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HEROES
&
HEROINES

PRESENTS

DEATHWATCH
2000

ADVENTURE SUPPLEMENT

DEATHWATCH 2000



HEROES & HEROINESTM

ROLE-PLAYING GAME

Presents:

DEATHWATCHTM

2000

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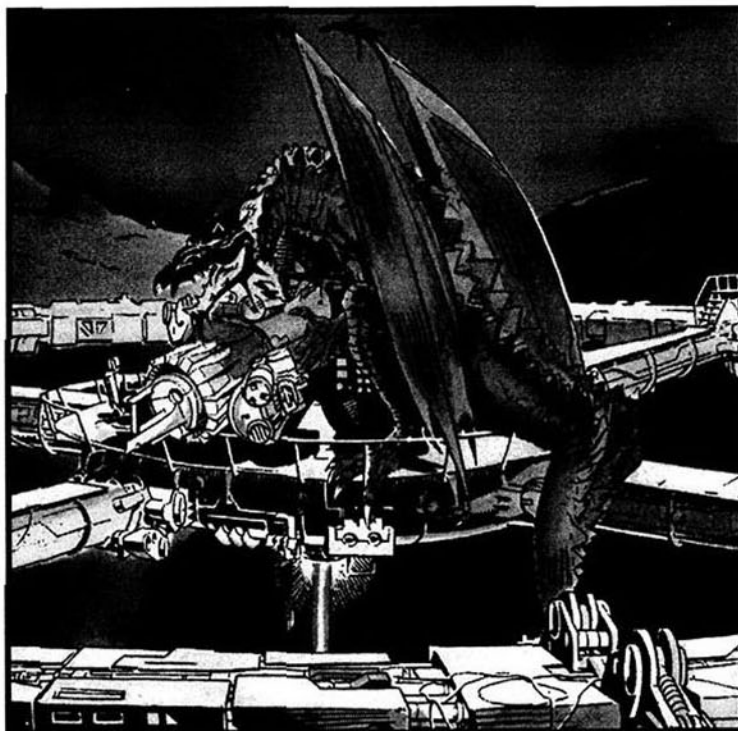


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DEATHWATCH 2000

DEATHWATCH 2000 is an adventure designed for a Heroes Master and 4-9 characters of 400-700 points. The characters at the end of the book may be used, or you may use characters of your own creation.

The characters used in this book are licensed from Continuity Comics, and the Deathwatch 2000 adventure is taken from a story line that was published in their comic line, and ran through all of their titles.

The adventure takes place in our time period, in different parts of the world. The main villain, the Dragon, has gathered together a group of radiation induced Super Villains to aid him in his goal to destroy the earth's Ozone Layer, thus eliminating all natural life on earth and making it possible for him to rule as the Dragon King! He has formed an alliance with the Titans and Darrow their leader. The Titans are a subterranean race who cannot stand the sun, and hate the surface world. They long to dwell on the surface again and with the Dragon's plan will be able to do so again. The Dragon has also allied himself with T-Rex and a sub-race of dinosaurs.

The Heroes listed in the back of the book have all come together to defeat the Dragon and save the earth from

destruction. Megalith is known as the strongest man on the earth, and has discovered a power in himself called the Mind Body Link. Through this link he is able to control and enhance his own body. Highperion and Mite are Hybrids. They are clones of humans and were genetically mixed with races from other planets, thus granting them powers that are native to their home planet. Urth is a human who is now linked with an elemental force of the earth, and feels all that the earth feels. He will do anything to protect it from destruction. More can be found out about all of these Heroes from the pages of Continuity Comics.

More than one Hero may be used by the players, as an option for game play. The adventure, in parts, forces the player to choose between several courses of action. It is possible that two groups of characters may be used, sending them both on different missions to help accomplish the same goal.

The maps used for this adventure only detail the important rooms and locations needed for game play. The HM does have the option to expand on this if he desires. The boxed descriptions should be read to the players at the appropriate time in the game, all other information is for the HM only. This adventure should be read entirely by the HM, before game play, to make the game flow smoothly.

Episode 1: News Flash

The Heroes headquarters may be an apartment, a building, in a cave, etc., whatever the players like. They may base the headquarters anywhere they like, from Albuquerque to Zurich, or even in their own home town. The base should have a Rec room, or some location that the Heroes may relax in, in order to start the adventure.

As the adventure opens, the heroes will be relaxing in the Rec Room. This is exactly what the name implies. It's a room where the heroes can unwind with various leisure diversions. Let the heroes engage in whatever activity they like to pass the time of a relaxing day. The television is playing unnoticed in the background.

A news flash interrupts the program on the television getting the team's attention. The anchorwoman reports that the aircraft carrier, U.S.S. Thunderbolt, has been pirated by a group of terrorists. The leader of the terrorists, a creature who calls himself Hellheart, is threatening to sail the thunderbolt to the Middle East. Once there, he claims he will clean up the world's problems in that region. Such a bold act could start trouble between the Arab nations and Israel, and maybe trigger a third world war.

For this episode, you will need the layout of the headquarters. When the group is ready to begin, read the following boxed text aloud:

You are all gathered in the Rec Room of

your headquarters. It has been years since you have had an evening like this. A night when you could sit back, relax, and pretend as if you have a normal life. The Sanctum's Rec Room offers a number of diversions for the off duty hero. You are following whatever leisure pursuit interests you. The television drones on in the background.

Suddenly, the light chatter on the television changes to a deep urgent bass that catches all of your attention.



"We interrupt the program in progress so that we can bring you this special report."

The screen blinks to an attractive blonde anchorwoman. The word "Terrorist" fills the screen to the right of her head.

"We have just gotten word from the Pentagon that a terrorist group, called the Hellbenders has taken complete control of the United States Navy aircraft carrier, the U.S.S. Thunderbolt. The leader of the group, a man who calls himself Hellheart, said that he and his associates are going to sail the carrier to the Middle East. "We are going to mop up the problems in the Middle East... the way we see fit.", he claimed.

With the current status of political unrest, such a wreckless action could trigger another war between Arab nations and Israel.

The U.S.S. Thunderbolt, the world's largest aircraft carrier, is capable of nuclear..." The anchorwoman continues with a list of facts about the Thunderbolt, terrorism, the Middle East, and so on.

You look nervously at each other, wondering the same thing. "Are we strong enough to handle this?!"

Start up a discussion among the group. Have them argue. Let them plan strategy. Get them to actively take part in the situation. After you think they have talked enough about it, read the following aloud:

As you plan your course of action, your discussion is interrupted by the exploding glass from the skylight above.



Proceed to Episode 2.

Episode 2: Enter The New Clear Warlock

While the team is planning what to do about the Thunderbolt, an old adversary drops in on them, literally. The New Clear Warlock busts in on the team through the skylight of the Rec Room. At first, the team will more than likely take this as an act of aggression. The Warlock is actually here to solicit the team's help. If they attack the Warlock, let them. They can tangle with him until he makes his presence clear, just don't let the encounter get too out of hand.

Hellheart, the leader of the Hellbenders, is the Warlocks adopted son. Hellhearts

associates were also created by the Warlock. He feels responsible for his son's ill chosen path as a terrorist, and cannot let the Hellbenders' activities continue. He has come to the Heroes seeking the team's help.

You will continue to use the layout of the Rec Room. From the back of the book, you will need the stats of the New Clear Warlock. When the team is ready, read the boxed text aloud:

Shards of glass come showering down upon you. As you look up through the gaping hole in the skylight, you see what looks like a winged demon come hovering down at you. Your face is swept from the blast of air whipped up by giant bat-like wings. You recognize this hellish apparition as only one man, the New Clear Warlock.

Fire dances from his tongue as he speaks. "You will parly with me!"

If the team tries to reason with the Warlock, go into his tale. If they take his entrance as an attack, let them battle it out for awhile. The Warlock, not wanting to contend with the team, will submit and tell his story. When all is ready, read the Warlock's tale aloud:

You had battled this man once before. He promised he would never use magic again, especially since it makes his radiation poisoning worse. It could kill him, but he had no choice. He sits down to tell you his story.

"I did not wish to, but I had to resort to magic again. Those terrorists, the Hellbenders, one of them is my son. Now I must either stop him, or kill him.

My story starts years ago, when I was a younger man. Back then, I wholeheartedly had faith that what I was doing was righteous.

I would manifest myself in some rural, out of the way town, prey on the ignorant, and dupe them into becoming my faithful minions, my slaves. I controlled them with the fear of religion. I put myself on a pedestal, and they worshipped me as a god. At the time, it seemed logical and justified. I was sadly mistaken.

The nuclear reactor I built to save my own life doomed these people. They began to mutate. Radiation sickness ran rampant. In some cases, death followed.

That is when I met the boy. I could not comfort him over the loss of his parents. I was his god and mortal emotion was beneath me. But, somehow he forced himself into my life. I had become his adopted holy father, so I took him in.

I found he was an eager young student who took in information at the level of a genius. I taught him to read, to write, and then magic. I taught him the extent of my knowledge. He was not only my son, he was my disciple. Soon his power matched my own. I was proud of my creation. I saw him as a cleaner, purer, vision of myself.

I was foolish to think that my dark dealings would not come back to haunt me or my son. Spending all that time so close to my slipshod reactor had taken its

toll on the boy. It was destroying him from within. He kept control of his pain with the use of magic. I had no idea what was happening to him until it was too late. The radiation had attacked a single weak point, his heart. The radiation had completely eaten it away.

Desperate to keep him alive, I cast a spell to temporarily sustain him. After a long night of pouring through my tomes of magic, I came across an ancient life giving process. Using part of my own life force, I created a gem to replace his heart. The gem kept him alive, but it needed to be powered with radiation. It



was the same radiation that caused the disease to begin with. He was double cursed, like myself.

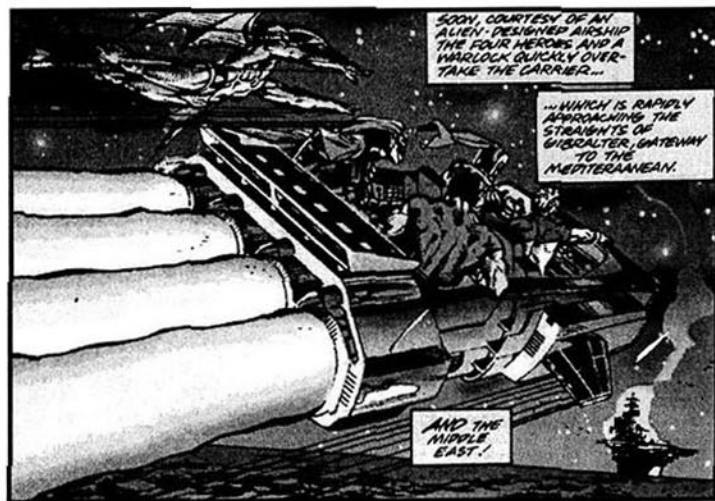
My son would not be the only victim. Four more of my people came to me slowly dying from radiation sickness. They were my people, I had to save them. Again, I used my magic to save them, like my son. Now looking back, maybe I should have let them die.

For awhile, we were a family. Their powers grew tenfold under my guidance. Before they were just close friends, now they were five outcasts linked by their afflictions. They were still young and headstrong though, and became bored with small town life.

Then they were offered a chance to be cured and a future in the world. They left and never looked back. At the time, I thought it was best. They could have a normal life.

Now they are international terrorists! My children, terrorists! They must be stopped! I am the one who started this nightmare, and now I will put it to right with or without your help!

The group will most likely go along with the Warlock. After all, they can hardly leave World War Three in the hands of a radiation crazed magician. When the group has finished planning what to do, go to Episode 3.



Episode 3: Boarding Party

As this episode opens, the heroes are in an alien - designed airship, speeding over the Mediterranean. Flying alongside them is the New Clear Warlock. On the horizon, the silhouette of the Thunderbolt can be seen. Her deck is burning.

The alien-designed airship is a small, open, anti-grav platform with rocket powered drive. It's maximum cruising speed is mach 4.5. It is unarmed, and lacks any sort of armored protection. It's obviously used only for transportation, and not for combat. It will carry a crew of eight.

Leper, of the Hellbenders, has figured out the aircraft carrier's radar system. They have been aware of the team's approach for quite sometime. Hellheart will fly out to intercept the airship when it gets within a thousand yards of the Thunderbolt.

When Hellheart sees that his father, the New Clear Warlock, is with them, he will fly into a berserk rage. From his fist, he will unleash an irradiated energy bolt at the airship. Since the Hellbenders have the element of surprise, the pilot of the airship will not have time to execute any evasive maneuvers. The airship will take a direct hit, it's engines bursting into flames.

The airship will start to plummet towards the deck of the Thunderbolt. The player piloting the airship must make agility roll to safely belly the craft in on the deck. To make an Agility roll, the player must roll under half his Agility score on (1d20), with a roll of (20) always failing. If the roll is missed, the craft will crash and burn on the deck. If a crash occurs, all the players will be thrown clear of the craft on impact.

To determine how far the players are thrown and where they land, two die rolls will be made. First, roll (1d8) for each player, to see what direction the hero was thrown. A die roll of one would be North; two would be Northeast; three, east; four, Southeast; Five, South; Six, Southwest; Seven, West; and eight, Northwest. After their direction of flight has been established, roll (1d10 + 10), to see how many feet each hero was thrown from the craft. Each player will take (1d10 + 4) points of damage from the crash.

If anyone is thrown overboard, the player will have to make his own way

back on deck. If the player is overboard and unconscious, alert the team. If the man overboard is not tended to shortly, the hero will drown.

The Hellbenders will waste no time. As soon as the airship hits the deck, they will attack. Pair one Hellbender to a player. If there are more Hellbenders, give the strongest player two to fight.

The Hellbender Rem will take out the New Clear Warlock before she attacks a player. Because of Rem's handiwork, and the taxing effect his magic has on his physical form, he will be useless throughout the episode. He will lay on the deck writhing in horror. The crew of the Thunderbolt is secured below deck, and also will be of no help to the heroes.

After four rounds of battle, if the fight lasts that long, the ship's proximity alarms will go off. A nuclear missile launched by the attack sub U.S.S. Nevada is heading towards the Thunderbolt. Due to mounting pressure in the Middle East, the President of the United States had no choice but to try and sink the Thunderbolt in a surgical missile strike.

Hellheart notices the vapor trail from the missile, and will leave the battle. He will prematurely detonate the missile before it reaches its target. The gem that replaced his heart will absorb all of the harmful radiation. The absorption of all this power will strengthen Hellheart beyond imagination. He will return to the battle with some of his attributes tripled. Hellheart's *Bench Press Weight*, *Stamina*, and physical *Hit Points* are tripled.

Void, on the other hand, needs more

radiation to maintain his attributes.

Without it, his skin will begin to harden. Divide all his attributes in half, except for his Physical *Hit Points*, *Mental Hit points*, and his *I.Q.* rating.

After another four rounds of battle, the proximity alarms will go off again. This time a small VTOL plane approaches the ship and lands on the deck. The hatch will open, and a tall, well dressed man with green hair will get out. As he steps down onto the deck, the VTOL plane will take off.

This is Mason Graves, the Dragon. He is the mastermind and muscle behind the Hellbenders. Their mission is complete, and it is time to leave. He has a superior, almost messiah-like air about him. Play him extremely arrogant and look down on the heroes. Almost ignore their meaningless presence.

If the heroes make any advance to try and stop him, Graves will brush off their attacks, if possible. He is tremendously powerful, and the team will probably not be able to defeat him with a straight forward attack.

Before he leaves with the Hellbenders, Graves will spout some diatribe alluding to his plan. All the while, he will be transforming into his true self, the Dragon. When his transformation is complete, he will issue a final warning, and fly off with the Hellbenders on his back. He is not interested in a battle at this time.

As the Dragon flies off into the night, let the team puzzle over what just occurred. The Hellbenders didn't really do anything,

or take anything. After they have discussed this for awhile, move on to the next episode.

