



HEROES

ROLE
PLAYING
MODULE

LEGION
OF SUPER-HEROES™

PAWNS OF TIME



by Steve Crow & Chris Mortika

PAWNS OF TIME

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Pawns of Time

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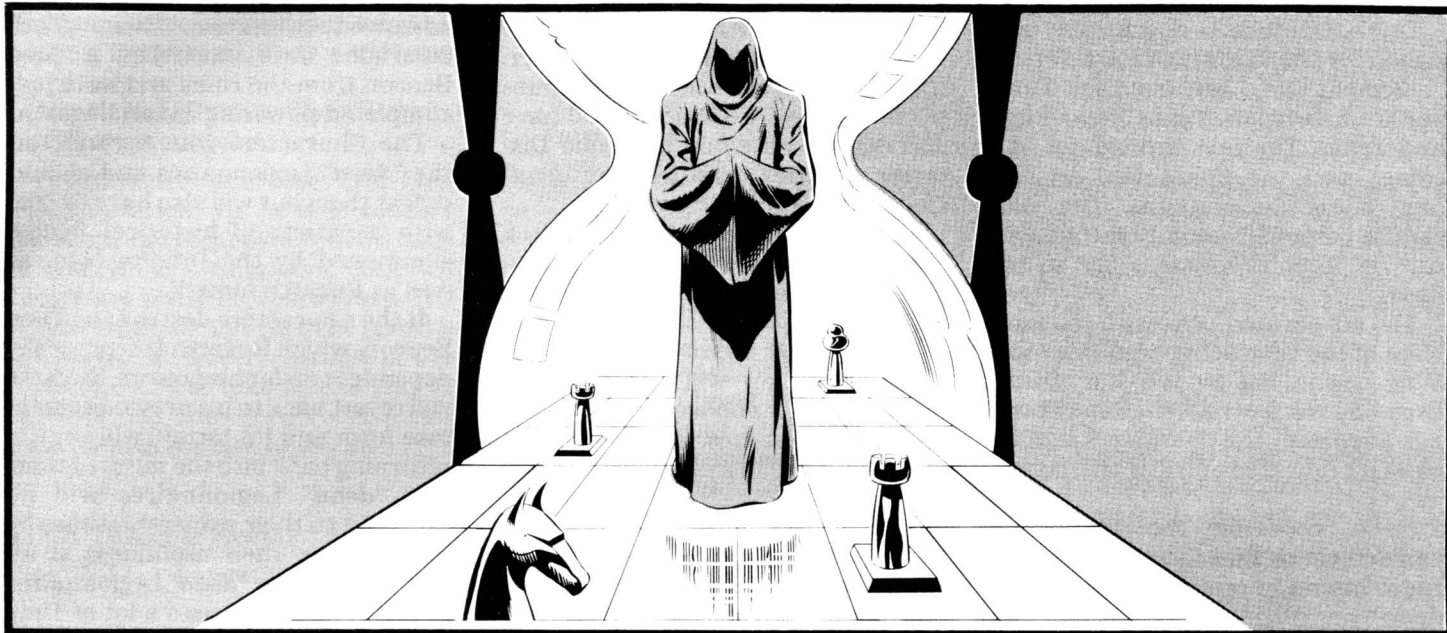
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Background



GM BACKGROUND

The soldier stepped into the chamber, his eyes flickering nervously for a moment before coming to rest upon the purple-robed figure contemplating over a chessboard. He stood at attention for nearly a minute before his master's voice issued from the black-shrouded depths of the hood.

"Report."

The man cleared his throat, then said, "All of the individuals you've requested have been gathered. There was some difficulty in acquiring the two targets from the Khund War period, due to your orders to avoid interference in the events of that time. All six of the individuals have been turned over to Mental Processing. Final assimilation is near completion."

There was silence for nearly a minute. The soldier remained immobile, resisting the temptation to wipe the sweat from his brow.

"Dismissed."

Bowing deeply and gratefully, the soldier backed out, thankful that his master had been understanding about the delays involved.

The Time Trapper, still standing over the board, paid little notice to the soldier's screams as he was cut down by automatic laser fire. He finally moved a piece forward, then turned and glided over to a window looking out on the ravaged landscape beyond his citadel.

If such simple expressions of human emotions had been available to him, the Trapper would have chuckled in satisfaction. As it was, he was satisfied that the first gambit in his master strategy was proceeding apace. He had selected his six pawns carefully, with an eye for using his opponents' own strengths against them. This time there would be no variations in the skein of events and machinations that he had so carefully woven.

Turning back to the board, the Trapper saw that his opponent had responded. Nodding, he returned to his position by the board and contemplated his next move. He was in no hurry. After all, he would soon have all the time in the worlds.

GENERAL BACKGROUND

The Time Trapper was one of the first great Legion opponents and the Legion never ultimately triumphed over him. His true origin, nature, and ultimate goals have never been revealed, but it is known that he views conquest as an intellectual challenge, as opposed to a means for personal aggrandizement.

It is further known that the Time Trapper possesses almost unlimited resources. He has gathered an army from all the different eras of time and

has raised a citadel in the distant future. He has also demonstrated his mastery over time by creating the "Iron Curtain of Time," making his citadel seemingly unassailable.

Previously, the Trapper's apparent goal was the elimination and/or subversion of the Legion based on his exclusive knowledge of time from his vantage point in the far future. In one battle he attempted to kill five Legionnaires whom he had foreseen playing a critical role in his own death.

The Trapper never engages in direct personal confrontation, but relies on guile, subtlety, and underlings to wage his battles. In this module he employs all three, plucking six "dead" Legionnaires from the past. Once in his possession, these six were brainwashed into believing that the Legion had gone renegade due to the chemical influences of Mantis Morlo. The Trapper made sure that the "dead" Legionnaires' dominant unconscious programming would be to retrieve Jaxon Rugarth (a.k.a. the Infinite Man), a being of near-limitless power over time and space. Eventually the Legionnaires took the Infinite Man to Lallor and restored his powers. At that point, the Trapper would use his superior technology to steal away Rugarth's power and life for his own ends.

Adventure Synopsis

This adventure is specifically designed for the following Characters:

Element Lad, Lightning Lass, Timber Wolf, Invisible Kid II, Polar Boy, and Tellus. The text throughout assumes that the Characters are, in fact, these Legionnaires. The GM should personally modify the adventure if other Characters are to be used.

The adventure opens with the ambush of the Characters and Brainiac 5 at Legion HQ by the six “dead” Legionnaires, pawns of the Time Trapper. Surprised, the Characters should be easily defeated and Rugarth borne away.

Upon recovering, the Characters can determine that their “dead” comrades intend to repower Rugarth. To do so, they will need to acquire a vital piece of equipment, the Time Distorter, from Tharok’s long-abandoned Citadel of Evil. A second required item, Earth’s Time Beacon, is put under heavy guard by Brainiac 5 and the Science Police.

Traveling to the Citadel, the Characters encounter the Persuader, Flare, and Caress of the new Fatal Five (investigating the breach of the Citadel’s defenses), as well as killer

robots and a variety of traps.

Entering the Citadel’s nerve-center, the Legionnaires once again encounter their “dead” comrades, who have successfully obtained the Time Distorter. A battle ensues, with the “dead” Legionnaires the likely victors.

Recovering, the Characters track their “dead” comrades only to discover that their course takes them near Mantis Morlo’s seemingly legitimate Chemoid factory. Should they investigate, they will discover that Morlo has no connection with the “dead” Legionnaires. Morlo may even prove to be of some assistance to the Characters.

The course eventually leads to Lallor, where the Characters discover the planet in the grip of a series of major planetary tremors. Moving to assist, the Characters find themselves involved in battle (due to a misunderstanding) with Duplicate Boy, Gas Girl, and Life Lass of the Champions of Lallor.

The Lallorians explain that the tremors were the result of a massive excavation by Supergirl.

After stopping the tremors, the Characters investigate the excavation and discover the ruins of an ancient

advanced civilization. Their “dead” comrades have unearthed a Time Beacon from the ruins and have just completed powering Jaxon Rugarth.

The Characters gain surprise on the “dead” Legionnaires and should defeat them but will also have to deal with a variety of historical figures summoned by the Infinite Man, as well as Rugarth himself.

If the Characters destroy the Time Beacon, which Rugarth is temporally dependent on for his powers, Rugarth will revert back to his previous comatose form and his “army” will vanish, returning back into the mists of time. The “dead” Legionnaires will be returned to their respective times by the Trapper, their usefulness at an end. To keep the “dead” Legionnaires in this time period uses a lot of Time Trapper’s power.

If the Characters do *not* destroy the Time Beacon before Rugarth is fully powered, the Time Trapper will siphon off much of his energies and short-circuit his brain so that he will be unable to manipulate temporal energies again. All of the temporally-displaced beings will revert to their proper times and places.

New Powers & Rules

Due to the limitation of the DC HEROES game, several new powers were added in the first Legion Sourcebook to help flesh out certain Characters. An abbreviated description of these powers that play a part in this module follow. More in-depth descriptions are in the Sourcebook.

ADAPTATION Mental

Link: INT Range: Automatic
Type: Special Base Cost: 85

Adaptation allows a Character to duplicate any other power or Skill available in the campaign. The Character may adapt any combination of powers so long as the total APs do not exceed the APs he has in Adaptation.

NEUTRALIZE Mental

Link: WILL Range: Normal
Type: Standard Base Cost: 20

This power allows a Character to negate one of an opponent’s powers. The OV/RV are the APs in the power. The RAPs are the length of time that the target loses the use of that power. A victim may attempt to regain the use of his power sooner by making a Recovery Check. The OV/RVs are the APs of the Opposed power.

This power can negate the power-like functions of equipment, as well as the STR attribute. It is treated as a Physical Attack against Physical powers, a Mental Attack against Mental

powers, and a Mystical attack against Mystical powers.

SELF LINK Variable

Link: Variable Range: Self
Type: Automatic Base Cost: 25

This is not a specific power but rather the ability to vary the standard effect of a Power. Self Link allows the Character to assume an actual form related to the power which is linked to the Self Link. The cost for the original power and Self Link to that power must be paid as one combined price upon initial purchase. APs must be purchased separately for each but not necessarily at the same time.

Powers that can be Self Linked are as follows:

Physical: Acid, Bomb, Darkness, Flame Being, Flash Being, Fog, Icing, and Starbolt.

Mental: Air Animation, Earth Animation, Flame Animation, Ice Animation, Time Travel, Warp, and Water Animation.

Mystical: Lightning, Plant Growth, and Transmutation.

A Character who takes Self Link Transmutation will be able to alter the elemental composition of his body at will, while a Character with Self Link Warp is a living space Warp. The APs in Self Link indicate the speed a Character can travel in his base power form, the APs of time he can stay so transformed, and the APs of effect for attacks with a range of touch.

TIME TRAVEL Mental

Link: WILL Range: Normal

Type: Standard Base Cost: 55

This Power allows a Character to manipulate time in one of three ways:

- 1) The OV is the INT of the target and the RV the MIND. The RAPs are the APs of time which the target Character is sent either forward or backward. If sent into the past, the Character will never be able to change history. If he is sent forward, he may take all actions he would normally take. GMs should allow the Character to be sent to an alternate time line where his actions may not have an effect on the real time of the campaign.
- 2) The OV is the APs of time the user wishes to bridge, the RV is the BODY of the target the user is attempting to bring to the present. Unless controlled in some way, the target will react as appropriate. Again, an attempt to cause a target to exist twice at the same time will automatically fail.
- 3) The user may Time Travel himself.

In this case, Time Travel is considered an Automatic Action and the RAPs are the temporal distance traveled.

Rule Additions

Again, these rule additions and modifications have appeared in the first Legion Sourcebook. Those applicable to this module have been included here.

Parrying: A Character may parry an incoming Physical Attack with a ranged attack of his own even if the attack is directed against another person. In this case, he uses half (round up) of the APs of whatever ranged Physical Attack he possesses instead of his DEX. This is an Automatic Action.

Bracing: As a Movement Action, a Character may state he is bracing. If he does so, his STR APs are subtracted from any Knockback APs.



Player Characters



ELEMENT LAD *alias Jan Arrah*

DEX: 6	STR: 3	BODY: 5
INT: 9	WILL: 6	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 19	HERO POINTS: 70	

POWERS:

Transmutation: 19

SKILLS:

Vehicles/Space: 5

CONNECTIONS:

Science Police (high-level)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Normal Humanoid

At this time, Element Lad serves as Legion Leader. He is well-versed in the use of his powers and has developed a number of offensive and defensive tactics.

Elements and You

Some elements are harder to create with Transmutation than others. Below is a list of some commonly-used substances that Element Lad (or any other Transmutator) can create. Some are more difficult to create than others and the penalties are listed as well. Please note that the difficulty ratings (Universal Modifiers) are listed on the GM's screen.

Each RAP allows 1 AP of volume to be Transmuted. The change is permanent unless reversed by another use of this Power.

NOTE: The OV/RVs against a Transmutation attempt are the object's DEX and BODY, respectively.

The Transmutation power allows an element that is 90% pure to be changed into another 90% pure element. Since the elements below are not 90% pure, they have higher OV/RV Column Shift Modifiers (listed parenthetically). Also note that the Column Shift Modifiers only pertain to the Action Table.

Oxygen to Nitrogen (+2)—Challenging. Used to knock out enemies, it acts as an 8 AP gas attack.

