes are wearing).





ASSAULT ON STUDIO X

Setup

The heroes go to Granny's Studio X to put a stop to her half of the Earth operation. When they locate Studio X, they are attacked by Apokolips infantrymen. If the GM wishes to involve J'Onn J'Onzz or any other members of the Justice League, the new hero(es) should meet the New Gods sometime during this Encounter, at the GM's discretion.

Players' Information

Studio X appears to be located in an old, tall building in Manhattan, not far from the shipyards. The building is surrounded by others of a similar size and shape, but this one stands out because of the weird antenna on its roof.

The thin antenna is mounted on some sort of transmitter machine about the size of a compact car. The transmitter looks like a cross between a grimy metal igloo and a giant, squashed spider.

GM's Information

This is Studio X, Granny Goodness' home away from the Happiness Home. Studio X fills the top four floors and the roof of the building. She has completely remodeled the space (see the map on page 24).

The floors below the two Studio X floors are vacant. Granny grabbed all of the people from the lower floors yesterday and strapped them into her various studio and monitor consoles in the Control Room (see Encounter Five). They are now her drones. Their manacles send random pulses of nerve-wracking energy into their bodies to keep them submissive. They would not think of doing anything but what Granny has told them to do.

The top of the building is 6 APs from the street below. The building has been reinforced to hold all of Granny's equipment—it has a Body of 24 APs and weighs 22 APs. The outer walls and rooftop have a Body of 16 APs.

When the heroes get close enough to make out the details of the building, sixty Apokolips infantrymen will attack.

Thirty-two are on flying platforms, while others fire blasters from the roof. The area will become an instant battle zone. The Infantrymen will use the Team Attack maneuver whenever possible. If there are more than five Players, increase the number of Infantrymen present by ten for each extra hero.

FLYING PLATFORMS (x4)

[STR: 7, BODY: 15, Flight: 8, Hardened Defenses, R#: 2]

Any damage to a flying platform may cause the infantrymen on it to fall or to have trouble aiming a blaster. For every 2 RAPs of damage to a platform, add a +1 Column Shift on the Action Table for all blaster attacks that follow in that phase and subsequent phases. If a flying platform takes 8 or more RAPs of damage in a single attack, half of the infantrymen on it will fall off. Each flying platform holds eight infantrymen.

The transmitter on top of the building is protected by a force field which gives it a RV of 32. The transmitter has a Body of 11 APs. If its Body is reduced to 0, Granny will no longer be able to send her scanned Anti-Life information to the Beaming Station (this affects the current Time Point total).

Another team of twenty infantrymen come out of the building with the Cage-Guns three phases after combat begins. Their first actions will be to fire them at the heroes. Once they have fired the Cage-Guns, they will make further attacks with their hand weapons.

Each Cage-Gun looks like a double-sized bazooka with a tripod mount. Two infantrymen are positioned at the back, and work together to aim and fire the complex weapon. Each Cage-Gun fires a wad of metal that, as it approaches the target, expands into a net of metal bands. When the metal net hits, the outer edges connect and the net forms a perfect cube. The target is trapped inside and the cage flies away to take its occupant to a prearranged doom.

The Cage-Guns have an AV/EV of 18/18 (no matter who fires them), a Body of 10, and require two Infantrymen to fire. Positive RAPs indicate that the target is Caged, and causes Physical Bashing Damage.

RAPs also indicate number of phases before the Caged hero can act (the Cage hits so hard, the Character is stunned).

For example, if Lonar is Caged and there are 6 RAPs, he cannot act for 6 phases.

Anyone in a Cage can see out; the walls are a crisscrossed pattern of steel bands, not solid. Each Cage is smaller than man-sized—the Caged heroes will be on their knees while it trapped inside.

CAGES

[Body: 19, Flight: 20, Reflection/Deflection: 17, Hardened Defenses]

Limitation: The inside of every Cage acts as 17 APs of Reflection/Deflection (see the description of this Power). The Cage always “chooses” to Reflect attacks back upon the Character trapped inside.

Miscellaneous Drawback: The Cages lose their strength and durability in a short period of time: Body APs decrease by 1 AP every other phase.

Each Cage is remote-controlled by Granny, who is watching the battle from inside Studio X. Each Caged hero is quickly transported by Granny’s control to some sort of impending doom. While the hero tries to escape, the seconds before disaster (drowning at the bottom of the East River, falling off a building, etc.) tick away. The time to be flown to the doom location is 3 phases for every Cage.

The effects of each Cage are as follows.

Choose one of the following dooms for each Caged Character. No two heroes will share the same doom. Some ideas on improving the chances of escape are given for each. The Character recommended for each doom is listed in parentheses, but the GM may change these as he sees fit.

In the River (Lonar):

The Cage drops into the East River. See page 25 of the *Rules Manual* for playing underwater actions. The Cage stays afloat for one phase after the impact; the Caged Character can extend his normal breath-holding time to 6 APs if he takes a deep breath during this “impact” phase.

If the hero does not free himself in time, he will drown.

The Subway (Highfather):

The Cage flies down into a subway station and sits down on the tracks. Two phases later, a subway train can be heard—it’s on the same tracks as the Cage! It will hit five phases later. Play up the suspense of this situation.

The train hitting the Cage is considered a Charging Attack, with an AV/EV of 15/15, and is automatically Killing Combat. The OV of the strike is 0, since the Cage is not moving, and the RV is the trapped Character’s Body. If the hero frees himself before the train arrives, he will still face the dilemma of removing the Cage from the tracks, as the Charging Attack will cause damage to the train (Body: 10) and its passengers if it hits.

On the Edge of a Skyscraper (Forager):

The Cage flies over the skyline to the top of one of the city’s tallest skyscrapers (8 APs high). The cage lands on the edge of the roof, teetering in the wind.

If a hero uses his STR to move the cage back onto the roof, make a Physical Attack against an OV/RV of 7/7. Failure to gain positive RAPs means the Cage falls off the edge. It will hit the street (a Physical Attack with an AV/EV of 14/14) in 3 phases.

If at least 1 RAP is gained on the Result Table, the Cage will

move off of the edge. Their hero will still face the problem of breaking free.

In a Demolished Building (Orion):

The Cage drops down into a closed construction area where wreckers are demolishing a building with a wrecking ball. The wreckers, concentrating on their work, will not see the Cage go flying into the building.

Every phase, the ball smashes part of the building near the Cage. Make an Action Check with an AV/EV of 6/16. The OV is always 0 if the Character is Caged, or the Character’s Dex if he has broken free. Use the Caged Character’s Body and the Body of the Cage as separate RVs—apply damage to the Character and the Cage for each hit. Failure to gain RAPs means the wrecking ball did not hit the Cage that phase.

If the Character is tough enough, the wrecking ball may help him destroy the Cage so he can get out.

In a Meat Freezer (Lightray):

The Cage flies into a meat-packing plant nearby, landing in a large meat freezer. The temperature is well below zero.

Every phase, the Caged Character will lose 1 AP of his Current Body Condition from the cold. Every other phase, his Dex will drop 1 AP from the numbing cold. However, the cold does make the Cage more brittle, so any Physical Attack made against the Cage gets a -1 Column Shift on the Result Table. The Cage’s Reflection/Deflection Power decreases by 1 AP per phase in the meat freezer.

The Caged Character will “thaw out” quickly after leaving the meat freezer: he will regain the Current Body Condition APs he lost from the cold at a rate of 1 AP every other phase, but Current Body Condition lost to other attacks must be regained normally.

The U.F.O. (Jezebel):

The Cage flies over a nearby military base, where it is picked up on radar as an unidentified flying object. The military overreacts, and opens fire with all the artillery it can muster. Each phase, the Cage will be attacked by several projectile weapons, each with an AV/EV of 10/10, and each receiving +3 Column Shift modifiers due to the intensity of the attacks.

Use the Caged Character’s Body and the Body of the Cage as separate RVs—apply damage to the Character and the Cage for each hit. Failure to gain RAPs means the artillery did not hit the Cage that phase. Like the wrecking ball listed above, it is possible that the hero may use the outside attacks to facilitate his escape from the cage.

The Oil Refinery (Fastbak):

The Cage lands in the center of a huge oil refinery. The impact causes a spark, which ignites a small trail of petroleum. The small tongue of flame will begin to move in the direction of a nearby storage tank. If the hero does not escape and put out the fire within 6 phases, the flame will strike the tank, and the entire facility will go up in a huge explosion. The AV/EV of this explosion is 15/15 (Killing Combat), and will affect everyone within 1000 yards of the storage tank.

When any Caged heroes escape from their respective fates, they may assault Studio X again. Any surviving Infantrymen will continue to attack, but this second battle should be

relatively minor.

When the heroes are ready to enter Studio X, play continues with Encounter Five.

Time Points: If all of the heroes escape being Caged by the Cage-Guns, add +1 to the current Time Point total. If *all* the heroes are Caged, subtract -1 from the Time Point total. If the heroes destroy the transmitter, add +1. Thus, the maximum bonus is +2.

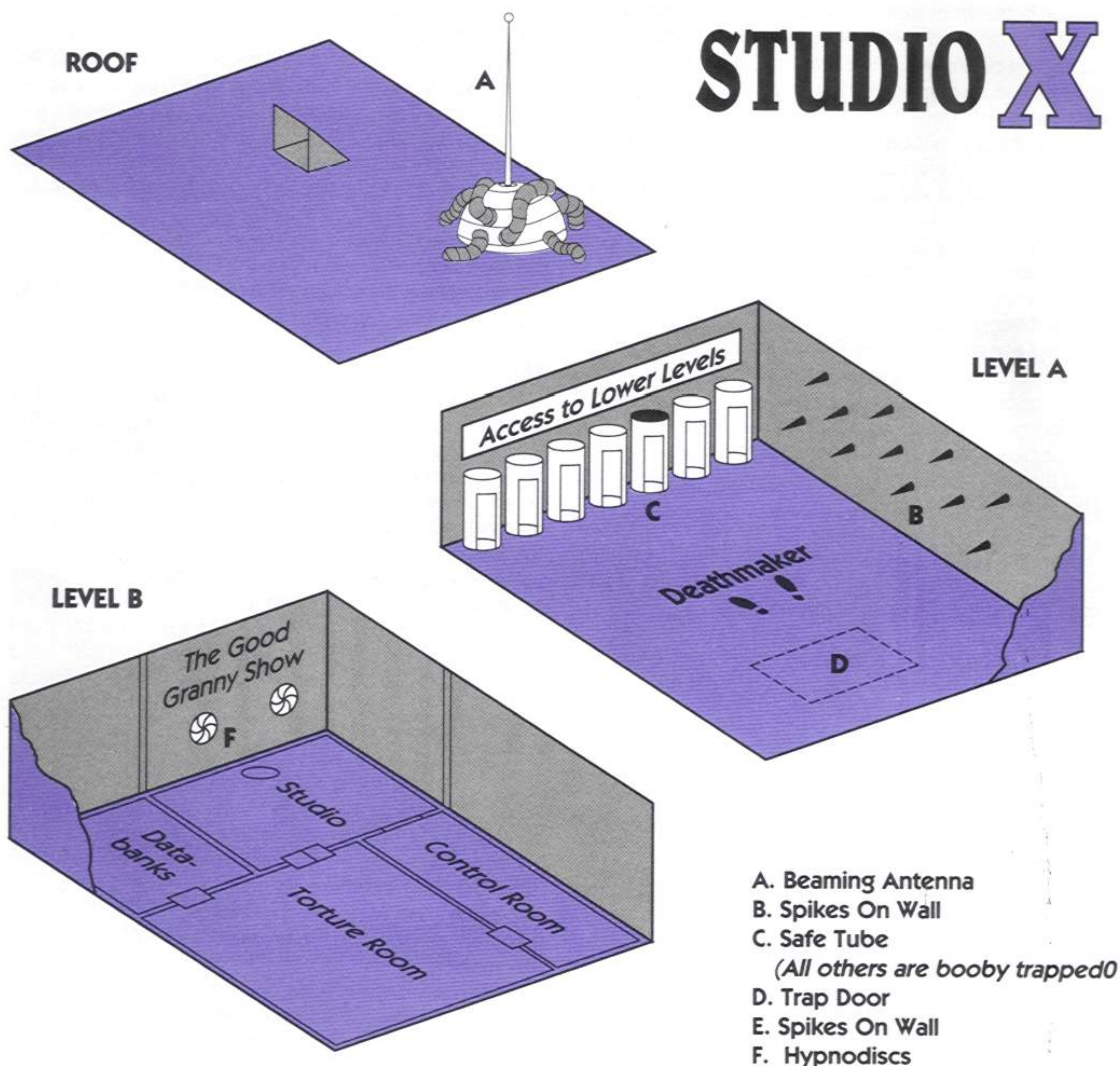
Troubleshooting

The GM should try to avoid having some Characters Caged while the others infiltrate Studio X in Encounter Five—

the Players will not want to miss out on the attack on the inside of Studio X if their Characters are Caged. However, it is likely that any free Characters will try to rescue Caged Characters, rather than simply leaving them to their fate.

Players whose Characters have Flight abilities may try to redirect the Cages to safe locations. Use the standard Power versus Power guidelines found on page 47 of the *Rules Manual* to resolve this type of situation.

If the heroes are having a lot of trouble getting out of their respective Cages, mention the use of Mother Boxes, calling for help, aid from other Characters who are no longer Caged, and the use of Hero Points. If the GM is planning on bringing in a local hero, rescuing one of the Players' Characters from their dooms would be a good way to introduce them.





INSIDE **STUDIO X**

..... Setup

Use this Encounter when the heroes enter the building that houses Studio X. The most obvious entrance is through a door in the roof, which leads to Level A (see map on page 24). In this case, begin with the sections labeled "Deathmaker" in the Players' Information and GM's Information sections that follow. However, the Players may decide to smash through the walls of level B and attack Granny directly. In this case, skip to the section marked "Granny's Medicine." When the heroes enter the rooms marked "Control Room" or "The Databanks," read the appropriate paragraphs from the Players' Information section, then see the corresponding instructions in the GM's Information section.

Players' Information

Deathmaker

The room you have entered covers an entire story of the building. The ceiling is at least thirty feet overhead. The walls are made of crude steel and are adorned with randomly-placed steel spikes, each about five feet long!

The rest of the room is empty except for seven large, metal cylinders along the far wall and, in the center of the room, a huge robot. The cylinders are each large enough for one human-sized person, like a circular phone booth. The robot is big and ugly, obviously created in some dismal laboratory on Apokolips.

Above the cylinders is a printed sign that says "Access to Lower Levels."

Granny's Medicine

The room you have entered is easily recognizable. It is the room you saw Granny Goodness exercising in on television.

The room is rectangular in shape. On one wall you see the "Good Granny Show" banner and the spinning disks. You immediately notice that the disks cannot hypnotize you when you are in the room.

On the wall opposite the banner is a window separating this room from a large control room. Next to the window, on the same wall, is a pair of large, steel doors.

The room is cluttered with wires, lights and fixtures, small

control panels sticking out of the walls, two mounted television cameras near the double doors, and some crude exercise equipment.

The Control Room

Illuminated by the glow from a bank of television-like screens is a cramped room, filled with strange machinery that almost reeks of Apokolips. Seated at a series of consoles, monitoring the equipment, are a number of obviously mesmerized humans. They toil away at their tasks without any sign of original thinking, apparently helpless pawns in Granny's twisted plans.

The Databanks

The door opens into a dark room. Along the far wall is a tall, bulky Apokolips computer. It is gray, covering the entire wall. The computer is adorned with many knobs, levers, screens, compartment doors, and dozens of unrecognizable accessories. These are Granny's Databanks.

In the middle of the Databanks is a small keyboard. In front of it is a crude metal chair. The Databanks softly hum with power.

GM's Information

Deathmaker

The Player Characters can move around the room and look at the cylinders and the robot. When the robot or any of the cylinders are touched, however, the robot will come alive and attack!

DEATHMAKER (Robot)

DEX: 15	STR: 25	BODY: 17
INT: 4	WILL: 4	MIND: 4
INITIATIVE: 21	HERO POINTS: 0	

•Powers:

Claws: 6, Mimic: 22, Skin Armor: 6

•Advantages:

Lightning Reflexes; Hardened Defenses

•**Motivation:** Servant of Granny Goodness

•**Occupation:** Guard

•**Background:**

Deathmaker was designed by Granny's scientists to duplicate the Powers and physical strength of any foe it faces. It will not stop fighting until it is destroyed.