For this episode, you will need the layout of the deck of the U.S.S. Thunderbolt. From the back of the book, you will need the statistics for the Hellbenders, the New Clear Warlock and the Dragon. When the players are ready, read the following boxed text aloud:

The bright yellow Mediterranean moon illuminates the open cockpit of the team's alien designed airship. Cold whipping air numbs your face as the craft soars towards the Straights of Gibraltar at speeds exceeding mach four. On the dark horizon, you see the silhouette of the Thunderbolt rising and falling in the waves. A plume of thick smoke rises from the orange glow of a fire on her deck.

As you slow down to make your landing approach, a lone figure dives on you from the inky blackness. His red cape is swept back by his quick descent. A large orange gem quivers and pulsates with life in his chest. His fist glows with a green energy that is seething to be unleashed. At the sight of the Warlock flying along side of you, he freezes in his path.

"What?!" My father! You would gather a new group of mutants, and attack me? Betrayer! They die first!"

As he thrusts both hands forward, the green energy cuts loose. The bolt hits the engine housing of the airship, and it bursts into flames. Losing all power the craft

starts to plummet to the deck below.

Have the pilot make his roll to see if he maintains control of the airship's descent. If he misses, the craft will crash on the deck. If this is the case, make the necessary rolls for the crash. When you have finished, continue reading the boxed text aloud:

The deck is littered with burning pieces of debris. The flames and the oily smoke sting your eyes, and burn your throat. The ship looks deserted, there is no sign of her crew. If Hell had a flagship, this is what it would probably look like.

Then, it gets worse. Through the flames, five devilish figures surround you. Meet the Hellbenders, Hellheart, Leper, Void, Hellfire, and Rem.



From the port side of the deck, you hear shrieks of horror. Laying on the deck, you see the writhing body of the New Clear Warlock. The Hellbender Rem has already taken him out. She has invaded his mind, reaching down to his worse fear, making it reality. He will be of no help. This battle is going to be between you and them.

Let the battle rage on for four rounds. Play the Hellbenders tough, but do not kill any of the heroes. The Hellbender's master, the Dragon, still needs them alive. After four rounds of combat, continue reading the boxed text:

Over the din of battle, the peircing klaxon of the ship's proximity alarm is set off. A jet, a chopper, or some type of aircraft is fast approaching the vessel. Off in the distance, a vapor trail becomes visible in the sky. From it's angle and speed, it could only be one thing. A large missile is hurling towards the Thunderbolt. Since there is only one vapor trail, that means the missile is big enough to take out the carrier on it's own. It's payload must be nuclear.

The Hellbenders notice the vapor trail as well, and become charged with excitement. Hellheart breaks from the battle and takes flight towards the incoming missile. Hellfire runs after him pleading.

"Hellheart, wait! Take me with you! I need...!"

Hellheart brushed him away.

"No Hellfire! You stay here and

continue the fight! I promise you will have your precious magic before it's too late! I need to recharge my heartgem! This missile is just the treat I have been waiting for!"

Hellheart becomes a small dot in the sky, racing towards the warhead.

The Hellbenders need periodical doses of radiation to feed their bodies and keep their mutant powers under control. Void's skin is becoming hard, making it more difficult for him to move. Hellfire's flames will start to burn out of control. Rem and Leper will be fine for the rest of the episode.

Divide Void's attributes in half, except for his Physical Hit Points, Mental Hit Points, and I.Q. rating. Hellheart is going to detonate the warhead and absorb it's radiation tripling some of his attributes. Continue reading the boxed text:

There is a brief repose in the heat of battle, as both sides watch the sky. The seconds pass like hours, and there is an eerie calm to the Mediterranean. Then, it happens. The most destructive force man has ever created is set free. Even from two miles away, the flash is like the light from a million suns.

Averting your eyes from the intensity of the blast, you wait for the worst. Ten, thirty, sixty seconds go by, and nothing happens. Looking again over the horizon, a horrible, amazing sight meets your gaze. Gamma radiation, infra-red light, heat, cancer causing alpha radiation, pure white light waves, and an electromagnetic pulse

are all collapsing in on itself. Hellheart has absorbed an entire nuclear explosion. For the moment, he may be the most powerful being on the planet.

Hellheart soars back to the Thunderbolt. His body shrouded in a halo of radiation. With the crazed conviction of a kamikaze, he dives for the deck.

"None of you are a match for me now! Yeild to the superiority of Hellheart's magic! Don't make me kill you!"



Let the Hellbenders mix it up with the heroes for another four rounds. At this point, the proximity alarm will go off again. This time, the VTOL carrying Mason Graves will land on the ship.

Continue reading the boxed text aloud:

Again, the ship's proximity alarm is set off. Could yet another warhead come raining down on the ship. In a few more seconds, you have your answer. To your relief, you hear the familiar roar of jet engines in the distance.

From the night sky, you see a craft approach the ship like nothing you have ever seen. It looks like a cross between a vulture and a dragonfly. It gets within one hundred yards of the ship, then ignites jet boosters underneath the fuselage. The craft has VTOL (vertical take off or landing) capabilities. With a blast of white hot exhaust, the nine ton ship gently touches down.

As the roar of the engines die down, a hatch just in back of the cockpit opens. A steel boarding ladder mechanically descends to the deck. A tall, commanding figure steps into the green glow cast by the instrument panel. With an outstretched arm to emphasize the words, his voice booms across the deck.

"I am very dissapointed, Hellheart. These harlequins should have been taken care of with little effort. I expected better from my children, my Hellbenders! They are only human after all. Now my boy, gather our flock. Our work here is finished. We must be leaving."

As the mysterious figure descends the ladder and steps into the light, you see a well dressed man in his mid thirties. The classic features of his face are offset by a thick mane of green hair. His bearing is almost messiah-like.

The Hellbenders stop dead in their tracks. Like disobedient children that have been caught doing something wrong, they hang their heads. Quickly they follow orders, and gather behind their master.

If the team tries to stop them, Mason Graves will fend them off. He is probably too powerful to be taken out by any direct attack. Of course, the heroes will probably try to question him. Let them ask their questions, then read the dialogue below:

"It is not a smart thing to attack me. You are nothing to me. I could easily kill all of you! I am Mason Graves. Mine is a just mission. I must protect and feed my family to make the world a better place for them to live.

You are well out of your league here, "heroes". To oppose me would be futile. So you know who you are dealing with, I'll just have to reveal my true form."

Mason Graves near perfect form starts to twist and contort. His size doubles, triples, quadruples! Alabaster skin turns to tough black scales. Nose and mouth draw into a snout. The once green eyes burn with yellow energy. Thick leathery wings sprout from his spine. The transformation looks painful, horrible. Yet, you can't look away. Where once stood a man, now hovers a dragon.

He leers down at you. His eyes burning through to your soul. When he opens his mouth, a hot noxious gas pores forth along with the roar of his words.

"Mason Graves is but a shell. Look on the true form of THE DRAGON! Know the true face of the future! Gather around me my children! Our task here is done!"

At his command, the VTOL plane takes off, and heads into the sky. The Hellbenders climb onto their master's back.

If the heroes try to approach the Dragon, he will spit a huge blast of fire at them to block their way.

The Dragon takes flight. The backwash from the beat of his huge, bat-like wings, hit you like a hurricane. He circles the Thunderbolt once, giving warning to you all.

"Once, I would have feasted on your souls. But it is enough I am simply your better. There is plenty of time for revenge...later."

With that, he fades into a speck on the horizon. You are left standing on the deck, staring into the night sky with a lot of disturbing questions.

When the heroes are ready to continue, go to Episode 4.

Episode 4: Titan Strike

You have arrived back at the team's headquarters. If Megalith is being played, he gets a phone call. If he is not, then the group gets a call from Megalith. In any event, Majurac Industries, Megalith's Company, needs your help. Thousands of

tons of chlorofluorocarbons are mysteriously vanishing from Majurac Industries without a trace. Mr. Strum, the company's C.E.O. has no idea how they are being stolen or where they are going. These chemicals are a potential danger to the Earth's ozone layer.

Besides the fluorocarbons, there is something else they need the team for. Majurac Industries has developed a prototype Particle Accelerator. The Particle Accelerator is the key component to making the world's first fusion generator. This would be a major step in finding a new form of power making nuclear energy obsolete. Unfortunately, this new technology could also be perverted into a powerful weapon, making the Particle Accelerator a prime target for theft.

Besides the team of heroes, Majurac Industries has also a small squad of hired

mercenaries. These are twelve fighters armed with plasma assault rifles.

While the players are guarding the complex, a Titan strike team will attack at dawn. The Titan soldiers are also armed with plasma assault rifles. The attack will consist of two elements. The first element of the attack will hit the Research and Development Sector, located at the north end of the complex. This is just a diversionary attack, while a smaller squad, led by the Beast, hits the Prototype Room on the south end of the complex. It will be the Beast's job to steal the Particle Accelerator Prototype. The first Titan attack will consist of thirty fighters. The second, led by the Beast, will consist of fifteen Titan Fighters.

You will need the map of Majurac Industries. From the "back, you will need the stats for the Majurac Mercenaries and the Titan fighters. When the team is ready, read the following text aloud:

Dawn has just broken over the factory compound. Your shift is just about over and you're ready to call it a night. As you head towards the main office building, the still morning air is torn by the blast of a plasma assault rifle. You run to the north end of the complex to see the bright red armored figures of the Titan strike team. You count soldiers. A large hole has been blasted through the fence, and the vile creatures are storming in. Armed with heavy plasma assault rifles, they are laying waist to everything in sight. It appears as if they are making a push



towards the Research and Development Sector.

The twelve men of the mercenary team come to your aid. They form a skirmish line in front of the attack.

Let the first attack continue for a few minutes. Let the team have fun clobbering Titans, then start the second attack. When you are ready, read the following:

As the battle rages, the captain of the mercenaries approaches the team. He has a worried expression on his face. "We just got a call from the south end of the complex! The fence has been breached and they're heading towards the Prototype Room! There's fifteen of them, and they're being led by a grotesque, hulking giant!"

At this point, the team might want to finish the battle at the north end, but time will run out. Remind them that the Prototype Room houses the Particle Accelerator, which they were hired to protect.

When the team is organized, proceed to Episode 5.

Episode 5: The Nature Of The Beast

The team has traveled across the complex to the south end. There the destruction looks much like the north end.

The Prototype Room is surrounded by fifteen Titan fighters, all armed with plasma assault rifles. The Particle Accelerator is bolted to the concrete outside the Prototype Room. The Beast stands poised over it ready to rip it from its steel cradle.

What the team does not know is that the Beast is an unwilling participant to the attack. His family is being held hostage, so that he has no choice but to help the Titans steal the Particle Accelerator. Although he is unwilling, he will not hold back if opposed. The safety of his wife and children are at stake. He will fight the team to the full extent of his ability.

If Ms. Mystic is being played by one of the team, she will inform the team that the Beast must not be killed. She has mistaken the Beast's identity for that of Gabriel Conde, the brother of her current love interest, Arky Conde. Gabriel Conde has suffered a transformation similar to that of Darrel Harras. That is why she is confused as to the Beast's identity. She will not realize she is mistaken until the Steroid Monster has been subdued.

If Mystic is not being played, try to convince the team not to kill the Steroid Monster. Remind them that they are heroes.

You will still be using the map of Majurac Industries. In addition to the Titan's stats, you will also need the stats of the Steroid Monster. Unless all the Titans have been vanquished, they will aid the Steroid Monster in the attack. When the team is ready, read the boxed text aloud:

The south end of the complex looks as bad as the north end. It seems that the Titans adhere to a "scorched earth" credo. Charred factory equipment lies throughout the yard. Fifteen Titan fighters, armed with plasma assault rifles have secured a tight perimeter around the Prototype Room. Bolted to a heavy slab of concrete outside the room is the Particle Accelerator. Lumbering over it, you see a nine foot tall, heavily muscled, aberration.

If the team is unsuccessful in stopping the Steroid Monster from stealing the Particle Accelerator, read the following aloud:

The Titan strike force has retreated along with the Beast. Where the Particle Accelerator was mounted, lies broken steel shackles and concrete. The fog of battle drifts away, revealing the damage and desolation of the attack. The dead

bodies of company employees and the mutated Titans are mingled over the ground.

From beyond the burning husk of a heavy equipment shed, the captain of the mercenaries approaches the team, his right arm grasping a lifeless left arm. "Mr. Strum would like to assess the damage from the attack with you people. They're meeting in the Board Room."

He turns and stumbles over to an overturned jeep to help a company medic.

When the team enters the Board Room, Mr. Strum and the other directors will want some answers. Have the team use this time to try and sort things out. See if they can come up with any ideas about what's going on, or if these incidents could be linked at all.

When the group enters the Board Room, read the boxed text aloud:



As the team enters the Board Room, you see a long mahogany table with ten men dressed in expensive suits seated around it. At the head of the table sits a grim face man in his late forties. This is Mr. Strum, the Company C.E.O.

Have Strum get the ball rolling. Ask the usual questions; "Who do you think is behind this?" "Do you think the theft could be related to the missing fluorocarbons?" "What can you do to get the Accelerator back?" Etc.

When the discussion is over, proceed to Episode 7.

If the heroes have successfully stopped the Beast and repelled the attack, read this boxed text aloud:

As you look down upon the prostrate form of the Beast, you recognize him as your old acquaintance, Darri Harras. His body now grotesquely altered by steroids. He starts to regain consciousness and cautiously rises.

"Please, you must let me go. I didn't want to do this. They're holding my wife and children hostage in South America. I had no choice. They said if I don't help them steal the Particle Accelerator, they will kill my family. As long as you stop me, my family is safe. They would still need me to steal your Accelerator. If you hold me or turn me over to the authorities, my family is as good as dead.

I must go now. Please, don't try to stop me. If I stay any longer, they might think I'm collaborating with you."

The Beast turns and leaves. Following

the tracks of the retreating Titans.

If the heroes try to question the Beast further, they get no answers. He knows no more. If they try and prevent him from leaving, he will fly into a berserk rage. If the heroes somehow manage to detain the Beast, they will find his family dead later on in the adventure.

At this point, the team can do one of two things. They can stay at the complex and help secure the Particle Accelerator, or they can proceed to South America on a rescue mission to save the Beast's family. If they stay, continue with Episode 6. If they decide to rescue the Beast's family, go to Episode 10.

Episode 6: Hell Pays A Visit

The Titans and the Beast have retreated. The battle appears to be over. As the team gets ready to leave Majurac Industries, they are attacked by the Hellbenders. The Hellbenders were waiting in reserve in the event that the Beast would fail in obtaining the Particle Accelerator.

The team is taken by surprise and have no time to react to the attack. The Hellbenders get the first shot free.

They attack from out of the sky. The members of the Hellbenders who cannot fly, Hellfire and Void, travel with Leper on a flying sled that he has manifested.

The Hellbenders' goal is to finish the Beast mission. They are very intent on

acquiring the Particle Accelerator. They will do anything short of dying to get it. They will have no problem with killing the heroes if need be, so play them tough.

You will still use the map of Majurac Industries. From the back, you will need the stats of the five Hellbenders. When the team is ready, read the following aloud:

The last of the Titans have retreated along with the Beast. As the smoke clears, you notice the carnage from the battle. At least three buildings have been destroyed. One more is in flames. the cratered ground is littered with the burnt corpses of Titan warriors. Unfortunately, among them, lie the bodies of a few Majurac employees. An eerie hush falls over the complex.

Randomly choose one of the team, this player will be the first to get hit in the surprise attack. The player is shot by a full power fire blast from the Hellbender known as Hellfire. The player is taken by complete surprise, so his defense value is 3 ranks lower. This action initiates the Hellbender attack. When the players are ready, read the following:

As you turn towards the direction of the blast, you recognize the five nightmarish figures from the deck of the Thunderbolt. The Hellbenders have arrived. Rem and Hellheart come soaring in towards you on their own power. Hellfire and void come in on an armed flying sled, piloted by



leper.

As they engage you in combat, the darkly beautiful Rem gives warning. "Can you feel it curs? That cold tight snake wrapped around your hearts, that is fear, because you know this time we are here to kill you?"

Let the Hellbenders fight the team at their most ferocious. Their main objective is to take the Particle Accelerator and beat the team into submission, if not kill them.

If the Beast did not get the Particle Accelerator, the Hellbenders will. If it looks like the heroes are going to win the battle, increase the odds. Create a diversion, have a few Titan warriors tunnel up from underneath it, etc. Whatever, in any event, the outcome must be that the Particle Accelerator is missing.