Plutonium (+6)—Strenuous. Will explode as a bomb with each RAP equal to 1 AP of the Bomb Power.

Glass (+4)—Difficult.

Inerton (+8)—Extreme. Has a BODY of 65. The APs of Transmutation are used as the AV for a Grapple attempt with this or any other "imprisonment" attempt.

Kryptonite (any type) (+6)—Strenuous.

Sneezing Powder (+4)—Difficult. When created, will act as a 20 AP Fog/Poison Touch attack, but the *only* damage it will do is to cause



the victims to sneeze uncontrollably, giving them a -2 Column Shift on any Acting Value.

Asbestos (+6)—Strenuous. A transformed costume or suit of such material will provide 6 APs of Flame/Heat Immunity.

Chloroform (+6)—Strenuous. Acts as a combination Fog/Poison Touch with 11 APs of effect.

Plexiglass (+6)—Strenuous. Has a BODY of 25.

Amnesia (+12)—Herculean. Acts as a 30 AP combination Fog/Poison Touch attack. Regardless of RAPs, the result of any positive RAP is permanent amnesia (GM discretion).

Causing a section of ceiling to transmute to a heavier material and fall is an attack with the Transmutator's DEX as the AV and the weight of the material as the EV.

LIGHTNING LASS *alias Ayla Ranzz*

DEX: 6	STR: 3	BODY: 5
INT: 6	WILL: 6	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 16 (19)	HERO POINTS: 60	

POWERS:

Energy Absorption: 11, Lightning: 19

SKILLS:

Martial Artist: 3, Vehicles: 4

LIMITATIONS:

Energy Absorption only works on
Electrical attacks

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Lightning Lass has recently become one of the more aggressive Legionnaires after years of remaining in the background. She now tends to strike out more on her own, although she is still a good team-worker. She has recently broken off a long-standing relationship with fellow Legionnaire Timber Wolf because of his insensitive nature.

TIMBER WOLF *alias Brin Londo*

DEX: 15	STR: 34	BODY: 20
INT: 4	WILL: 6	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 23 (31) HERO POINTS: 75		

POWERS:

Danger Sense: 18, Running: 6

SKILLS:

Acrobatics: 12, Charisma (Interrogation and Intimidation): 5, Martial Artist (Attack Advantage and Taking a Blow): 8, Military Science/Tracking: 9, Thief Stealth: 9

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Another aggressive and sometimes strong-headed Legionnaire, Timber Wolf is probably the Legion's best hand-to-hand fighter and prefers to take on as many opponents as possible at one time. He sometimes gets directly to the core of situations, whereas his comrades tend to over-complicate matters.

INVISIBLE KID II *alias Jacques Foccart*

DEX: 5	STR: 4	BODY: 4
INT: 5	WILL: 5	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 15 HERO POINTS: 45		

POWERS:

Invisibility: 13

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

As a Legionnaire, Invisible Kid II has put his powers to good use despite their relatively low power (he is

probably the "weakest" of the male Legionnaires). He is usually in the forefront against opponents of less than overwhelming power, taking the heat off of his comrades.

POLAR BOY *alias Brek Bannin*

DEX: 6	STR: 4	BODY: 5
INT: 7	WILL: 5	MIND: 4
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 55		

POWERS:

Flame Immunity: 16, Ice Production: 13

SKILLS:

Charisma (Interrogation and Persuasion): 5, Vehicles: 5

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Polar Boy is one of the five most-recently admitted recruits, after having spent years as the leader of the Legion of Substitute-Heroes. He can use his powers to inflict damage or to grapple and can supply the raw material for some of Element Lad's transmutations. Polar Boy tends to defer to the other Legionnaires, remaining in the background except when called upon.

TELLUS *alias Ganglios*

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

POWERS:

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

SKILLS:

Vehicles: 4

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Alien

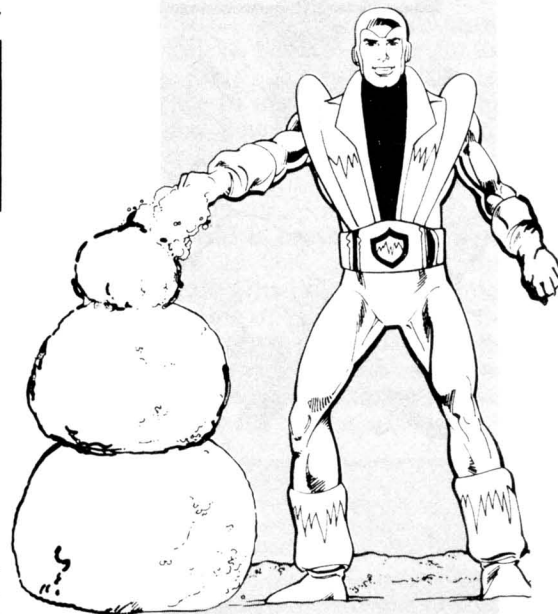
EQUIPMENT:

Life Support Device [DEX: 0, STR: 0, BODY: 12]
(Uses: 1, Duration: 20), Sealed Systems: 20

VULNERABILITIES:

Fatal Vulnerability: Tellus breathes an atmosphere which is poisonous to humans and takes damage from breathing a normal oxygen/nitrogen atmosphere or water.

Tellus can stay unprotected in Earth's atmosphere for 5 APs of time. After that, he must make an Action Check



with his STR as the AV/EV and his BODY as the OV/RV. The RAPs are equal to the additional APs of time that Tellus can remain in the adverse atmosphere before he must make another Action Check.

Admitted in the Legion at the last open call (along with Polar Boy), Tellus was selected primarily for his qualifications as a telepath, as well as his lesser powers of telekinesis. Although his telekinesis is not as powerful as that of other Legionnaires, he can use it quite well and subtly as the occasion requires.

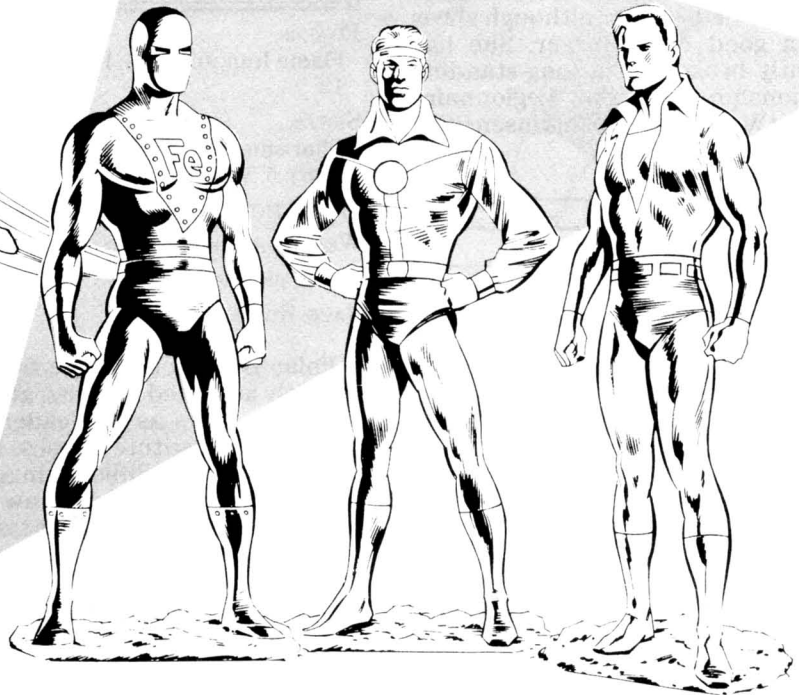
Despite his unfamiliarity with "human" minds, his ability to probe the minds of others has proven indispensable on a number of occasions.

NOTE: All Legionnaires wear a Flight Ring that provides them with Flight: 12 and Transuits that open in a vacuum and provide the power of Sealed Systems: 18. Each suit has a BODY of 20 and can only be hit by Trick Shots. Such attacks have a 10 Column Shift on the AV/EV due to the difficulty of the attempt. Energies pass through the transuits freely otherwise, allowing the wearer to make attacks, shift shape, enlarge, etc., but the suit provides no protection either.

Note that the items mentioned above are of higher quality than those mentioned anywhere previously.

It should be noted that these descriptions are only intended to provide the minimum knowledge necessary.

Non-Player Characters



"Dead" Legionnaires

INVISIBLE KID I *alias Lyle Norg*

DEX: 5	STR: 4	BODY: 5
INT: 10	WILL: 6	MIND: 6
INFL: 4	AURA: 3	SPIRIT: 5
INITIATIVE: 19 (24) HERO POINTS: 55		

POWERS:

Invisibility: 15

SKILLS:

Martial Artist: 5, Scholar (Academic Study, Biochemistry): 14, Scientist: 12, Vehicles: 4

MOTIVATION: Responsibility of Power

WEALTH: N.A.

JOB: Pawn of Time Trapper

RACE: Human

A superior tactician, Invisible Kid will attempt to sneak up on less powerful Characters. He will have nothing but contempt for his successor with his "stolen" power.

SUPERGIRL *alias Kara Zor-El*

DEX: 26	STR: 48	BODY: 36
INT: 13	WILL: 19	MIND: 13
INFL: 10	AURA: 8	SPIRIT: 4
INITIATIVE: 49 HERO POINTS: 60		

POWERS:

Directional Hearing: 10, Extended Hearing: 10, Flight: 45, Heat Vision: 28,

Invulnerability: 45, Microscopic Vision: 15, Recall: 28, Sealed Systems: 20, Solar Sustenance: 50, Super Breath: 20, Super Hearing: 10, Super Speed: 24, Super Ventriloquism: 15, Systemic Antidote: 15, Telescopic Vision: 15, Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Artist/Actor: 7, Charisma/Persuasion: 4, Detective: 7, Scholar (All human languages, Literature, Psychology, History), Scientist: 10

EQUIPMENT:

Super Uniform [DEX: 0, STR: 0, BODY: 20], (Uses: 4, Duration: 26), Skin Armor: 10

LIMITATIONS:

Loses all powers under red sun radiation.

VULNERABILITIES:

(All of Supergirl's loss vulnerabilities affect her Attributes, Powers, Skills.)

Green Kryptonite: Rare Fatal and Loss; Range: 3

Red Kryptonite: Rare Miscellaneous—bizarre changes; Range: 3

Gold Kryptonite: Rare Miscellaneous Loss—permanent; Range: 3

Magic: Miscellaneous—all Abilities against Magic (Mystical Powers or objects) are at 4.

Miscellaneous Loss—Gravity attacks subtract their RAPs from all of Supergirl's Abilities, but cannot be reduced below zero.

MOTIVATION: Upholding the Good

WEALTH: N.A.

JOB: Pawn of Time Trapper

RACE: Normal Humanoid

Supergirl will use her overwhelming strength and abilities to good advantage over her opponents.

NOTE: Supergirl has been immunized against Kryptonite by Chemical King.

FERRO LAD *alias Andrew Nolan*

DEX: 8	STR: 4/25*	BODY: 5/15*
INT: 5	WILL: 6	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 45		

POWERS:

Sealed Systems: 12, Skin Armor: 25

LIMITATIONS:

All powers, plus increased STR and BODY, only apply when Ferro Lad is in his armored form.

MOTIVATION: Unwanted Power

WEALTH: N.A.

JOB: Pawn of Time Trapper

RACE: Human (disfigured)

Another hand-to-hand type, Ferro Lad will simply choose an opponent and come in swinging.

KARATE KID *alias Val Armorr*

DEX: 11	STR: 5	BODY: 6
INT: 5	WILL: 10	MIND: 7
INFL: 4	AURA: 4	SPIRIT: 5
INITIATIVE: 20 (40) HERO POINTS: 90		

POWERS:

Iron Will: 7, Jumping: 1

SKILLS:

Acrobatics: 4, Artist (Painting and Sculpting): 4, Martial Artist: 20, Thief/-Escape Artist: 8, Vehicles: 6, Weaponry: 13

LIMITATIONS:

Escape Artist skill can only be used to shatter personal bindings such as handcuffs, chains, etc.

MOTIVATION: Thrill of Adventure

WEALTH: N.A.

JOB: Pawn of the Time Trapper

RACE: Human

Another in-fighter, Karate Kid is usually at the forefront of any battle. He will use Multi-Attacks whenever possible.

CHEMICAL KING *alias Condo Arlik*

DEX: 5	STR: 4	BODY: 4
INT: 7	WILL: 7	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 16 (20) HERO POINTS: 55		

POWERS:

Bio-Energy Blast: 8, Cell Rot: 55, Energy Absorption: 17, Neutralize: 20

SKILLS:

Martial Artist: 4, Vehicles: 3

LIMITATIONS:

See Sidebar
Cell Rot does not affect human flesh.
Cell Rot has an AV of 15 APs.
Cell Rot and Neutralize have ranges of 6 APs.

MOTIVATION: Unwanted Power

WEALTH: N.A.

JOB: Pawn of Time Trapper

RACE: Human

Chemical King will probably stay in the background of most battles, due to the fact that his powers are better used in a more subtle role, rather than face-to-face.

Chemical King

Chemical King's power is rather unique in several ways and so is covered separately here.