Deathmaker is humanoid in shape; its head is crowned by a ring of spikes. Its knuckles and knees also have long, sharp spikes on them. The robot is gray and blue in color.

The walls, ceiling, and floor have a Body of 16 APs. Anyone who tears up part of the floor to get to the lower levels will get a nasty shock (a Surprise Physical Attack with 17 APs of Energy Blast). The Surprise Attack will cause a -2 Column Shift to the Character's OV on the Action Table for the attack.

Anyone who is Knocked Back into a wall may take additional damage due to the mounted spikes. Conduct the Knockback Action Check normally, but subtract -3 Column Shifts from the Character's RV on the Result Table. As always, the Knockback "attack" is considered Killing Combat. Each spike has a Body of 2 APs.

The room in which the heroes may fight Deathmaker has seven large cylinders along one wall that either send a person down to the lower levels... or fry him. As the heroes fight Deathmaker, they must figure out which tube to use. The only way to get to the lower level is through the cylinders, or to risk scorching electrical death by ripping up the floor. Each cylinder can hold only one Character at a time. Six are booby-trapped; one sends the Character in it to the lower

levels. The booby-trapped cylinders deliver a potent shock equal to the shock attack from ripping up the floor.

The third cylinder from the left, as marked on the map, is the one that will transport Characters safely. A Character who enters it will quickly descend on a circular platform into the lower level. One Character per phase can descend this way: allow the Players to decide in what order they will proceed to the next level.

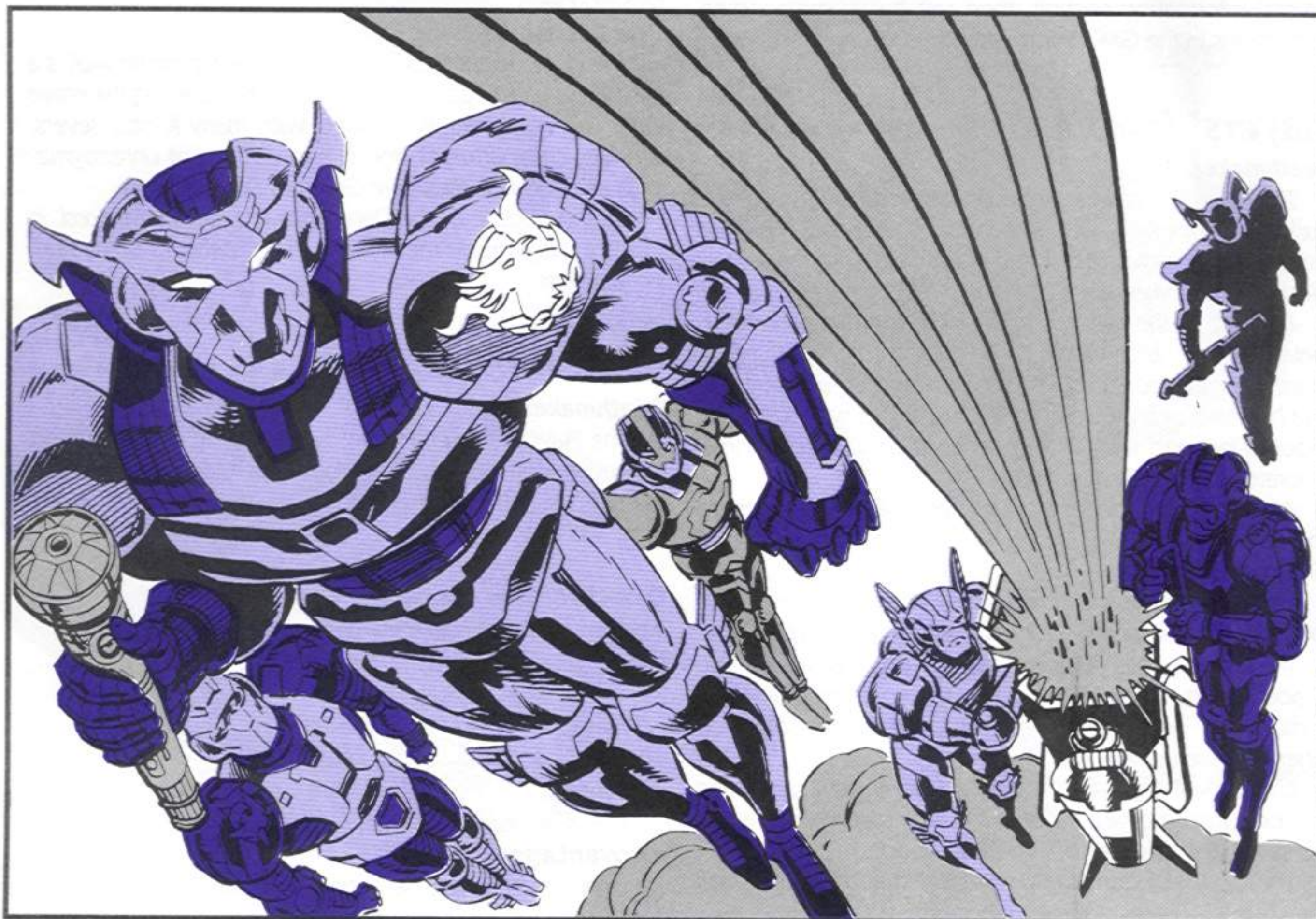
Also in the room on Level A is a trap, marked on the map by a dashed rectangle. Above it is a pressure beam that is designed to be strong enough to counter any of the Player Characters' Flight powers:

PRESSURE BEAM

[Body: 5, Gravity Increase: 15, Neutralize: 40, R#: 3]

Limitations: Neutralize can only be used to negate the effects of Powers that allow flight, such as Flight, Air Walking, Telekinesis, etc.

When any Player's Character enters this area, the trap will open and the beam will activate. When the beam activates, make two Action Checks. The first uses the beam's APs of Neutralize as the AV/EV and any flight Powers the Character may possess as the OV/RV. If this roll achieves positive RAPs, the Character's Power will be temporarily Neutralized. If the Character has no flight Powers, skip this Action Check and proceed to the next. The second Action Check is a normal Gravity Increase attack, as described on page 37 of the *Character Handbook*, with the special effect that if positive RAPs are achieved, the Character will be drawn down to Level B, where he will have to be rescued from Granny's



Discomforter. If the GM wishes, he may allow Players to make a Perception Check against an OV/RV of 10/10 to notice the beam trap before triggering it.

When one hero has fallen through, the trap will snap shut and will not try to trap another Character. The hero will be captured by Granny Goodness, but may be saved by the other heroes if they hurry. A hero who falls into the trap will effectively be out of action until rescued. During the battle, Deathmaker will try to guard the cylinders and attempt to force one of the heroes to fall through the trap.

When all of the heroes have passed down to Level B, proceed with "Granny's Medicine."

Granny's Medicine

The New Gods are in the room seen on the television program. If they came through the cylinder from Level A, they will have entered the room at the circle marked on the floor on the map, below the third cylinder. They will be the only people in the room when they arrive.

When the heroes initially assaulted Studio X, Granny left this room... but the show is still running (whether or not the transmitter was destroyed). If the transmitter was not destroyed, the people in the city who were hypnotized by the spinning disks will still be hypnotized, but will no longer be exercising. Viewers will remain hypnotized until the disks and/or the transmitter is destroyed.

HYPNODISCS

[Body: 3, Control: 19]

Bonus: the Discs' Control Power increases by 1 AP for every additional phase that a Character continues to watch the broadcast.

Limitation: Control Power only works when seen over special broadcasting television waves.

TELEVISION CAMERAS (x2)

[Body: 5]

Bonus: These television cameras have been specially modified to transmit the mesmerizing signals from the hypnodiscs listed above.

All the doors leading from the studio have a Body of 9 APs. The walls, floors, and ceiling each have a Body of 16 APs. The floors and walls are *not* equipped with an electric shock as on Level A.

If one of the heroes has been captured, the other New Gods will hear an anguished scream of agony coming from beyond the double doors as soon as they have all arrived in the Good Granny Show Studio (see map). The scream is coming from the captured Character, who is being tortured. If the Players decide to immediately rush to the rescue, read the following italicized text as they enter the Torture Room. Otherwise, they may wish to explore the rest of Studio X (see the following), or they may want to perform a little property damage to the hypnodiscs and other equipment, in order to take Granny's show off the air for good.

The room beyond the double doors is a huge, steel-walled chamber full of bulky, battered Apokolips-style hardware. The place is hot and smells like ozone and sweat. From the walls and ceiling hang many lights, wires, pieces of heavy machinery, ducts, and unrecognizable apparatus. Some of it looks useless; some of it looks lethal.

In the middle of the room is a huge, couch-like machine

obviously used for torture. [Name of captured Character] is strapped into it and screaming. Next to the machine is Granny Goodness. She has her hands on a control panel mounted to the floor.

She shouts, "Welcome to Studio X! You'll all get your turn in my Discomforter! Take a taste of Granny's medicine!"

There will be no one else in the room but Granny and the Players' Characters. However, Granny has a few nasty tricks up her sleeve.

As soon as the heroes reached Level B, Granny triggered the Discomforter to send violent pulses of energy into any captured hero. Each pulse causes the Discomforter to glow and crackle with energy while the hero howls in pain. The overall effect of these shocks from the Discomforter (no matter how long the hero is in it or how many times the hero is shocked) will be a loss of 2 APs from the victim's Current BODY, MIND and SPIRIT Conditions.

The Discomforter will drain the STR of the person in it down to 1 AP, no matter what the Character's original STR is. The trapped Character should not be able to escape from the Discomforter without outside help, but the GM may allow an attempt to be made if it will help game flow.

A Physical Attack against an OV/RV of 10/10 that causes 5 or more RAPs of damage to the Discomforter will free any trapped Character. 10 or more RAPs of damage will destroy the machine. Upon being freed from the Discomforter, the trapped Character's STR will return at a rate of 1 AP per phase until his full strength is restored, but damage to Current BODY, MIND, and SPIRIT Conditions must be Recovered normally.

Granny will threaten to kill the trapped hero with a lethal pulse of energy if the others try to attack her. This is a bluff (she can't really do it). If they attack anyway, she will trigger two weapons built into the Torture Room from her control panel. If there are no captured heroes, Granny will simply attack, using the two weapons and spending as many Hero Points as she can to gain Initiative over the heroes.

The first weapon is an acidic blob of glue shot from a disguised cannon mounted on the wall behind her. The Blob is large enough to cover all of the New Gods.

ACIDIC BLOB

[Body: 15, Glue: 36, Poison Touch: 15]

Bonuses: Glue has Area Effect.

Use the APs of Glue as the AV/EV for the initial attack. The poison "attacks" in the second and subsequent phases as noted in the Power description on page 29 of the *Character Handbook*. To escape, a trapped hero must gain 1 or more RAPs from an Action Check using his STR/STR as the AV/EV and the RAPs of the Glue attack as the OV/RV. Heroes who escape can add their STR APs to another hero's STR per the rules on page 12 of the *Rules Manual* to help a comrade escape.

Any New God who gets out of the acidic blob will be attacked by a weakness beam, projected from a ray gun mounted in a metal globe suspended above Granny. The beams cause its target(s) to lose STR APs. The beams are a special Physical Attack that bypasses all normal defenses—the only way to escape its effects is to dodge the beam. They cannot be Blocked, deflected, or reflected in any way.

WEAKNESS BEAMS

[Body: 12, AV: 18, EV: 18, R#: 2]

Bonuses: The OV/RV of the Weakness Beams' attack is the target's DEX/STR. RAPs are subtracted from the target's STR. The Weakness Beams can attack up to 5 targets in a single phase, suffering no Multi-Attack penalties.

Limitations: The Weakness Beams can never reduce a target's STR below 0 APs.

STR APs lost to the Weakness beams can be regained through normal Recovery attempts with an added +1 Column Shift on the Result Table. A Character whose STR is reduced to 1 AP or less collapses under his own weight until he can Recover.

As Granny Goodness triggers her weapons, she will laugh at the heroes. Her laugh sounds like fingernails on a chalkboard, followed by a guttural rasp as she catches her breath. She will taunt the heroes and tell them they stand no chance against Darkseid. She tells them they suffer from the "disease" of free-will... and her "medicine" (that is, her weapons and the Discomforter) is the cure.

Once the heroes get past her weapons, they should be able to make short work of Granny. She doesn't really stand a chance against any of them in a brawl. If any of Granny's Current Conditions are reduced to a level equal to half of her normal Resistance Attributes, she will surrender.

When the heroes defeat Granny, the Players will undoubtedly want to demand some answers from her. Granny knows Facts #1 through #4 from the *Darkseid Scheme List*. The heroes probably already know the first three Facts; if not, they will easily learn them here. The heroes may use Interrogation attempts (or Powers that result in Knowledge RAPs) to learn this information. Granny has a Personal Vendetta against all the heroes.

RAPS Facts Learned

1RAP	Fact #1
1/2 RV	Facts #2-#3
Full RV	Fact #4

In addition to Facts from the *Darkseid Scheme List*, any number of RAPs will force some information about Studio X from Granny. She will tell them about kidnaping the humans from the lower levels, how long it took her to set up this operation (three days), the hypnotic effects of the show (if the Players haven't figured that out yet), and where the beaming apparatus is (the transmitter on the roof, and in the Control Room). She does not know that the information is being beamed to the Promethean Galaxy, however.

If the heroes ask about the rest of the Earth operation and gain 10 or more RAPs from a second Interrogation attempt, Granny will tell them that DeSaad is running the other half of the operation, but only Charlie Williams, her Earth contact, knows where DeSaad is. Granny will also tell the heroes that Williams can be found in Gotham City, but she will not tell them about the Crown of Vermin.

Granny may be strapped into the Discomforter to improve their chances of getting information—the heroes will be giving her a taste of her own medicine. If the Players are role-playing well, however, they should be repulsed by the suggestion (with the possible exception of Orion). If they persist, all Interrogation attempts made on a victim strapped to the Discomforter have a -2 Column Shift modifier to both the OV and RV. However, the New Gods will not be able to

get any more information from her using the Discomforter than has already been listed.

After fighting and Interrogating Granny, the heroes may go to Gotham to find Williams (Encounter Six), or complete their tour of Studio X.

The Control Room

The Control Room is full of weird-looking control panels and uncomfortable chairs. In the chairs are Granny's drones (abducted from the lower levels of the building). There are fifteen drones. It would be very heroic of the New Gods to free the drones from their positions on the consoles. The Control Room is accessible through a door from the Torture Room or through the window (Body of 4 APs).

If the heroes trash the machinery in the Control Room, the Good Granny Show will no longer transmit, and Granny's operation is crippled. The machinery has a Body of 19, but will be taken out of commission if it receives only 7 RAPs of physical damage.

The Databanks

The door must be opened by force (Body of 9 APs), or by picking the lock using the Thief (Locks and Safes) Subskill. The OV/RV of the Thief attempt is 10/10. When the heroes have entered, read the paragraphs under "The Databanks" in the Players' Information section.

GRANNY GOODNESS' DATABANKS

[Body: 14, INT: 16, Will: 16, MIND: 16, Recall: 20, R#:2]

The Databanks can be used to store information, enter information, or monitor security and building systems, but the system does not "think." Nearly everything that has happened around Granny since she arrived on Earth a few days ago is stored here.

The Databanks can be searched using the Gadgetry Skill. Lightray and Fastbak have the Gadgetry Skill; if the other heroes wish to try and use the system, they will have to use their INT/INT as the AV/EV and suffer a +2 Column Shift to both the Action and Result Table for an Unskilled Use attempt. Only one Player Character can search the Databanks at a time; he sits on the chair at the keyboard. The Databanks' defenses can strike anyone in the room, however.

The OV/RV of each Gadgetry attempt is 12/12. Any failed attempt (no positive RAPs gained) triggers one of the defense systems built into the Databanks (see below). Any successful attempt (1 or more RAPs) tells the Character what the Databanks are—read the following paragraph in this section to the Player:

The Databanks can be used to store information, enter information, or monitor security and building systems, but the system does not "think." Nearly everything that has happened around Granny since she arrived on Earth a few days ago is stored here.