When the battle is over, read the boxed script aloud, if it applies:

As the battle wanes for the team, the Hellbender known as Void, breaks away

from the melee. Stomping through the rubble, he charges toward the Prototype Room. Grabbing hold of the Accelerator's base, he wrenches it free from the bed of concrete and steel. Beaten, you are powerless to stop him. He beckons to his comrades. "Victory is ours, Hellbenders! I have the prize!"

When the group gets to their feet, go to Episode 7.

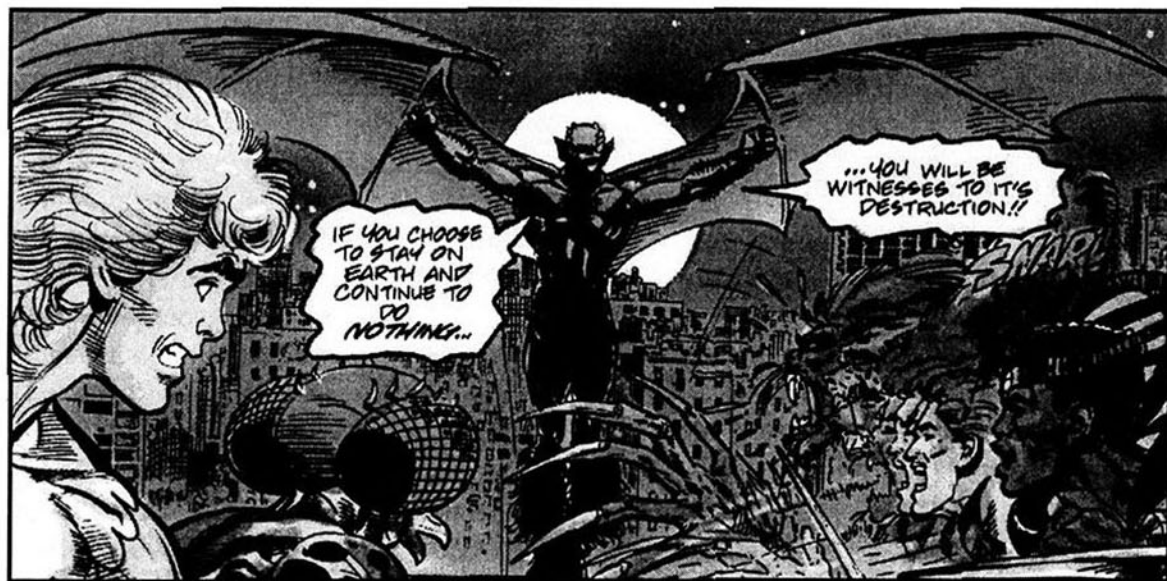
Episode 7: Speak Of The Devil

The team has returned to their headquarters to convalesce, and try to make sense out of the past events. It's a clear night with a full moon. The team is on the roof of the sanctum, hoping the cool night air will clear their heads and help them think.

So far, the Hellbenders have hijacked an aircraft carrier, and successfully stolen Majurac Industries prototype Particle Accelerator. On top of this, thousands of tons of fluorocarbons are mysteriously vanishing from companies all over the world, including Majurac Industries.

Let the team study the situation. Let them interact among themselves, and throw some ideas around. While this is going on, they are going to be called on by another strange visitor. This time, the caller is the demon-like alien known as Devilspawn.

Devilspawn has come to warn the heroes that the entire planet is in grave danger. He goes on to explain how the Earth's own life-giving sun will be the instrument of destruction. That a mysterious and powerful operative is trying to accelerate the destruction of the ozone layer. He is not sure who is exactly behind it, but he knows where to look for the trouble.



He will try to convince the team to come and help him. Remind the heroes that Devilspawn's information has been questionable to certain heroes in the past. This could be a clever ruse to bait them away from the real problem. There are several more Particle Accelerators at the Majurac Industries Compound that must be guarded.

If Devilspawn is attacked, he will avoid any physical contact, but he will not fight back. Devilspawn comes from an alien race that are all pacifists. He simply will not fight. His mission on Earth is that of a curious observer. He is on the side of the heroes, and his information is correct. *The team must make a decision, should they go back to Majurac Industries, or follow Devilspawn.*

For this episode, you will need the statistics of Devilspawn from the back. When the players are ready to begin, read the boxed text aloud:

It was a hard fought battle at Majurac Industries. The Hellbenders were successful in stealing the prototype Particle Accelerator, and you still have no clues as to where the missing fluorocarbons are. You have come back to the Hero Sanctum to lick your wounds, and try to fit the pieces of this twisted puzzle together.

It is a calm, clear night. A full moon burns coolly among the stars. You are all gathered on the roof of the Sanctum enjoying the twilight, and hoping the night

air will help you think. So far, the Hellbenders have hijacked an aircraft carrier, and bluffed the world into thinking they would start World War Three. Then, they have successfully stolen a prototype Particle Accelerator aided by Titans. They also blackmailed Darrel Harras, the Beast, into helping them by kidnapping his family. On top of all this, thousands of tons of fluorocarbons are mysteriously vanishing from companies all over the world, including Majurac Industries. Mr. Strum, Majurac Industries C.E.O., has also let you in on a company secret. There are several more particle Accelerators stockpiled in a vault at Majurac Industries. Besides yourselves, no one else knows this, except for the top brass at Majurac Industries.

Let the group talk among themselves for awhile. When you think they have discussed the situation long enough, continue reading the boxed text:

As you talk into the night, an unfamiliar voice from behind, startles you.

"Whatever you do, you must react quickly, or your home world may be decimated!"

Turning around, you see a figure that could be Lucifer himself. Framed against the full moon, hovers a bat winged demon with horns and a forked tail. As the backwash of his flapping wings hit you in the face, you notice his blood red complexion in the moonlight. When he speaks, his voice has a deep, hollow drone that relays chills up your spinal column.

"My name is Devilspawn. I am but an observer on this planet. If you people continue to sit here and talk instead of acting, you will soon bare witness to the Earth's destruction!"



If the heroes decide to attack Devilspawn, he will not fight back. He comes from a race of pacifists. He will simply do his best to dodge the team's unfriendly advances. When the players are ready to hear what Devilspawn has to say, read the following aloud:

Like a nightmare from the Book of Revelations, Devilspawn gently sets down on the roof.

"I am not your enemy, but an ally with grim tidings. Heed my words, for I can save us all! Before the year 2000, possibly sooner, all life on Earth as we know it, will be destroyed!

A weapon has been found that Earth's

populous is helping to build, your own sun! Your sun's rays are kind, warming, pleasant, life-giving. But, if the ozone layer, the protective shield that blocks out the sun's harmful rays were destroyed, that same life giving force would become your doom! The Earth would constantly be bombarded by harsh ultra violet rays.

Without the precious ozone, the surface-dwelling inhabitants would have a short future. Their unprotected flesh would be baked from their bones. Skin cancer would run rampant over their bodies in a matter of hours. Eventual blindness would occur due to massive exposure of continuous radiation. All life on the surface, as you know it, would cease to exist.

Titans, Darrows, and a thousand other subterranean races, whose physiology is unaffected by the burning radiation, will become heirs to the Earth. Crawling from their pitiful underground squalor for the first time in over a million years. It is a death watch, my friends. Someone is accelerating the ozone destruction. They are trying to make the Earth a perfect home for these mutants. Instead of years, there are only days.

I am not sure who is behind this, but I do know where the trouble is. If you wish to save this planet from certain destruction, come with me!"

Tell the heroes, at this point, a major decision must be made. They can either go with Devilspawn, or go back to Majurac Industries to try and keep the rest of the Particle Accelerators from falling

into the hands of the Hellbenders.

Give them these facts: Although Devilspawn's emergency sounds dire, he can't be totally trusted. If they return to Majurac Industries, the Hellbenders may or may not try to steal the rest of the Particle Accelerators. They already have the prototype. One in their hands is bad enough. If they get a hold of several more, they would have a power that could also destroy the world. Plus, there is also the matter of the vanishing fluorocarbons.

If the team decides to go back to Majurac Industries, go to Episode 8. If they decide to follow Devilspawn, go to Episode 9.

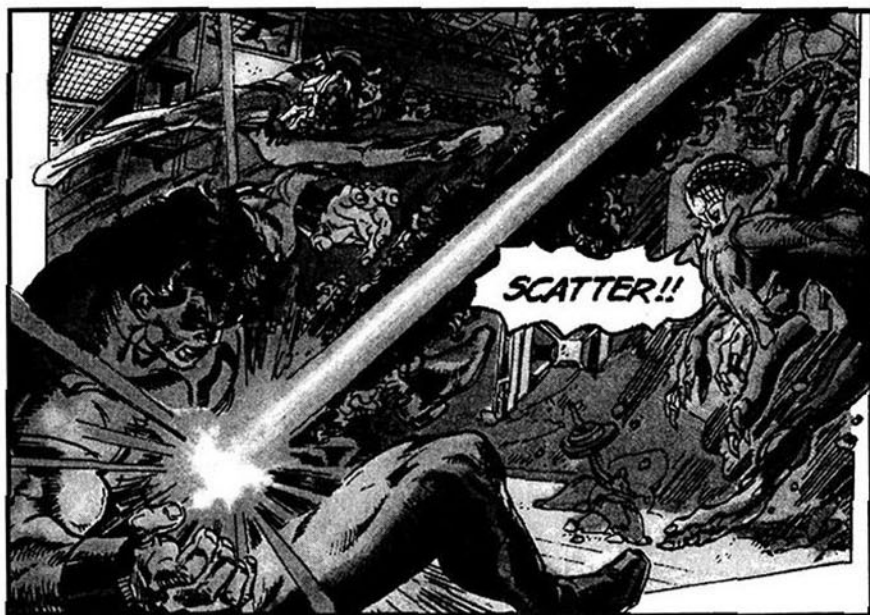
Episode 8: Factory Frenzy

The heroes have arrived back at Majurac Industries. They have decided that the secret stockpile of Particle Accelerators must be guarded. If a large number of the Accelerators fell into the wrong hands, a destructive force more powerful than nuclear fission could be unleashed on the world. While they are there, they might also want to search for clues pertaining to the missing fluorocarbons.

The complex is dead quiet. It has been totally evacuated. The

destruction from the Titan attack was very extensive. It will probably be quite some time before the plant is made operational again. The compound resembles a small city that has been fought over by two large armies. Craters pock the ground, and the burnt husk of several buildings lean here and there.

When the heroes get to the area where the prototype was stolen, Darrel Harras, the Steroid Monster, will jump from behind an overturned bulldozer, and attack them. Harras has very poor eyesight, and in the dark, he has mistaken the heroes for the Hellbenders. If the team can make him realize who they are before they have to hurt him, he will break off the attack. Once the team has established their identity, Darrel will leave them alone. If he is asked any questions, he will not answer. If he is seen collaborating with the heroes, he could endanger the lives of his family, who are being held hostage.



See if the team puts two and two together. If the Beast is there, he most likely is not alone.

As soon as the team starts to move away from their general location, an energy bolt from a plasma rifle, is fired into the group. Randomly roll a die to see who takes the blast.

The shot was fired from above, and from the direction of the Southwest. The energy shot was meant to stun, not to kill. It was fired by the Hellbender Void. His purpose is to lure the heroes away from the northeast end of the compound.

In the northeast section of the compound is the secret vault which holds the stockpile of Particle Accelerators. While the team is being preoccupied with the sniper, the Dragon will be breaking into the vault to steal the Accelerators.

If the heroes decide to investigate in the direction the shot was fired, they will run into the Hellbender known as Rem. It is Void and Rem's job to keep the team busy while the Dragon takes care of the main objective, the Accelerators. Rem will attack the most powerful hero of the team first. She will use her mind probe abilities to create a giant ogre-like creature only that particular hero will be able to see. While the hero is fighting the mirage, she will run off into a heavy equipment garage.

When the heroes go into the garage after



her, she will attempt to get one of them alone. When she has a hero in an isolated area, Rem will attack that hero. When the others hear the commotion and come running, Rem will use her mind powers to switch appearances. She will look like the hero, and the hero will appear as Rem. Rem, as the hero, will try to convince the others to kill or attack the hero, who appears as Rem.

While the team is dealing with this dilemma, an explosion will detonate from the northeast section of the complex. It is the Dragon breaking into the secret vault.

The secret vault is a four story concrete and steel building. It is fifty feet high, fifty feet long, and fifty feet wide. In it's front, is a fifteen foot, by fifteen foot steel door. The door is three feet thick. When the heroes arrive at the vault, they will find the door locked. If any of the players fly over the vault, they will see a gaping hole in the roof. This hole is how the Dragon entered the vault.

When the heroes finally get into the vault, they will find the Dragon inside. In

one talon, he will be holding a huge sack, weighted down by its contents. In the other talon, is grasped a Particle Accelerator poised over the bag. There were six Particle Accelerators in the vault. There are only two left sitting on pedestals in front of the Dragon.

When the Dragon notices the heroes, he will spout the usual threats and insults. He needs all six Particle Accelerators, and will not leave until he has them. He will not attack unless he is attacked first. The Dragon needs the Particle Accelerators very badly. He will either leave with all six, or die trying. If the Dragon starts to lose the fight, he will telepathically call Void and Rem to assist. He will attack using his talons and tail, and he will also use his breath weapon. As soon as he gathers all six Particle Accelerators, he will leave, flying through the hole in the roof.

For this episode, you will need the map of Majurac Industries. From the back, you will need the statistics for Void, Rem, the Steroid Monster, and the Dragon. When the players are ready to begin, read the following boxed text aloud:

You have all decided to return to Majurac Industries, to guard the secret cache of Particle Accelerators, and try to find a lead on the missing fluorocarbons. As you enter through the front gate of the complex, you smell an overpowering odor of charred earth and sulfur. In the moonlight, you see the aftermath of the Titan strike. The twisted skeleton and burnt shells of several buildings jut from

the ground. The once thriving industrial complex looks more like Berlin in Fortyfive. It's going to take a lot of money and time to get the place back in operation. The unusual silence permeates the air. With all the company personnel evacuated, the complex is like a large dead body.

Wandering through the rubble, you are surprised that Mr. Strum did not even leave a skeleton crew to keep an eye on the place. He must be very confident of the vault, housing the Accelerators.

Continuing through the complex, your path takes you to the concrete slab which held the prototype Accelerator. Looking at the broken steel shackles, again the question arises, what do the Hellbenders need a Particle Accelerator for?

After the team approaches the empty slab, the Steroid Monster will attack. In the dark, he confuses the group for the Hellbenders. When he realizes his mistake, he will break off the attack. Randomly roll, to see which one of the heroes he assaults. When you are ready, continue reading the boxed text aloud:

From behind you, the moonlight that was shining down onto the slab is eclipsed by a large shadow. Into the open, rushes the hulking figure of Darrel Harras, the Beast. His massive arms are flailing every which way. His guttural emissions sound more like the grunts of an enraged gorilla than English.

"G'way! You've done nuff! G'way!"

Let the team knock about with the Steroid Monster for a few minutes. Then have the him realize who he is fighting. He will stop struggling, and run off in his dismay. As soon as the Beast wanders off, randomly roll to see which of the heroes takes the energy blast, shot by Void.

Like a light switch being turned off, the Beast suddenly stops fighting. As he looks into all of your faces, his eyes go wide. He lowers his head and groans in anguish.

"I thought... you were... them."

He turns his wall of a back, and stumbles quickly off into the darkness. Before you can open your mouth to stop him, the air around you is seared by the blast of a heavy plasma rifle. For a matter of seconds, you are all blinded by it's intense red flash.

From somewhere up above, a sniper is lurking in the shattered ruins of the factory. The only clue you have as to his position, is that the blast was fired from the direction of the southwest.

This is the diversion to lure the heroes away from the secret vault, in the northeast sector of the complex. More than likely, the players will take the bait. If they don't, skip the boxed sections concerning the diversion, and begin reading the boxed text where the Dragon has blown a hole through the secret vault. When your players have made their choice, continue on:

The paved road extending in the

direction the shot was fired, is strewn with large fragments of broken building and destroyed factory machinery. There are plenty of places to take cover behind, as you make your way towards the sniper. Of coarse, there are plenty of places for the sniper to hide as well.