As a living chemical catalyst, Condo can speed up the decay rate of any material (but never human beings) and can affect energy constructs (Cell Rot). He can affect an opponent's metabolism (Bio-Energy Blast), cause specific energy types to decay (must pick a specific type per round to Energy Absorb), neutralize the chemical/biochemical-based powers of heroes such as Superboy, Invisible Kid, and Bouncing Boy, and speed up decay rates. He can also neutralize chemical/biochemical-based limitations and vulnerabilities, such as Superboy's vulnerability to Kryptonite. Such a handicap always has OV/RVs of 30. The RAPs are the length of time the handicap is neutralized.

For the course of this adventure, the Time Trapper has had Chemical King stabilize Supergirl's biochemical makeup so it is not affected by Kryptonite of any type. This was so if she were exposed to Gold Kryptonite she would not lose her powers permanently, causing a historical discontinuity, something even the Time Trapper is incapable of doing. Supergirl is still vulnerable to the loss of her powers under red sun radiation.

NEMESIS KID

DEX: 5	STR: 3	BODY: 5
INT: 6	WILL: 4	MIND: 4
INFL: 7	AURA: 5	SPIRIT: 4
INITIATIVE: 18 HERO POINTS: 45		

POWERS:

Adaption: 55

SKILLS:

Charisma: 5, Scholar (Alchemy): 12, Scientist: 5

LIMITATIONS:

See below

MOTIVATION: N.A.

WEALTH: N.A.

JOB: Pawn of Time Trapper

RACE: Human

Nemesis Kid's Adaption only works to allow him to beat a single opponent. It increases a particular pair of Attributes (DEX/BODY, INT/MIND,

INFL/SPIRIT) by five more APs each than the highest pair of his opponent's attributes and provides him with (usually) one power, either a superior attack form of the same sort as his opponent possesses (such as STR or Martial Artist) or an Immunity (Iron Will vs. Control, Truesight vs. Illusions, etc.). Nemesis Kid must concentrate to use his power, so he can only use it against one opponent and he cannot use Adaption if Intimidated. He cannot adapt powers except to fight an opponent.

Nemesis Kid is pretending to be a Legionnaire at this point (he has already made a deal with the Khunds, from his point of view) and will be totally supportive of his fellows as part of his ruse. He is not fond of Karate Kid, but will work with him so as not to blow his "cover."

Nemesis Kid

Nemesis Kid's power allows him to adapt a power to beat any single opponent. It should be realized that due to Hero Point expenditures and the luck of the dice, he may not emerge victorious in every attack.

Due to the inherent limitations of his power, Nemesis Kid cannot concentrate on more than one opponent, an opponent being someone that is facing him with intent to attack. An observer will not disrupt his power.

Following is a list of the powers and abilities that Nemesis Kid may gain against each Legionnaire Character in this module:

Element Lad: DEX: 11, STR: 3, BODY: 10,

Transmutation: 24

Invisible Kid II: DEX: 10, STR: 4, BODY: 10,

Passive Sonar: 18

Lightning Lass: DEX: 11, STR: 3, BODY: 10,

Energy Absorption: 24

Polar Boy: DEX: 11, STR: 4, BODY: 10, Icing: 18

Tellus: INT: 15, STR: 6, MIND: 15, Telekinesis: 12

Timber Wolf: DEX: 20, STR: 34, BODY: 25,

The Initiative increase from an attribute will take place on the round that it is ascertained whom Nemesis Kid is attacking. The higher Initiative figure will be used against that opponent.

Each of these “dead” Legionnaires has been drawn from a particular period prior to his/her death. Invisible Kid I and Chemical King have been drawn from a period approximately a week before their deaths, Ferro Lad during one of his secret missions just prior to his death, Karate Kid and Nemesis Kid from the middle of the first Khund War (just before the latter’s revelation as a traitor), and Supergirl from about one week before she was made a Reservist.

The “dead” Legionnaires have all

been brainwashed by the Time Trapper into believing they are all Legionnaires from the same time; the knowledge that Nemesis Kid is a traitor has been wiped from Invisible Kid I and Chemical King’s minds, as well as from Ferro Lad’s.

All “dead” Legionnaires have Flight Rings, although they are an earlier model than the most recent ones (Flight: 10). They also have transuits with a BODY: 20, and Sealed Systems: 18.



Chemical King

Strategy Hints

Because orchestrating the actions of six Characters with wide varieties of powers can be difficult, we have provided some general strategies for the “dead” Legionnaires. It should be kept in mind that the “dead” Legionnaires in question are not mindless zombies but have been left a fair amount of free will by the Time Trapper so as to be as effective as possible.

The following are listed in descending order of base Initiative scores (Martial Artists Skill included):

Supergirl: Will always pull her punches except against Timber Wolf. Her overwhelmingly high attributes make Multi-Attacks particularly effective. She will usually match Hero Points spent by Timber Wolf or Element Lad or expend Points to break a Grapple. The Trapper’s brainwashing is sufficient to override her affection for Brainiac 5.

Karate Kid: His Martial Artist Skill and generally aggressive nature make Multi-Attacks a natural strategy. Like Supergirl, he will pull his punches against all Legionnaires except Timber Wolf. He can use his Escape Artist Skill (but not his Martial Artist Skill) to escape imprisonment by Polar Boy and Element Lad. The OV/RVs of immobilization should be the RAPs of a successful immobilization attack.

Invisible Kid I: Will always attempt to gain surprise. He will freely use Hero Points to knock out an opponent who might turn the tide of battle: Element Lad and Tellus for example. If an opponent has the ability to detect Invisible Kid I but Invisible Kid I has Initiative, he will not turn Invisible until after his opponent attempts to

detect him. He may also try to have two opponents with ranged attacks hit each other by vanishing in-between them at the critical moment. To do so, he makes a roll with the AV being the APs of Invisibility and the OV being the APs of each opponent’s ranged power. Invisible Kid I rolls against *each* opponent separately (no more than two opponents possible). Any successful roll indicates that the opponent rolls to hit the opposite Character *instead* of Invisible Kid I. Such attacks do receive normal Surprise modifiers (see *Player’s Manual*, page 25).

Nemesis Kid: Needless to say, he will always try to take on a lone opponent. He will usually hide to get the drop on an opponent. In group battles he will try to pick an opponent who has little chance of receiving aid. All things being equal, he will usually go for the toughest remaining Character due to his somewhat sadistic nature.

Due to Nemesis Kid’s alchemical limitation, he can *never* affect more than one person with any one attack, no matter how cleverly he uses his power. Also, he is so vastly overconfident of his power that he rarely spends Hero Points but will do so if absolutely necessary.

Ferro Lad: Is basically a walking juggernaut with little regard for intricate strategies. He usually does not engage in Multi-Attacks, preferring to slug it out face-to-face with an enemy. He will also shield his weaker companions (Chemical King and Nemesis Kid) if possible. To interpose himself, he must have a higher Initiative roll than the attacker. If this is the

case, he makes a roll with his DEX being the OV and his opponent’s DEX being the AV. The EV is the Power, Skill, or Physical Attack of the attacker and the RV Ferro Lad’s BODY. Hero Points may be spent normally. If Ferro Lad succeeds in his roll with at least 1 RAP, the opponent’s attack is made normally, but against Ferro Lad instead. If he fails his roll, the initial target is attacked.

Chemical King: Has powers that require more subtle applications. In this module he can only Neutralize Invisible Kid II’s power, as all the other Characters have long-term (Timber Wolf, Lightning Lass) or natural (Element Lad, Polar Boy, and Tellus) powers. As noted previously, Chemical King has Neutralized Supergirl’s vulnerability to any form of Kryptonite for a time in excess of the duration of this adventure.

Chemical King can Cell Rot objects to fall on a person (see *Elements and You*). He can Neutralize any power that comes from a gadget, including Tellus’ life support helmet and Brainiac 5’s force belt.

Chemical King’s role in this adventure is primarily supportive. For instance, he will Neutralize Invisible Kid II’s power so someone else can take Invisible Kid I out or use his Energy Absorption to run interference (see above) for someone else to take out Lightning Lass. He can use Cell Rot on Element Lad’s transmutations, even the liquid and gaseous ones, as well as objects that Tellus is attempting to affect telekinetically.

Friendly Non-Player Characters

BRAINIAC 5 *alias Querl Dox*

DEX:	5	STR:	3	BODY:	4
INT:	25	WILL:	15	MIND:	20
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	34 (39)	HERO POINTS:	10		

POWERS:

Recall: 25

SKILLS: (* linked)

Detective: 12, Gadgetry*: 25, Martial Artist*: 5, Medicine*: 25, Military Science (Cartography and ECM)*: 25, Scholar*: 25 (most scientific fields of endeavor), Scientist*: 25, Spy (Coding and Photo Interpretation)*: 25, Vehicles*: 5

EQUIPMENT:

Force Field Belt [DEX: 0, STR: 0, BODY: 5]

(Uses: 4, Duration: 16), Force Field: 40
Force Shield: 25, Sealed Systems: 16

CONNECTIONS:

Coluan Scientific Council (high-level)
Metropolis University (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Multimillionaire

JOB: Legionnaire/Inventor

RACE: Normal Humanoid

Querl is one of the ranking intellects of the known universe, his talents having aided the Legion on countless occasions. He cannot leave the Legion Headquarters because he is the only Legionnaire there and is needed for special "in-house" duties.

Querl suffers from an intense obsession with the recently deceased Supergirl.

Neutral/Hostile NPCs

THE PERSUADER

DEX:	8	STR:	7	BODY:	10
INT:	4	WILL:	6	MIND:	7
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	90		

POWERS:

Telekinesis: 16

SKILLS:

Weaponry (Melee and Exotic): 19

EQUIPMENT:

Atomic Axe: [DEX: 0, STR: 45, BODY: 30]

Energy Absorption: 45, Flight: 15, Gravity Decrease: 10

Body Armor: [DEX: 0, STR: 0, BODY: 32]

(Uses: 5, Duration: 20)

LIMITATIONS:

The Persuader's Telekinesis can only work on his Atomic Axe, allowing him to operate it from a distance.

The Atomic Axe's Energy Absorption will only work on ranged attacks of any sort, including Mental and Spiritual energies.

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Member of Fatal Five

RACE: Human (presumably)

Next to nothing is known of the Persuader's background before he joined the original Fatal Five. He acts as right-hand man to the Emerald Empress, who leads the current group. He is bloodthirsty and vicious.

FLARE

DEX:	8	STR:	3	BODY:	5
INT:	5	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	16	HERO POINTS:	45		

POWERS:

Flight: 11, Force Shield: 4, Starbolt: 17

SKILLS:

Vehicles/Space: 6

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Member of Fatal Five

RACE: Human

(See Caress below for more information.)



CARESS

DEX:	6	STR:	2	BODY:	5
INT:	4	WILL:	4	MIND:	3
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	40		

POWERS:

Acid: 19

LIMITATIONS:

Acid has no range and uses Caress' DEX as the Acting Value.

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Member of Fatal Five

RACE: Human

Flare and Caress are female criminals who have been recruited by the Emerald Empress for her *new* Fatal Five. Their backgrounds are unknown at this point in time.

MANTIS MORLO

DEX:	4	STR:	2	BODY:	3
INT:	11	WILL:	5	MIND:	8
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	19	HERO POINTS:	15		

POWERS:

Air Control: 15, Flight: 10, Invulnerability: 18, Sealed Systems: 10, Telescopic Vision: 7, Skin Armor: 7

SKILLS:

Gadgetry: 7, Scholar (Chemistry): 25,
Scientist: 17

MOTIVATION: Power Lust

WEALTH: Multimillionaire

JOB: Scientist/Entrepreneur

RACE: Human

After two defeats at the hands of the Legion, Morlo has "retired" and is manufacturing Chemoids for sale to various industries. There is suspicion among competitors that there is more to these Chemoids than meets the eye but nothing has been proven as of yet.

DUPLICATE BOY *alias Ord Quetu/Quetu Ord*

DEX:	3	STR:	3	BODY:	4
INT:	2	WILL:	2	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	45		

POWERS:

Mimic: 65

LIMITATIONS:

Duplicate Boy can use his Mimic Power to gain the Power of any individual that he knows exists. He cannot have more than one Power at a time and he cannot duplicate a Power that affects an opponent's MIND or SPIRIT.

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Champion of Lallor

RACE: Normal Humanoid



Duplicate Boy

While possessing vast power, Duplicate Boy is not particularly imaginative and to date has only used his Adaptation to gain the powers of individuals whom he knows.

Listed are some of the heroes and the powers that he commonly uses:

Superboy: STR: 47, BODY: 35
Lightning Lad: Lightning: 20
Shrinking Violet: Shrinking: 30
Phantom Girl: Dispersal: 35
Cosmic Boy: Magnetic Control: 35
Timber Wolf: Acrobatics: 12
Element Lad: Transmutation: 19
Colossal Boy: Growth: 15

Duplicate Boy can also duplicate the powers of any of his fellow Champions of Lallor at the same APs of effect.



GAS GIRL

DEX:	6	STR:	2	BODY:	4
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	45		

POWERS:

Poison Touch: 17, Self Link (Fog): 6

NOTE: Gas Girl can alter her gaseous composition to any type of gas, so her Poison Touch can kill or stun.