Each subsequent attempt may also reveal some information about Darkseid's scheme. Although failures will make the heroes reluctant to mess with the Databanks (because of the quite lethal defenses), the value of the information they find might make the Players decide to take that risk.

Any successful attempt to retrieve data reveals Facts #1 through #3 from the *Darkseid Scheme List*. 3 or more RAPs will also uncover the name, background, and location (no more specific than Gotham City) of Charlie Williams, Granny's

contact on Earth. In this case, read the first paragraph of the Leader of the Pack's background entry to the Players. 6 or more RAPs will display Fact #4 from the *Darkseid Scheme List*. 12 or more RAPs will also reveal Fact #5. If the attempt earns more than 12 RAPs, Fact #6 will be revealed, as well as the information that DeSaad can be found in Metropolis.

All of the information is revealed by printouts, text printed on one of the small screens, and snippets of film and sound from surveillance cameras on Apokolips, in Charlie Williams' office, and here in Studio X. If the heroes learn about Williams, they will see enough photographs of him to be able to recognize him on sight.

Once Facts #1 through #4 have been revealed, a "failed attempt" includes any attempt that does not reveal the next Fact. Thus, if the second Gadgetry roll has 8 RAPs (less than the amount needed for the next Fact, Fact #5), this is a failed attempt and the next Databanks defense is triggered.

On the first failed attempt, the first defense will be triggered. It is designed to frighten away any of Granny's lackeys who mess around with her equipment. The Databanks will create an Illusion (treat as the Illusion Power at 14 APs) of Darkseid entering the room through the doorway from the Torture Room. He will probably Surprise the Characters if their backs are to the door as they face the Databanks. Allow each Character in the room to make a Perception Check using the APs of Illusion as the OV/RV. "Darkseid" will enter with his usual awesome presence. He will growl at the heroes and say, *"You will never defeat me. I will soon have the secrets of Anti-Life. I will rule the universe!"* If the heroes try to talk to the image, respond in Character for Darkseid, but do not reveal any additional information about Darkseid's scheme.

Any attack made against the image will go right through it and will hit the wall behind it. This gives everyone who witnesses such an attack a -1 Column Shift bonus to their OV/RV when making Perception Checks to determine whether Darkseid is real or not. After the speech, "Darkseid" will stand and gloat for two phases, then disappear. It will not make any attacks against the heroes.

The second failed attempt will trigger Granny's "Slow-Down Gas."

SLOW-DOWN GAS

[Body: 0, Fog: 18, EV: 18]

Bonus: The Slow-Down Gas causes the victim's brain and muscles to slow down. If a Character receives RAPs of damage from the Gas equal to or greater than his normal Body APs, all of his Attributes, Powers, and Skills are reduced by 1 AP for an amount of time equal to the RAPs received.

Because the Gas is released so quickly, all of the heroes will suffer a -2 Column Shift penalty to their OV on the Action Table the first phase they are exposed. The APs of the Fog Power are used as the AV. The Gas will attack every Character exposed to it once per phase. The reduction of APs caused by the Slow-Down Gas is cumulative, although the Gas cannot lower Characters' Attributes or Current Body Condition below 0 APs. The Gas will continue to be pumped into the room until all occupants of the room are unconscious, or until the heroes devise a way to halt the flow of the Gas.

The third failed attempt will alert DeSaad in his Control

Center in Metropolis. Nothing noticeable happens in the Databanks room, but several hidden cameras and microphones switch on. DeSaad can now see into this room from his Control Center in Metropolis. As a result, he will send more Para-demons to stop the heroes when they reach the fake Beaming Station and/or Dark Star Mass Transit.

The fourth and further failed attempts trigger one of the dozens of blasters built into the Databanks.

BLASTERS

[Body: 4, AV: 10, EV: Variable]

Bonus: The EV of the Blasters is determined by rolling 2D10 and adding 3 to the result.

The Blasters will make a Surprise Attack each phase against a randomly-selected Character in the room until all the heroes have been subdued or until the Blasters have been dismantled.

The Players may decide to temporarily stop searching for information and try to dismantle the defenses. This requires the same Gadgetry attempt with an additional +1 Column Shift on both tables. A successful Gadgetry attempt is needed to locate the defense, and another to dismantle it. A failure in either attempt simply triggers the next defense! It should be easier for the heroes to take their chances by searching for information. If the heroes try to rip the Databanks apart to dismantle the defenses, it will cease to function and they will have missed their opportunity to gain information from it.

From Studio X, the heroes will probably go after Charlie Williams in Gotham City (Encounter Six), or take off to Metropolis after DeSaad (Encounter Eight). If the Players wish to take some other course of action, the GM should improvise a way to get them back on course.

Time Points: The heroes gain information, but lose precious time in this Encounter; subtract -1 from the current Time Point total. If they are all knocked out by the Slow-Down Gas, subtract an additional -1. If the heroes trash the Control Room or go back to the roof to wreck the transmitter, their Time Point total increases by +1.

Troubleshooting

The heroes may try to sneak up on Granny. She knows they are in Studio X, but will expect them to approach through the double doors.

If a hero can get through the window to the Control Room quietly (for example, Lightray could melt the glass—a Difficult task on the Universal Modifier Table), he can make a Surprise Attack on Granny. He will have to sneak up on Granny from the door between the Control Room and the Torture Room.

If the Players have had trouble getting any information about Darkseid's plan up to now, ignore some of the Databanks' defenses. Make sure that they know Facts #1 through #3 before they leave this Encounter, and make sure they have at least a slight lead about Charlie Williams.

If the heroes' Current Body Condition APs are getting low, ignore the fourth (and further) defenses and let them collect the rest of the available information without being harmed.



THE LEADER OF THE PACK

Setup

Acting on information they extracted from Granny Goodness, the heroes go to Gotham City in order to find Charlie Williams (now known as the Leader of the Pack). After a search of the city, they may find him in a rat-filled chamber in the sewers. If they can defeat Williams and his mutated rats, they will get some more information—some is true, but some is false.

Players' Information

Gotham City is a dark, dirty place. The skyline sits like a wall of old monoliths against the ashen horizon. The city looks a little like Armagetto, a thought which sends chills up and down your spine. The streets are cluttered with trash and people... sometimes it is hard to distinguish between the two. A chill wind blows.

Read the following when the heroes enter the Leader of the Pack's Sewer Hideout:

The wide pipe opens into a large underground chamber. The room is rectangular, with a deep, square pit in the middle and a sloping ceiling. Torches are mounted high on the walls. The deep, suffocating smell of garbage and disease hits you like a tidal wave. The walls and ceiling are covered with layers of filth and dripping ooze.

The bottom of the pit and the floor around it is dark and seems to be... moving. A closer look makes you realize that the entire room is filled with rats! The rodents are crawling up and down the walls, and are crowded so tightly on the floor that they form a writhing, living carpet.

In front of you, the pit ends in a wide staircase up to the floor. Standing at the top of the stairs, flanked on either side by a huge, man-sized rat, is Charlie Williams.

Williams is wearing a strange helmet. Its design is obviously the work of the twisted scientists of Apokolips. A bright crackle of energy burns around him.

He shouts out to you: "Ha! You have just entered the abode of the Leader of the Pack, Master of Rats and King of the Underworld! I knew you would try to stop me! Now, feel the power of my Crown of Vermin!"

As one, the rats swarm upon you.

GM's Information

Finding Williams will take some time. The heroes will have to search all of Gotham City. Allow the Players to devise a method of searching the city, and feel free to improvise clues that will lead them to the conclusion that Williams is hiding in the sewers. They may even want to contact Batman and request assistance from the Caped Crusader, which he will be more than happy to provide. See the "Guest-Star Heroes" section of the GM's Introduction for more information about integrating Batman into the adventure. If all else fails, one of the New Gods' Mother Boxes will be able to pick up the uniquely Apokolipsian energies from Williams' Crown of Vermin and will begin a soft Ping!-ing noise that will increase in speed as the heroes get closer to Williams' lair.

A copy of the map of Gotham City found on page 21 of the *Background/Roster Book* may be handy, so the Players can indicate where their Characters are located during the search. If the heroes are using a Mother Box, the speed of the Ping!s will vary until the heroes reach the mouth of the river where the Bowery meets Bristol—this is where they can find Williams, the Leader of the Pack. Specifically, the trail will lead them into a giant sewer pipe that empties into the river near the bay.

This part of Bristol has beautiful homes, but most of them are surrounded by high fences and walls. The derelicts and thugs from the Bowery prowl the river here. If the New Gods approach any of the thugs or derelicts, they will discover that no one knows anyone named Charlie Williams, but everyone will mention the fact that this area is no longer safe—the rat population seems to have grown and there is a rumor that the rats have been attacking and eating people. A few may even mention recent sightings of huge rats the size of people!

If the heroes contact anyone in the local businesses or homes (or the local police patrols) they will find out that Williams has recently dropped out of sight. No one has seen him for a week.

Mother Box will be very loud over manholes and near sewer drains. The heroes will have to go into the sewers to find Williams. As they enter the underground pipes, they see lots of rats.

Try to set the scene as the heroes trudge through the dark

Rats

RATS

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

•Powers:

Claws: 3

•Advantages:

Lightning Reflexes

•Description:

Rats live in groups wherever garbage is found. They are frightened of other animals, but will attack in groups if they are extremely hungry. They are very resourceful and can swim, dig, and claw their way out of most predicaments. In this adventure, at least ten rats will always be Team Attacking every Character in all combat situations.

•Disease From Rats:

Some rats (especially city-bred types) carry one or more infectious diseases. After any combat involving rats wherein a Character has sustained any physical damage, make an Action Check using the Character's STR/BODY as the AV/EV against an OV/RV of 6/6. If the Check gains positive RAPs, the Character is unaffected. Otherwise, the Character has contracted some sort of illness, possibly rabies, and loses 1 AP from his Current Body Condition. In addition, he must make

another Check (using the Current Body Condition as the EV, not the Character's normal Body APs) after an amount of time equal to twice his Body APs. Each successive failure causes a loss of another 1 AP. Once a Character's Current Body Condition has reached 0 APs or lower, the EV of each successive Action Check is 0, and each Check must be made a number of APs of time equal to the Character's normal Body APs later. This continues until the disease has been cured or the Character is dead. Disease from rats may not be cured using Desperation Recovery or normal Resting Recovery. The disease can only be cured by a successful use of the Medicine Skill.

For example, suppose Lightray fights the Leader of the Pack's horde of rats and lives to tell about it. Lightray's Player makes an Action Check using his STR/BODY (6/7) as the AV/EV against an OV/RV of 6/6. He rolls a 7, and contracts a disease. His Current Body Condition drops to 6 APs, and he must make another Check 14 APs of time (16 hours) later. On the second Action Check, he uses his STR/Current Body Condition (6/6) as the AV/EV against the same OV/RV. He rolls a 5 and his Current Body Condition drops another AP. On the third Action Check, another 14 APs of time later, he uses his STR/Current Body Condition (6/5) as the AV/EV against the same OV/RV again. This time, he rolls an 18, and sustains no further debilitation from the disease. Before the Player has to roll again, Lightray manages to get to a New Genesis medical facility, where the physicians cure him of the disease using the Medicine Skill and restore his Current Body Condition to its maximum level.

sewage pipes. The sound of Mother Box will echo off the curved, slimy walls. As they get closer to the Leader of the Pack's Sewer Hideout (see map), the rats will become more and more numerous. The slime drips from the top of the pipes onto their heads and shoulders. The hero in the lead may suddenly plunge into the sludge when he walks into an unseen drop-off (OV/RV of Perception Check equal to 8/8). Or, a sudden cascade of sewage may send everyone rushing down the pipes, out of control (AV/EV of 10/10, Area Effect). Use these ideas to make the search as gloomy and ugly as possible.

Allow the heroes to travel through the sewers, possibly following the sound of Mother Box, until you decide they should confront Williams. Let them crawl through the pipes until they can't stand it anymore. Then they turn a corner and see a pinpoint of light at the far end of a particularly wide pipe. When they reach the end of the pipe (it's about 5 APs long), read the second part of the "Players' Information."

The rats will attack as crawling masses of teeth and claws. Consider each "pack" of rats (a number of rats large enough to cover a grown man), as a single animal. Each pack gets a -4 Column Shift on the Action Table and a -6 Column Shift on the Result Table when they make a Physical Attack. Each pack gets a -4 Column Shift bonus on the Result Table when defending against Physical Attacks. Each hero is attacked by one, two, or three packs; the GM should decide how many packs are on each hero.

One pack on a single Character should be a nuisance, two packs a challenge, and three packs should be deadly. All packs on a single Character can attack in the same phase; thus, a Character covered by two packs of rats will be attacked twice that phase.

For Physical Attacks, the rats' Dex is their AV and OV, their Claws APs are their EV and their Body APs are their RV. All attacks are Killing Combat.

The Leader of the Pack will be protected by his Force Field during the battle. Any hero who threatens the Leader of the Pack will be attacked by one (or both) of the two giant rats. The stats for the giant rats are recapped below:

ADOLF & BENITO (giant rats)

DEX:	5	STR:	9	BODY:	10
INT:	0	WILL:	0	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	6	HERO POINTS:	0		

•Powers:

Claws: 10

When it becomes obvious that the heroes will win this battle, the Leader of the Pack will begin to beg for mercy. "I'll tell you all I know," he pleads. Under Interrogation, the

Leader of the Pack will reveal the following cumulative information. He should be considered Opposed to the heroes.

RAPs Information Gained

- 1 RAP *"The Beaming Station is located in the Sahara Desert, near Ghat on the Libyan border."*
- 1/2 RV *"Something is going on in Metropolis. I don't know what it is, but it is at least as important as Granny's operation in New York."*
- Full RV *"The Beaming Station collects the Anti-Life information being transmitted from New York and Metropolis and sends it to Darkseid via Boom Tube. I don't know where Darkseid is."*

Williams also knows some of the basic ideas behind Darkseid's scheme. Interrogation attempts (or use of Powers that yield Knowledge RAPs) will reveal Facts from the *Darkseid Scheme List*. 1 RAPs will yield Fact s#1-4; 7 RAPs will also reveal Fact #5; 14 RAPs will uncover Fact #6. Williams does not know any of the other Facts.