Void will not fire another shot. Let the heroes slowly make their way to where they think his position might be. When the heroes go about fifty yards towards the southwest, have Rem step from out of the shadows.

From out of the shadows steps a hauntingly beautiful leather clad woman, who steps into your path. A night breeze plays through her long pink hair. It is the Hellbender, Rem, and she is as deadly as she is beautiful.

Have Rem approach the most powerful player in the group. Rem is able to probe



psyches, so she should have no problem determining who this would be. Rem will attempt to reach into the heroes mind, and produce a large horrible creature with her illusion power. The other heroes will just see their comrade thrashing about in fear. When Rem runs off into the garage, the illusion will disappear.

Rem's whole body seems to glow with a halo of seduction, or is it fear? As she speaks, her words are more of a warning than an invite.

"Hello, sexy. My name is Rem. Want to be my new friend?"

As she approaches, a glowing mist that almost seems to be alive, emanates from her hands. She moves closer to one of your teammates.

"You must be very powerful. I thought we had scared you off for good. This time, I'll have to make sure you stay scared!"

Have the player in question roll against 1/5 his I.Q. rating on (1d100). If the player makes the roll, read box one. If the player fails the roll, read box two.

The smile that was on Rem's lips starts to fade. Her face becomes taut and red, as if she were straining against something.

"Your mind is stronger than I thought! Not to worry, we'll have another chance to play together!"

Like a snake, fleeing from a mongoose, she slips into a nearby heavy equipment garage.

As your friend rolls on the ground, trying to escape some awful aberration that only he/she can see, Rem appears to swell with power.

"Yes! I can feel your fear! Feeding me, nourishing me!"

Knowing she is greatly outnumbered, Rem breaks off her mental attack, and flees into the darkness of a heavy equipment garage.

When the heroes enter the garage in search of Rem, try to get one of them separated from the rest of the group. Rem will attack this hero, and switch guises with that hero. When the other heroes come running towards the noise of the scuffle, they will see their fellow hero as Rem. Rem will appear as their comrade through the use of her illusion power. The real Rem will then try to convince the heroes to kill the hero in her guise.

The darkness of the garage is only cut by a few slivers of moonlight that have managed to squeak through the ash covered window panes. The air in the garage reeks with the odor of charred wood. This was one of the buildings that was heavily hit in the Titan raid. The only sound you hear, is that of your own feet splashing through the puddles left by the fire hoses.

Randomly pick one of the players, and take him aside. Explain the oncoming situation to the player. When the player understands what is going to happen, continue reading the boxed text:

From behind your backs, in the darkness, you hear the telltale sounds of a full blown knock down, drag-out. The struggle appears to be coming from behind several large stacks of wooden crates. It is then that you realize that one of your own is missing.

Stepping from in front of the crates, you see (fill in heroes name) grappling with Rem. Your comrade's voice is hoarse and comes in short gasps.

"I caught her... when she tried to... probe my mind... for my greatest... fear. We've got to... kill her. She's... too dangerous... to be left alive. Do it... kill her!"

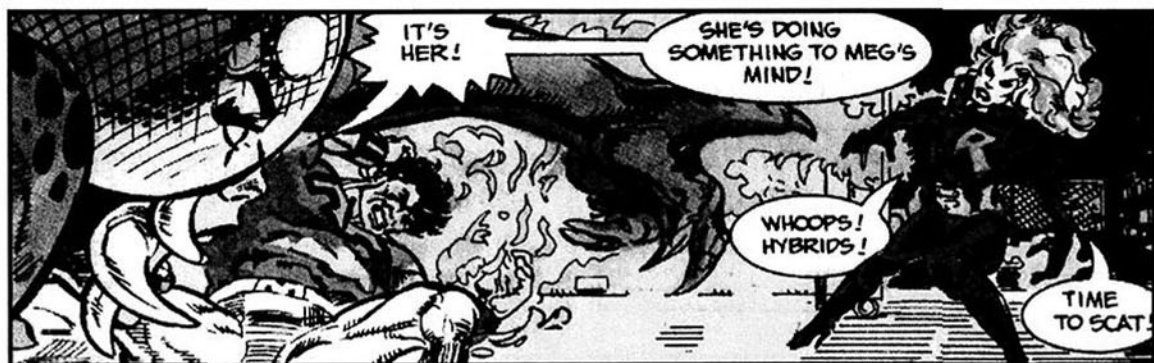
Have all the players roll against 1/5 their I.Q. rating. Those that do not make it, fall for Rem's illusion. Rem's illusions can be detected psionically. The players that do make it, are not fooled by her mind tricks. After the I.Q. check, let the heroes take any steps they see fit. After they have played this scenario for awhile, then interrupt with the explosion of the secret vault in the northeast sector of the complex.

From the northeast sector of the complex, the percussion of a tremendous

explosion hits your ears like a hammer hitting an anvil. The very earth trembles beneath your feet from the power of the blast, at least a ton of T.N.T. must have been used. The only thing that much nitroglycerin is used for is to blast very thick solid rock, or a secret vault.

When the heroes respond to the explosion, they can either take Rem with them, as prisoner, or let her go. If she is taken prisoner, she will escape while the team tangles with the Dragon. If the heroes stayed to guard the vault, read to them about the explosion, then begin reading the following boxed text. If the team is coming from the southwest sector, have them run back across the complex, and let Void take three more potshots at them. When they reach the vault, read the following boxed text out loud:

Before you stands a great monument to man's insecurities, Majurac Industries' secret vault. The building is so well constructed, it was not even scratched in the Titan attack. It's concrete and steel surface only shows a few black smudges where the Titan ordinance merely bounced off. It stands as a fifty foot, by



fifty foot, by fifty foot square box. Set in it's face, is a fifteen foot, by fifteen foot steel door. The door remains intact, but a huge plume of black smoke is pouring from the vault's roof.

If any of the heroes can fly, or scale the walls, they can enter the vault through the hole the Dragon made. If the heroes are unable to enter the vault through the roof, they will have to knock a hole through the wall or the door. The wall can withstand (40) points of physical damage and is made of stone. The door can take (60) points of physical damage and is made of steel. When the players finally get inside of the vault, read the following boxed text aloud:

You enter the vault and see your worst nightmare through the dissipating cloud of sulfur and magnesium. The giant, black winged form of the Dragon sits against the gaping hole he made in the impenetrable vault. Snagged in the claws of one talon, is a huge weighted down sack. Wedged in the other talon, is a Particle Accelerator. Of the six that Majurac Industries had stored there, only two are left on the vault floor.

The dragon catches sight of you, his glowing yellow eyes become narrow slits, intensifying their evil glare. As he speaks, a cloud of radioactive gas pours from the sides of his mouth. Each word is emphasized by licks of flame, that dance off his tongue.

"You people! Have you not learned yet?! You should have all lain down and

died when you were given the chance, humans! twice you have challenged me and mine, and twice you have failed! But, I suppose I should extend my gratitude. I did not know there were more Particle Accelerators.

He needs these Accelerators very badly, and he will not leave unless he has all six. He will either acquire all the accelerators, or die in the process. He will fight using his talons and tail as weapons., He will also use his irradiated breath as a weapon. If by some chance he should start to lose the fight, he will telepathically call upon Rem and Void to help him. As soon as the dragon has possession of all six Particle Accelerators, he will fly through the hole in the roof. Any attempt to follow the Dragon would be futile.

When the encounter ends, if the Dragon has escaped with the Particle Accelerators, go to Episode 11.

Episode 9: Hell Via Antarctica

The team has decided to trust in Devilspawn and follow him on his mission. When the episode opens, the heroes are already flying over the Amazon Jungle, in South America. Devilspawn has separated from the team to find the "key" to their mission. He promised the heroes he would return shortly. The members of the group that cannot fly on their own power are in another alien-built



airship.

Scanners on the airship are set to detect large amounts of fluorocarbons being dispersed into the atmosphere. While soaring over the South American Jungle, the team will come upon a large column of fluorocarbons, shooting directly out of the most dense part of the jungle.

Before the heroes have a chance to investigate this anomaly, Devilspawn returns from his errand. Clutched tightly in his talons, is the mutated scientist, Gabriel Conde. Conde has been severely mutated by radiation. Due to his mutation, he has decided to live as a hermit, wandering the remote regions south of the equator, away from civilization and prying eyes.

Devilspawn claims that Gabriel Conde is the key to the planet's salvation. He knows where the hidden entrance to the Earth's Spirit Realm is. Devilspawn wants to telepathically extract the secret from Gabriel Conde's mind. Devilspawn believes that the Spirit Realm is where the real trouble lies. When the heroes tell him about the column of fluorocarbons,

Devilspawn will tell the heroes not to waste time investigating it. He tells them that the column of fluorocarbons is but a mere symptom of a much worse malady.

At this point, the heroes will have to make an important decision, should they listen to Devilspawn and continue on his mission, or investigate the mass amounts of escaping fluorocarbons which could be a key to the missing fluorocarbons at Majurac Industries. If the heroes decide to investigate the column of fluorocarbons being emitted from the Amazon Jungle, Devilspawn will curse them, and call them fools. He will fly off with Gabriel Conde, and the heroes will be left to deal with the escaping fluorocarbons on their own. If the adventure takes this route, proceed to Episode 10. If the heroes decide to still go onward with Devilspawn, continue with this episode.

Deciding to remain with Devilspawn, the heroes will land on a nearby mountain plateau. There, Devilspawn will telepathically extract the location of the entrance to the Earth's Spirit Realm. Through the mind-link, Devilspawn will learn that the entrance is somewhere near a canyon with a lake, at the base of the world. The team's destination is Antarctica.

The flight south is long, cold, and uneventful. The team will make it to Antarctica without any problems. Flying deeper into the frozen wasteland, the heroes will come across what looks like a giant crater, protruding from the ice. In the center of the crater is a hot, steaming lake. This is the entrance to the Earth's

Spirit Realm.

From the air, the heroes will see a number of shadowy, motionless figures, poised around the crater. The figures appear to be pointing into the lake. If the heroes try to get closer to these mysterious figures, they will seem to vanish into the ice and snow like a mirage. The figures are a signpost trying to tell the heroes that they must enter the lake in order to pass into the Spirit Realm.

When the heroes enter the lake, they will plummet straight through it. The lake's depth is two hundred feet, but it has no bottom. When they pass through the two hundred feet of water, they will break

the under-surface, and find themselves free-falling down a very deep subterranean shaft. The pool of water is mystically suspended in the mouth of the crater. The lake hides the entrance into the Spirit Realm.

The heroes are now falling down a two mile subterranean shaft. The heroes that can fly, should help the heroes that do not. If the airship was flown into the lake, the engines stalled as soon as it hit the water. The pilot of the craft must roll against his Agility rating at (x2) on (1d100), in order to restart the ship's engines and pull it out of the dive.

The sides of the shaft are rough and

craggy and can be scaled if the heroes can catch hold of the sides. If the players do decide to scale the walls of the shaft, an Agility roll must be made for every hundred feet climbed.

When the heroes get to the bottom of the shaft, they will find that it opens into a dark, voluminous cavern. The cavern is peppered with stalactites, stalagmites, and other strange rock formations. The only illumination in the cavern is from a strange green glow, coming from deep within the depths of the cavern. Strange flying creatures that look like a cross



between a bat and a fish, glide back and forth across the cavern.

Devilspawn will explain to the team that they are entering the spiritual core of the planet. Here, the past and present exist together. Life and pre-life mingle. No man has ever set foot here. With every step they take, the danger increases.

When Devilspawn finishes, as if on cue, the heroes are attacked by twenty demons. They spring from their hiding places from behind the rock formations. They cannot fly, but their powerful, precise leaps give them the appearance of flight. The demons will utilize a grappling attack against the heroes. Their objective is to capture the heroes, but they will kill them if necessary.

If the heroes are captured by the demons, they will be dragged along a spiral rock ledge that leads into the green illumination below. If the heroes defeat the demons, they must follow the spiral ledge to proceed further into the Earth's spiritual core.

The closer they get to the light, the brighter it will become. When they get to the very edge of the light, a woman will suddenly appear before them. She is extremely beautiful. Her long platinum hair flows about her shoulders. Her body seems to radiate a beautiful rose colored glow. She will address the heroes, and tell them that it is she that they seek.

The woman is actually the Demon-Queen, Zaam-Phiiire. Her mental powers are very strong. She is creating an illusion so that the heroes see her as the woman of their heart's desire. Devilspawn has a



strong mental shield, and is unaffected by her illusionary deception. He will verbally issue warning. Have all the heroes roll against 1/5 their I.Q. rating. Those that accomplish the roll, see her in her true form, a hideous female demon. The players that fail to make this roll, continue to see her as the beautiful woman. They are entranced and will do as Zaam-Phiiire wishes. Her powers will not fool psionics.

If any of the heroes try to restrain the heroes that are entranced, the entranced heroes will put up a fight. Zaam-Phiiire can summon her demon minions at will.

She will summon twenty more demons to restrain the heroes that are not entranced. The heroes under the illusion, will willingly enter Zaam-Phiiire's deadly embrace. Like a vampire, she will bite her victim on the neck. Her bite will inflict damage as described in the back of the book. When she is through feeding, she will use her sleep power to put the heroes asleep. Zaam-Phiiire will then vanish in a cloud of smoke, taking her demon pets with her. When the sleeping heroes awake, they will think the past events were all a bad dream.

For this episode, you will need the map of the Spirit Realm Canyon. From the back, you will need the statistics of Gabriel Conde, Zaam-Phiiire's Demons, and Zaam-Phiiire. When the players are ready, begin reading the boxed text below:

You have decided to trust Devilspawn this time. If he is correct, the Earth is in a great danger, and you must attend to it. Within a matter of hours, you have loaded an airship, and are soaring through the air. Following Devilspawn, you find yourselves high over the South American continent. As you scout the outskirts of the Amazon Jungle, Devilspawn signals to you.

"I must quickly make a side trip to retrieve the key to our mission. Maintain this heading and I shall meet you up ahead shortly. I promise, friends, I will return."

With that, Devilspawn makes a sharp bank, and dives for the jungle below. Flying over the Amazon, you cannot help

but notice how beautiful it is, so remote, and far from civilization. Yet, man is closing the gap every day by destroying the jungle faster than it can regenerate. For the moment though, you can enjoy a brief respite away from the follies of man.

A few minutes later, the solitude is broken by the anxious buzz of the atmospheric scanners of the airship. The scanners have picked up a huge anomaly in the most dense part of the jungle. A large column of fluorocarbon exhaust is being expelled into the air. The scanners register that the amount of fluorocarbons being released, is equal to that of a large industrial complex.

Before you can get an exact bearing on the disturbance, you see Devilspawn coming in fast on the horizon. His wings are pumping harder and faster than usual. In his talons, you see he is carrying the prostrate form of what looks to be a man. As he gets closer, you see that the man has been severely mutated by radiation. His skin is green and blistered. His limbs are of disproportion with his body. As Devilspawn soars across the ship's bow, he calls out.

"Friends! I have found the key to our quest! This being holds information pertinent to this planet's salvation!"

Let the heroes tell Devilspawn what they have come across. He will argue that the escaping fluorocarbons are less important than his mission. When the players are ready to continue, begin reading the boxed text aloud:

Devilspawn hovers before you. The creature in his grasp looks less than dissatisfied to be there.

"The column of escaping fluorocarbons is a tragedy, but it is only a mere symptom to a much worse malady. This mutated creature I carry, is Gabriel Conde. He knows where the hidden entrance is to the Earth's Spirit Realm. That is where the real trouble lies. If you stay to investigate this problem, you will only be saving a small fraction of this doomed planet, and that would only be temporary. Where I am bound, the whole planet can be saved! You must make your decision now! Are you with me?!"

At this point, the heroes must give Devilspawn an answer. If they decide to stay and investigate the escaping fluorocarbons, read box one. If they agree to continue on with Devilspawn, read box two.

Devilspawn throws his arms up in despair.

"Great Whirlpools of Hezzelflitt! What fools you all are! You may win a battle here, but I know where the whole war can be won! If you will not assist me, I shall go alone! Pray to your gods that I am successful!"