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Champion of Lallor

RACE: Normal Humanoid

LIFE LASS *alias Somi*

DEX:	5	STR:	2	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	65		

POWERS:

Animate Objects: 35

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Champion of Lallor

RACE: Normal Humanoid

Duplicate Boy, Gas Girl, and Life Lass' primary concerns are the well-being of Lallor, although they have come to the aid of the Legion and the United Planets in the past. They are currently on less-than-friendly terms with the Legion due to Duplicate boy's break-up with Shrinking Violet. Life Lass leads the group when Evolver Lad, their fourth member, is not present (as is the case in this adventure).

INFINITE MAN *alias Jaxon Rugarth*

DEX:	26	STR:	19	BODY:	50
INT:	30	WILL:	18	MIND:	30
INFL:	8	AURA:	7	SPIRIT:	10
INITIATIVE:	64	HERO POINTS:	35		

POWERS:

Control: 30, Force Manipulation: 16,
Growth: 12, Invulnerability: 45, Time
Travel: 40

SKILLS:

Scholar (all eras of history): 40

LIMITATIONS:

The Infinite Man can only use his Control Power on individuals or creatures he has summoned via Time Travel. The Infinite Man's Growth Power is permanently active and is reflected in his Stats.

MOTIVATION: Psycopathic

WEALTH: N.A.

JOB: N.A.

RACE (as Infinite Man): Alien

At the beginning of this adventure, the Infinite Man has reverted back to Jaxon Rugarth (due to his defeat during CRISIS) and is in a coma. Brainiac 5 has him at the Legion medical facilities (Brainiac 5's lab) for some special experiments to speed his recovery.

The Infinite Man-side of Rugarth's personality is not particularly sane, and seems limited by its Rugarth half's respect for the Legion.

The Infinite Man will never enter Killing Combat against the Legion and will never send them through time unless he knows they can return in some manner relatively quickly. The Infinite Man usually limits himself to summoning people and creatures from the far past and future to fight for him or directing limited Force Manipulation attacks himself.

It should be noted that even if Rugarth recovers from his coma (something which the Trapper means to make sure never happens), he will be unable to manipulate choral energies. His body will act as a "battery" for such forces, however, which can easily cause disruptions in the local space/time continuum.

Encounter 1: Ambush!

SETUP

In this encounter, the Characters are ambushed at Legion HQ by their “dead” comrades. The Characters are most likely defeated and Jaxon Rugarth (a.k.a the Infinite Man) is taken. (Use the Legion Headquarters map on page 32 for this encounter.)

PLAYER INFORMATION

For the first time in several weeks, Legion HQ is quiet. Most of the Legionnaires are attending to routine assistance missions off-planet or personal business. Brainiac 5 is in his lab with a patient from Medicus One. You and your fellow Legionnaires are taking a well-deserved rest, following up on your favorite pursuits.

GM INFORMATION

Show your Characters the map of Legion HQ on page 32. Have them position their Characters where they will. Suggested areas include: personal quarters, the Mission Monitor Board Room, the cafeteria, the gymnasium, the Library/ Archives Screening Room, the Trophy Room, and the Recreation Room. Legionnaires may be paired up but do not allow more than half to be in any one area. Characters will *not* be found in the Arsenal or Brainiac 5's lab.

NOTE: The “dead” Legionnaires can easily avoid the Legion Headquarters security systems

The exact sequence of events in this encounter is not particularly important, as all ambushes will occur simultaneously. Each Character or group of Characters will be attacked by the same number of opponents, namely the six “dead” Legionnaires brainwashed by the Time Trapper.

Which of the “dead” Legionnaires attacks each Character will vary, depending on the grouping and location of the Characters. The following should be noted, however:

Nemesis Kid will always attack individuals unless none exist. If there is more than one individual character, the GM should decide which character Nemesis Kid attacks, keeping in mind the balance of the other encounters or lack thereof.

Supergirl views Timber Wolf and Element Lad as the main threats and will consider them her primary targets. Her heightened senses can be useful to detect Invisible Kid II. Karate Kid favors Multi-Attacks but if all things are equal, he will elect to attack Timber Wolf.

Invisible Kid I will attempt Surprise attacks on the three Characters he can defeat most easily: Element Lad, Lightning Lass, and Polar Boy. In his current brainwashed state, he holds a grudge against Invisible Kid II.

Chemical King can use his powers most effectively against Lightning Lass, Invisible Kid II, and Tellus' life-support system.

Ferro Lad has no particular preference and will attack anyone except Tellus, against whom he is most vulnerable.

It should be noted that although they are brainwashed, the “dead” Legionnaires will never enter Killing Combat. Their main objective is to take out the Characters quickly, break into Brainiac 5's lab, and get Rugarth. Once in Brainiac 5's lab, the “dead” Legionnaires will Neutralize Brainiac 5's force field and Supergirl will administer the *coup de grace*. They will then make a sizeable hole in the outer wall and depart.

TROUBLESHOOTING

One thing the Characters may do is try to reason with their “dead” comrades. This will prove impossible due to the Trapper's brainwashing. The targets of such attempts will respond by expressing their regrets at having to fight the Characters, but will justify their actions by claiming the Characters are under the chemical influence of Mantis Morlo.

The Characters may attempt to escape an ongoing battle or find themselves free after having defeated their opponent(s). In any case, if the Character(s) leave(s) Legion HQ, he/they will be unable to gather any aid whatsoever before the “dead” Legionnaires have departed.

Since the ambushes start simultaneously, no escaping Character will have time to interfere in any other battle before it is finished. A Character or Characters may attempt to get to Brainiac 5's lab and warn Brainiac 5.

To catch a fleeing Character, a “dead” Legionnaire must make a successful roll. The AV/OVs are the highest individual's total of DEX plus movement speed on each side. One RAP is required; a successful roll indicates that the pursuer has caught his target.

It will take one phase to contact Brainiac 5.

On this first phase after being alerted, Brainiac 5 will use his three actions to put up his force field and put a force shield on Rugarth. Chemical King will attempt to neutralize Brainiac 5's force field and open the way for someone else's attack. Supergirl will concentrate on the shield over Rugarth.

If any of the Trapper's pawns is/are defeated, the remainder will find him/them and revive him/them after acquiring Rugarth.

Tellus has spare life-support systems in his quarters and in the techno-repair center. It will take him three phases to obtain a support system from any location.

It is unlikely that Tellus will have a chance to Mind Probe any of the “dead” Legionnaires during this encounter. If he does manage to do so, see **Encounter 3** for his chance to succeed and the results if he does so.

Encounter 2: Interlude

SETUP

There is no “encounter” in this section. The Characters recover from their injuries and track down several clues to ascertain exactly who their attackers are. They also determine that the “dead” Legionnaires intend to revive the Infinite Man.

Allow the conscious Characters to take their unconscious comrades to the Legion Medi-Lab. If all Characters are unconscious, Brainiac 5 will revive and do so.

As soon as everyone is conscious, read the following section.

PLAYER INFORMATION

Upon awakening, you see that you have been taken to the Medi-lab. The area is in disarray: equipment has been wrecked and a large hole has been blasted in the outer wall.

Brainiac 5 comes over and releases you from the anti-G life-support units. He looks rather distraught. In a shaky voice he says,

“My patient, Jaxon Rugarth . . . he’s been taken! And it appears that our “dead” comrades, including my Kara, took him!”

Taking a moment to calm himself, Brainiac 5 then continues, “Whomever our assailants were, they made a large hole in the Earth’s polymer shield. I’ve analyzed their line of travel, and if they stay on their present course, they will inevitably arrive at Tharok’s Citadel of Evil!”

At that, he steps over to a nearby display screen and calls up an image of an oblong green space station. The view is of the station’s exterior only; text at the bottom displays the following sentence: “Interior Schematics are Unavailable.”

“Despite having been abandoned by Tharok years ago,” Brainiac 5 explains, “the station is still unapproachable due to its automatic defense mechanisms. The interior is also shielded from all scanning devices.

“As you might recall, Element Lad, the Fatal Five once attempted to use a ‘Time-Sorter’ designed by Tharok to permanently change history and wipe the Legion out of existence. Although the Time-Sorter was destroyed by Karate Kid in the 20th century, I believe it highly probable that earlier prototypes may still exist.

“I hypothesize that a Time-Sorter, in tandem with a device such as the Time Beacon, could recreate Rugarth as the Infinite Man. This is because he was resurrected under similar circumstances during the Crisis. All things considered, I believe this is exactly what our comrades of the past intend to do.”

GM INFORMATION

The anti-G life-support units in the sick bay will provide wounded Characters with the equivalence of Regeneration of 5 APs. There are five of these units in the Legion sick bay.

If the Characters compare the internal monitors’ records of their assailants’ finger and retina prints to the Legion data bank’s files, they will come up with an exact match.

If the Characters go to Brainiac 5 or to the Legion computer to find out what the “dead” Legionnaires really are or who could have “created” them, read all of the following information aloud:

1) *They could be clones. Legionnaires have been “resurrected” (specifically Ferro Lad and Invisible Kid) in the past, using cells from the Legion Clone Bank.*

Brainiac 5 says, “The Clone Bank, along with most of the second Legion HQ, was destroyed in the Omega conflict. As a result, the cells we had of Ferro Lad, Invisible Kid, and Chemical King were permanently lost. Nemesis Kid was not a member long enough for cell samples to be taken. Our computer shows that there is no other known source of cells for our six “dead” comrades. Also a clone will only remain alive for 24 hours.”

2) *They could be biological androids. The technology required to design a convincing facsimile, much less a powered one, is unknown.*

3) *They could be Durlans. Durlans, capable shape-shifters, have impersonated Legionnaires before, once for a considerable period of time. However, Durlans are extremely limited in the number of powers they can duplicate. They cannot gain Super Strength, become Invisible, or become skilled in Martial Arts, without artificial aid.*

4) *They could be mystical creations. This is possible but difficult to determine without the White Witch present.*

5) *They could be temporarily displaced. As you are aware, disruptions of the Time Stream have increased in severity and frequency since the Crisis, making travel difficult and monitoring impossible. Therefore, there is no way to ascertain if there has been any recent movement through the time stream.*

Possible Suspects

Mantis Morlo: In his first encounter with the Legion he demonstrated the ability to craft near-perfect chemical/synthetic duplicates of himself. He was released from prison approximately a year ago and started a legitimate business manufacturing his Chemoids for industrial use.

The Fatal Five/Tharok/Dark Man: Tharok and his doppelgänger/clone had the intelligence to develop biological/cloning duplication techniques. Tharok also developed a “Time-Bridger” and the Dark Man telepathically possessed all of the knowledge of his father.

However, both Tharok and the Dark Man apparently died at the end of their last cataclysmic meeting. While the rest of the Fatal Five possess some small knowledge of Tharok’s advanced technology, it is extremely unlikely that they could put it to sophisticated use.

Mordru: Mordru can mystically travel through time and certainly possesses the magical might to do almost anything he wants to, including the creation of Legionnaire duplicates. However, he is still on the Sorcerers’ World, seemingly powerless.

The Time Trapper: Possesses vast knowledge of and can manipulate time. Like Mordru, he prefers non-frontal schemes and the use of pawns. As reported by Saturn Girl, Lightning Lad, and Cosmic Boy, both he and his Controller agent are still at large.

Dark Circle: One of their members, Golgoth, is an expert at cloning techniques. In its last battle with the Legion, the Dark Circle demonstrated their ability to have and

control a Kryptonian soldier. However, at the end of that last battle, the Dark Circle committed mass suicide to avoid capture, possibly transferring its members’ minds to “safehoused” clone bodies. This suicide cost the Dark Circle most of its equipment and resources.

Darkseid: Has demonstrated his ability to create clones of deceased individuals and can control an unlimited number of minds. He has some control over time and prefers subtlety in the beginning stages of a campaign. He is currently at large and at this point, his whereabouts are unknown.

GM NOTE: You should gently dissuade any and all efforts to follow up on Darkseid’s location.

The Infinite Man: His powers are certainly adequate to summon and control “dead” heroes. He also has the most obvious motive for repowering Rugarth. It has been noted in the past that he has spent millennia perfecting his powers or a “future” Infinite Man may be attempting to rescue his past self.

Encounter 3: In The Crossfire

SETUP

After evaluating all of the possibilities concerning their “dead” comrades, the Characters follow the “dead” Legionnaires to Tharok’s Citadel

After a five-hour trip, the Characters arrive at Tharok’s Citadel. Entering, they find themselves caught in a two-front battle against three of the Fatal Five on one side and a force of robot sentries on the other.

PLAYER INFORMATION

After collating all your data, you inform the Science Police that the Infinite Man may become active again and the Time Beacon should be heavily guarded to prevent this. Brainiac 5 goes to the Monitor Board to determine if any other Legionnaires can be spared to help guard the Beacon. He finds out that no one can be spared from his/her current duties and assignments.

You board a Legion cruiser, punch in the coordinates, and take off. Five hours later, the Citadel of Evil comes into view, hanging ominously in space. You carefully pull into orbit around the station. The station is surrounded by the dead husks of ships that tried to orbit too closely. A large hole in the side of the Citadel is apparently the reason your cruiser has not been fired upon.

The station is still shielded, effectively blocking all scanning. Having no other choice, you decide to leave the cruiser and fly over. You activate your transuits and fly towards the hole. Upon nearing the hole you see that it is 1 AP in size (10' x 25').

NOTE: No matter where the Characters decide to enter, they will shortly find themselves in a corridor running the circumference of the Citadel, 10' wide and 15' high. The walls have 12 APs of BODY per 10' x 10' area. The undamaged portion of the station has normal Earth gravity.