After dealing with the Leader of the Pack, the heroes will either go to Metropolis (Encounter Eight) or the fake Beaming

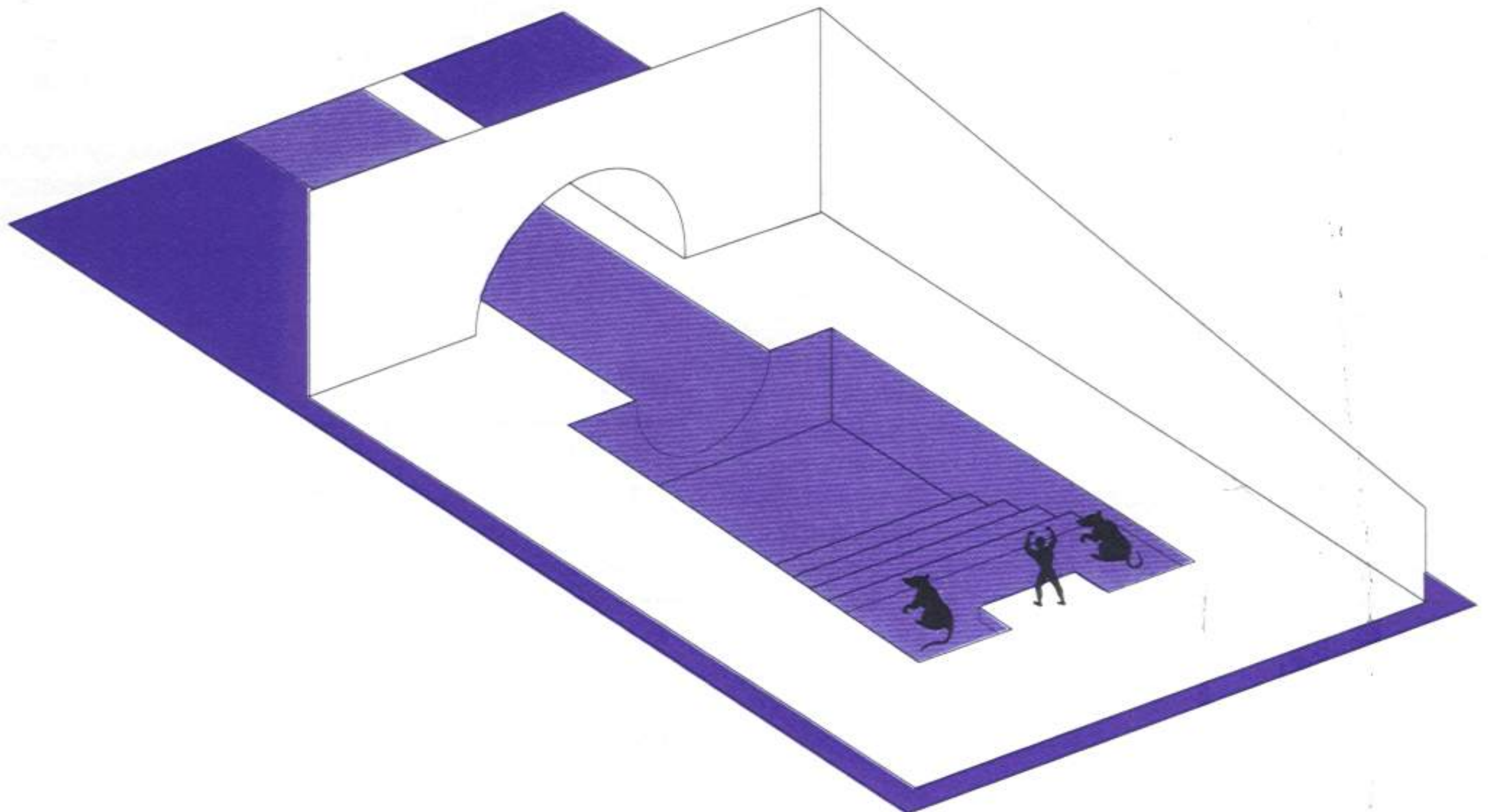
Station in the Sahara Desert (Encounter Seven). If they go to the Sahara Desert, the Beaming Station is 23 APs away from Gotham City.

Time Points: The heroes lost time by going to Gotham; subtract -1 from the current Time Point total.

Troubleshooting

If the heroes are having trouble finding the Leader of the Pack, it may be time to send in the Darknight Detective. The easiest way to find someone in Gotham is to contact the Batman, and the New Gods are acquainted with him from his participation in the *Cosmic Odyssey*. See the "Guest-Star Heroes" section of the GM's Introduction for help in introducing the Caped Crusader as a new Character for a Player. The Batman will be eager to help, but will not show it. He will say only what he has to—otherwise, he will be silent as he broods over the New Gods' problem. The Batman will have heard of Williams. He will suggest that the heroes go to Bristol and explain the strange increase in the rat population.

THE LEADER OF THE PACK'S SEWER HIDEOUT





STATION IN THE DESERT

..... Setup

Charlie Williams has given the heroes false information about a Beaming Station located in the Sahara Desert, not knowing that the station in the desert is an inoperable decoy. The heroes will meet with very real defense forces however, before they hopefully realize their mistake.

Players' Information

The air above the sands of the Sahara Desert is incredibly hot and taxing. Eventually, after long moments under the blazing sun, you see more of Darkseid's handiwork on Earth. It is a massive, squat, cylindrical tower with a large, empty yard in the center. The structure is dark gray and brown. It is, beyond a doubt, a durable citadel.

Around the outer wall of the tower are eight short walls; they stick out of the building like the teeth of a giant gear-wheel. At the base of each of the short walls is a heavy door. Next to each door is a team of Apokolips soldiers at a blaster cannon. Atop each of the short walls is a strange-looking, conical antenna.

Obviously, this is the Beaming Station where the Anti-Life information taken from the subconscious of Earthlings is sent to Darkseid's Cosmic Computer.

GM's Information

Use the Beaming Station map on page 34 for this Encounter. This Beaming Station looks exactly like the real Beaming Station (Encounter Twelve), but it does not actually do anything. The insides of the Operation Room and Transmission Core of each of the eight sections are nearly empty.

The most significant difference is the missing Boom Tube. The Boom Tube needed to beam the Anti-Life information to the Cosmic Computer is not there—it is only present in the real Beaming Station.

The outer walls have a Body of 16 APs. The inner walls and the doors have a Body of 9 APs. The eight conical antennas have Bodys of 7 APs apiece, but are protected by a Force Field that gives them an RV of 20 against Physical Attacks. The entire station weighs 67 APs and has a volume of 23 APs.

If the heroes approach openly, the Apokolips infantrymen will fire their blaster cannons at them as soon as they are within range. A phase later, a dozen Para-demons will fly out of the yard in the center of the station and attack. If the heroes activated the third defense system in Granny's Databanks during Encounter Five, increase the number of Para-demons to two dozen.

After (or perhaps during) the battle, one of the heroes may bust through one of the doors and into one of the eight sections. The only machinery installed in the two rooms of each section is a communications screen in each Operation Room. By pressing any key on the control panel in front of the screen, a link is created between this station and the Dark Star Mass Transit building.

The image on the screen is an overhead view of the Dark Star Mass Transit building from an aerial photograph taken a few days ago. Below the image reads a caption:

"Dark Star Mass Transit, Metropolis"

There are also several scientists and technicians here in the fake Beaming Station—they think they are supposed to be getting it ready for operation. If any of the heroes accosts them, they will instantly tell the heroes that the Beaming Station is not in operation. They also tell the heroes why: they need a Boom Tube generator to create the Boom Tube above the yard in the center of the station.

They don't know where Darkseid, DeSaad, Granny, or the real Beaming Station is located. They didn't expect to have this Beaming Station operable for at least a few more days. They are also confused because they thought there was only one Beaming Station and, if this isn't the one... the real Beaming Station is in full operation somewhere on Earth. If any of this information has already occurred to the Players, the scientists will confirm their suspicions.

In one of the eight Operation Rooms is a small but valuable gadget. It is the Invigorator, a healing machine made on Apokolips that is used to quickly re-energize and heal soldiers and Para-demons. If the New Gods find it, they can use the machine to regain some of the Current Body Condition APs they have lost so far in the adventure. If the Players are role-playing correctly, however, the heroes will be very

apprehensive about willfully using an Apokolips gadget. The OV/RV of Perception Checks to find the Invigorator is 10/10. On positive RAPs, the Character will notice a panel standing ajar, and will find the Invigorator inside.

The OV/RV of Action Checks made using the Gadgetry (Identify Gadgets) Subskill is 20/20. RAPs reveal the following cumulative information.

RAPS Information Learned

1 RAP *The device is definitely of Apokolips origin.*

1/2 RV *The Invigorator is used to repair injuries quickly. It is primarily used to heal soldiers and Para-demons who have been injured in battle.*

Full RV *If the Invigorator is used too quickly, it may short circuit and become damaged.*

INVIGORATOR

[Body: 8, MIND: 4, Damage Transference: 20]

Bonus: Each use of the Invigorator takes 1 phase, instead of the normal 15 phases.

If the Invigorator is used to restore too many APs of Physical damage too quickly, it may sustain damage (see the description of the Damage Transference Power on page 34 of the *Character Handbook* for details). The OV/RV of the Action Check for injury to the "user" (the Invigorator in this case) is the Invigorator's MIND/MIND. If the Body or MIND of the

Invigorator drops to 0 APs or less, the gadget breaks down and is useless. It cannot be Repaired, as the specialized circuits that need to be replaced can only be found on Apokolips.

If any Player allows his Character to be healed by the Invigorator, ask how many APs of his Current Body Condition he wants to heal in that phase, then make the Damage Transference Action Check. Each AP of damage done to the Invigorator causes some smoke and sparks to come from the gadget. The Players should get the idea that they have to be careful with this machine.

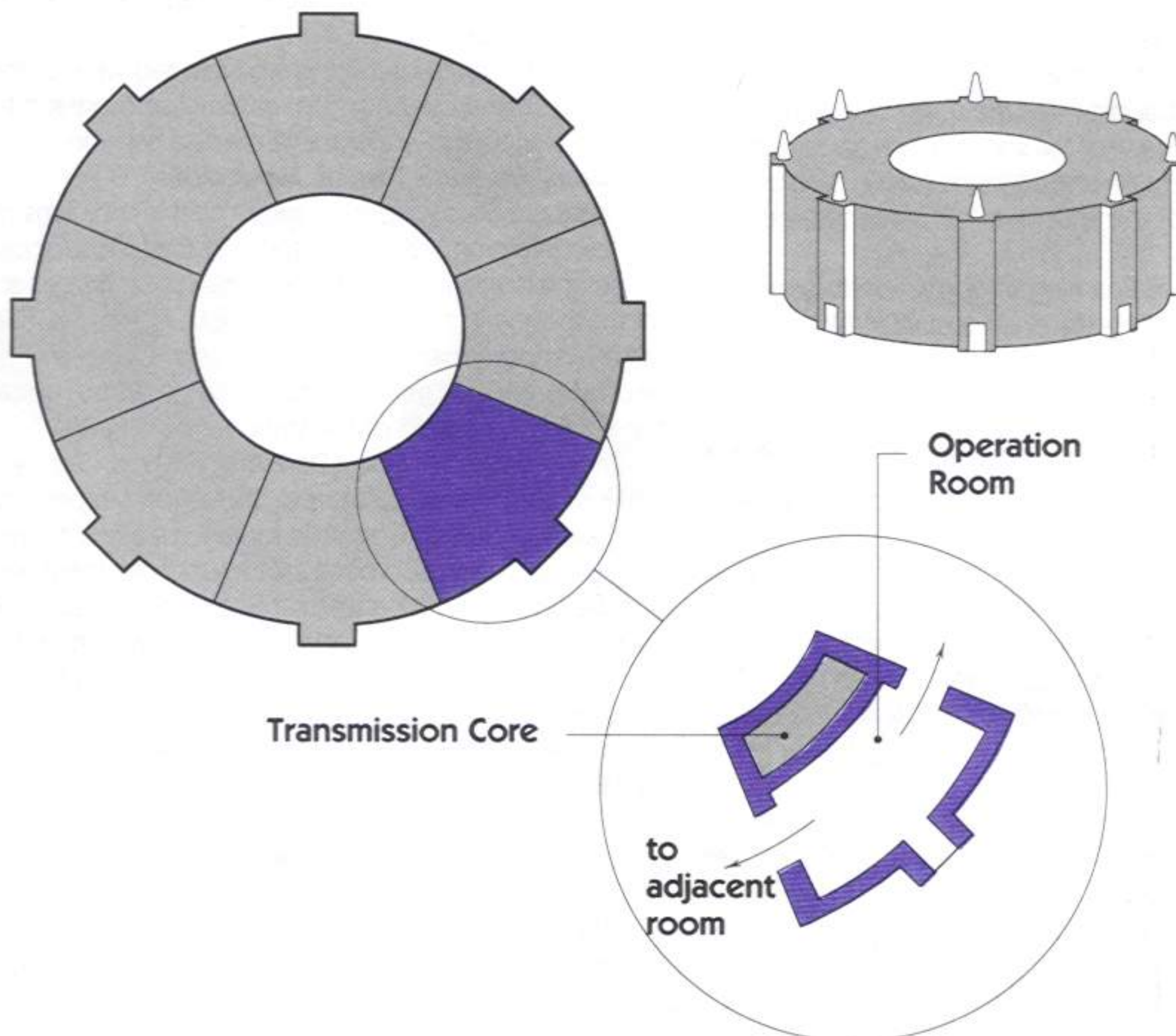
The Invigorator cannot be removed—it is linked to the wall of one of the eight sections in the station. If it is removed, it is immediately rendered useless.

Time Points: This Encounter wastes precious time. Subtract -1 from the current Time Point total.

Troubleshooting

If the Players don't get the idea that this is a decoy (or inoperable) Beaming Station, Mother Box will tell them. She will detect the purpose of the station and knows that most of the machinery (and the all-important Boom Tube) needed for transmission is missing.

THE BEAMING STATION



Chases

The basic procedure for a chase is simple. If the pursued Character is faster and has a higher Initiative (after the ten-sided die roll is added to the basic score), he can simply out-distance the chaser. The chase is over before it has begun.

However, if the pursued Character and chasing Character have speeds that are close to one another, or if the pursued Character is particularly slippery or clever, the results of a chase could go several ways. If a chase takes place, use the following rules, repeating the procedure each phase until the pursued Character is caught or escapes. The Character being chased will be referred to as "the chased," while the pursuing Character will be referred to as "the chaser."

Step One: The First Character Tries a Trick Maneuver

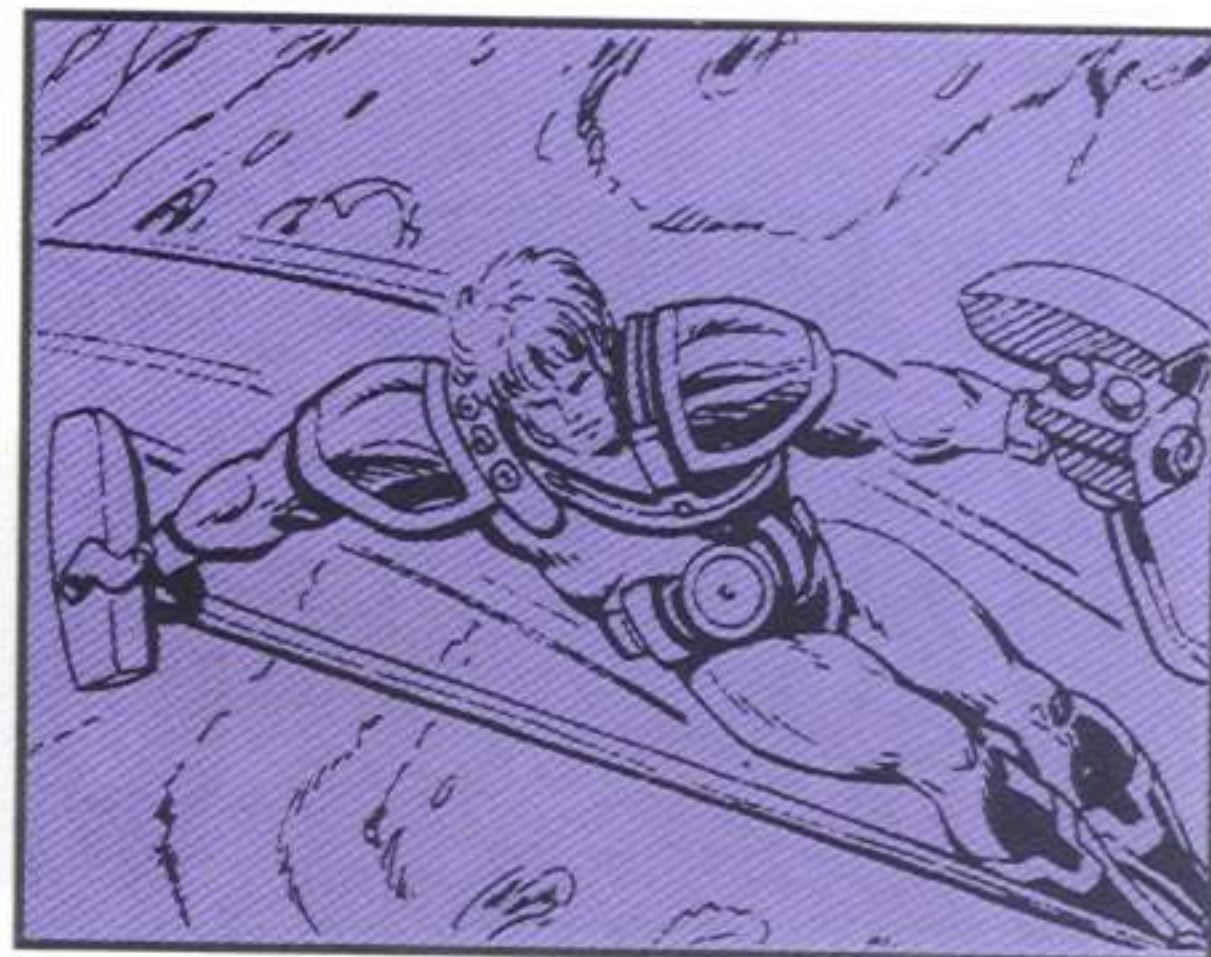
The Player of the Character with the lower Initiative describes the maneuver his Character will use to get closer to (if he is the chaser) or farther from (if he is the chased) the other Character. The GM then gives this maneuver a Difficulty level on the Universal Modifier Table.