Enraged, the demon-like alien flies off,

and leaves you to your mission.

If the players have chosen to investigate the escaping fluorocarbons, proceed to Episode 10.

Devilspawn nods his approval.

"Good, you have made a wise choice. Now, come. I must probe this creature's mind for the information we need."

The demon-like alien noses into a shallow dive, and lands on a nearby plateau. He motions you to follow. As you get out of the airship, you notice Devilspawn, his hands locked on Conde's head, and a far away look in his eye. He is telepathically extracting the needed information from Gabriel Conde's mind. It is the only way to insure that the information you get, is the truth.

After 10 minutes has elapsed, Devilspawn releases his hold on Conde. Like a rag doll, he slumps to the ground, physically drained. Devilspawn takes a deep breath, no worse for the experience.

"Pay no heed to the creature. He will be fine after a nights rest. The entrance we seek is on the continent at the base of this planet. Once there, we are to look for a canyon with a lake in it's center. It looks like we are continuing south."

In the airship, it will take the heroes



approximately eight hours to reach the coast of Antarctica. When the players are ready, continue reading:

The flight south is long, cold, and uneventful. After several hours, Devilspawn points straight ahead. Coming up fast, is the icy expanse of the Antarctic coast. Within no time, you are speeding over flocks of arctic penguins, and several outposts belonging to various nations. Approximately a half hour later, you are flying deeper into the frozen wasteland, catching glimpses of terrain no man has ever seen before.

For awhile the scenery was exciting, now it has become monotonous. It is a flat, unchanging expanse of white. Then, up ahead, a strange and unusual formation juts from the blinding snow. At first, it appears like a giant crater that would be more at home on the surface of the moon. As you fly over it, you can see that it's gaping maw is filled by a lake. You have found it. This is the entrance to the Earth's Spirit Realm just as Devilspawn saw it in Gabriel Conde's thoughts.

Banking around the canyon's perimeter, you see no visible entrance. Swooping lower, you notice the movement of shadowy figures standing on the outside of the canyon's walls. Like ghostly doormen, they all point into the center of the canyon, as if to show you the way in. When you try to get a better look at the sentinels, they fade into the snow.

Devilspawn points into the lake and signals to you.

"Prepare yourselves heroes! We must

penetrate the water below in order to enter into the Spiritual Core, follow me!"

The winged alien heads forward and goes into a steep dive. Like a hungry pelican diving for fish, he plunges towards the icy water. You have come this far with Devilspawn, you have little choice but to follow onward.

Giving way to gravity, you rush towards the water. To your surprise, the air rushing into your face is not cold, it's warm. The lake is giving off heat. In a matter of seconds, you break the surface of the lake. The water envelops you



completely, the lake is like bath water. With the buoyancy of a stone, you plummet to the bottom.

The lake has no bottom. The heroes will sink through two hundred feet of water, then they will break the under-surface and find themselves free-falling down a two mile subterranean shaft. If the airship was taken through the lake, the pilot will have to restart the engines and pull it out of its dive. The pilot must roll against twice his agility rating, in order to accomplish this feat. When you are ready, continue reading the boxed text aloud:

As you sink, you prepare yourself for the jolting halt of the lakes bottom. Instead, the water just stops. You break the under-surface, and find yourselves free-falling down a large subterranean shaft.

At this point, the heroes must try to break their fall. The shaft is two miles deep. Any hero that cannot slow his decent, will hit solid rock at the bottom. When the players are ready, continue reading:

The shaft has opened up onto a voluminous underground cavern. All is dark except for an eerie green glow that's source is somewhere deeper within. The cavern seems to go on forever. Every sound you make echoes throughout its expanse. Above you, the points of several stalactites loom from up above. In contrast, stalagmites point in the opposite

direction from the ground. The cavern is a geologist dream. Rock formations in many shapes, sizes, and colors abound.

A sharp hiss and the flutter of leathery wings sweep past your heads. Strange creatures that look like a cross between a barracuda and a bat, glide effortlessly back and forth in the dark.

In the pale green illumination, compounded with the ghostly echo, Devilspawn looks more like the keeper of Hell than ever before as he speaks.

"My friends, it would appear that we are entering the Spiritual Core of this planet. From here on, we are in uncharted territories. Here, the past and present exist together. Here, life and pre-life mingle as one. With every step we take, danger increases tenfold."

As if his words were a stage cue, the air becomes alive with guttural screams. From behind the rock formations, the heavily muscled bodies of a hord of demons, leap at you.

There are twenty demons in number. Their objective is to try and capture the heroes, if possible. If need be, they will kill them. If the heroes are captured, the demons will drag them down towards the source of the green light. If the heroes defeat the demons, they will still have to proceed downward to the green light. It is the only way through the cavern. When the outcome has been determined, continue reading the boxed text aloud:

A flat rock ledge that looks as if it were deliberately cut into the cavern, spirals

down towards the green light. The closer you get, the brighter the light becomes. Over the side of the ledge is a long dark drop into nothingness.

Directly in your path, a bright purple glow manifests itself six feet in front of you. From out of the center of the light, steps the most beautiful woman you have ever seen. Long platinum hair cascades down her shoulders. Her lips are of a moist, deep pink. Her eyes radiate an enthralling, beckoning power. When she speaks, it is the dulcet tones of an angel.

"I am the one you seek. This place is my domain. I hope my pets have not been giving you too much trouble? They are merely doing their job protecting me. I cannot be too careful with all the dangers that have been recently set free. Now, why don't you step closer. I will reveal to you the answers that you seek. I can sense your urgency, your desire. Come into my arms and hear what I have to say."

As the woman speaks, Devilspawn stands silent with a perplexed look on his face. He then shakes his head, as if to ward off a terrible headache. His eyes go wide.

"Stop! Do not listen, that creature is altering your perception of reality! She is no woman! I have a strong mental shield, she cannot trick me! You must listen!"

From behind you, thirty more of the demon-creatures appear. Three of them grab Devilspawn and silence him. He struggles, but to no avail.

The woman is actually the Demon-Queen, Zaam-Phiiire. She is creating an



illusion, so that the heroes will see her as the woman of their heart's desire. The only thing she wants of the heroes, is to feed off of them. All the players must roll against 1/5 their I.Q. rating. After Devilspawn's warning, the Heroes may see her for what she is, but may remain under her hypnotic control if her attack was successful using her hypnotic power. The players that accomplish their IQ roll or hear Devilspawn's warning, see Zaam-Phiiire in her true form, an ugly demon. The players that fail to make this roll, continue to see her as a beautiful woman. They are also entranced by her, and will do as she bids them.

If the entranced heroes are restrained from following her orders, they will put up a fight. Zaam-Phiiire has summoned twenty more of the demon-creatures to help her subdue the unaffected heroes.

The heroes who have fallen under Zaam-Phiiire's illusion, will willingly

enter her embrace, if not stopped. If there is more than one entranced hero, they will come to Zaam-Phiiire one at a time. Like a vampire, she will bite her victim on the throat.

When Zaam-Phiiire is finished with the heroes, she will use her sleep powers to put all of them to sleep. Devilspawn will be unable to fight off the sleeping effect. Zaam-Phiiire and her minions will vanish in a cloud of smoke. The sleeping heroes will awaken eight hours later, thinking the past events were all a bad dream.

When the players are ready to continue, proceed to Episode 12.

Episode 10: City Of The Terrible Lizards

The heroes can enter into this episode one of two ways. The first, is from Episode 5. The heroes have decided to embark on a rescue mission to save Darrel Harras' family. The episode will open high overtop the Amazon Jungle, in South America. The heroes that cannot fly can travel in the team's alien-designed airship.

From what the heroes have gathered in Episode 5, Darrel Harras' family is being held captive by the Titans, in a remote area deep within the Amazon Jungle. The task of searching for them would be nearly impossible if it were not for the state of the art tracking equipment on board the airship. Titans are surrounded by a tell-tale radioactive residue. The residue can be easily detected by a high

frequency Geiger counter. If there are any Titans to be found in the jungle, the team should be able to hone in on them.

Soaring past a mountain range, jutting up from the jungle, the airship will be attacked by a pterodactyl. The dinosaur will attack from out of the sun, so the team will have no warning of it's approach. The pterodactyl will try and pluck one of the heroes from the airship. If the flying reptile is successful, it will carry the hero off to it's mountain aerie, where it will prepare to make a meal of it's unfortunate victim.

The appearance of the dinosaur should raise a few questions among the group. The heroes will more than likely want to





The second way the heroes can enter this episode, is from Episode 9. The team has decided to trust Devilspawn, and follow him to South America to help stop the premature destruction of the ozone layer. While over the Amazon Jungle, they discovered a huge column of escaping fluorocarbons being released into the atmosphere from the jungle below. The heroes came to the conclusion that Devilspawn's mission can

investigate this phenomenon. After all, the pterodactyl has been extinct for over 65 million years.

In the jungle, below the pterodactyl's roost, the heroes will hear an odd chirping sound. The airship's geiger counter will start to pick up slight readings from residuals of the Titan radiation. When the heroes descend into the jungle to check out the readings, they will notice that the natural sounds of the jungle have stopped. An odd hush has fallen around them. About fifty yards from where they are, they will hear the rustle of jungle foliage. The noise will appear to be closing on their position. When the rustling gets to be about fifteen feet away, it will just stop.

From behind the trunk of a large tree, a velociraptor will leap towards the group. The creature will attack using its claws on all four appendages and his razor sharp teeth. As soon as it engages the heroes in combat, five more will enter the clearing from the opposite direction.

wait. The source of the escaping fluorocarbons must be dealt with immediately.

The heroes will not be able to locate the exact location of the source of escaping fluorocarbons, but they can find its general proximity. There is a small clearing at the base of a cliff where they can land. When the heroes touch down, they will notice that there is a strange hush in this area of the jungle. From about fifty yards into the dense jungle foliage, they will hear the sounds of a large creature approaching their position. When the noise gets to be about fifteen feet away from them, it will fall silent. Ten seconds later, a velociraptor will leap from behind the trunk of a large tree. As soon as the heroes are engaged in combat with the dinosaur, five more will enter the clearing from the opposite side. From whichever episode the heroes have entered from, they are now at a common point in Episode 10.

If the velociraptors are defeated, the heroes will notice that the calls of tropical birds and the buzzing of jungle insects again fill the air. As they recuperate from the recent attack, another sound will get their attention, the sound of an approaching jet aircraft. Low to the ground and skimming the treetops, a huge, black, bird shaped craft roars over their heads. The craft is like none the heroes have ever seen.

It would be in the heroes best interest if they would follow in the direction the ship took. Traveling in the direction that the ship took is basically uneventful. As they make their way through the jungle, they will see a number of smaller reptilian creatures that have been extinct for millions of years.

Then, rising out of the jungle, they will lay eyes on an incredible sight, an entire city. This is where the fluorocarbons are originating from. As they stand on the outskirts of the jungle, looking in on the city, they will notice that all of the architecture is not of human proportions. Roads, doorways, gates, arches, all are built for creatures who stand from ten to seventeen feet in height.

As they approach the city's walls, a large motorcycle being driven by a green dinosaur, will screech to a halt in front of them. The dinosaur is wearing some type of blue uniform, and there is a nasty looking rifle slung over his shoulder. As he looks the team over, he will speak. He will tell the heroes that mammals are not allowed inside of the city. They can either leave or be arrested. Apparently, he is

part of the city's security force. As he gets off his cycle, he will draw his rifle. He will draw his rifle. He will command the team to either leave or he is going to shoot them where they stand.

If the heroes subdue the Dino-cop, they will have to sneak into the city. A large dome covers the entire inner city. If the heroes take any technical readings on the city with their equipment, they will find that it is the source of the escaping fluorocarbons.

A large electronic gate keeps the team from entering the city. The electronic lock can be picked. The gate opens into a large laboratory.

The laboratory is filled with gadgets and machinery that is unfamiliar to any of the team. Before the heroes can get a chance to explore any further, a dinosaur wearing spectacles and a white lab coat, nonchalantly walks up to them. She

greet the heroes cordially, mistaking them for a repair crew sent from the outside to help them fix their leaking refrigeration unit. She will summon for the Captain of the Guard to escort the team down to the refrigeration core. A tall golden colored dinosaur,



dressed in a tunic and helmet, will have the heroes follow him down to the core.

As he navigates the team through the city, he will explain how they are having quite a bit of trouble with the leaking refrigeration unit. As soon as one leak is repaired, two more spring up in its place. As he takes the team deeper below the city, he also explains that they have a *mutilated mammal working on the problem*, but he is of little help. As he finishes telling the heroes this, he points a talon down into the refrigeration core. As they peer into the inner workings of the unit, they see Gabriel Conde bound in chains, slaving to try and plug up the leaks in the system. When he sees the heroes, he will plead to them to either save him, or end his life.

For this episode, you will need the layout of the refrigeration core. From the back, you will need the statistics for the Pterodactyl, the Velociraptors, and the Dinocop. When the players are ready to begin, read the boxed text aloud. Start with box A if they are coming from Episode 5. If they are coming from Episode 9, start with box B:

(Box A)

You are soaring at an altitude of 2,000 feet above the Amazon Jungle. Somewhere in the vast sea of green, the Titans are holding Darrel Harras' wife and children captive. The airship's Geiger counter is set for its maximum range. Titans are surrounded by a tell-tale

radioactive residue. If there are any down there, the ship's equipment should pick it up. Even with all this hightech gear, it's long and tedious work.

Coming up fast before you, are the grey jagged peaks of a range of mountains jutting up from the jungle like a row of teeth that need braces in a bad way. From behind the airship you hear a loud, shrill screech. From out of the blinding blur of the sun, you behold a terror that has not graced the skies since the Jurassic period. A dinosaur known as pterodactyl dives upon the airship. As it glides over your heads, your faces are blasted from the wash of its membranous thirty foot wingspan. The snap of the creatures gaping beak, looks as if it could dissect a man in two. The talons of its powerful feet have the friendly, warm appeal of unsheathed samurai swords. As the monster pulls out ahead of the airship, it dips one wing and banks for another pass.

The pterodactyl will try to grab one of the heroes out of the air, or pluck one from the cockpit of the airship. A hero can be randomly chosen from the group. Normally, the dinosaur would size up its prey and choose the least imposing looking victim. If the creature is successful in its attack, it will carry the hero off to its mountain aerie in the surrounding mountains. Once there, it will prepare to eat its unfortunate victim.

From the jungle below, an odd chirping sound resonates upward. It sounds much like the noise made by nocturnal insects,

only much louder. If it is an insect, it must be as big as a small car. As the sound fades in and out through the trees, the Geiger counter begins to click, bringing your attention back to the airship's control panel. The ship's instruments are picking up a slight reading from the type of radiation particular to Titans. The source of the reading is originating from somewhere in the jungle below.

Twenty yards out from the base of the pterodactyl's aerie, is a clearing in the jungle just large enough to set the airship down. The roar of the airship's engines whine to a halt. The jungle is unnaturally quiet. The usual noise of the forest is not there, no chattering monkeys, no calling birds, no buzzing insects, not even the strange chirping sound that got your attention moments before.

From somewhere deep within the jungle's strangle, a heavy rustling in the foliage breaks the eerie silence. The disturbance is coming from at least fifty yards south of the clearing. Whatever is out there, it must be mansized or larger. The noise is swiftly closing in on your position. When it gets to about fifteen feet from the clearing, it stops.

There is a brief respose of dead silence, then you see it. An eight foot lizard-like creature, walking on it's hind legs, steps from behind the trunk of a tree. A paleontologist would call it a velociraptor.

The velociraptor's neck bobs up and down, as it sizes your group up. Making eye contact, it crouches low to the ground. Like a spring loaded trap, the creature's

powerful hind legs propel it through the air towards you.

From behind you, five more velociraptors emerge from the bush. Saliva dripping from their jaws as they surround you.

If the players are entering this episode from Episode 9, start off by reading box B. When the players are ready to begin, read the boxed text aloud:

(Box B)

Due to the dense jungle growth, you are unable to pinpoint the exact location of the escaping fluorocarbons. It looks as if your best chance to find the source, will be on foot. Rising out of the jungle like a grey spectre, a small mountain range comes into view. At the base of a flat topped cliff, you notice a small clearing, just big enough to land the airship in. As the engines power down, it becomes apparent to you that the forest is unusually quiet. The normal sounds of the jungle are missing. It's as if everything in the area had just dropped dead. Then, the silence is broken by the sound of heavy footfalls coming towards the clearing. By the noise, you can tell that whatever is heading towards you is large. When the footfalls get to within fifteen feet of the clearing, they stop.