Upon entering the Citadel, you notice a small flashing sign on the wall. It reads “Breeched wall, gravity nullified.”

NOTE: If the Characters seal the hole, the sign will blink out and gravity will be restored to the passage.

If the Characters don’t seal the hole, the first door they go through will seal behind them and they will be in normal Earth gravity.

As soon as the Characters seal the hole or go through a door, read them the following:

A panel slides open in the wall to your left and to your right three figures appear in a flash of brilliant emerald light. The first figure to step clear of the glowing nimbus is a hulking brute wielding a medieval-style axe. The green light glistens off his metallic blue armor and death’s-head mask. Hovering behind him is a young woman literally bursting with energy, while bringing up the rear is another woman dressed in blue and white. Her golden lips part in a sneer, revealing subtle fangs.



You recognize these three as the Persuader, Flare, and Caress; members of the Fatal Five.

Meanwhile, from the open panel to your left, six 10'-tall assault robots with gleaming, lethal-looking weaponry step into the corridor.

GM INFORMATION

These are Tharok's Guardsman robots, the Citadel's primary internal defense. Tharok designed them to cope with the Legionnaires he was familiar with at the time he built the Citadel (several years ago).

GUARDSMAN ROBOTS

DEX:	6	STR:	8	BODY:	15
INT:	2	WILL:	1	MIND:	1
INITIATIVE:	8	HERO POINTS:	0		

POWERS:

Heat Vision (Red Sun Radiation): 10,
Passive Sonar: 10, Skin Armor: 5,
Stretching (Entangling Tentacles): 2

The robots have sensors which can detect the presence of Element 152, the anti-grav metal used in Legion Flight Rings. The robots will attack anyone possessing an unaltered Flight Ring and ignore all other beings.

The Persuader, Caress, and Flare have been teleported here by Zymyr (who was hired by the Emerald Empress) to investigate an alarm signal triggered by the Trapper's pawns who are still present elsewhere in the Citadel. The Empress, who currently leads the Fatal Five, is concerned that Tharok or the Dark Man has returned, given the uncertain nature of their "deaths." She also suspects that either the Science Police or the Legion has finally entered the Citadel and she has no desire to have Tharok's technology fall into their hands.

The GM should roll for Surprise normally at the beginning of the battle. The Persuader is familiar with Tharok's robots and will ignore them, concentrating on the Legionnaires. He will concentrate his attack on Timber Wolf but will react intelligently to other attacks.

Flare will keep some distance between her and her opponents, attacking with ranged powers. Caress will simply attack anyone who's not being attacked by one of her comrades or a robot. The villains know that the robots will attack unaltered Flight Ring wearers and also know that the Persuader knows the reason for this.

NOTE: The Emerald Empress and Zymyr do not "appear" in this module, therefore their stats have been left out.

TROUBLESHOOTING

If the villains are defeated, they will be teleported away by Zymyr, who has been hired by the Emerald Empress for this reason. The Empress will decide to cut her losses and not engage the Legionnaires in further battle.

If the Characters are defeated by the Fatal Five, they will be left to the tender mercies of the Guardsmen robots. The Persuader and company will proceed inwards at an

extremely cautious pace, arriving at the central control room just after the "dead" Legionnaires depart. The Fatal Five will investigate the central chamber at length and will be teleported away by the Emerald Empress just as the Legionnaires arrive on the scene after escaping imprisonment.

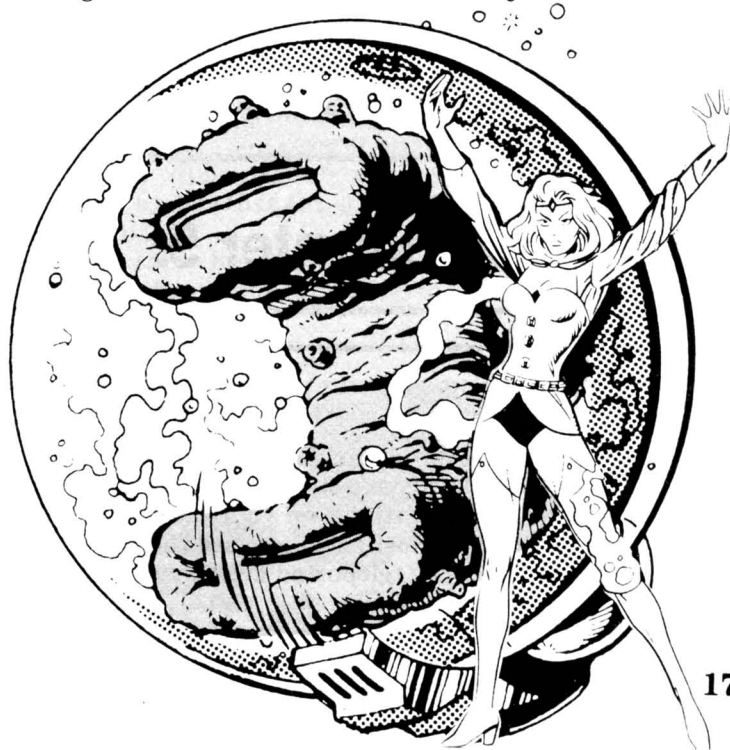
If the Characters are defeated by the robots, the robots will ignore any and all downed Fatal Fivers. The robots will take the Characters to a nearby cell which will have a BODY of 25, red sunlight lamps embedded in the ceiling, and a glowing white force field that does nothing but prevent the passage of all Dispersed Characters through it. The cell door can be unlocked telekinetically, but such an attempt has an OV/RV of 13/8, respectively. Any positive RAPs indicate success.

There will be two robots standing guard outside the cell door. After defeating these robots, the Characters can follow the trail of slashed wreckage of various traps to the central control area with relative ease.

If one of the Characters puts a hole in the 12 AP outer wall, sudden depressurization will occur. Walls 20' to either side of the hole will seal off the breeched area of the corridor and automatic mechanisms will close the hole in four phases. The Fatal Five will be protected from the vacuum by the Emerald Eye and will continue fighting until defeated or successful. The robots will be swept off into space.

The Characters might try to convince the Fatal Five that other opponents are on the ship and that it would be in the Five's best interests to cooperate. This tactic will have no effect unless the Characters stop attacking the Fatal Five entirely. If this happens, the Fatal Five will stop to hear them out. Any such Persuasion attempt will receive a +5 OV Column Modifier due to the Fatal Five's hatred of the Legion. The Persuading Character will only get one failed attempt before the Fatal Five attack again.

If a successful Persuasion attempt is made, the Persuader, as spokesman, will answer questions as given under the guidelines on page 31 of the **Powers and Skills** booklet. The Fatal Five will offer no other aid and the Empress will have Zymyr teleport the villains away upon finding out what the situation is.



Encounter 4: Gauntlet!

SETUP

This encounter only occurs if the Characters defeat both the robots and the Fatal Five in the entry chamber and proceed on to the Central Control Area.

If the Characters are captured by the robots, the Fatal Five will go through the following traps and destroy them. The Characters will encounter nothing but wreckage if they go through this area at a later point.

PLAYER INFORMATION

After defeating your opponents, a quick circuit of the outer corridor reveals four radial corridors that lead to a central area. All of the corridors are 100' long and seem identical except that three end in double doors while the fourth is blocked by rubble. The doors are otherwise featureless.

You have barely entered your chosen corridor when several small panels in the walls open up. A series of small turrets swivel out and fire a barrage of green laser beams at you.

GM INFORMATION

These are green Kryptonite lasers, capable of affecting anyone, but especially Kryptonians. They are light-based attacks with AV/EVs of 8 APs. Each turret has a BODY of 6 APs.

Each of the four corridors has the same series of traps, which are as follows:

Lasers: Six lasers cover the first 20' of the 100' corridor. Invisible Characters get no bonuses for being invisible

because the lasers are triggered by body heat. Kryptonians take a -2 Column Shift on their RVs.

Descending Walls: Descend at the 20' and 50' marks down the 100' corridor. Triggered by anyone moving at a speed of 2 APs or greater. Will slam down in front of moving Characters. The AV of such an attack is 18 APs and the EV is the BODY of the walls. The OV is the Character's APs of DEX or movement, (whichever is higher) and the RV his/her BODY. More than one Character can be attacked at the same time but no penalties for Multi-Attacks are assigned. Each descending wall has a BODY of 20 APs.

Fear Gas: Covers the first 50' of the 100' corridor. The fear gas is triggered by five sets of eyebeams set at 10' intervals (OV/RV of 15, 3 or more RAPs needed to locate each eyebeam). A silent, odorless, colorless Fear Gas attacks as an Aura of Fear at 7 APs on all Characters present. Transuits are not triggered by this gas but APs of Sealed Systems will add to the OV/RV of a victim. The gas has a volume of 12 APs.

Tentacles: Appear at the 70', 80', and 90' marks of the 100' corridor. Triggered by the Fear Gas. Any Character with Magnetic Control can use this power to sense the tentacles. The APs of Magnetic Control act as the AV/EV and the OV/RV is at 16 APs. The ten tentacles have a DEX/STR/BODY of 10. The phase after the tentacle(s) has/have successfully grappled an opponent it/they will field a 7 AP electrical charge into its/their victim(s). The tentacles will pick their targets randomly.

Descending Wall: Descends at the end of the 90' mark down the 100' corridor. If this one is set off (by any character moving at 2 APs or greater), it will come down but have no effect, as there is a large vaguely human-shaped hole in it.

NOTE: This only applies to the corridor with the rubble at the end.

Encounter 5: The Time-Sorter

SETUP

If the Characters have been defeated by the Fatal Five and escaped the Guardsmen robots in **Encounter 3**, skip this encounter and continue on to **Encounter 6**. The Characters will arrive just in time to see the Persuader, Flare, and Caress being teleported away by the Emerald Empress.

Otherwise the Characters will arrive just as the "dead" Legionnaires are preparing to remove the Time-Sorter from Tharok's security vault.

GM NOTE: When the Characters have reached the end of a corridor, read to them the appropriate description below.

PLAYER INFORMATION

Having come to the end of the corridor, you see:

- A)** *a pile of rubble completely blocking further passage.*
- B)** *a set of double doors.*

Suddenly the obstruction glows red hot, then explodes towards you. You get a brief glimpse of Supergirl and a large chamber beyond.

GM INFORMATION

Roll for Surprise normally, taking into account Timber Wolf's Danger Sense. The flying debris has an AV/EV of 5/9 and does a Multi-Attack at no penalty to all Characters taken by Surprise. If not taken by Surprise, Element Lad can transmute the shrapnel. He must make a Standard Action roll against the shrapnel's OV/RV of 5/9 with a modifier of Difficult. Any successful RAPs transmute all the shrapnel.

Refer to the map of Tharok's Citidal on page 30. This gives the location of the six "dead" Legionnaires.

Invisible Kid I and Chemical King will be busy for two rounds opening Tharok's security vault and will only turn

from it if attacked.

Karate Kid will assist Supergirl in defending the entryway, while Ferro Lad guards Invisible Kid's and Chemical King's backs. Nemesis Kid, hiding behind a central console, will attempt to attack one Character without fear of retaliation from others. He will wait as long as necessary to get into a good position.

TROUBLESHOOTING

Supergirl will be standing guard at the door with her Super Hearing active, so she will not be Surprised no matter what the Characters do. As mentioned previously, Supergirl has been immunized to Kryptonite by Chemical King.

Encounter 6: In Pursuit

SETUP

In this encounter, the Characters recover and try to determine where the "dead" Legionnaires are going. The tracking computers generate two possible destinations: Lallor and the world where Mantis Morlo's Chemoid factory is located.

PLAYER INFORMATION

When the first Character wakes up or any Character is left standing at the end of the battle, read section A. When any unconscious Characters recover later, read section B.

A) *Tharok's Control Center is a shambles. Automatic systems are slowly sealing a large hole in the ceiling. Your unconscious comrades (if any) are scattered around you. The "dead" Legionnaires have departed and the safe which Invisible Kid I and Chemical King were working on is empty. You are aware that there is medical revivication equipment on board your cruiser.*

B) *You wake up and find that you are in an anti-G life-support unit on board the Legion cruiser. You were brought here by one of your conscious comrades.*

You notice a light flashing on the tracking computer console. Checking, you find that the cruiser's automatic sensors have recorded a flight trail left by one of your "dead" comrades.

GM INFORMATION

The anti-G life-support units are identical to the ones in the Medi-Lab. There are five such units on the cruiser.

The tracking computer can supply a holographic representation of the "dead" Legionnaires' flight trail in relation to stellar configurations. The trail is represented by a steep cone. The cone's vortex is the Player Characters' destination point.

The computer will indicate two notable planets on the cone. The first has no given name, only the code JRL-4198. The computer data bank indicates that this planet is where Mantis Morlo has set up his Chemoid factory. The second, further on past Morlo's planet, is the world of Lallor.

Lallor is best known as the home world of Duplicate Boy, Gas Girl, Life Lass, and Evolve Lad, collectively known as the Champions of Lallor. These four have alternately fought and aided the Legion on several occasions in the past.

JRL-4198 is a gas giant and Morlo's factory is actually a floating space station several hundred feet deep in the atmosphere. While Lallor boasts a population of several billion; the system that JRL-4198 is in is otherwise totally uninhabited.