The Player should be allowed to change his mind about the maneuver his Character attempts if that maneuver is determined to be too easy or too difficult. If he does not make up his mind in a reasonable amount of time, however, the GM should rule that he must decide immediately or forfeit the chase due to indecision.

The trick maneuver is rolled using the Character's Dex/Dex as the AV/EV. If the Character has the Acrobatics Skill, he can use the APs of that Skill as the AV/EV. If the pursued Character tries to hide instead of evade, he uses his Int/Will (or APs of the Stealth Subskill) as the AV/EV. The OV/RV of the Action Check is the Difficulty assigned to the maneuver by the GM.

The difference in speed between the two Characters effects the chase. The faster Character can replace his EV on his maneuver Action Check with the difference in Speed APs. Thus, if the faster Character is 10 APs faster, his EV is 10. Of course, if this Character's EV is already 10 or more, there is no need to replace it. See Chapter Two of the *Rules Manual* (pages 12-13) for rules on determining the difference between APs of Speed.

If the chase maneuver Action Check fails to gain positive RAPs, the second Character automatically evades (if he is the chased) or catches (if he is the chaser) this Character. If the Action Check does gain positive RAPs, go to the next step.



Step Two: The Second Character Must Match the Maneuver

The Character with the higher Initiative must make an Action Check to escape from or catch the first Character. The AV/EV is determined in the same manner described above. The OV/RV is equal to the number of RAPs of the first Character's successful chase maneuver.

If the second Character does not gain positive RAPs, or declines the chance to match the maneuver, he fails to catch or evade the first Character.

If he was the chaser, the other Character gains distance equal to the difference in their speeds or the RAPs of his chase maneuver, whichever is greater.

If this second Character was the chased, the chaser is now closer to the first Character by a distance equal to the difference in their speeds, or the RAPs of his chase maneuver, whichever is greater. If the distance is reduced to 0 APs, the chaser is close enough to the chased to attempt a Grapple, Touch attack, or any other action that requires physical contact between the two Characters on the next phase.

If the second Character's chase maneuver Action Check is successful (and so was the first Character's), the two Characters are the same distance apart. The chase continues.

Notes:

The Character with the lower Initiative after the die roll always goes first. This is an exception to the normal rules regarding the order of actions.

Any failed chase maneuver Action Check may also mean that the Character will take some damage or gets lost as a result of a failed trick maneuver (the Character runs into a dead end, gets lost trying to take a short-cut, etc.). It is up to the GM to decide if this happens and the exact effects if it does. The chased may also try to keep the chaser close behind without being caught, either because he is toying with the chaser, or is trying to lead him into a trap, or some other reason. To do this, the Player of the pursued Character must make his maneuver Check and have a low number of RAPs so the chaser can easily make his maneuver Check.

These chase rules are purposely designed to give slower Characters a better (and typically unrealistic) chance at evading or catching faster Characters. Although faster Characters still have the upper hand, a chase would not be fun (and would not reflect the heroic conflicts in DC Comics) if the faster Character won automatically every time.





CITY OF CITIES

■ ■ Setup

The New Genesis heroes arrive in Metropolis, coming from Gotham City or the Sahara. They are welcomed by Para-demons, who attack from the air and chase the heroes throughout the city.

Players' Information

Metropolis, the City of Cities, seems to shine with an inner light. From the downtown skyscrapers to the outer residential areas, this place lives up to its name.

This beautiful image is suddenly shattered when a swarm of all-too-familiar creatures arc across the skyline in your direction. Para-demons... a lot of them!

GM's Information

The Para-demons will fly directly at the heroes and attack. There are eight Para-demons for each hero.

If the heroes triggered DeSaad's cameras from the Databanks (in Encounter Five), DeSaad will send more Para-demons. In this case, a second wave of four Para-demons per Character will join the first wave as soon as half of the first wave has been defeated. Thus, when there are only four Para-demons per Character left, the second wave will join in to bring the total back up to eight Para-demons per Character. There will be no reinforcements after the second wave.

The Para-demons in this Encounter are equipped with special Rocket-Flight Packs. These gadgets give the Para-demons an Initiative score of 30.

Rocket-Flight Pack

[Body: 12, Superspeed: 20, Flight: 28]

Limitation: Superspeed may only be used to increase the wearer's Initiative.

The Para-demons will chase the heroes if they flee or try to evade the Para-demon attack waves. The heroes should be encouraged to use clever tactics such as guerrilla attacks, ambushes, doubling-back on the Para-demons, and similar tricks to win the fight. They can also use objects and locations in the city for assistance.

This Encounter is basically a game of cat-and-mouse. If the heroes are easily escaping and catching Para-demons, use Team Attacks, Critical Blows, Devastating Attacks and similar tactics to keep the chases and battles exciting.

During the chase, encourage the Players to come up with ways for their Character to catch, evade, or trounce the Para-demons. For instance, a Player may try things like quick turns in dead ends or flying by electric power lines to cause the Para-demons to crash or get tangled.

Don't forget that the streets of Metropolis are full of people, vehicles, and plenty of things to run into like light posts, signs, and trees. There are many places to go; let the chases take the Characters through parks, construction sites, past the tallest buildings, and through the slums. Each location should present new problems for the heroes and also give the Players ideas for tactics to catch and defeat the Para-demons.

Of course, the heroes came to Metropolis to find Desaad and wipe out the rest of Darkseid's operation. If a Para-demon is Interrogated, 8 RAPs will force it to utter the words "Dark Star Mass Transit." If 12 or more RAPs are gained, the Para-demon will point the way to the Dark Star building (the Para-demons were waiting at the Dark Star Mass Transit building before they attacked).

Another way to find the Dark Star Mass Transit building is to follow a fleeing Para-demon who is trying to hide from the heroes. Para-demons fight to the death, but an Intimidated Para-demon will try to escape from the heroes. The Para-demon will, of course, try to lose any heroes following it.

Chasing or Interrogating the Para-demons leads the heroes to the Dark Star Mass Transit Building (Encounter Nine).

Time Points: If the heroes fight only one wave of Para-demons, they spent less time in this Encounter than expected. Add +1 to the current Time Point total.

If the heroes fight two waves (as a result of triggering Desaad's cameras in the Databanks in Encounter Eight), their Time Point total stays the same.

Troubleshooting

Where is Superman while all of this is going on? It's up to the GM. If the heroes are taking care of the Para-demons handily by themselves, the GM may decide to omit the Man of Steel altogether, claiming that he is out of town on another mission or something. If the Players' Characters find themselves in dire straits, the GM may find it convenient for Superman to come to the rescue. For more information, see the "Guest-Star Heroes" section of the GM's Introduction.



DARK STAR MASS TRANSIT

■ ■ Setup

Having located the Dark Star Mass Transit building in Metropolis, the heroes investigate DeSaad's half of the Anti-Life information-gathering operation on Earth.

Players' Information ■■■■■■■■■■

The Dark Star Mass Transit building is a medium-sized, single-story structure almost hidden between other, similar buildings around it. The Dark Star building consists of two parts: a larger, slightly taller section, and a longer, lower secondary half.

Strangely, there are no windows on the entire building. On the street side of the larger half are two large doors. Above the doors is a silver-and-black sign that reads "Dark Star Mass Transit." At the end of the words is a logo, a black triangle with an upside-down silver triangle inside of it.

On top of the smaller, lower half of the building is a familiar object: a transmitter identical to the one on the roof of Studio X. The machine is located near the back of the building, away from the view of the street.

Suddenly, the double doors open and a silver, bullet-shaped bus drives out. On the side of the bus is the Dark Star Mass Transit double-triangle logo.

GM's Information ■■■■■■■■■■

Unlike Granny Goodness, DeSaad is not anywhere near his part of the operation. While he monitors this building from his Control Center on the other side of the city, his human slaves keep the Anti-Life information collection system running. Between DeSaad and Dark Star Mass Transit is a maze of underground tunnels full of Bug warriors (see Encounter Ten).

DeSaad set up the Dark Star Mass Transit operation by "borrowing" the building and fleet of buses from a pair of businessmen. These businessmen are now part of DeSaad's brainwashed team. DeSaad then kidnaped eighteen mechanics and drivers and, after quickly brainwashing them, set them to work here.

The building's interior and exterior walls all have 14 APs

of Body. On top of the building is a transmitter exactly like the one on top of Studio X. It is also protected by a force field that gives it an RV of 32. The transmitter has a Body of 11 APs. If its Body is reduced to 0, DeSaad will no longer be able to send scanned Anti-Life information to the Beaming Station at the North Pole.

There are many hidden surveillance cameras and microphones located throughout the building. DeSaad will be watching events at Dark Star from his Control Center during this entire Encounter. He can trigger any of the machines in the building or command the humans who serve him.

He does not want the heroes to know he is watching, but he may blow his cover at the end of the Encounter, especially if the heroes defeat his minions.

The bus parking area inside the building has twenty well-marked parking spaces for the buses. Only five buses will be present. Each of the other fifteen buses is out in a different part of Metropolis, picking up passengers and stealing any Anti-Life information that may be in their minds.

DARK STAR BUS

[STR: 10, Body: 10, Running: 6, Control: 19, Hardened Defenses, R#: 2]

Limitations: Control has a Range of 2 APs.

The buses scan passengers for and collect any Anti-Life information from Earthlings in the same basic manner as the hypnotic televisions that broadcasted the Good Granny Show. The Control, and subsequent mind-scan, affects all passengers on the buses, as well as pedestrians standing nearby. The buses pull up to the curb on any street, send out their Control waves to people nearby, and command them to board. Victims getting on the bus are convinced that they are going to be taken to their destination. The Control commands them to be happy as well—everyone getting on a Dark Star Mass Transit bus is smiling.

With 19 APs of Control, the average Earthling will easily succumb to the buses' commands. The chance of Control will increase steadily against anyone in range who resists the initial attack—add +1/+1 to the Control AV/EV every phase until the person is Controlled. When a person leaves the bus after a short ride, the Control ends and the person is left with

no memory of his experience.

The inside of each bus is essentially identical to normal buses. There are about twenty rows of seats and a driver at the front. In the Dark Star buses, the seats are black and the rest of the interiors are gleaming silver.

Although the victims of the Control think the Dark Star buses are going to drop them off at their destination, the driver actually just drives around for a few minutes and then trades the passengers for new ones. DeSaad wants as many passengers to ride the buses in as short a time as possible. This gives him the maximum amount of Anti-Life information in the least amount of time. After each bus has scanned for Anti-Life information from 200 humans, it returns to the Dark Star building to download the data to DeSaad's transmission equipment. This process takes approximately fifteen minutes (8 APs of time), after which the bus is sent out to look for more information.

Of course, if this "business" was operating regularly in this manner, Dark Star Mass Transit would soon be under investigation by several city officials and agencies, or perhaps even Superman. But DeSaad only needs Dark Star Mass Transit operating for a day... until Darkseid's Law of Darkness is completed.

The Dark Star Mass Transit building has a trap, known as the Gravitrap. The rectangular "trap area" marked on the map is just above this special gadget, which increases the gravity of anyone or anything in that area.

GRAVITRAP

[Body: 19, Gravity Increase: 28, Skin Armor: 10, Hardened Defenses]

The metal-plated floor effectively gives the Gravitrap 10 APs of Skin Armor, increasing the gadget's RV to 29 against Physical Attacks.

When all (or most) of the heroes are in that area, DeSaad will trigger the trap. The heroes can try to escape the Gravitrap by overloading the area with objects, causing the extra weight to either loosen the pull on them (so they can escape) or destroy the Gravitrap. The heroes may also make Physical Attacks on the floor below them to attempt to destroy the machine.

Five people will be in the building at the beginning of the Encounter. All of them are DeSaad's brainwashed Earthling workers (fifteen others are driving the buses). They don't know anything; all questions are answered by a blank stare. All they do is make sure the equipment is running correctly while the others drive the buses around town.

The Receptor-Transmitter Chamber contains the equipment used to drain the Anti-Life information from the buses and to transmit it to the Beaming Station in the Arctic. If the R-T Chamber is destroyed, this half of Darkseid's Earth operation will no longer send Anti-Life information. The Routing Room is bare, except for a communication system that controls the comings and goings of the Dark Star buses. If the Routing Room is destroyed, no one in the building will have any control over or contact with the buses. DeSaad will not be able to control the buses either.

If the heroes check out the buses parked in the building, or waylay one of the buses cruising the city streets, a Gadgetry Check against an OV/RV of 6/6 will reveal to the

heroes exactly what the buses do to the passengers on any positive RAPs. This should not come as a surprise to them after learning the Facts of Darkseid's scheme and dismantling Granny's similar operation at Studio X.

When the heroes are done investigating the building (that is, after they have retrieved the buses and/or destroyed the transmitting equipment), DeSaad will get very angry. He will have seen what the heroes have done at Dark Star Mass Transit from his Control Center across town and decide to have them destroyed for their meddling.

Suddenly, over the public address system in the building, the heroes will hear his voice: *"Give up your lost cause, New Genesis dogs! You can never win! You will never find the Beaming Station in time! Only I know the location, and by the time you find me, it will be too late! Darkseid will rule the universe! Hahahahahahahahaha!"*

If the heroes are in the Routing Room at this point, they will see DeSaad's (ugly) face on a large communication screen.

Just before he addresses the heroes, DeSaad will send a command to the Bug tunnels below the building. In response to the command, twenty Bugs warriors will come out of the entrance to the tunnels—the Drop Shaft indicated on the map (page 39). They will attack the heroes as soon as DeSaad makes his little speech. Of course, with so few Bugs against the New Genesis heroes, the fight will undoubtedly be a short one.

BUG WARRIORS (x20)

DEX:	6	STR:	3	BODY:	4
INT:	2	WILL:	2	MIND:	1
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	0		

•Powers:

Energy Absorption: 9, Cling: 3

•Skills:

Weaponry: 6

•Limitations:

Energy Absorption can be used to absorb radiation only.

•Advantages:

Lightning Reflexes

•Drawbacks:

Miscellaneous: Bugs cannot act alone; no common Bug warrior will stray far from at least four of his brothers; they always act in groups of five or more and use the Team Attack maneuver whenever possible.

•Equipment:

Crude Hand Weapon (spiked club or crude axe): [Body: 3, EV: 5]

•Occupation: Warriors/Scavengers

•Background:

The "Bugs" are a race of insectoids from the surface and underground of New Genesis. Although they are each intelligent beings, they act like insects. They are easily manipulated by a charismatic leader. On many occasions, Mantis has brought thousands of Bugs together as armies for his insidious schemes.

The Players may wish to Interrogate a Bug after the fight is over. The Bugs should be considered Opposed to all of the New Gods, except Orion, against whom they have a Personal Vendetta, and Forager, against whom they will be Hostile. The following cumulative information can be gained by Interrogation attempts.

RAPs Information Learned

- 1 RAP *"Our horde was on Earth, waiting to be called in as reinforcements for Mantis' armies, when Orion destroyed the Insect Empire. Now, we live only for his destruction."*
- 1/2 RV *"DeSaad offered us revenge against the hated Orion if we helped him. The rest of our horde awaits in tunnels below the city, protecting DeSaad's Control Center. You will never reach it alive: my brothers will feast upon your remains!"*
- Full RV *"The tunnels are a maze of passageways under Metropolis. They lead straight to DeSaad's Control Center hidden in the Rhoades Warehouse, down on the wharf."*

Depending on the information the heroes learn, they might assume they can find DeSaad by going into the Drop Shaft. Any successful RAPs on an Interrogation attempt against a Bug will confirm this idea. If they go into the tunnels, go to Encounter Ten.

If the heroes discover the location of DeSaad's Control Center, they can easily find their way across Metropolis to the wharf, where DeSaad's Control Center is located in a large warehouse (Encounter Eleven). Encounter Eleven begins after the heroes have entered the warehouse doors.