A few seconds later, you see what has been stalking you. From behind the trunk of a large tree, steps an eight foot tall velociraptor. According to paleontologist, this dinosaur has been extinct for over 65

million years. As the creature hisses and bares its razor sharp teeth, you are very *much aware of how alive this one is.* From behind you, you hear the heavy trampling of vegetation. Five more velociraptors enter the clearing from the other side. You are surrounded.

From this point, the rest of the episode is the same, no matter what episode the players came from. When you are ready to continue, read the boxed text out loud:

Standing in the clearing, you listen as all the living sounds of the jungle return. Along with the chattering monkeys and squawking birds, another sound catches your ear. One that is alien to the forest but all too familiar to you, the oncoming roar of a jet engine. The sound is deafening as the craft speeds by at treetop level. It is like no aircraft you have ever seen. A huge black bird-shaped craft, that is beyond any aerodynamic technology in the known world. The jet disappears into the jungle, about five hundred yards to the south of the clearing. Somewhere in all this green must be a landing strip.

The terrain to the south is thick and overgrown with plant life. Small reptilian creatures that have not wandered the Earth for millions of years scatter from your path. The jungle seems like it will go on forever, then as you pass a tall patch of weeds, your gaze falls upon a tremendous city, rising out of the jungle. Not a dead ruin of some forgotten Incan city, but a live, thriving, inhabited metropolis.

The city is topped by a huge dome. A

wall encircles its entire perimeter. The most strange aspect of the city is the architecture. The structures you see were not built for human proportions. Roads, doorways, gates, arches, all are built for beings that stand from ten to seventeen feet in height. You don't know what sort of being this city was built for, but you can bet that this (A: is where the Titans must be holding the Harras family.) (B: Is the Source of the escaping fluorocarbons.)

Taking a few steps out of the jungle, you find yourselves on a large, cobblestone road. In the distance the sound of a vehicle can be heard. Traveling westbound on the road your standing on, a motorcycle is fast approaching. As it gets closer, you get a clear view of the driver. For a second, you have to rub your eyes to



make sure you are not seeing things. The driver of the motorcycle is a dinosaur. The cycle screeches to a halt in front of you. The dinosaur is wearing what appears to be a uniform. Before you can get over your first shock, the creature climbs off its bike and speaks.

"Hold it right there, you hairless house-apes! No mammals are aloud inside the city limits! Only your kind would be stupid enough to trespass on T-Rex's turf!"

The dinosaur is one of the city's security force. He reaches over his shoulder and levels a very nasty looking rifle in your direction.

"I don't want any lip from a snot-nosed mammal! Turn around and go back where you came from, or I drop you like a plaid rabbit!"

If the heroes do not heed the Dino-cop's warning, he will open fire on the whole group. If the Dino-cop is subdued, continue reading the boxed text aloud:

From now on, you will have to be a bit more inconspicuous. The entire perimeter of the city is crawling with Dino-cops on motorcycles. Fifty yards from your position is a door in the city's wall with an electronic lock. Your only chance to enter the city is to sneak to the door and try to pick the lock.

The heroes will be able to make it to the door without incident. If the door is forced open, an alarm will go off alerting the Dino-cops. When the door has been opened, continue reading the boxed text

aloud:

With a hiss, the door slides back. A blast of cool air hits you in the face. The air conditioning unit used to cool this place must be huge. The door has opened into a laboratory. The room is very white and very antiseptic looking. Electronic gages and monitors are keeping careful track of some kind of activity. A constant throbbing hum can be heard in the background. On a large table sits a conglomerate of glass tubes that looks like your small intestines. A thick stream of green jelly moves through the tubes.

From behind you, a high nasally voice echoes through the lab.

"Excuse me.!"

A green and gold dinosaur, wearing a lab coat and spectacles, nonchalantly strolls toward you.

"Hello. I'm Doctor Alicia-Saur. You are the repair crew. Yes? Sent to help us. I was assured of your arrival and your expertise in refrigerants. We are in a terrible state of affairs here. All of our scientists, even myself, are at a loss. We desperately need your help to repair our refrigerant leaks. I know you have just arrived and all that, but you must get to work immediately."

Alicia-Saur snaps her claws and waves in the direction of a hallway.

"Captain, this is the repair crew we have been expecting from the outside. Could you please escort them to the core. They must get to work."

A tall, muscular dinosaur, dressed like an Imperial Cossack, motions to you.



platform twenty-five feet down the shaft, you see the exhausted form of Gabriel Conde, slaving over a leaking pipe. Looking up, he sees you on the platform with the Captain. You hear the torment in his voice as he yells up to you.

"Please, save me from this torture. Save me or kill me!"

Proceed to Episode 13.

"This way. Our time is very limited."

Following the Captain, he takes you through the dinosaur city. From what you can see, it's a very efficient, thriving community. An entire city where dinosaurs evolved instead of men. The Captain takes you deep underneath the city to the refrigeration core. As you descend, he explains further about their problems.

"Our cooling unit is leaking all over the place. We repair one leak and two more spring up. We don't understand it all. The pipes are made of our strongest copper alloy. We have one mutilated mammal working on the problem now, but he has been of little help. See for yourselves."

As the captain stops on a corrugated platform, he points down into an endless shaft. Pipe couplings, and valves of all sizes run down into it. Chained to a

Episode 11: Convoy To The Black Cube

The heroes are left at the sacked and pillaged Majurac Industries. The Dragon has made off with all of the Particle Accelerators. While the team plans to make their next move, the Warrior-Sorcerer known as the Shaman, will magically manifest himself before the heroes. The shaman has come to help the heroes to get on the right track. If for some reason he is attacked by the team, he will fend off their aggressive advances.

The Shaman will let the heroes know that he is disappointed in their actions. He will tell them that they must use their intellect to think this conflict through. Though the Accelerators are important

and they should not fall into the wrong hands, there is a more pressing problem at hand.

The Shaman will then choose the hero with the highest I.Q. rating and magically put the hero in a trance. The trance will help the hero to focus as the Shaman brings forth past images into the heroes head. When the hero is released from the trance, the Shaman will depart, leaving a warning and a gift. The warning is that the heroes must act now. Their decision must be made. The gift is a crystal statue of an owl. If the right decision is made, the owl will start them on their path.

What the Shaman is trying to tell the heroes is that the missing fluorocarbons are the real problem. They must be found. If the heroes come to this decision, the crystal owl will animate itself and show the heroes where to look. The owl will fly off to Washington State. The heroes must follow the owl, if they want to find the missing fluorocarbons.

Once in Washington, the owl will lead the team to a four lane highway, deep in the wilderness. He will fly north over the

highway for about ten miles, then he will vanish. He wants the team to continue following the highway.

If the heroes continue to follow the highway, they will run into a convoy of about nineteen tractor trailers. On closer examination, the heroes will find that the Majurac Industries logo is painted on the sides of the trucks. The truck's containers are filled with canisters of fluorocarbons. There are two men in the cab of each truck. If the heroes take a good look at the men in the truck, they will notice that their complexions are not quite right. The men are actually Titan Warriors wearing rubber masks to appear human. If any of the Titans are taken captive, they will

swallow a cyanide capsule and die within seconds.

After about two hours of traveling, the convoy will pull off of the highway and onto a dirt road which leads up into the Washington mountains. When the convoy reaches the summit of the first mountain, they will enter a fenced-in compound. Two guards are stationed at the compound's front gate. Each guard is carrying a twenty millimeter automatic assault



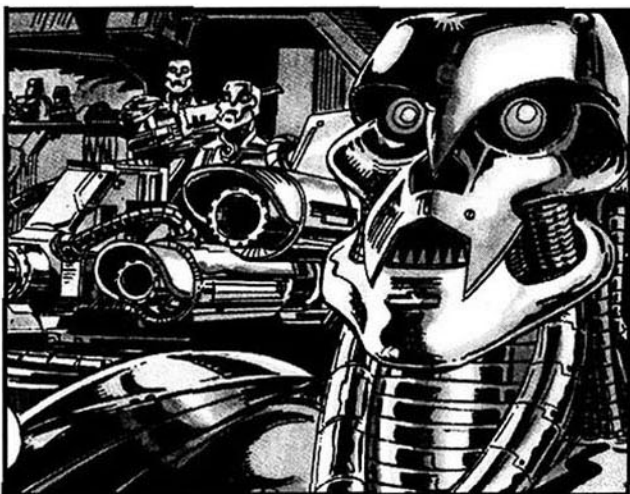
rifle. The guards appear to be human, but are actually robots that are physically superior to humans. The robot guards are directing the trucks to different loading docks.

In the center of the compound is a giant black cube. The cube's measurements are 500 feet by 500 feet by 500 feet. At first, the cube will appear to be just a large square building, this is not the case. The cube is actually a single car of a huge anti-grav railroad. The railroad uses super conductor technology to magnetically suspend the car above the ground. The car runs along a super conductor roadway, which leads further into the mountains.

The trucks of the convoy are unloading their shipments of fluorocarbons into the cube. If the heroes get close enough to the cube, they will find that it is floating four feet above the ground.

The heroes will have to find a way into the compound. Besides the two robot guards at the gate, there is a crew of one hundred robot soldiers helping to unload the fluorocarbons. A direct assault on the compound would be suicide. The mass number of robots would overtake the heroes easily. A covert action would be the only accessible way into the compound.

When the trucks are finished unloading, the cube will begin to glide along the super conductor roadway. It will move at a speed of about twelve miles per hour. Halfway up the front of the cube is a small glass box that is just big enough to accomodate one person. This box is



where the cube is driven from. Inside the box is a lone Titan driver. He is unarmed.

The cube will go on a twenty minute ride through the Washington Mountains. On the horizon, the heroes will be able to see the famed volcano, Mt. St. Helens. The super conductor track will take the cube into the mouth of a huge cave. The cube will start a slow descent under the mountain range.

The cube will travel deep into the huge caverns under the mountains. Minutes later, the cube will pass a fortified guard post. The post is manned by six robots, who are sitting in the turrets of three plasma energy cannons. There are two robots in each turret. Once the cube passes the guard post, it will enter the main storage cavern.

The main storage cavern is an immense cave under the mountains. If the team gets this far, they will see there is not just one cube, there are thousands of them. They are all stacked in the cavern like a small cluster of skyscraper. There are literally billions of tons of fluorocarbons

stored in the cavern.

There is also a large contingent of robot soldiers in the cavern, one hundred and fifty strong. Each robot is armed with a plasma assault rifle. Their job is to oversee and guard the stockpile of fluorocarbons. There are so many robots in the cavern, the chances that the heroes will not be caught is very slim. Roll percentile dice for each half hour the team is in the cavern. On a roll from (1-85), on percentile dice, the team is spotted by the robots. A roll of (86-00) means another half hour of evasion.

Sooner or later, the team is going to be caught. When they are, the whole robot contingent will come down on them. They should be able to hold them off for a few minutes, but there are just too many robots for the heroes to win, most likely. Let them fight it out for a few rounds. When the heroes realize that they cannot win, the Shaman will intervene. After he appears, he will congratulate the team on a job well done. He will also tell them that their role is not to die fighting robots and points to a cavern off to the side. He tells the team that their fate lies down that cavern, and that he will take care of the robots in the main storage cavern. When the team proceeds down the tunnel, pointed out by the Shaman, they will notice that the damp, cool air is becoming

hot and pungent. The Shaman is sending them to the heart of the volcano.

For this episode, you will need the layout of the mountain compound. From the back, you will need the statistics for the Titan Warriors and the Robot Fighters. When you are ready to begin, read the following boxed text aloud:

All is quiet as you stand in the broken, empty, high security vault that once held the top secret Particle Accelerators. The once thriving Majurac Industrial Plant is reduced to a burned out pile of rubble. Standing among the wreckage, you cannot help but wonder what this is all about. The Hellbenders, the Dragon, missing fluorocarbons, the senseless pirating of a United States aircraft carrier, Devilspawn's warning of the apocalypse, a kidnapped family, and now stolen particle accelerators.

A soft yellow glow casts long shadows in the pillaged vault. In an empty corner, a floating orb appears and starts to glow with power. When it becomes so bright that it hurts to look at it, static electricity dances from its center. Out of the intense light steps a man. He is dressed in ancient warriors garb and holds a great broadsword aloft in his right hand. His body is heavily muscled and his hair is cut



in a short-cropped mohawk. In mystic circles he is known as the Shaman, a high and powerful sorcerer. His voice booms like thunder in the heavens.

"Pitiable children! You waste your time pouting over a defeat when there is more of the war to be fought! A war whose outcome is as sure as the Earth circles the Sun. The sun that will be the conquering foe, if you do not make a decision soon!"

If for any reason the Shaman is attacked by the heroes, he will attempt to fend off their aggressive advances. He will not seriously injure the heroes, just embarrass them.

The Shaman rises from the ground and hangs god-like in the air. Like an impatient teacher, he pleads to you.

"Use your prodigious intellect for something other than futile battle. Think this conflict through. Though the toys you have created are dangerous, and should not fall into evil hands, there is a more pressing problem at hand. Think! Focus!"

The Shaman will choose the hero with the highest I.Q. rating or the leader, and put that hero in a trance. The Shaman will send an image into the hero's head. Write down the following sentences on a sheet of scrap paper and hand it to the hero in the trance:

THE SUN THAT WILL BE THE
CONQUERING FOE. ADVANCED
DEPLETION OF THE CRONE LAYER.
ULTRAVIOLET RADIATION IS

HARMFUL TO SURFACE DWELLING
HUMANS. RADIATION-MUTATED
CHILDREN. TITANS THRIVE IN
ULTRAVIOLET RAYS.

When the Shaman is done, he will release the hero from the trance.

Like waking from a nightmare, your comrade breaks from the trance. The Shaman rises higher into the air and starts to glow.

"Farewell, heroes! I must take leave and tend to the cause! I will give you a last warning and a gift! You must come to a decision, now is the time to act! Here is your gift!" Pointing his sword at your feet, a statue of a crystal owl appears there.

"If the correct decision is made, this bird will give you further direction. Remember, time is running out!"

The glow increases to a light so intense, you must turn away. As it dies down, the Shaman vanishes with it.

The Shaman wants the heroes to realize that the missing fluorocarbons are the real problem. If the heroes come to this conclusion, the statue of the owl will animate itself and become a real owl. It will take to the air, circle the plant once, and head on a course to the state of Washington. The heroes must follow the owl if they want to find the missing fluorocarbons. When the team realizes what the Shaman has tried to tell them, continue reading the boxed text aloud:

At the mention of the missing fluorocarbons, the statue of the owl starts to glow much in the same way the Shaman did. In seconds, you are no longer staring at a statue, but a live bird. The owl looks at you, blinks, hoots twice, and takes to the sky. It circles the plant, then flies off into the clouds.

The path that the owl takes is quiet and uneventful. His flight will lead the heroes deep within the Washington wilderness. Continue reading the boxed text:

The owl has led you deep into the wilderness of the state of Washington. Mountains and tall forest of pine sprawl beneath you. Directly below you is a dark and lonely four lane highway. For the past hour and a half you have not seen a single vehicle traveling on it. You wonder if the Shaman's familiar knows where it is going.

Finally, on the long, black ribbon of highway, you see a long string of lights in the distance. As you get closer, you see that the lights belong to a convoy of nineteen tractor trailers heading into the Washington mountains. The owl dives directly on the last truck in line and vanishes. As you get closer to the truck, you notice the Majurac Industries logo emblazoned on the side.

If any of the trucks are stopped or assaulted, the whole convoy will come to



a halt. The Drivers, who are actually Titan Warriors disguised as humans, will make a stand against the heroes. If any of the Titans are captured, they will ingest poison. The heroes' best options would be to either continue following the convoy until it reaches its destination, or to infiltrate the convoy in some way.