It takes three hours to fly to JRL-4198 and an additional three hours from JRL-4198 to Lallor.



Encounter 7: Chemical Reaction

SETUP

If the Characters do not visit Morlo, skip this encounter and go to **Encounter 8**.

If the Characters choose to pay a call on Morlo, they will meet with a rather hostile reaction. Morlo, while innocent of any wrong-doing at this time, has a long memory for grudges and will have his Chemoids attack the Characters.

PLAYER INFORMATION

The planet JRL-4198, a cold, dark mass, looms before you in space. Sensors readily detect the distinct metal mass of Morlo's floating factory. You pull the cruiser into synchronous orbit above it.

Readings indicate that the planet's atmosphere will badly corrode the cruiser's engines and even your transuits will provide you with only temporary (10 APS of time) protection.

A small hand-held tracker will lead you to the factory with no difficulty.

A large metallic half-sphere comes into view. The half-sphere has only one portal and stands invitingly open. The dome is otherwise featureless.

If the Characters enter Morlo's ship, read them the following:

You enter the dome to see a vast chemical manufacturing complex. There is a large cleared area in the center, and to one side, busy at a console, is a figure that Lightning Lass and Element Lad recognize as Dr. Mantis Morlo, the self-proclaimed "Chemical Conqueror."

You have barely taken this in when you see six surrounding tanks pour out bilious orange puddles of goo. Before your unbelieving eyes, the chemical ooze flows up and forms into six large humanoids.

Still fiddling with his controls, Morlo cackles over his shoulder, "I've been waiting for you to pay me a visit for a long time, Legionnaires, and I've whipped up some surprises for just such an occasion!" The Chemoids begin to move in on you.



GM INFORMATION

The walls of the factory have a BODY (per 10' x 10') of 33 APs. The factory is also protected by an electronic scrambling field which provides the equivalence of Mind Blank at 12 APs to everyone within.

The factory can be entered via the portal or straight through the wall. In either case, refer to the map on page 31. As the factory is basically one large open area, and Morlo has detected the Characters on their approach, they will not surprise him.

Roll for Initiative normally. The Characters are not surprised. Morlo has designed the six Chemoids to cope with the powers he believes each Legionnaire has.

CHEMOIDS

DEX: 6	STR: 6	BODY: 10
INT: 2	WILL: 2	MIND: 2
INITIATIVE: 8	HERO POINTS: 5	

POWERS:

Self Link Transmutation: 3 (taken into account above).

Tar Chemoid: When the Chemoid attempts to grapple Timber Wolf (or other opponent) the AV is the Chemoids DEX with a +2 Column Shift modifier.

Element-Shifting Chemoid: Will attack Element Lad. It has a BODY of 25 APs when resisting Transmutation attacks.

Sonar Chemoid: Will attack Invisible Kid II. Has Active Sonar at 13 APs.

Flaming Chemoid: Will attack Polar Boy. Has Flame Being at 15 APs.

Mass-Shifting Chemoid: Will attack Lightning Lass. Has 20 APs of Density Increase. Morlo has not heard that Ayla has regained her Lightning powers.

Normal Chemoid: Will attack Tellus. Morlo has not familiarized himself with the powers of four of the five most recent members (he is familiar with Polar Boy from his Substitute-Heroes career).

Morlo is extremely smart but has no actual powers. He does have one Type C Omni-Gadget of 6 APs effect. This can be used to duplicate any chemical effect.

Although Morlo holds a grudge against the Legion, he is not currently committing any criminal activities. He will point this out to the Characters and demand that they leave, threatening to press charges of trespassing. If a Chemoid or any other property is damaged or destroyed, Morlo will demand outrageous remuneration.

Examination of the manufacturing equipment will reveal that it is standard, if highly sophisticated, chemical processing machinery.

It should be noted that Morlo is selling Chemoids on commission but he does have a criminal plot in mind. He

intends to integrate his Chemoids into a number of major industries and use their in-built photo receptors to gather top secret industrial information. There is no proof of this, however, and a Mind Probe by Tellus (or anyone else) will not be sufficient evidence to start a major investigation.

TROUBLESHOOTING

If the Characters guess that Morlo is not familiar with the most recently recruited Legionnaires, they might send Tellus in with any of a number of different cover stories (wrecked ship, buying Chemoids, etc.). This will allow him to get an unobscured Mind Probe on Morlo (which Morlo cannot detect).

Morlo is familiar with most of the better-known heroes and villains in the known galaxy.

If any mention is made to Morlo of his past humiliations, he will be totally noncooperative. If the Characters successfully Persuade Morlo, (+5 on the OV for his feelings towards the Legion), he will be willing to do business with the Characters. He will not sell the special "photo-receptive" Chemoids to the Legionnaires in any case, however.

If Morlo's ego is properly stroked, he may be convinced to demonstrate his vast chemical skills by trying to track down Chemical King. Morlo will be able to confirm Chemical King's presence on Lallor. If he is informed that Supergirl is seemingly immune to Kryptonite, and Chemical King is with Supergirl, Morlo will offer the (correct) theory that Chemical King has stabilized Supergirl's body reactions to the Kryptonite.

If the Players want their Characters to buy Chemoids, Morlo will sell "normal" Chemoids to the Characters. These Chemoids are set to respond to only one particular Legionnaire's commands, and there are no warranties. These Chemoids will cost 5 Hero Points apiece. This is because the Characters have an essentially unlimited amount of money to use on Legion business and therefore purely monetary expenditures would be meaningless to the Players.

Mantis Morlo's Knowledge Points

2 Knowledge Points:

"Having been released from prison within the last few years, I have decided to use my knowledge to manufacture Chemoids for profit."

4 Knowledge Points:

"I've made no chemical clones since my release and know nothing about the resurrection of any "dead" Legionnaires through cloning."

5 Knowledge Points:

"I am not engaged in criminal activities. I would leap at any chance to embarrass and humiliate the Legionnaires but would not go out of my way to do so."

6 Knowledge Points:

"My long-range plans are criminal: I plan to use my Chemoids to gain valuable industrial secrets and sell them to competitors."

Encounter 8: Unfriendly Welcome



SETUP

The Characters will eventually arrive at the planet Lallor from either Tharok's Citadel or Morlo's Factory. There they will find the planet in the grips of a major earthquake. Coming down to lend assistance, they find themselves engaged in battle with the Champions of Lallor.

PLAYER INFORMATION

The trip to Lallor is long and tense. You spend much of the trip deliberating on why your "dead" comrades would be going to Lallor.

Arriving, your cruiser's sensors inform you that there is a major crisis in progress on Lallor. The planet is in

the throes of a series of widespread quakes which, if unchecked, could result in its complete destruction. This looks like a job for the Legion!

Readings indicate that the quakes' epicenter is relatively close to the capital city of Lallor where you know that the Champions of Lallor have made their home.

Heading towards the Lallorian capital city, you keep an eye out for both people in trouble and the Champions of Lallor.

Suddenly a bolt of lightning flares in front of you. Looking down you see Duplicate Boy standing in a field of rubble. As you know, Duplicate Boy's power to mimic any other individual's power makes him a formidable hero. You do not see any of his other comrades nearby.

Obviously, he is signalling you for some reason but the rumble of the quake drowns out any other noise. As you fly down to see what he wants, he screams "Murderous butchers!" and moves forward to attack you.

GM INFORMATION

The Characters can either fly down or land the cruiser. If they attempt to land, the designated pilot must roll his Space Vehicle Skill against an OV/RV of 8. If the result is 3 RAPs or more, the ship has been landed safely. If the result is 1 or 2 RAPs the ship lands rather abruptly. The rough landing "attacks" each Character onboard with AV/EVs of 4/7 and it will take a Vehicle Skill roll against an OV/RV of 5/5 resulting in at least 1 RAP, to get the cruiser functional again. If the roll results in no RAPs, the cruiser crashes. Damage to the Characters and cruiser is treated as above but the attacks have AV/EVs of 8/12 and the repair roll will have OV/RVs of 10/11. Each repair attempt will take 9 APs of time.

If Timber Wolf (or another extraordinarily strong Character) attempts to fly ahead and catch the ship to absorb the brunt of the landing, the OV to catch the cruiser is 10 and the RV is the cruiser's weight of 12 APs. If Element Lad wishes to use his powers to cushion the landing, the OV/RVs are 7/9. The Character must achieve 18 or more RAPs to adequately cushion the blow. However, any positive RAPs will provide the Characters with a +2 Column Modifier on their RVs against the crash.

On the first round of the Legion/Lallorian Champions battle, Duplicate Boy will duplicate Superboy's STR of 47 and will then attack any likely target. Note that Superboy is not in this module but Duplicate Boy has seen Superboy use his STR before and can therefore duplicate it. Roll for Surprise normally on the first round. On succeeding rounds he will use whatever powers are most suitable.

On the first round without Surprise, Life Lass and Gas Girl will attack, believing that the Legion is responsible for the earthquake and Evolve Lad's injuries. Gas Girl will use her Poison Touch and attempt to render all the Legionnaires unconscious with a Multi-Attack.

Life Lass will animate the rubble to attack the Legionnaires. The rubble will have a DEX: 4, a STR: 35 (Life Lass's RAPs of Animate Object) and a BODY: 10.

Anyone making a Perception Check against OV/RVs of 7/4 and obtaining 5 or more RAPs will spot Evolve Lad, unconscious, half-buried in a pile of rubble. He has been reduced to 0 BODY and will not recover during the course of this adventure. He was knocked unconscious by Super-girl.

All three Lallorian heroes should be considered Suspicious towards the Characters due to the fact that they believe the Legion is responsible for the attack on Evolve Lad and the seismic activity (see **Lallorians' Knowledge**).

Lallorians' Knowledge

This information can be obtained through Interrogation or Mind Probe, with the normal chance of success. All three of the Champions of Lallor have the same information.

2 Knowledge Points:

"We believe that the Legion is directly responsible for the assault on Evolve Lad and the quakes that threaten to destroy our planet."

5 Knowledge Points:

"Bystanders reported that Evolve Lad was doing some field work for Lallorian seismologists when a red-and-blue figure, moving too fast to be identified attacked him. The 'blur' then began digging through the nearby fault line."

6 Knowledge Points:

"Dr. Ored Bain, Lallor's leading seismologist, says Lallor has but a few hours to live unless pressure is taken off of the key fault line. We were travelling to the site when we spotted you."

If successfully Persuaded of the Legionnaires' good intentions, the Lallorians will volunteer all of the above information to the Characters.

TROUBLESHOOTING

If the Characters win, they may wish to revive one of the Champions of Lallor to determine why they were attacked or have Tellus probe their minds. If any Lallorian hero is brought back to consciousness by the Legionnaires, the Lallorian's state will become Neutral. The conscious Lallorians will not attack the Characters and will be open to further Persuasion attempts.

If the Lallorians win, Gas Girl will use her power to create Naltorian Smelling Salts from her body. This little-known gas has the effect of Regeneration of 8 APs on anyone breathing it. If Polar Boy and Element Lad are still conscious or brought to consciousness, the Lallorians will demand an explanation.

Element Lad can Transmute Gas Girl to human form in the same manner as for Ferro Lad (see **Elements and You**). She takes damage likewise.

Encounter 9: Saving Lallor

SETUP

Having determined the reason for the Lallorians' attack, the Characters attempt to prevent the destruction of the planet.

PLAYER INFORMATION

Having determined the reason for the Lallorians' attack, you attempt to prevent the destruction of the planet.

From your vantage point high in the air you clearly see a massive, ever-shifting crack in the earth. Your eyes follow it back to a huge depression from which a number of lesser fault-lines radiate, the whole giving the impression of a field of broken glass.

At the same time you see below you Lallor's capital city, its people in anguish. The lights at a nearby hospital flicker ominously, while several people dangle precariously from the windows of the higher buildings. Debris is falling from other buildings, endangering those below.

GM INFORMATION

The power outage at the hospital can be remedied by someone with a high STR or electrical powers. The generators are about to fail due to damage to their turbines' axles. It requires a STR of at least 12 to manually crank the main turbine. Someone with at least 12 RAPs of Lightning can generate the electricity required to start the turbines turning. In either case, electricity will have to be generated for at least 5 APs (32 phases) of time before emergency crews can complete repairs.

Out of five people in danger of falling, three will fall on the phase the Legionnaires arrive on the scene and two will fall the phase after. There is also a group of six people trapped on the top floor of a 20-story building. The people trapped on the building are in no immediate danger, but lift facilities in the building have been knocked out by the earthquake so they will have to be rescued at some point in time.

A falling person/object is handled in the following manner:



FALLING PERSONS/OBJECTS

Damage from falling is always treated as Killing Combat.

There is no AV; it is assumed that a person/object falling automatically hits the ground/surface below. The EV is the person's/object's weight (most Characters have a weight of 2 APs) this is added to the distance fallen to a maximum of 7 APs (terminal velocity). As a guide, if a person falls off a chair the EV is 0 plus the person's weight (2) APs, if he falls off a building/sky vehicle the EV is 7 APs.

The RV is the falling person's/object's BODY.

If the person has the Diving subskill of Acrobatics, the Diving APs are added to the RV when taking damage from a fall.

In an attempt to catch a falling person/object it is handled as follows:

The AV of this action is the DEX of the person attempting the catch. The EV is the catching person's STR. The OV is determined by using the Universal Modifiers chart (most attempts will be described as Difficult).