Time Points: If the heroes destroy the transmitter or the R-T Chamber before the end of the Encounter, their Time Point total increases by +1. If they do not retrieve any of the fifteen buses, in order to save time, increase their Time Point total by an additional +1, for a maximum increase of +2 for this Encounter. If they are defeated by the Gravitrap or the Bug Warriors, subtract -2 from the current total.

Troubleshooting

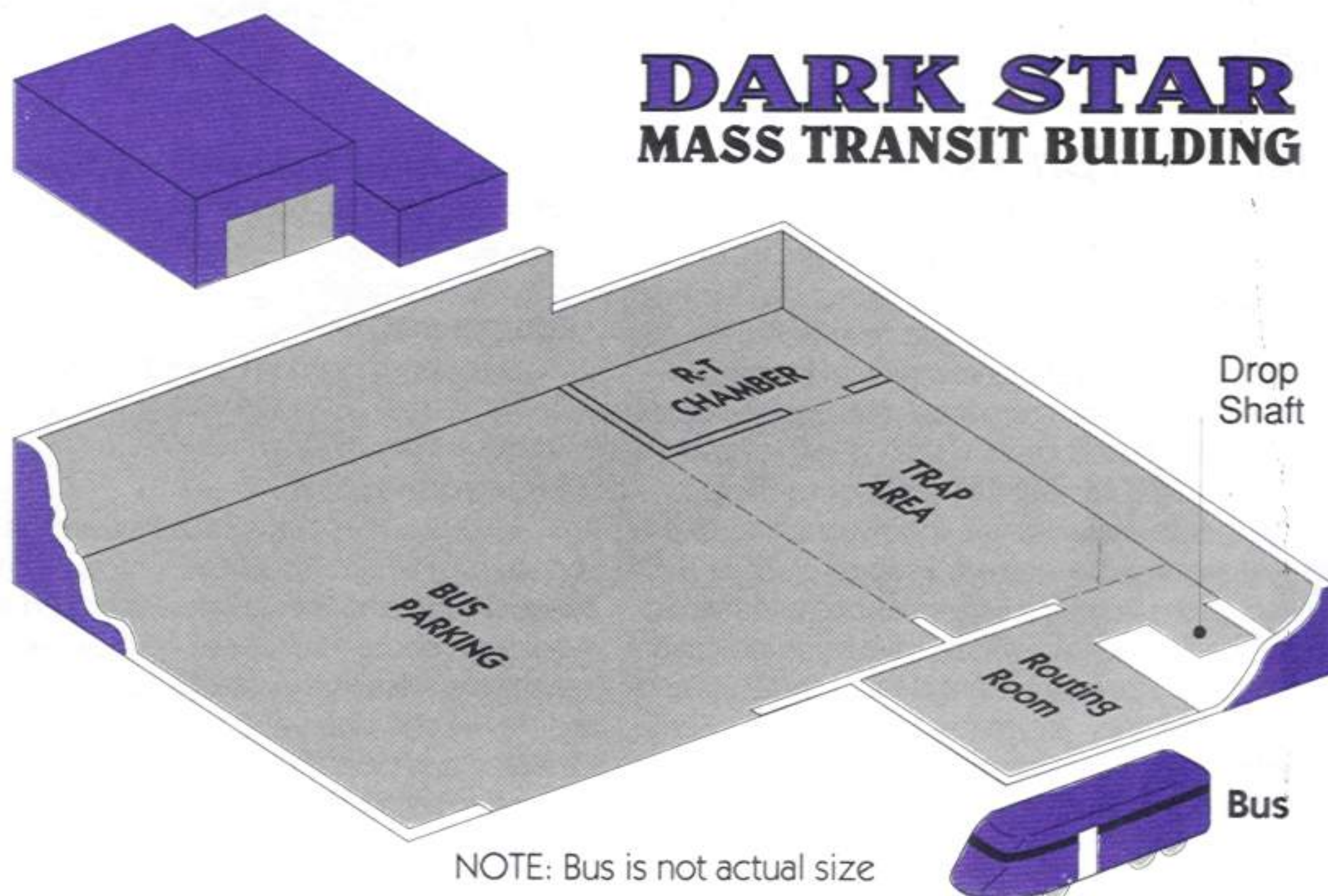
Clever Players may wish to take over one of the Dark Star buses that are cruising the city, and use it to sneak into the building undetected. The fifteen buses on the streets will be equally spread across the city. Four buses will be 13 APs away from the Dark Star Mass Transit building, three buses will be 12 APs away, three buses will be 11 APs away, two buses will be 10 APs away, one bus will be 9 APs away, one bus will be 8 APs away, and the last bus outside the building will be just pulling out when the Encounter begins. The bus that just left the building does not yet have any passengers in it, of course.

When the heroes locate a bus, they will be able to board it and vacate the passengers. The driver will be as incoherent as the brainwashed people at the building. There will also be roughly twenty to thirty passengers on each bus when the heroes board. Any hero who boards a bus will be attacked by the Control Power currently affecting the passengers.

If the heroes try to use a bus to enter the Dark Star building, allow them to think that they are succeeding. However, DeSaad has monitoring equipment on all the buses, and will be aware of the heroes' presence as they board any bus.

If the heroes are defeated by the Gravitrap or the Bugs, they will awaken an hour later, captive in DeSaad's Control Chamber. Using the information in Encounter Eleven, the GM should improvise a confinement that the heroes must escape in order to continue the adventure. Alternately, the GM could rule that in the time the heroes were unconscious, Darkseid succeeds and the adventure is over.

If the Players do not know where to go after this Encounter, DeSaad will continue to taunt the heroes from the PA system in the building, accidentally giving them clues that should lead them to the Bug tunnels. He will say things like, "Only I know how you can stop Darkseid, but you'll never find me!" or, "The Bug warriors in the tunnels beneath you stand between you and I—but you will never defeat them!" Polish off all of his statements with some wild cackling.



DARK STAR MASS TRANSIT BUILDING



THE BUG TUNNELS

Setup

The heroes explore the underground maze deep beneath the Dark Star building. To get to DeSaad, they must fight the lone surviving horde of Apokolips-trained Bugs, while trying to reach the end of a twisting, subterranean maze of cave tunnels.

Players' Information

The shaft in the Dark Star building leads straight down into the Earth, into pitch darkness. At the bottom is a doorway leading into a dimly-lit cave.

The cave is large, with many passages and alcoves extending into the earth. The cave is lit by strange, glowing fungi along the walls and ceiling. Above you hang large stalactites; at your feet are tall, sharp stalagmites.

This place is cold, damp, and more than a little bit claustrophobic.

Suddenly, from above you, a handful of New Genesis Bugs in Apokolips armor drop down out of the shadows. They carry crude axes and spiked clubs, the same kind carried by Apokolips soldiers.

GM's Information

The heroes begin in the Entry Chamber on the map. A complete map of the maze is not provided. Instead, simply describe the current tunnel (after the heroes choose one leading out of the Entry Chamber) and tell the Players the number of alternate passages branching off of that tunnel—choose any number between zero and eight. The Players can then choose a passage and enter it. Then give the Players a new number of branch passages to choose from.

Hopefully, the Players will think you have a map of the maze and will assume that you are keeping track of their position. If they come up with clever methods of determining the correct path through the maze, give some indication that this has helped. You might even let them get to the end of the maze before they are ready to come out. Some possible methods include using the Precognition Power (through Mother Box's Omni-Power or Highfather's Staff) or

forcing a Bug to show the way.

If the heroes try to turn back after leaving the Entry Chamber, it will be too late to retrace their steps. They will have as much trouble retracing their steps as continuing into the maze. If the heroes marked their trail, the Bugs destroyed the markers.

BUG WARRIORS (as many as needed)

DEX:	6	STR:	3	BODY:	4
INT:	2	WILL:	2	MIND:	1
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	0		

•Powers:

Energy Absorption: 9, Cling: 3

•Skills:

Weaponry: 6

•Limitations:

Energy Absorption can be used to absorb radiation only.

•Advantages:

Lightning Reflexes

•Drawbacks:

Miscellaneous: Bugs cannot act alone; no common Bug warrior will stray far from at least four of his brothers; they always act in groups of five or more and use the Team Attack maneuver whenever possible.

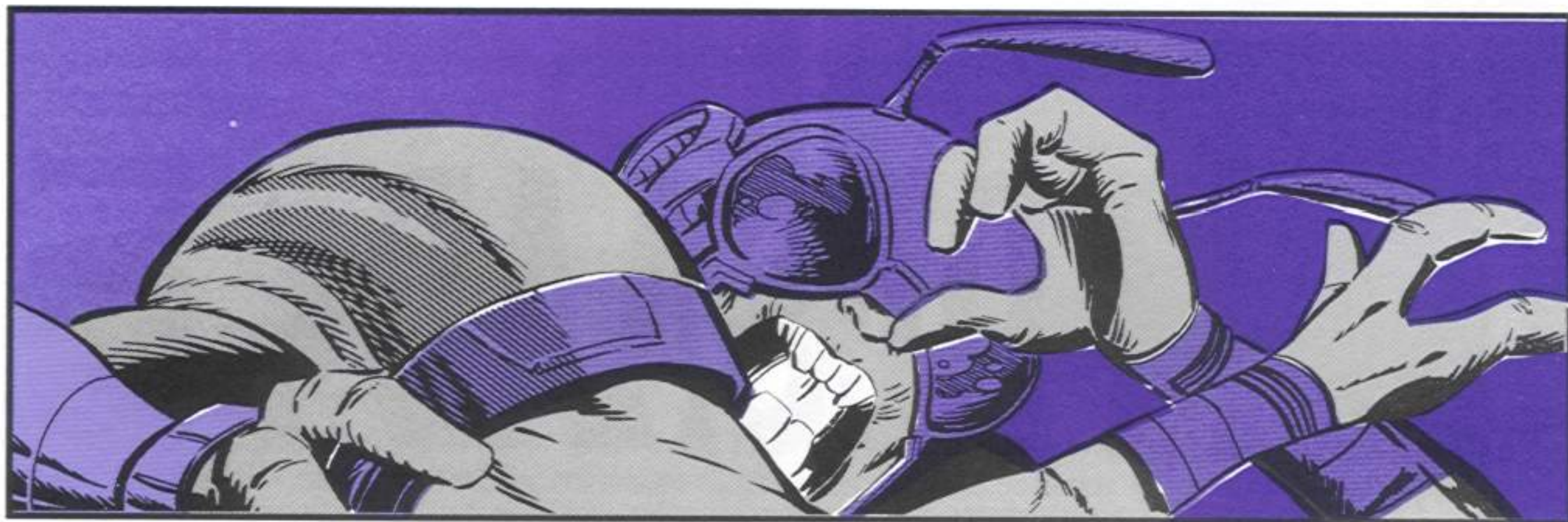
•Equipment:

Crude Hand Weapon (spiked club or crude axe): [Body: 3, EV: 5]

•Occupation: Warriors

•Background:

The Bug warriors in this Encounter are the type commonly recruited by Mantis—soulless fighters who will do anything to see Orion dead. These Bugs were raised and trained in the Apokolips underground, not on New Genesis. They were being held in reserve by Mantis during his latest plot against the New Gods, and were left leaderless when Mantis was defeated and Orion destroyed the Insect Empire. The Bugs will enter Killing Combat against every Character except



Forager (who they will try and convert to their cause).

The battles in the tunnels do not have to be constant. The first attack will occur in the Entry Chamber—fifteen Bugs Clinging to the ceiling drop down and attack. As the heroes travel through the maze, allow them to pass from tunnel to tunnel for a few minutes before the next batch of Bugs drops down on them.

The heroes' progress through the maze is lit by glowing fungi (a special type of algae brought by the Bugs from the underground of Apokolips). The light provided by the fungi is enough to give the heroes a clear view of all passages within forty feet, but no clear vision into the deep shadows of the tunnels.

At the GM's discretion, the heroes may encounter some hazardous subterranean features other than the bugs, such as a deep well, sink holes, stalactites falling from the ceiling, an underground river, or even some subterranean creatures (possibly one or two brought over from Apokolips).

Stalactites and stalagmites can be used as weapons. Any Character or NPC who falls on a stalagmite (or thrown at a stalactite) receives a Physical Attack against an OV/RV of 7/7, in addition to any Knockback damage incurred. This is considered Killing Combat. Each stalactite or stalagmite has a Body of 5 APs. An impaling attack using a stalagmite or stalactite as a weapon counts as a 7 AP Killing Combat attack,

as described previously.

When the Bugs strike, they will make hissing remarks about the heroes' imminent demise and encourage each other to kill the heroes in the worst way possible. They always make Team Attacks, with several Bugs on each Character. There will always be twice as many Bugs attacking Orion than any other Character. The fights will not be challenging unless each Character is attacked by at least six Bugs. Each Bug either has a crude weapon or uses its bare hands.

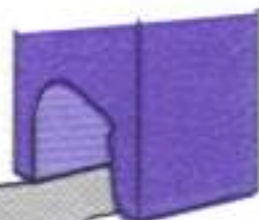
The heroes should eventually reach the end of the maze and arrive at the entrance to DeSaad's Control Center (Encounter Eleven). The end of the maze is a wide, vertical tunnel leading back up to the surface. At the top of the tunnel is a small room. In this room is a wide flight of stairs that meets the ceiling, where a large trap door is located. When the heroes open the trap door, play proceeds to Encounter Eleven.

Time Points: The events in this Encounter cost the heroes precious time; their Time Point total decreases by -1.

Troubleshooting

If the heroes are killed by the Bugs, the adventure is over and Darkseid will rule the universe.

Drop Shaft From
Dark Star Building



Entry
Chamber

THE BUG TUNNELS ENTRY CHAMBER



DESAAD'S LAIR

Setup

The heroes confront DeSaad in his Control Center. DeSaad will attack them with an array of weapons and attempt to destroy or drain all the power from the Mother Boxes carried by the heroes.

Players' Information

You are standing just inside a rather nondescript warehouse on the wharf in Metropolis. Behind you are two large warehouse doors. Below you is a trapdoor leading into the Bug tunnels.

The interior of the warehouse has been refurbished in standard Apokolips style; the floors, walls, and ceiling are metal, with small devices and mechanical fixtures haphazardly mounted everywhere.

DeSaad, Darkseid's primary henchman, stands at the far end of the warehouse. He is surrounded by computers and bulky machinery at the top of a short ramp, wringing his hands and smiling. "Welcome to DeSaad's Control Center, heroes! Your efforts to stop great Darkseid are useless! You will never find the Beaming Station. You won't get past me!"

GM's Information

DeSaad's Control Center is a laboratory, data bank, operation center, and hero trap all rolled into one. He has been keeping track of the heroes since they alerted him to their presence by triggering the Databanks in Studio X, or since they entered the Dark Star Mass Transit building.

The machinery surrounding DeSaad is his collection of computers and control mechanisms for a variety of weapons and gadgets. He can also control and monitor every aspect of the Dark Star Mass Transit operation from here.

At the beginning of the Encounter, he will be standing on the "X" mark on the map. The heroes begin the Encounter in the dashed rectangle.

After DeSaad makes his little speech, he will trigger the Devolution Cube, a gadget created to drain all power from Mother Boxes. It looks like an industrial-strength toaster covered with many knobs and dials. The Cube sits against

DeSaad's chest in a harness around his shoulders. He works the dials and knobs with his spidery hands.

DEVOLUTION CUBE [Body: 11, INT: 3, MIND: 10, Power Drain: 18]

Bonus: The Devolution Cube can attack any number of Mother Boxes simultaneously.

Limitation: Power Drain only be used to attack Mother Boxes.

The Devolution Cube will simultaneously attack all Mother Boxes in the Control Center its Power Drain ability, targeting each Mother Box's Omni-Power first. The single greatest effect this will have on the Mother Boxes will be to drain their ability to create Boom Tubes. The Cube will attack other Powers of each Mother Box after their Omni-Powers have been reduced to 0 APs.

If the Devolution Cube successfully does its foul work, the heroes should not have any means of creating a Boom Tube. By the time the heroes learn that Darkseid is in the Promethean Galaxy (by learning Fact #7 from the *Darkseid Scheme List*), they will have no means of getting there. Their only option left will be to go to the Beaming Station.