If the heroes force entry into one of the truck's containers, they will find it filled with canisters of fluorocarbons. There are two Titans in the cab of every truck, a driver and his partner who is riding shotgun. The lookout is armed with a plasma energy assault rifle. At first glance, the truck's crews will appear to be human. On a closer examination, the heroes will find that they are Titans wearing rubber masks as a disguise.

If the heroes decide to bide their time and take no aggressive action yet, continue reading the boxed text aloud:

The convoy continues to travel into the night. With each passing minute, they drive further away from civilization and into the wilderness. After about two hours of more driving, the convoy deviates from the highway and turns off onto a seldom used dirt road. The road climbs higher into the Washington mountains away from human traffic and prying eyes.

As the convoy reaches the summit of the first mountain, it slows to a halt. Up ahead in the headlights of the convoy, you see what looks like a fenced-in military compound. Each truck stops at the front gate and is then waved in by a pair of sentries. Each is armed with a heavy twenty millimeter assault rifle. As the trucks pass the gate, they are directed to a huge square, black building in the center of the compound.

The two sentries at the front gate are Robot Warriors disguised as humans. If the heroes enter through the front gate, they will be able to tell this immediately, due to the sentries mechanical movements. A direct attack on the compound may be attempted, but it could prove to be futile. There are two hundred Robot Warriors in the compound. A covert operation would be more effective. If the heroes enter the compound without being noticed by any of the Robot Warriors, continue reading the boxed text:

Inside the compound, well over two hundred soldiers are busy unloading the convoy's shipment of fluorocarbons into



the black cube. Without breaking a sweat, the soldiers are tossing around the steel canisters as if they were down pillows. This along with their unblinking mechanical movements, easily give them away as robots.

The black cube that they are storing the fluorocarbons in is mammoth. It stands thirty stories high, and is just as long and wide. Taking a closer look, you realize that the cube is not touching the ground. It is floating at least four feet off the ground. You are looking at advanced super conductor technology, far above any existing technology known in the field. Underneath the cube, there is a roadway of bright, circular lights, that extends further into the mountains.

As the trucks finish unloading, they pull away from the cube. The lights underneath of the cube grow brighter, and it starts to hum with power. Halfway up the front of the cube, you see a separate glass box. As the cube starts to

slowly move up the path of lights, you realize that it is actually a giant electromagnetic railway car. The glass box on the cube's face is where it is being controlled from.

As the cube glides up the super conductive track, it begins to pick up speed. Soon it is traveling a whopping twelve miles per hour into the Washington mountains.

Inside the cube's control box is a single Titan warrior. He is unarmed. The only way to get to him is from outside the box. There is only room for one person inside the box. If the cube's driver is overpowered, a hero must take his place at the controls. The player must make an I.Q. roll in order to understand how to operate the controls. Divide the character's IQ in half and roll on percentile dice to determine success. If the heroes follow or hitch a ride on the cube, continue reading the boxed text:

Penetrating further into the purple mountain's majesty, the surrounding terrain is beginning to look slightly familiar. Scanning the horizon in front of the cube, you suddenly realize why. You have seen this area on the television a few years back. Ahead is the now dormant Mt. St. Helens. Continuing the climb upward, the cube enters a thick patch of forest. The branches of tall pine trees scrape the sides of the cube as it cuts a path through the emerald growth. Minutes later, the cube glides into a clearing at the base of a sheer rock wall.

In the face of the wall is a cave entrance big enough to sail a battleship through. The cave's darkness is penetrated by the scintillating glow given off by the super conductive roadway. The cube's journey is proceeding underground.

Deeper and deeper the cube descends into a vast subterranean world that defies the imagination. The cube's speed starts to slow, then comes to a soft halt. A fortified guard post sits directly in the path. Mounted in the cavern's bedrock are three large gun emplacements. Each one houses a plasma energy cannon with a barrel the size of a California redwood. Two robot warriors man each cannon. For a few seconds the robot sentries hesitate, as if they suspect something, then they wave the cube through the checkpoint.

Once past the gun emplacements, you enter a cavern that looks big enough to enclose all of Manhattan. In fact, before you, is what looks like a city skyline. As your mind adjusts to the grandeur of this complex, you realize that what you are looking at is not a cluster of skyscrapers, but thousands of more storage cubes stacked on top of each other. There are billions of tons of fluorocarbons stored under these mountains.

Like ants working on their hill, hundreds of robot warriors are scattered throughout the cavern. There are legions of them, each armed with its own plasma assault rifle. The amount of fluorocarbons stored in this cavern are a deadly menace and must be secured, but a direct attack on this mechanized army would be suicide.

Roll percentile dice for each half hour the team spends in the storage cavern, as described previously. When the team is caught, continue reading the boxed text aloud:

The ugly sound of a kaxon, bleats out a warning through the cavern. All of the lights are cut off leaving you in a sea of blackness. Mechanical men do not need lights to see. In the dark, plasma shots burst all around you like fireflies on a summer night. The sound of metal feet on stone surrounds and converges on your position. One hundred robot warriors, their microchip brains programmed with knowledge on how to kill, are on to you.

Let the players do the best they can to try and fight off the robot attack. Play up on the dramatic. When the situation looks the most desperate, and the heroes start to think it may be the end, have the Shaman intervene. When you are ready to bring the Shaman into play, begin reading the boxed text:

In your midst, a blinding blue-white light appears. Just when you start to think that this is the coup de grace of some new robot weapon, the Shaman steps from the brightness. With the wave of his arm, the picketline of robot warriors explode into so many nuts and bolts. The rest of the cybernetic army pulls back, not knowing what to make of the team's new reinforcement. With a smile, he greets you. "Well done, heroes! You have focused and chosen the right path. Worry not! I

will attend to the fate of the rest of these mechanical abominations. Your role is not to die fighting robots. Your fate lies down this cavern behind me. Heed my words, and move quickly."

Pointing an illuminated finger down a descending cavernous tunnel, the Shaman shows you the way to the Earth's salvation.

The tunnel is taking you deeper under the mountains, down to their origins and roots. The cool, damp air of the cavern you just left fades away. A hot, pungent, sulfurous atmosphere rises up from the tunnel. As you descend deeper, you can't help but think that you might have fared better with the robots. The Shaman is sending you into the heart of the volcano.

Proceed to Episode 14.

Episode 12: Your Mother Wants You

The heroes are continuing to follow Devilspawn deeper into the Earth's Spirit Realm. The path they are taking has become narrow and unsure. One misplaced step could send any one of the group falling to their deaths. After traveling about five miles down, the team will come upon the edge of a steep cliff. There, they are attacked by Gruzkt, the Demon-Bat.

Gruzkt is a bat-like humanoid. He is one of an entire underground race led by Lith Kasti, Lord of the Demon-Bats. The



heroes are passing through Lith Kasti's turf. Gruzkt is protecting his Master's kingdom. Randomly choose one of the heroes, the chosen hero will be the one that Gruzkt attacks. He will dive on his prey from the overhanging stalactites. In an attack, he uses his razor sharp claws and fangs.

To continue the journey into the Spirit Realm, the team will have to scale the

cliff. It is a fifteen hundred foot drop, at a seventy-five degree angle. If any of the team has to climb down the side of the cliff, without a special power or skill to do so, they must make a roll against double their agility for every fifty feet of cliff they descend. A failed roll means that the hero slips off the face of the cliff and plunges to his death.

When the heroes get to the bottom of the fifteen hundred foot sloping cliff, they will find themselves on a narrow lip. The rest of the cliff drops ninety degrees into a bottomless chasm. The void beyond the cliff glows with an intense, pulsating, green hue. The surrounding air feels super-charged, as if the heroes were in a giant electrical field. There is no gravity in this void. Rocks and boulders float by in the endless sea of green light. The heroes will feel themselves become lighter while on the cliff's lip. If any of the heroes had fallen off the cliff on the climb down, they will find their friend floating, unharmed, in the void. This is the outer rim of the Spirit Realm.

Devilspawn will urge the team onward. He believes that the key to stopping the deathwatch is near. Through his empathic powers, Devilspawn feels that the answer is somewhere within the green void, he also feels a great sadness emanating from it. To continue further, the heroes must float from one boulder to the next, much like crossing a rock stream.

Without warning, materializing in thin air, the Dragon will appear directly in their path. Hovering in the sea of green, he will scoff at the heroes and spit a blast

of nuclear fire at them. He will not advance after the team, but just hover before them, blocking their advancement. This is not the real dragon, only an illusion created by the Hellbender, Rem. If the heroes attack the apparition, they will pass right through it. When they realize that they have been tricked, they will hear the wild laughter of Rem, who is perched on a nearby floating boulder. She will then attempt to attack the group using her mind invading powers.

If Rem is defeated, Devilspawn will inform the heroes that they have almost reached their goal. As the team continues, the green void will become noticeably brighter. After awhile, Devilspawn will stop and scan the void around him. He will inform the heroes that he believes they have reached their destination. For the moment, nothing seems to be there, but the electrical charge in the air has become more powerful, heightening the team's awareness, yet relaxing them at the same time.

Then, various shades of green start to swim about the void. In seconds, they take the form of a beautiful woman's face, floating. Green highlighted energy seems to trickle down her cheeks, it's as if she is crying. Devilspawn will announce to the group that this is the Spirit of the planet, Mother Earth.

As the heroes are gathered before her, she will speak. She will explain in depth of the origin of the Dragon, what he has done, and what his ultimate plan will yield, *unless he is stopped*. She will then tell the heroes that they must return to the

surface and prepare to do battle against the Dragon, although it may already be too late to stop him. If they fight with all their heart and conviction, there is a slim chance that his evil plan could be thwarted. When the heroes return to the surface, Devilspawn will remain. His pacifist beliefs will not allow him to take part in the final battle.

For this episode, you will need the layout of the Spirit Realm. From the back, you will need the statistics for Gruzkt and the Hellbender, Rem. When the players are ready, begin reading the boxed text aloud:

Following Devilspawn deeper into the Earth, to penetrate the Spirit Realm, you are finding your path becoming more narrow and treacherous. One wrong move on one of the supporting rock formations or ledges will send you plummeting into the dark abyss below. Rock, stalactites, and stalagmites cast long eerie shadows that could be hiding any number of various subterranean horrors. All the while, Devilspawn is urging you forward. He is intent on reaching the Spirit Realm to save the entire planet.

From above, you hear the beat of large, leathery wings, pumped by strong, muscular arms. Before you know it, one of the subterranean horrors you were worried about, is on you. As he falls from his rock perch, the Demon-Bat hisses a warning.

"You have violated the dark kingdom of Lith Kasti, Lord and Master of the demon-

bats! For this, Gruzkt, his servant, will feast on your light loving carcasses!"

Randomly choose one of the heroes to be the object of Gruzkt's attack. The Demon-bat is extremely loyal to Lith Kasti, so he will fight to the end. If the Demon-Bat is defeated, continue reading the boxed text aloud:

Surveying the area, you wonder how many more of these aberrations are hanging in the rafters. You see that you are high on the summit of a steep cliff. To press on, you are going to have to descend it somehow. The cliff appears to be about a fifteen hundred foot drop. It slopes downward at a seventy-five degree angle. Devilspawn offers to fly one the team down, but goes on to explain that time is of great importance, and to do this for everyone may jeopardize the mission.

If any of the heroes have to scale the cliff, they must make an Agility roll for every twenty-five feet of cliff descended. One missed roll means that the hero will plunge possibly to his death. When all of the heroes have reached the lip at the bottom of the cliff, continue reading the boxed text aloud:

At the bottom of the slope, you find yourselves on a narrow lip that overlooks a massive void of nothingness. The rest of the cliff drops off at a ninety degree angle into a bottomless abyss. The void beyond the cliff seems to be alive, and pulsates with a bright green hue. The air

about you feels super charged, as if you were in the middle of a giant electrical field. Devilspawn extends an arm, as if inviting you into the great green void.

"We have reached the outer rim of the Spirit Realm. We must press onward."

Large rocks and boulders float past you

in the void as if they were leaves floating in a stream. Standing on the lip, you feel your weight taken off your feet.

Devilspawn floats over to one of the levitating boulders.

"There is no gravity here. Fear not of falling, it is impossible. We are very near to the key we seek, I can feel it. I also feel a great sadness in this void. I implore you, move quickly. We are almost there. Follow me. Float from boulder to



boulder. It is like crossing a rocky stream."

From rock to rock, you cross the great, green void. Devilspawn is right, you feel a sadness in the air. If it was not for that, you would almost be having fun floating free in the void.

"Suddenly, your path is blocked, as you run into a great, black wall of steely scales. Like a reptilian mountain, the Dragon bars your route.

Now, you have gone too far, heroes! I warned you fools, but you did not listen! Now, burn in the inferno of your own curiosity!"

As the Dragon opens his mouth, you can almost smell the stench from the furnace in his reactor-like belly. Past his stained fangs, he spits a column of nuclear flame at point blank range.

If any of the heroes are hit, their wounds will only be in their minds. The damage will be in Mental Hit Points instead of Physical Hit Points. The dragon is only an illusion manifested by the Hellbender, Rem. The illusion will not advance towards the team. It will only hover in their path. When the heroes attack Rem's illusion, they will realize what they are up against. When they discover that they have been tricked, continue reading the boxed text out loud:

From within the void, you hear the cackle of wild laughter. Standing on a boulder above you is the Hellbender, Rem. With her hands planted triumphantly on her hips, she scoffs at

your foolish display.

"What fun you fools are! There are all sorts of games we can play together before I kill you once and for all."

Rem will try to make eye contact with all the members of the group. This is how she invades their minds, to instill their greatest fear into them. Each player must make a reflex roll. A failed roll means that Rem has eye contact, and the hero will be engulfed by his worst fear. Rem will continue the mind attack, until the hero is dead, killed by a fear harbored in their own minds. If Rem is knocked unconscious or killed, the attack will be broken off. If Rem is defeated, continue reading the boxed text:

The green void around you has become noticeably brighter, almost blinding. The electrical field also seems to have become more powerful. The charge has heightened your awareness, yet is relaxing at the same time. Devilspawn has stopped, and is searching the void for something.

"Friends, we have made it. This is the center of the Earth's Spirit Realm."

Various shades of green energy float before you. Finally they start to take form, and create the giant face of a beautiful woman. Green, highlighted energy rolls down her cheeks, creating the appearance of tears. Devilspawn raises his outstretched arms to her.

"Behold! This is the Spirit of the planet, Mother Earth!"

Through her sorrow, the Spirit's face forces a smile for you as she speaks. her voice holds power, but it issues forth in a gentle hush.

"My children, I am glad that you have braved the perils of the underworld to see me. To fully comprehend the gravity of the situation in which you are engaged, you must hear the full story. When humans learned to harness the power of the atom, and shattered the particles of existence with an atomic bomb, they created the Dragon-King. He arose among men in the wake of that nuclear explosion in the land called Japan.

One generation later, he sired the nuclear dragon, Son of the Dragon-King. The son matured, becoming even more powerful than his father. He used mystic forces to gather around him victims of radiation, like himself. Using those same forces to control them. They are known to you as the hellbenders.

Using the Hellbenders, he would set his deadly plan into motion. First, he would steal nuclear missiles from a warship. He used those missiles to create a nuclear pile in the Mount Saint Helens' Crater.

Next he would steal billions of tons of chlorofluorocarbons, and stockpile them in the caverns under the crater.



It is the Dragon's plan to use a laser cannon to burn a hole deep into my, excuse me, deep into the Earth. Then, the Dragon will mount a particle accelerator onto the laser cannon mounting. Through a line of particle accelerators, he will fire into a core of extra - dense plasma material, a substance filled with extra electrons. When this material is struck by a particle accelerated past the speed of light, it will create the planet's first fusion reaction. It will create an effect like having a piece of the Sun under the Earth's crust.

No amount of explosives can create a volcanic eruption. But, if a fusion reaction is created deep under Mount Saint Helens,

with a laser cannon forming a tunnel to the surface, a flume of super-heated gases will erupt from the crater and into the upper atmosphere, carrying with it soot, ash, dust, and deadly chlorofluorocarbons. It may only burn for an hour, maybe a day, maybe a year, but by the time the dense material is used up, the Earth will be a living hell for all life.