RV is the EV as noted under a falling person/object.

For each phase falling, a person/object covers a distance of 1 AP (to a maximum of 7 APs; at this point he/it continues to fall at a rate of 7 APs per phase).

On the phase after the Legionnaires arrive on the scene, three pedestrians will be menaced by six falling pieces of debris. The debris has AV/EVs of 5/5 for hitting a person and automatically does Killing Combat. The pedestrians have OV/RVs of 2/2. The Characters may attack the falling debris (OV/RVs 5/5), get the pedestrians out of the way (OV/RVs 2/7), or shield them from the debris (see *Strategy Hints*, Ferro Lad). If the Characters fail in any of these attempts (0 RAPs), the rescuing Legionnaire will be attacked by a number of pieces of debris equal to twice the number of pedestrians he was trying to rescue.

Stopping the quakes is a bit more challenging. Supergirl's tunneling has put pressure on a critical fault line, which must be relieved to save Lallor. The powers of two Legionnaires, Element Lad and Polar Boy, will prove necessary to do so. Polar Boy can use his cold powers to contract the edges of the fault line. Element Lad can transmute the edges of the fault to a liquid or gaseous substance (if Polar Boy is not present) or fill the resulting gap from Polar Boy's efforts with some sort of shock absorbant material. The OV/RVs for these attempts are 5/16 (for Polar Boy) or 21/16 (for Element Lad).

The Champions of Lallor, if present, have powers which may help. Duplicate Boy is most effective by duplicating Cosmic Boy's Magnetic Control and forcing the fault lines apart. Life Lass can animate the edges and force them apart while Gas Girl can become freon gas and combine powers with Polar Boy.

Fifteen or more cumulative RAPs between Polar Boy and Element Lad are required to stop the quakes and end the danger. Only one roll is allowed for each Legionnaire.

TROUBLESHOOTING

If Element Lad and Polar Boy can't get the 15 RAPs required to stop the quakes, Lallor is doomed. It will destroy itself in one hour, plus one hour for each RAP that the two Legionnaires accumulated. Lallor does have space travel capability and can evacuate 10% of its population during the first hour plus 5% during each hour the Characters accumulated. The GM should remind the Players that their Characters' powers will be relatively ineffective in aiding the evacuation and they should still prevent the Infinite Man's resurrection.

If the GM is in a kind-hearted mood or, for the purposes of continuity in his/her campaign, does not want Lallor to be destroyed, he/she may allow the Characters to expend 3 Hero Points per RAP required to get the 15 RAPs needed to save the planet. Other Legionnaires may contribute only if Element Lad and Polar Boy have exhausted their Hero Point reserves.

Lallor's destruction will definitely affect the value of the Standard Award (see *Endgame* for more details).

Encounter 10: Killing Time

SETUP

This encounter is the final showdown between the Characters and the combined forces of the "dead" Legionnaires, the Infinite Man, and the latter's trans-temporal minions.

PLAYER INFORMATION

Lallor is quiet (temporarily, if the Players failed at stopping the quakes). Supergirl's tunnel into the planet is plainly visible from your location, and your course of action is clear: track your "dead" comrades and find out what their intentions are.

Read the next paragraph only if the Champions of Lallor are present. If the Champions are not present, skip the next paragraph and continue reading.

Your Lallorian comrades bid you good luck and head off, responding to the numerous emergencies caused by the quakes.

After making brief preparations, you descend. After several hundred feet you see ahead of you a cavern lit by unnatural energies. Inside the cavern you see the ruins of a forgotten, highly-advanced civilization. The light comes from an unusual yet familiar metal shape near the center of the vast chamber. You recognize it, despite its divergent technology, as a Time Beacon. Your six "dead" comrades are staring at it, their faces blank.

A beam of pure chronal energy shines forth from the Beacon upon the unconscious form of Jaxon Rugarth. Even as you look on in horror, the Infinite Man awakens; as Rugarth's body expands to gigantic proportions, it seems to merge with time and space. Within moments the Infinite Man stands before you, basking in the beam of chronal energy.

GM INFORMATION

As the Time Trapper's programming has reached it's

conclusion, the "dead" Legionnaires are off-guard and receive a -2 Column Shift to any attack on their OV/RVs for the initial Surprise check by the Characters.

The Infinite Man, who will not be surprised, will take no direct offensive actions but will randomly summon a number of trans-temporal warriors to do his bidding. They will be able to attack normally on the second phase.

The Infinite Man is too powerful to defeat frontally, as the Characters should realize. However, he is temporarily dependent upon the Time Beacon for much of his energies.

If the Time Beacon is destroyed before the end of the fifth phase of battle, Rugarth will revert back to his normal, comatose self.

The Time Beacon has a BODY of 30. In order for it to be rendered inoperable, its current BODY must be reduced to below 0. It generates an electrical field which does Lightning attack of 18 APs to anyone or any thing touching it.

NOTE: The beam of chronal energy is out-of-phase with the normal time stream and cannot be blocked by any means.

The Beacon is anchored into its current spatial coordinates and can only be moved by someone with powers over space and time equal to that of the Infinite Man.

The Infinite Man will summon the following temporally-displaced individuals in a random order. The GM should choose the individuals as he sees fit.



CAVEMEN (6)

DEX: 3 STR: 4 BODY: 5
 INT: 1 WILL: 2 MIND: 1
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 6 HERO POINTS: 0

SKILLS:

Weaponry/Melee: 4

EQUIPMENT:

Club [DEX: 0, STR: 5, BODY: 5]
 (Uses: 1, Duration: 20)

TYRANOSAURUS REX (2)

DEX: 6 STR: 8 BODY: 10
 INT: 1 WILL: 1 MIND: 2
 INFL: 1 AURA: 0 SPIRIT: 0
 INITIATIVE: 8 (12) HERO POINTS: 0

SKILLS:

Martial Artist/Attack Advantage: 4

ENEMY ACE *alias Baron Hans Von Hammer*

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

SKILLS:

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

EQUIPMENT:

Fokker DR.-1 Triplane: [DEX: 0, STR: 4, BODY: 5]
 (Uses: 5, Duration: 10), Flight: 8
 Has twin Spandau Machineguns (AV: 0, EV: 4, Range: 0-3/4-5/6, Ammo: 10)
 Luger P08: (AV: 0, EV: 3, Range: 0-3/4-5/6, Ammo: 8)

Von Hammer is a German flying ace in a World War I triplane.

BLACKOUT

DEX: 5 STR: 2 BODY: 4
 INT: 10 WILL: 7 MIND: 8
 INFL: 3 AURA: 2 SPIRIT: 3
 INITIATIVE: 18 HERO POINTS: 30

POWERS:

Sensory Block: 14

Blackout is a tall woman dressed all in black with a swirling black cape.

RETARIUS

DEX: 7 STR: 5 BODY: 8
 INT: 3 WILL: 4 MIND: 5
 INFL: 3 AURA: 2 SPIRIT: 5
 INITIATIVE: 13 HERO POINTS: 20

SKILLS:

Martial Artist (Taking a Blow): 6,
 Weaponry/Exotic and Melee: 9

EQUIPMENT:

Trident: [DEX: 0, STR: 10, BODY: 20]
 (Uses: 1, Duration: 20)
 Net: [DEX: 0, STR: 20, BODY: 20]
 (Uses: 3, Duration: 15), Neutralize (STR only): 10
 Armor: [DEX: 0, STR: 0, BODY: 25]
 (Uses: 1, Duration: 20)

Retarius is a Roman gladiator dressed in futuristic chrome armor and wielding an energy trident and net.

BATNIDS (3)

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

POWERS:

Flight: 4, Radar Sense: 7

These radioactive mutants of some bygone era are 7' tall, brown-furred, and have bat-like features and wings.

**TERRA** *alias Tara Markov*

DEX: 5 STR: 2 BODY: 4
 INT: 4 WILL: 8 MIND: 4
 INFL: 5 AURA: 4 SPIRIT: 3
 INITIATIVE: 14 HERO POINTS: 25

POWERS:

Earth Control: 15

Terra is a teenage girl with blonde hair and a brown and gold costume. When she uses her Earth Control power, her hands glow red.



None of the above beings will engage in Killing Combat or endanger the Time Beacon directly or indirectly. The Infinite Man is aware that he is being powered by the Time Beacon and will protect it but will not teleport any Characters through time.

Endgame

Final Results

If the Characters destroy the Time Beacon within five phases after the final showdown has begun, the Infinite Man will revert to Rugarth as stated earlier. All of his summoned individuals will automatically return to their own times with no memory of this encounter. Any summoned individual on the verge of death will automatically be returned to his/her proper time and health by the Infinite Man to guarantee temporal continuity.

The Time Trapper will teleport his pawns out of the cavern and return them to their proper times, their memories suitably altered.

If the Characters do *not* destroy the Time Beacon in five phases, the Time Trapper will set the final working of his plan into operation. He has had his pawns rig the Time Beacon to abruptly drain the Infinite Man of *all* his energies so that the Time Trapper can use them. This process will also render Rugarth incapable of *ever* (DC future Legion continuity withstanding) changing into the Infinite Man. Rugarth will revert to human form and remain in a coma.

As previously noted, this module *can* be played as the first in a four-part series. The next three modules will deal with further aspects of the Time Trapper's master plan, which will be revealed in its entirety in the fourth module.

Standard Awards

Standard Award

All of the groups that the Legionnaires fight in this module are considered as one "total" opposition rather than several discreet opponents. If the GM wishes to award Opposition points for each separate group, he/she can consider the "dead" Legionnaires as Superior, the Fatal Five/Guardsmen Robots and Infinite Man/lackeys as Equal, and the Champions of Lallor and Mantis Morlo/-Chemoids as Inferior, for a total of 95 Hero Points maximum. This may vary depending on whether or not the Characters fought certain groups, and the GM's interpretation of the rules.

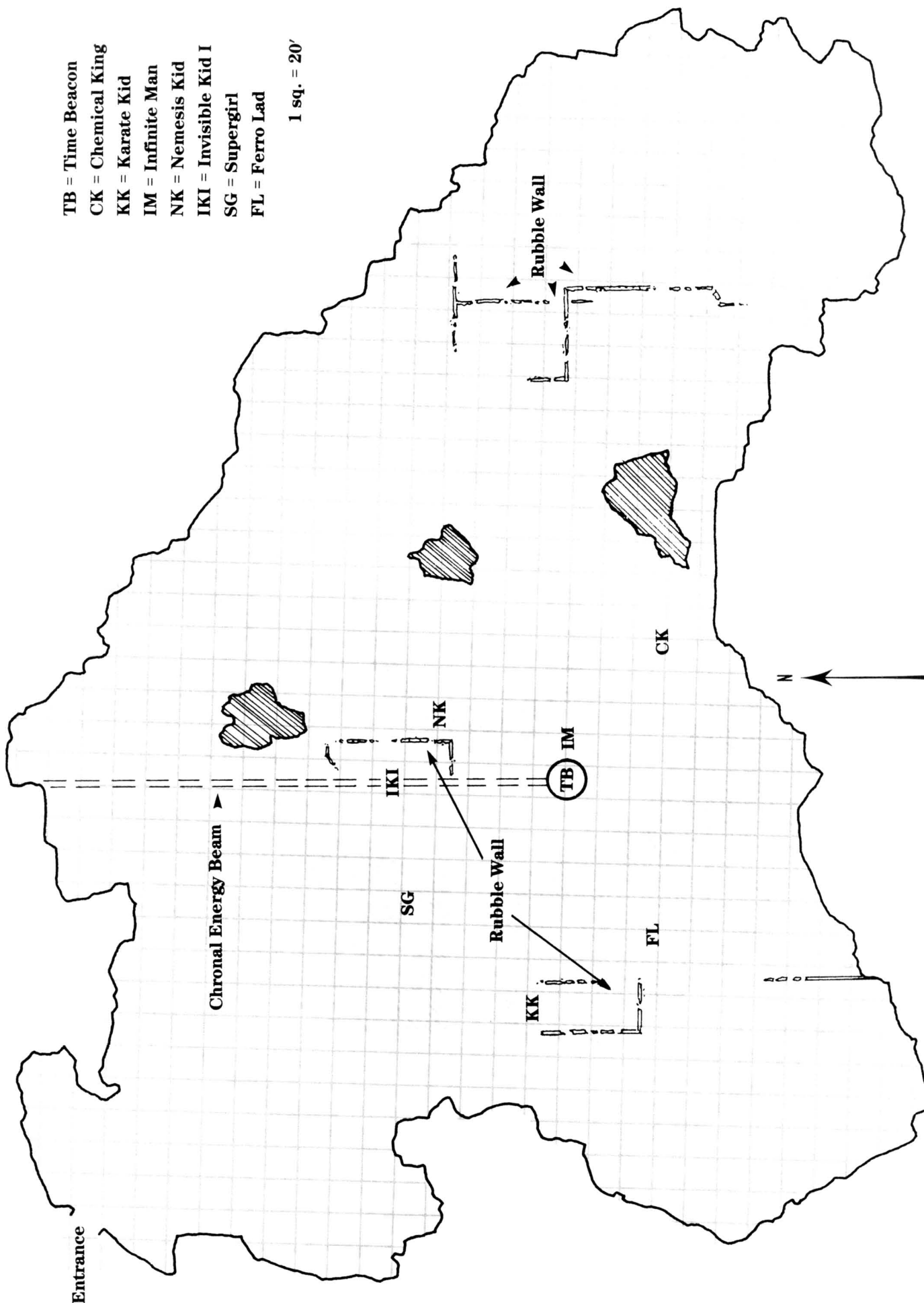
The GM should remember to compensate Players for exceptional role-playing, defense and protection of the innocents, saving Lallor, or any other deeds of merit with additional Hero Points.