As DeSaad triggers the Devolution Cube, he will swallow a small, red pill. The pill has the effect of 18 APs of Growth—DeSaad becomes a giant! The Devolution Cube will grow with him and continue to drain Powers from the heroes' Mother Boxes. When DeSaad reaches full-size, the Devolution Cube will be the size of a small garage. The Cube also gains the RV bonus from the Growth.

As DeSaad grows, he will break through the warehouse ceiling. He will stomp away to cause wanton destruction in Metropolis. In the ensuing battle, DeSaad will try to knock down a few buildings, endanger the lives of innocent humans, and generally keep the New Genesis heroes occupied. The closer he comes to being defeated, the more distractions he will create for the heroes. When any of his Current Conditions reaches 2 APs or less, he will quickly revert to normal size and beg for mercy.

After the battle, the heroes can Interrogate DeSaad or check his computer banks for information. DeSaad knows the following Facts from the *Darkseid Scheme List*, which he may reveal under Interrogation. He is considered to have a

Personal Vendetta against all the New Gods.

RAPs Facts Revealed

1 RAP	Facts #1-5
1/2 RV	Fact #6
Full RV	Fact #7

Any positive RAPs on an Interrogation attempt will also force him to tell the heroes that the real Beaming Station is located at the North Pole.

The use of Gadgetry is required to get information from the computers; the OV/RV is 7/7. The Facts revealed (and RAPs needed to reveal them) are the same as those for DeSaad, but the computer does not have any Column Shift adjustments due to attitude.

A minute or so after DeSaad has been fully Interrogated, two white-hot beams of energy will race toward him. No one will be able to see exactly where they came from. The beams will dodge everyone but DeSaad. They will hit DeSaad and disintegrate him in half a second. The heroes will easily recognize that DeSaad has just been punished by Darkseid's Omega Effect!

If the heroes have learned that the real Beaming Station is at the North Pole and their Mother Boxes are out of commission, play should proceed to Encounter Twelve. If any of their Mother Boxes are still intact, they may choose to go to the Beaming Station (Encounter Twelve), or they may go directly to Darkseid's location in the Promethean Galaxy

(Encounter Thirteen).

Time Points: If the heroes take more than 15 phases to defeat DeSaad, they take the expected amount of time to defeat him and their Time Point total should not be changed. If the heroes defeated him in less time, the amount of time is less than expected—add +1 to the current Time Point total.

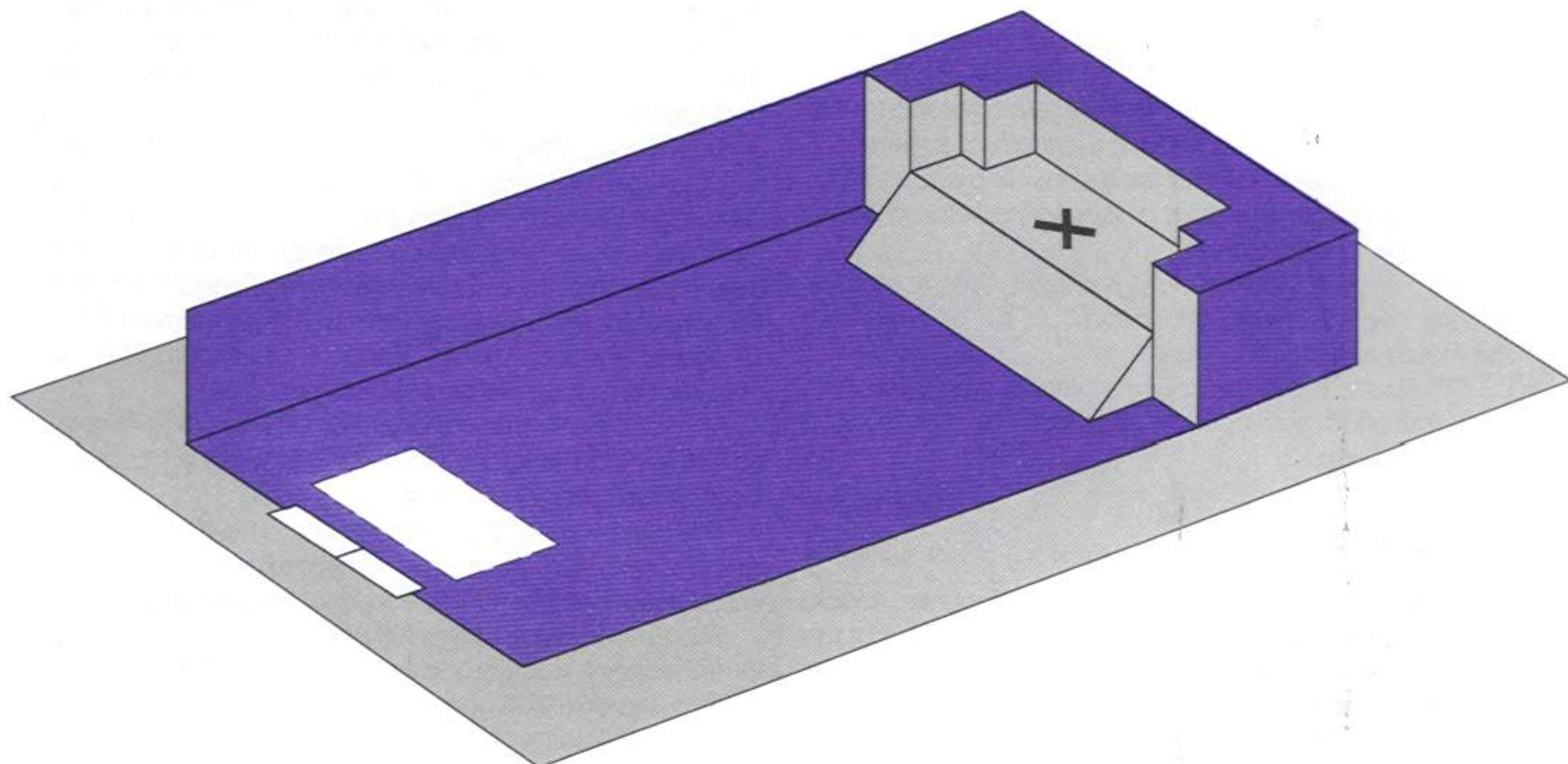
Troubleshooting

If the heroes try to stop DeSaad before he can activate the Devolution Cube or swallow the pill, he will spend as many Hero Points as he needs to increase his Initiative total to win Initiative in the first combat phase.

The commotion that the giant DeSaad's rampage through Metropolis causes may attract the attention of Superman. If the GM desires, the Man of Steel may show up to lend the New Gods a hand, or he may be introduced as a new Character for one of the Players (see "Guest-Star Heroes" in the GM's Introduction).

The Players may be dismayed if their Mother Boxes are destroyed and they wish to attack Darkseid in the Promethean Galaxy immediately. In this case, a reminder that the data in both Granny and DeSaad's data banks have indicated that the Anti-Life information is sent to Darkseid via Boom Tube may be in order. This should nudge the Players in the right direction.

DESAAD'S CONTROL CENTER





ON TOP OF THE WORLD

Setup

Acting on information found in DeSaad's Lair, the heroes attack the real Beaming Station, located at the North Pole. The station is protected by squadrons of Para-demons. If they defeat Darkseid's troops, the heroes will discover that they must beam themselves through the Boom Tube to reach Darkseid's location in the Promethean Galaxy.

Players' Information

Across the white wastes of the Arctic, in a vast, desolate area abandoned for many miles around, lies Darkseid's Beaming Station.

In a valley surrounded by high mountains of snow and ice, a massive, cylindrical tower with a large, circular yard in the center squats in the frozen wasteland. Above the yard, about thirty feet over the roof, is a Boom Tube. The Boom Tube is hanging with its open end pointed down at the ground. The usual yellow glow of the Tube is interrupted every few seconds by a flicker of red energy running up and down its length.

Around the outer wall of the tower are eight short walls; they stick out of the building like the teeth of a giant gear-wheel. At the base of each of the short walls is a heavy door. Next to each door is a team of Apokolips soldiers armed with a huge blaster cannon.

Atop each of the short walls is a small, conical antenna. Strange silver beams of light extend from each antenna into the mouth of the Boom Tube.

Obviously, this is the Beaming Station, where the Anti-Life information taken from the subconscious of Earthlings is sent to Darkseid.

GM's Information

Use the Beaming Station map for this Encounter. It looks exactly like the Beaming Station in Encounter Seven, but this one is operational and has a Boom Tube above it. Any Players who state that their Character wishes to examine the red flashes of energy surrounding the Boom Tube should be

given a Perception Check against an OV/RV of 12/12. On any positive RAPs, the Character will realize that the Warp ability of the Boom Tube has been somehow altered for a specific purpose. The red flashes are due to the Tube's being programmed to allow only Anti-Life information to pass through, but the Character will not be able to detect this specifically.

The Apokolips infantrymen will fire their blaster cannons as soon as the heroes are in sight. Five Para-demons per New God support this defense, each armed with a blaster. Neither the infantry or the Para-demons will surrender for any reason. None of them have any information that will be useful to the New Gods, but if the heroes wish to Interrogate any of them, the GM should improvise the troops' responses.

There is an essentially unlimited supply of Para-demons. Although defeated infantrymen are not replenished, each fallen Para-demon will be replaced by a new one a phase or two after defeat. There is a small army of Para-demons in bunkers under the Beaming Station, but a fault in some of the escape hatches forces them to come out only a few at a time. The heroes will always have the same number of Para-demons attacking them, no matter how many are defeated or destroyed.

During the battle, the Para-demons will attempt to protect the conical antennas. This protection may cause the Players to think that the antennas are very important (which is true), causing the heroes to concentrate on destroying the antennas. Each of the eight antennas have a Body of 7 APs, but each is protected by a Force Field that gives them an RV of 20 against Physical Attacks. The antennas should also be considered to have Hardened Defenses.

If all of the antennas are destroyed, the station will send no further Anti-Life information, and Darkseid's scheme will be in serious danger of failure.

The outer walls of the Beaming Station have a Body of 16 APs. The inner walls and the doors have a Body of 13 APs. The entire station weighs 40 APs and has a volume of 23 APs.

Each Transmission Core is full of vital machinery. The OV/RV of Gadgetry (Identify Gadget) attempts on the machinery is 15/15. Positive RAPs on the appropriate Action Check will reveal the following cumulative information:

RAPs

1 RAP

Information Learned

The machinery has two purposes: to maintain the Boom Tube between the Beaming Station and the Promethean Galaxy, and to transmit Anti-Life information through the Tube.

1/2 RV

The transmission equipment and the Boom Tube cannot be disconnected separately. If one is shut down or destroyed, the other will be lost as well.

Full RV

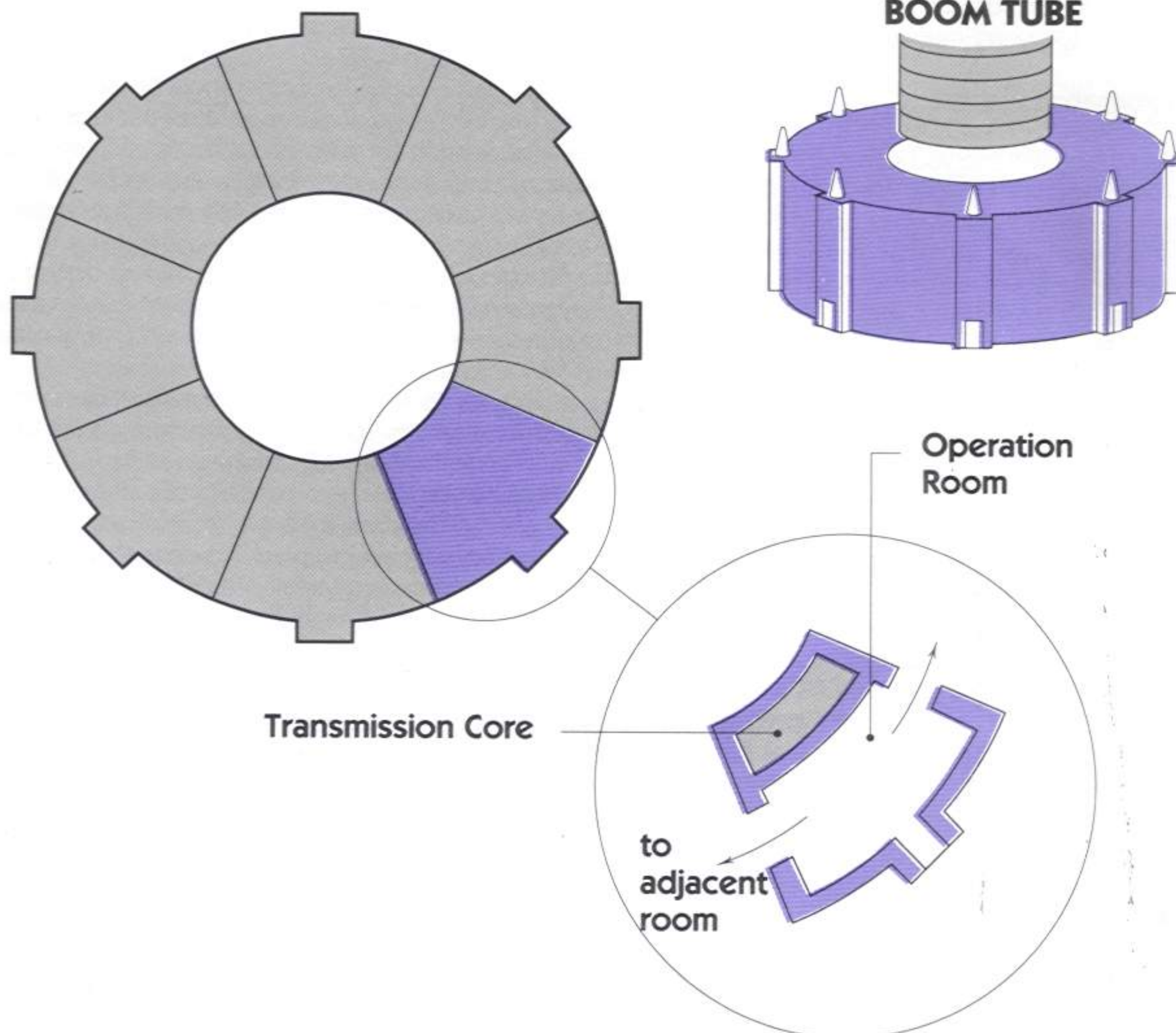
The Boom Tube has been specially modified so that it will only allow the Anti-Life information to pass through to the Promethean Galaxy. Anything else that is sent through runs the risk of having his atoms scattered across the cosmos.

If all eight Transmission Cores are destroyed (by having their Body APs reduced to 0), the Boom Tube will lose power and it will start to fade away. The heroes will have only 4 phases to enter the Boom Tube before it disappears, leaving them stranded on Earth. If they are stranded, Darkseid will learn the complete Anti-Life Equation in the Promethean Galaxy ten minutes later—the heroes will have failed.

Inside each Operation Room is a bank of control panels, a large communications screen, a team of four scientists, and six infantrymen. If any of the New Gods enter, the infantrymen will attack, while the scientists cower.

The scientists have valuable information that may assist the heroes' efforts. But, as servants of Darkseid, they will do

THE BEAMING STATION



anything they can to kill the heroes. The scientists will try to trick the heroes by giving false information. But, if a Character Interaction attempt against a captured scientist yields enough RAPs, the scientist will give truthful information.

BEAMING STATION SCIENTISTS

DEX:	2	STR:	2	BODY:	2
INT:	7	WILL:	2	MIND:	2
INFL:	7	AURA:	2	SPIRIT:	2
INITIATIVE:	16	HERO POINTS:	10		

•Skills:

Gadgetry: 9 Scientist: 9

•Advantages:

Connection: Apokolips (Low); Genius

•Drawbacks:

Catastrophic Irrational Fear of Darkseid

•Occupation:

Technicians

•Motivation:

Psychopath

The scientists are Opposed to the New Gods. Interrogation will reveal the following information, depending on the RAPs gained:

RAPs	Information Learned
1 RAP	"The Boom Tube leads straight to Darkseid. If you fly into it, you will find yourselves in the Promethean Galaxy. You will be able to ambush Darkseid and your arrival will disrupt the Cosmic Computer."
1/2 RV	"If you hurry, you will be able to ambush Darkseid before he learns the entire Equation, plus your arrival will disrupt the Cosmic Computer."
Full RV	"The Boom Tube really is a direct connection between Earth and Darkseid's floating platform in the Promethean Galaxy. However, the Tube is specially calibrated to transmit only Anti-Life information—anyone who enters it will be instantly disintegrated and his atoms will be scattered across the cosmos."

If the heroes gain RAPs that exceed the RV of the Interrogation attempt, the scientists can be forced to recalibrate the Boom Tube to transmit people. Or, one of the heroes can attempt to do it himself. This requires a successful RAPs on a Gadgetry attempt against an OV/RV of 9/9. If the scientists recalibrate the equipment, no Gadgetry Checks need to be made. Either way, the Boom Tube cannot be fully recalibrated—it will send people through with the Anti-Life information. Anyone who enters the Boom Tube will be in great pain, but they will arrive in the Promethean Galaxy. The heroes' atoms will be scrambled, but not scattered.

Any Character who enters the Boom Tube before it has been recalibrated will be instantly disintegrated, and his atoms will be dispersed to the four corners of the universe, killing him instantly.

If the heroes enter the Boom Tube with the Anti-Life information, the scrambling effect will cause each hero to be

attacked by his own body! This is a Physical Attack that automatically hits. Each Resistance Attribute serves as both the EV and RV; the RAPs are subtracted from that Current Condition. Thus, Forager would take 2 APs of damage to her Current Body Condition, 3 APs to her Current MIND Condition, and 1 AP to her Current SPIRIT Condition. This damage cannot be removed using Last Ditch Defense.

The Boom Tube will not be ready to transmit people for 10 APs of time, minus the RAPs of the Gadgetry attempt. If the scientists recalibrated the Boom Tube, assume they received 6 RAPs. Thus, if a hero recalibrates the Boom Tube with 3 RAPs, they have to wait 8 minutes (7 APs of time) before they enter. As the time passes, the flickers of red energy will become less frequent, and will diminish in intensity, although they will never completely fade. The fact that they have to wait and the current time will be clearly displayed on a large screen in all of the Operation Rooms. If the heroes enter before this time period is over, they will be killed as described previously.

Characters with the Gadgetry Skill may be able to manipulate the controls in any Operation Room. The Character can learn more about Darkseid's scheme or set the Beaming Station's self-destruct mechanism. The OV/RV against both Gadgetry attempts is 7/7.

If a Character tries to learn more about Darkseid's scheme (assuming the Players do not know all of the Facts from the Darkseid Scheme List yet), the following Facts will be revealed on cumulative RAPs. 1 RAP will reveal Facts #1-4. 1/2 the RV will uncover Facts #5-6, while the Full RV will reveal Fact #7.

7 or more RAPs are required to set the self-destruct. The Player can choose any amount of time between ten minutes and one phase. Once set, the self-destruct cannot be altered or disconnected.

Encounter Thirteen begins when the heroes jump into the Boom Tube and arrive in front of Darkseid on the Cosmic Computer platform in the Promethean Galaxy.

Time Points: If the heroes destroy all of the eight antennas (or all eight Transmission Cores) before the end of the Encounter, they will have crippled Darkseid's scheme; add +1 to the current Time Point total. If the heroes do not destroy all eight antennas or all eight Transmission Cores, their Time Point total stays the same.

Troubleshooting

The heroes may try alternate tactics to prevent the Anti-Life information from reaching Darkseid. The GM should judge these on their own merits and determine if they are successful or not. In any case, the New Gods should not be able to win without going to the Promethean Galaxy to confront Darkseid.

If the heroes still have their own Mother Boxes, they can gain enough information from the displays and scientists to use their own Boom Tubes to reach Darkseid's platform. In this case, obviously, they suffer no damage in transit.

EVIL AT THE EDGE OF THE UNIVERSE

Setup

The heroes meet Darkseid in the Promethean Galaxy. If they were forced to use the Beaming Station's Boom Tube, they will arrive battered and weak. The New Gods will have a limited amount of time to defeat Darkseid or to destroy his Cosmic Computer.

Players' Information

You arrive in the colorless space of the Promethean Galaxy in a burning cloud of energy, the debris caused by your instant travel across the cosmos. You are standing on the far end of a large, floating platform, an artificial creation which seems strangely out of place hanging before the awesome Wall of Faces. The Wall, extending beyond sight, now provides a barrier between this universe and The Source. The stone faces are expressionless testaments to the futility of tampering with higher powers. Floating lazily before the wall are the planet-sized corpses, another fate of those who tried to learn The Source's secrets. On the opposite end of the platform looms the huge Cosmic Computer, a cube of gray-brown metal the size of a small building. Knobs and components adorn the sides haphazardly, as if the machine were thrown together. From the top of the Cosmic Computer extends a white-hot column of pure energy. The column curves in a dramatic arc to a hole in the great Wall of Faces far off in the distance. This column of energy is a connection of The Source to the Cosmic Computer. Between you and the Cosmic Computer stands Darkseid the Destroyer.

Darkseid is linked to the Cosmic Computer by a metal headset. The net of wires and electrodes mounted on his skull are connected to the Cosmic Computer by a series of thick cables. The cables pulse with energy.

As you ready yourself for this final confrontation, Darkseid speaks. "It is too late, New Genesis weaklings. My Cosmic Computer has all of the necessary Anti-Life in-

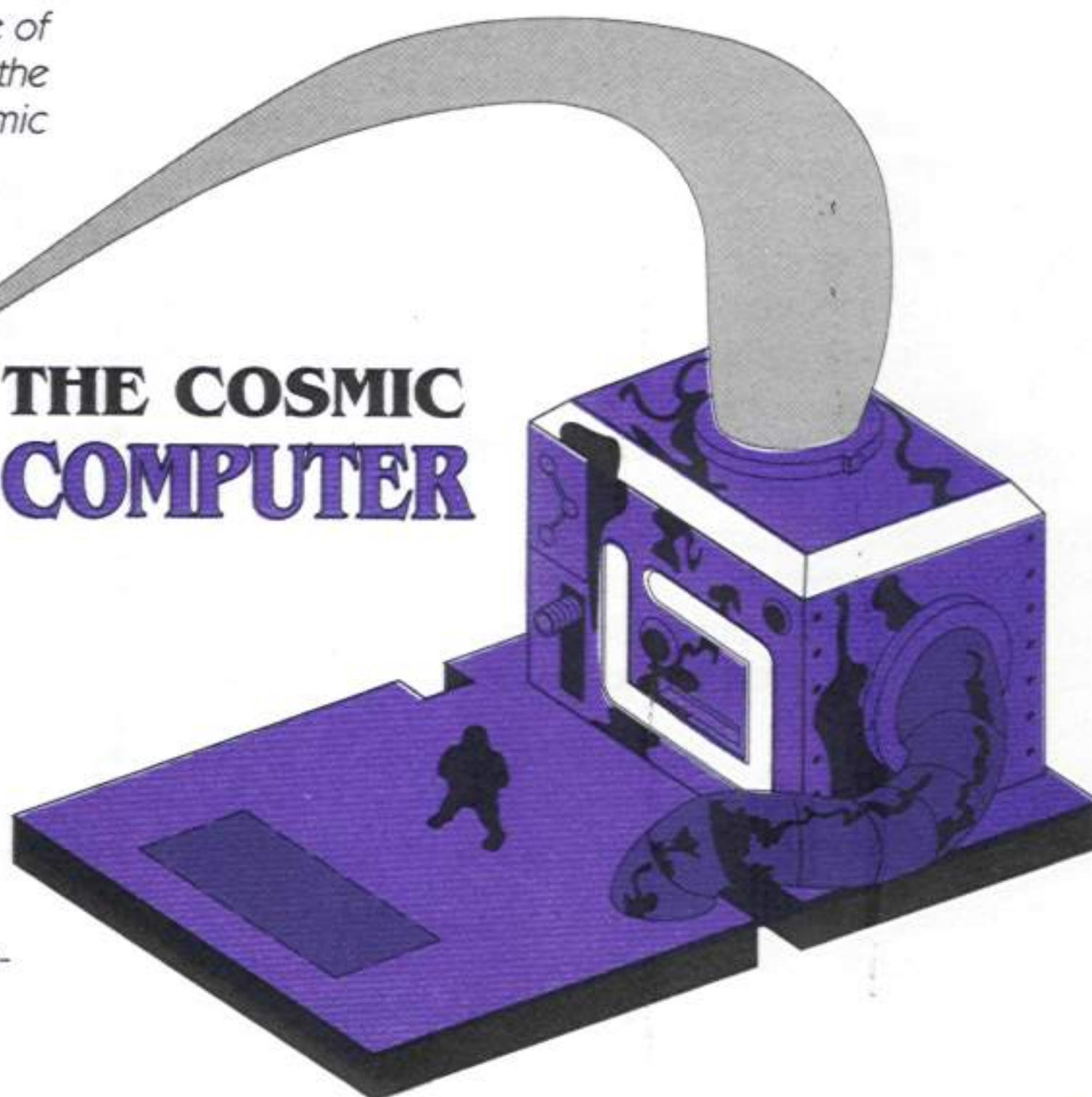
formation needed to complete the Law of Darkness. The final computations have begun. In seconds, I will finally gain mastery of the entire universe!"

GM's Information

The heroes arrive in the dotted rectangle on the Cosmic Computer map, in front of Darkseid the Destroyer. All around them is empty space. However, it is not a vacuum—due to a strange cosmic law, anyone can breathe normally in the Promethean Galaxy.

Darkseid speaks the truth. The Cosmic Computer needs 15 phases to make the final computations, plus or minus the final Time Point total. Thus, if the current Time Point total is +4, the heroes have 19 phases before Darkseid rules the universe. If the final Time Point total is -9, the heroes have only 6 phases.

THE COSMIC COMPUTER



COSMIC COMPUTER

[BODY: 51, INT: 21, WILL: 51, MIND: 25, Recall: 30, Hardened Defenses]

The heroes can extend the amount of time until doomsday by doing damage to the Cosmic Computer. For every full 10 APs of damage to the Cosmic Computer's BODY or MIND, the heroes gain 1 extra phase. Do not count the phase in which the damage was done as one of the phases needed for the final computations. If a full 20 APs of damage were scored in one phase (for example, 10 APs of damage to both BODY and MIND), discount that phase and the next phase from the final computation time.

The Cosmic Computer does not have independent thought and has no defenses. But it does include all of the necessary components to convert the Law of Darkness into the Anti-Life Equation; inside the Cosmic Computer is Apokolips' most sophisticated machine to date. The cables connecting Darkseid to the Cosmic Computer should be considered part of the Computer for the purpose of determining the effects of attacks against the cables.

The heroes may also be able to save the universe by defeating Darkseid. As soon as they arrive, Darkseid will attack from his position on the platform. He cannot use his Omega Effect, since he sent it out to destroy DeSaad (in Encounter Eleven). He also cannot use his ability to create a Boom Tube (his Warp Power) while he is linked to the Cosmic Computer.

Darkseid will attack using the Energy Blast and Matter Manipulation aspects of his Continuum Control Power. He will use Matter Manipulation to create metal manacles, a shower of spikes, and other effects.

Darkseid will never leave his position on the platform, however. If he is moved, the headset will be torn off. The headset can be Taken Away in combat or targeted by an attack (the OV/RV of such an attack is 10/15). The headset has a BODY of 15 APs.

Darkseid and the Cosmic Computer will also be defended by several squadrons of Para-demons, roughly five per New God present.

In the last phase of computation, if the Cosmic Computer has not been destroyed and a Character is connected to it, a surge of burning power will blast out of the Cosmic Computer and into the headset. If the headset has been destroyed or removed, a burst of light erupts from the Cosmic Computer and attacks everyone present with 55 APs of the Flash Power, as the Anti-Life Equation is released from the Cosmic Computer and dissolves into nothingness.

If Darkseid or any other Character is wearing the headset, his eyes will suddenly smolder red like cauldrons. In the next phase, he will know the complete Anti-Life Equation and immediately gain total domination over all thinking beings. If this happens, the Players have lost, no matter who learns the Anti-Life Equation.

Troubleshooting

The Players may wish to try and convince Darkseid of the error of his ways. In this case, Darkseid will gladly discuss matters with the New Gods, but will simply attempt to delay

them long enough for the Cosmic Computer to finish its work. Role play this conversation, occasionally stopping to let the Players know when another phase has gone by. When only four phases remain until the Equation is complete, Darkseid will reveal his true colors and derisively mock the heroes for talking when they should have been fighting, and order his Para-demons to attack. The heroes will have to figure out how to stop him in a hurry.

Players with experience in real world computers may try to reprogram the Cosmic Computer, scramble its output, or infect it with a computer virus. However, the Cosmic Computer is impervious to all such attempts, as it has no controls that allow its programming to be altered. It was built for one purpose and one purpose only: to transform the Law of Darkness into the Anti-Life Equation.

END GAME

If the New Gods cannot destroy the Cosmic Computer or defeat Darkseid in time, he will learn the Anti-Life Equation. He will return to Apokolips and, using the invincible knowledge of the Equation, take control of all living beings. His weapons and henchmen will be impossible to resist—each world in the universe will fall under his power in a matter of minutes. He will finally gain the total domination he has long sought.

If the heroes destroy the Cosmic Computer or otherwise prevent Darkseid from learning the Anti-Life Equation, Darkseid will swear vengeance and return to Apokolips to plot anew. It is not very likely that the heroes will be able to imprison or capture Darkseid, so this outcome will return things in the New Gods Galaxy to the status quo. If the New Gods kill Darkseid, Apokolips will be freed from his oppression and the universe will be safe from his evil.

If a Player's Character learns the Anti-Life Equation, he will gain its ultimate power, but will be corrupted utterly. He will become an even greater tyrant than Darkseid, and the universe will be plunged into slavery. In this case, the heroes must be considered to have lost.

Standard Award

Level of Opposition	
<i>Superior</i>	25
Critical Points	
Reaching Promethean Galaxy	
<i>Even Odds</i>	3
Area of Consequence	
<i>Universal</i>	50
Severity	
<i>Permanent Nonfatal</i>	10
Total Standard Award	88

How to Use This Book

This book is a supplement for use with the **DC Heroes Role-Playing Game**, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the **DC Heroes Role-Playing Game**. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as the Gamemaster.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in **DC Heroes Role-Playing Game** First Edition modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe, and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the **DC Heroes Role-Playing Game** and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions:

A Gadget whose name is in all capitals (**BATTLE SUIT**, **AUTOMOBILE**) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (**Pistol**, **Radio**) can be taken away in combat. A Gadget with italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for its user's APs of the Attribute in all situations, while non-italicized Attributes (*STR*, *BODY*) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represent its Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized text* is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the GM with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the Second Edition boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
CS	Column Shift(s)
DEX	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Characters
OV	Opposing Value
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
R#	Reliability Number
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute
2D10	Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she, his or her, him or her" in all instances where it is used to imply a generic person. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

Evil has a name ♦♦

The Anti-Life Equation™ is a complex formula combining the elements of pure mathematics and the concepts of ultimate evil. He who solves the Anti-Life Equation will gain absolute mastery over the universe and utter cosmic domination. For decades, Apokolips™ has been ruled by an incomplete version of the Equation, the Law of Darkness™, a combination of every form of tyranny and subjugation in the known universe. But the missing factors have prevented the spread of this tyranny, and now a terrible mission has begun to complete the formula and bring the cosmos to its knees under the iron fist of . . .

Darkseid

In *The Law of Darkness*, you will play the role of the New Gods™, Darkseid's sworn enemies. As Highfather™, Orion™, Lightray™, Lonar™, the new Forager™, Fastbak™, or Jezebel™, you will travel from New Genesis™ to New York City, Gotham City™, and Metropolis™, across the vast Sahara Desert, to the cold tundra of the North Pole, and finally to the Promethian Galaxy™ for a face-to-face confrontation with Darkseid. Will you be in time to prevent the Lord of Apokolips™ from realizing his twisted dreams of omnipotence?



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