If the GM chooses not to play this as part of a series, he should eventually run a scenario where the Time Trapper uses the Infinite Man's power in some way. It should be kept in mind that the Time Trapper's long-range plans could well take months or even years to reach fruition.

Opposition:	
One Superior	25
Critical Tasks:	
Destroying Time Beacon (Even Odds)	3
Area of Consequence:	
Worldwide	15
Severity:	
Fatal	15
TOTAL	58

TB = Time Beacon
 CK = Chemical King
 KK = Karate Kid
 IM = Infinite Man
 NK = Nemesis Kid
 IKI = Invisible Kid I
 SG = Supergirl
 FL = Ferro Lad

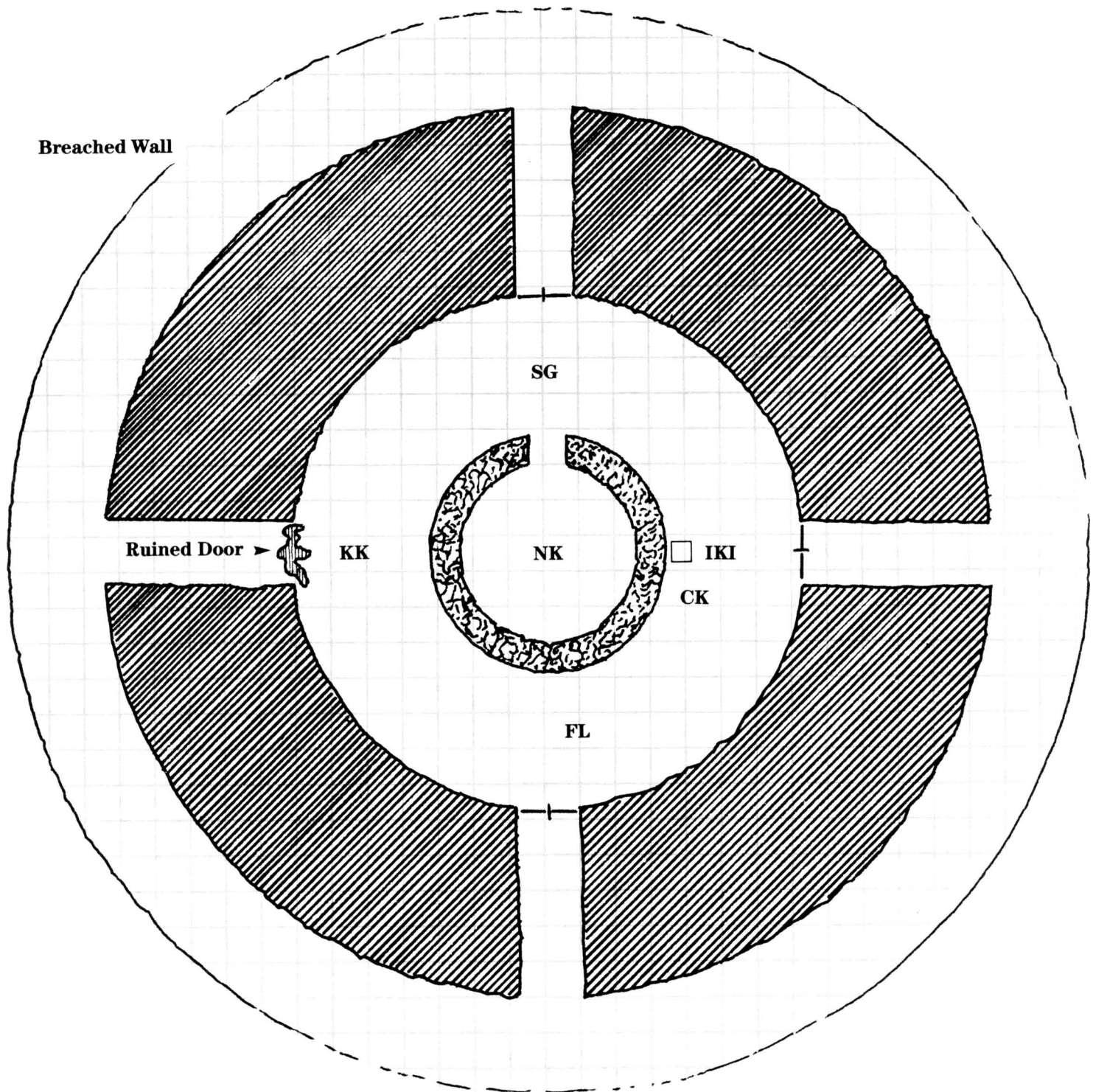
1 sq. = 20'



CAVERN UNDER LALLOR

THAROK'S CITIDAL

1 sq. = 10'

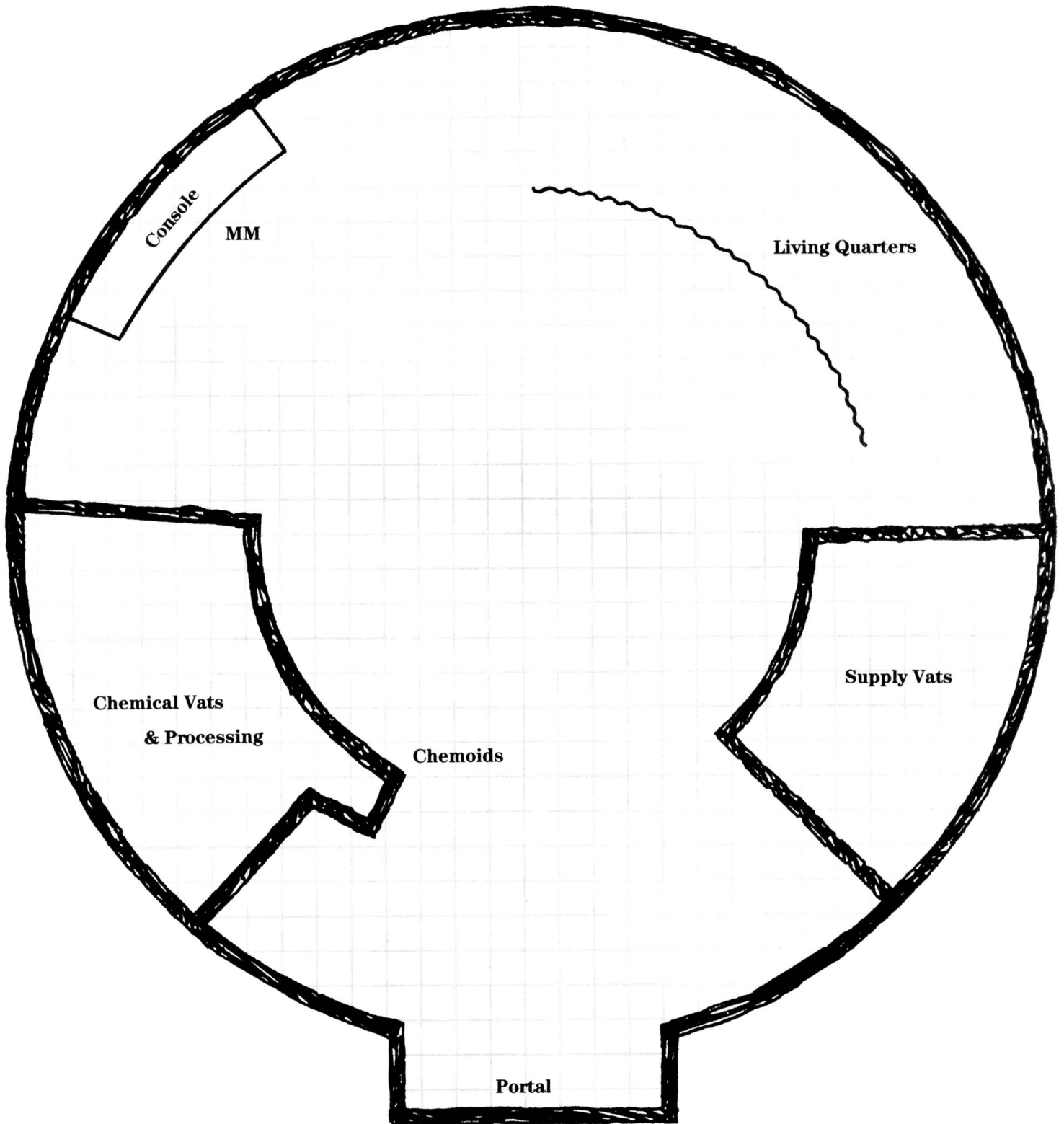


KK = Karate Kid
SG = Supergirl
NK = Nemesis Kid
IKI = Invisible Kid I
CK = Chemical King
FL = Ferro Lad

□ = Safe
 + = Door

Walls: 15 BODY (10'×10')
Center Console 12 BODY
Doors: 9 BODY)

MANTIS MORLO'S CHEMICAL FACTORY

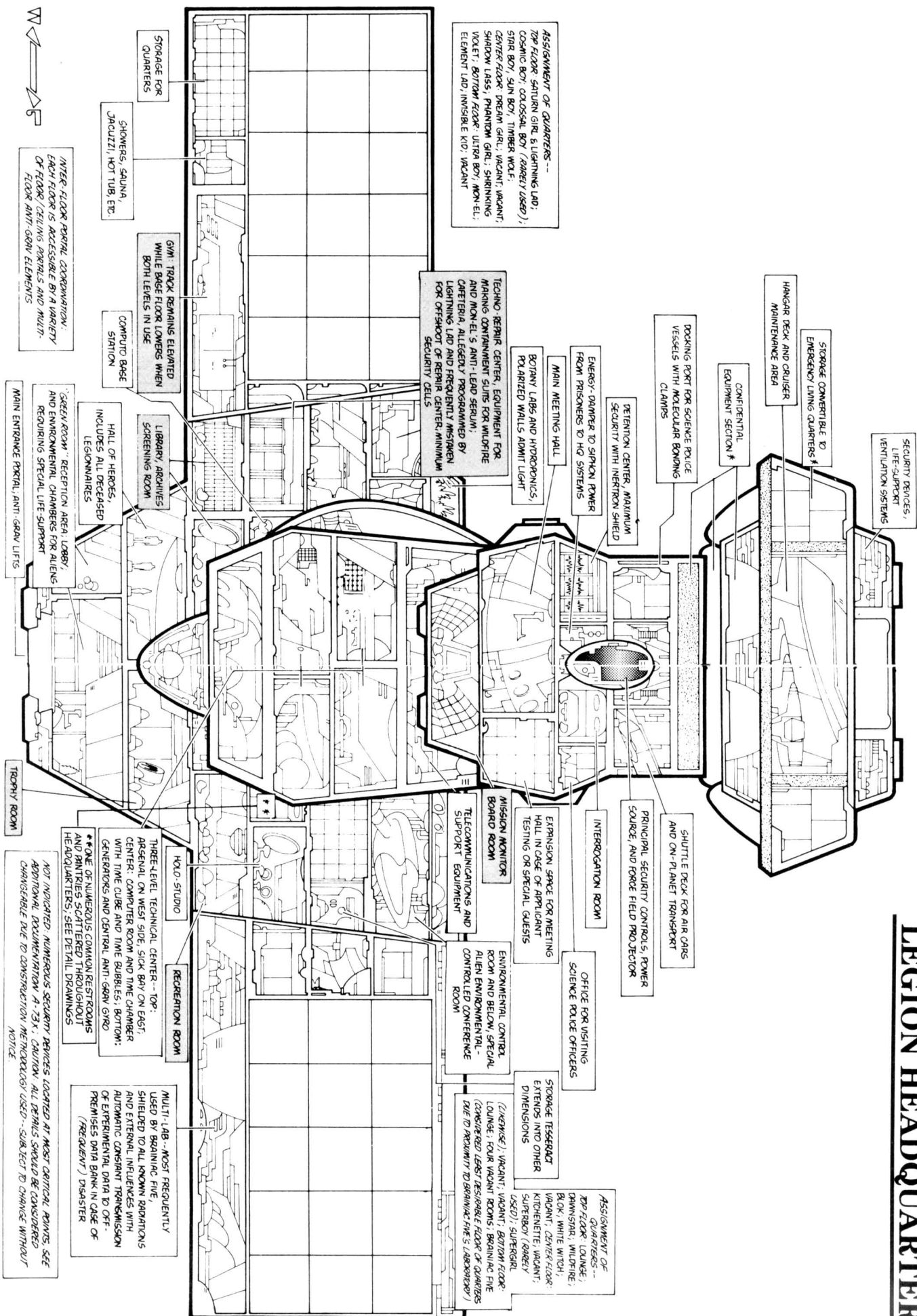


MM = Mantis Morlo

1 sq. = 10'

Outer Walls: 33 BODY (10'×10')

LEGION HEADQUARTERS



How to Use This Book

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

Gamemaster's Introduction

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

Characters

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

Encounters

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

Places

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

A Note on the Module Difficulty Rating System

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

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

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

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

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

ABBREVIATIONS

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

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