Then, the rains will fall. Not cool, life - giving rains, but water mixed with soot, ash, and toxic chemicals. Acid rain, unimagined in your worst nightmares will

pour down for six months. Plant life, all plant life, will burn and die, bombarded constantly by ultra - violet radiation and acid rain.

The planetary temperature will rise. Storms usually slowed by cooler land mass temperatures will increase in intensity. They will sweep across the continents like laser swaths of destruction. Seventy-five percent of the surface will become a dust bowl, not a desert, where many kinds of life can survive, but a sandy, dusty expanse of nothing.

And what of humanity, my dear children? Those that live will mutate horribly, cowering as they wait for death. From out of the ashes a saviour will arise, the creature known as Mason Graves, the Dragon. The Dragon-King will save the survivors and, through magic, he will bind their irradiated bodies to him. Surface life on Earth will die, except for those who worship and serve the Dragon-King!

Even the great Dragon-King needed a certain technology only the Darrows could provide, and several months ago they made a deadly pact. Now, Titan armies are gathered near the hidden gates to the surface world. They are waiting for the news that the volcanic cloud covers the sky, cutting off the sun's light that burns their skin. They're waiting, so they can wreak their revenge on all of humanity. They wish to take their rightful place as rulers of the planet Earth's surface. The surface they were driven from, tens of thousands of years ago.

Like a swarm of Hell-spawned locusts, they will sweep across my body, the

planet, issuing from the underground in their great numbers. Their lungs will breathe the polluted, soot-filled air with impunity, while most surface humans and animals will choke and die. Directed by Darrow, these workers-ants will rebuild the cities in their own image. They will change in months what man has built in centuries.

My children, if there is one thing I have learned, it is that power is not easily shared. Darrow and Dragon will eventually turn on each other. Planetary war will erupt between these two remaining powers. Millions more will die. Regardless of who is the victor, he will have complete and total domination of a dead world. Even I will have long since passed away.

Even now, as I speak to you, the Dragon's laser cannon is cutting through the Earth's crust and is moments away from the heavy matter. We may have already lost, but we cannot give up hope altogether. You, my children, Earth's heroes, you must return to the surface and do battle with the Dragon. You are Earth's last hope.

Devilspawn will not join the heroes in battle. He is a pacifist and will not fight. If he is asked to come along, he will refuse. He will tell the team, "I have opened your eyes, my job is done. I am only here to observe, and already I have seen too much."

When the players are ready, proceed to Episode 16.

Episode 13: Titans In The Basement

The heroes have infiltrated the Dinosaur-City, in the heart of the Amazon Jungle. Once inside the city, they are mistaken for a refrigeration-repair team, sent in from the outside, to help fix the city's coolant system. A Captain of the city's security has escorted the team to the refrigeration core. There, they have discovered Gabriel Conde, the radiation-mutated scientist, chained in slave labor. The team will recognize Conde as the monster that Devilspawn said held the key to the planet's salvation.

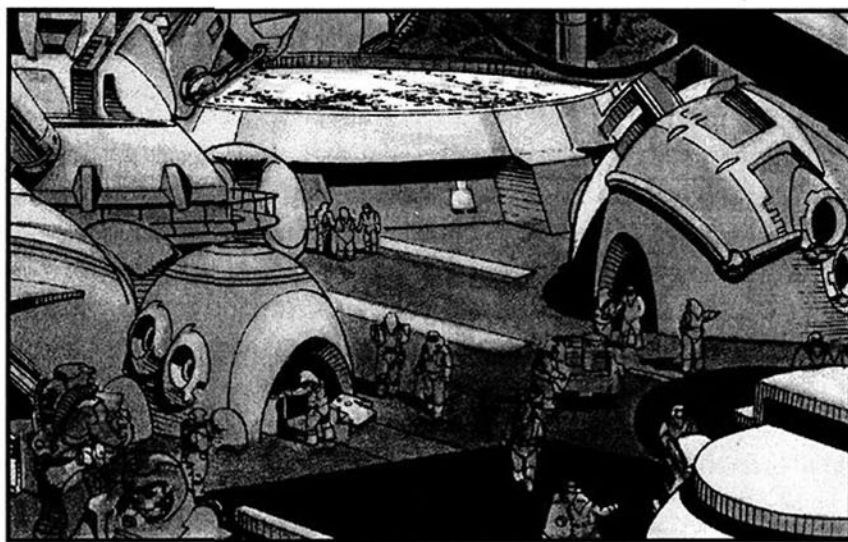
The Dinosaurs have forced Conde to fix their leaking refrigeration unit. Conde is exhausted. The Dinosaurs have had him working nonstop. When he sees the heroes, he pleads to them to either help him, or kill him. The Dinosaur-Captain cannot be bargained with. He will not release Conde. To save Conde, the

Captain must be subdued or captured. If he escapes the heroes, he will run to get help. In a matter of minutes, the entrance to the refrigeration core will be crawling with Dinosaur-Security Guards.

If Conde is successfully liberated, he will explain to the heroes that the Dinosaurs had him fighting a losing battle. Being a scientist, Conde realizes that there is something not right about the coolant the Dinosaurs are using. He believes there is an acidic, corrosive agent mixed with the coolant, eating holes in the metal piping. To Find the source of the coolant, they must follow the pipes down into the Earth. If the leaks are not stopped, the refrigeration unit will continue to expel deadly fluorocarbons into the atmosphere. Conde will volunteer to keep guard over the tunnel's entrance, while the heroes go down into it to investigate.

All the refrigeration's pipes descend into a gaping hole in the core's floor. The tunnel is a ninety degree straight drop into the Earth. The heroes will either have to

climb down or fly. The tunnel's metal passageway will go down for about a mile, and then it will give way to a natural rock tunnel, hewn into the Earth. All of the smaller coolant pipes will converge into one large pipe. The tunnel will descend for about another mile then widen into a vast



subterranean cavern.

In the cavern is an entire processing complex of coolant vats. The complex is manned by a horde of Titans. There are thirty Titans working in the complex. Off to the side is another tunnel that goes even further down into the Earth.

As soon as the heroes enter the cavern they are spotted by the Titans. The Titans will attack, pulling plasma energy sidearms from their holsters. If the Titans start to lose the battle, they will call for reinforcement.

Minutes later, the heroes will hear the repeated sound of metal hitting rock coming from down the tunnel that is off to the side. Emerging from the tunnel's mouth is a Titan-Spyder. The Titan-Spyder is an armored fighting vehicle suspended on eight mechanical legs. At the end of each leg is a sharpened titanium pike. The legs are used as weapons to impale their foes. The Spyder is piloted by one Titan. The pilot also controls a long extending tentacle. There is a large, razor-sharp titanium syringe. The syringe is used to penetrate its victims' skin, and inject a highly corrosive acid.

The complex that the Titans are protecting is a mixing plant. The Titans are mixing acid with refrigeration coolant and pumping it into the Dinosaurs' cooling unit. That way, the deadly fluorocarbons will eat through the pipes and escape into the atmosphere. If the heroes are successful in defeating the Titans, the complex must be destroyed.

Once the Titan complex has been destroyed, the heroes will want to return

to the surface to assist Gabriel Conde in escaping from the city. If the Dinosaur Captain escaped, the heroes will find Gabriel Conde fending off four Dinosaur-Guards. If the Captain was subdued, the heroes will find Conde waiting for them.

When the heroes return to the surface, Gabriel Conde will tell them that there is a human family being held captive by the cities ruler, a tyrannosaur called T-Rex. The family that Conde is referring to is the Harras family, Darrel Harras' captive wife and children. If Conde is asked about where they are being held, he will point to a corridor to the north of the refrigeration core. He will tell them they are being held in a room behind the second door on the left.

When the heroes arrive at the door, they will find that it has an electronic lock. The lock can be picked, or it can be forced open. After the heroes enter the room, they will find three bodies laid out on three cots. One is a woman in her mid thirties, the other two are children, a boy, who is about seven, and a girl, who is about five years old. When the bodies are examined the heroes will find that they have no pulse and they are not breathing. The family is not dead, they are only held in an advanced form of suspended animation. Their spirits are mystically trapped in a bizarre dimensional portal. Unless there is a magic using hero in the group, the family may be mistaken for dead, unless the group has some other means of detecting this. A magic using hero can easily break the energy field around their bodies that is separating their

spirits from their physical form.

Not long after the heroes have discovered the family, T-Rex will enter the chamber. T-Rex is a twenty-eight foot tall tyrannosaur. He rules the city. When he enters the chamber he will threaten the heroes. He is holding a plasma energy pistol. To the heroes, it looks more like a cannon. If not stopped, he will fire the pistol at the bodies of the Harras family and incinerate them.

Next, he will turn the pistol on the heroes. Besides the pistol, T-Rex is a massive man-eating dinosaur. He weighs close to eight tons and will attack with his teeth, talons, and tail if he has to. Even with his great size, T-Rex is not very brave. If he starts to lose the fight, he will turn and flee down a secret passage in the chamber.

By this time, the whole city will be alerted about the intruders. There are hundreds of dinosaurs in the city. The heroes chances of leaving the city alive do not look good.

For this episode, you will need the map of the room of the T-Rex Battle. From the back, you will need the statistics for the Dinosaur Captain, the Titans, the Titan-Spyder, the four Dinosaur Guards, and T-Rex. When the players are ready to begin, read the boxed text aloud:

The pitiful form of Gabriel Conde stares up at you from the hissing grime of the



refrigeration core. Again he makes his plea. "Please, save me, or kill me!" (If the players did not come to rescue the Harras family read the rest of this paragraph.) Looking back at his twisted, distorted face, you recognize this mutant. He is the irradiated mutant that Devilspawn brought to you, claiming he held the key to the planet's salvation. Now, the Dinosaurs have him chained and used for slave labor.

The Dinosaur Captain barks down to him. "Back to work, you worthless beast!" He turns to you with a toothy grin. "I hope you mammals are more help fixing these pipes than that one is."

Looking back down at Gabriel Conde, you see him turn back to his task. He sits on a massive jumble of valves and pipes. As he replaces one pipe, two more spring leaks elsewhere. If this is the refrigeration core, the pipes must contain coolant. This is where the large reading of escaping fluorocarbons is originating from.

The Dinosaur Captain cannot be bargained with. If you are to free Conde, he must be subdued or captured. If the heroes make a hostile advance towards the Captain, and he escapes, he will run to get four more guards. When Conde is successfully liberated, continue reading the boxed text aloud:

As you free Conde from his chains, a tired look of relief registers over his face. "Thank you." I don't know how much more of this I could have taken. Those reptiles would not listen to me. Their cooling system needs much more than just replacing the leaking pipes. There is something strange about the coolant these beasts are using. I think there is some form of highly corrosive acid mixed in with their coolant. That is what keeps eating holes in their pipes.

All these pipes trail back to that large pit over there. "The mutant points over to a large gaping hole in the floor where all of the unit's pipes snake into. That pit goes a long way into the ground. At the bottom of the pit is where the coolant is being pumped from. If the source of these leaks is not stopped, this cooling system will continue to spew its deadly fluorocarbons into the atmosphere. With the amount of fluorocarbons this thing is leaking, the harm to the ozone will be devastating.

I am too weak to follow you down into the tunnel, but I will stay here and try to deter those Jurassic freaks from coming after you, if they should come down here."

Looking down into the darkness of the

tunnel, a blast of stale hot air hits you in the face. An odd humming noise is throbbing up the shaft. From the look of things this hole goes a long way down. No bottom is even visible from where you are. Set into the side of the shaft is a series of steel rungs used for repair work.

The tunnel descends into the Earth for two miles.

After you have descended for about a mile, the tunnel's metal passageway gives way to a natural rock tunnel. A faint orange glow can be seen from below. The humming sound you heard before is accompanied by the steady temp of metal on stone.

After descending for yet another mile, the tunnel widens into a vast subterranean cavern. As your eyes adjust to the sudden exposure of a dim light, you see a processing complex. A series of pool-sized vats runs the length of the cavern. Large pipes and valves go every which way, giving the cavern the appearance of a stone abdomen filled with metal intestines.

Working the machinery is a large contingent of ugly green-skinned creatures, wearing pressure suits. This complex is manned by Titans! It all makes sense now. Only the Titans could benefit from having mass amounts of fluorocarbons released into the atmosphere. They are deliberately sabotaging the Dinosaur's refrigeration unit by pumping acid in with the coolant. The acid eats away at the pipes and the

fluorocarbons escape into the air.

An unintelligible grunt echoes through the cavern. In the center of the complex a startled Titan points in your direction. thirty pairs of blood red eyes fix on your position. Titans are dumb, but they're fast. In a split second every Titan in the cavern has his sidearm pulled and leveled at you. A storm of burning hot plasma shots cascade around you.



There are thirty Titans in the complex, each armed with a plasma energy pistol. This complex is very important to their leader, Darrow, so they will protect it at all cost. After the Titans lose their first twelve warriors, they will radio for reinforcement. That is when the Spyder will appear out of the tunnel. When the Titans take their twelfth casualty, read the boxed text aloud:

As the battle rages on, you hear the static of a com-link crackle to life. From the Titan line, a slurred call for reinforcements is issued. While the remaining Titan warriors try to push you back, they glance expectantly towards another tunnel entrance, to the south of the cavern. Minutes later the clatter of metal on rock reverberates up the outside tunnel. From its mouth emerges what looks like a gigantic metal spider.

As the thing crawls into the orange glow of the cavern, you see that it is an

armored fighting vehicle, suspended on eight long mechanical legs. Each leg is like a sharpened pike, used for impaling the enemy. From the center of the things cockpit, a long electronic tentacle darts back and forth. Its end is capped with a dagger-sized stinger that you notice easily penetrates rock. In the spyder's cockpit you see a lone Titan warrior busy at the controls.

The Titan complex must be destroyed at all cost. If it is not taken on the first attack, the team must regroup and try again. If the complex has to be attacked a second time, the Titans have a full replenished compliment of thirty warriors. Each time the complex has to be attacked, the Titans will be replenished to full strength. If the complex is destroyed, the heroes must return to the surface or they will be overcome by the fumes from the damaged acid vats.

If the team returns to the surface, they will find Gabriel Conde waiting for them. Remember, if the Captain of the Guard escaped from the team, Conde will be in combat with four Dinosaur Guards. When the team returns to the surface, continue reading the boxed text aloud:

In the refrigeration core, the pipes have stopped leaking. There is no coolant, acid laced or otherwise, running through them. It would seem like a good idea to leave the city at once, before the whole Dinosaur Guard comes down on you. From behind a flashing console, Gabriel Conde hurries up to you.

"We can't leave just yet! There is a human family being held captive here! They are being held by the city's rule T-Rex!" He points to a corridor north of the refrigeration core. "They are being held behind the second door on the left, down that corridor! We can't leave them here! After what you did to their cooling system, T-Rex might take vengeance out on them!"

The room that the family is in is secured by an electronic lock. The lock can be picked or it can be forced open. When the heroes enter the room, continue reading the boxed text:

With a reluctant series of beeps, the door hisses open. In the shadows of the room you see three figures hidden beneath the blankets of the cots they lie on. On the first cot is a woman in her mid thirties. On the second is a little girl who looks to be about five or six years old. On the third is a boy around seven years old. You have found the Harras family, the kidnapped family of Darrel Harras, the Steroid Monster. The Titans must have given the family to T-Rex for safe keeping. As you approach the cots you will notice that none of the three bodies

appear to be breathing. On closer examination, the bodies are cold to the touch and you cannot find a pulse.

The Harras family is not dead. They are in an advanced form of suspended animation. Their spirits are mystically trapped in a bizarre dimensional portal. The only way the heroes will be able to recognize this is if they have a magic using hero in the group, some special technology or a psychic power. If they do not, the Harras family will be mistaken for dead. A magic using character should be able to easily undo the families condition. When the players are ready to continue, read the boxed text aloud:

From the darkness behind the cots, you hear the hiss of an airlock opening. A great circular door retracts into the floor. Bright yellow light floods into the room, momentarily blinding you. Through squinting eyes you see the silhouette of massive figure block out the light. The footfalls of a heavy beast vibrates the steel floor. Before you is a huge tyrannosaur. On his head is a golden crown. Clenched in his left talon is a plasma energy pistol. To you, it is the size of a small cannon. Opening his mouth, a blast of hot stinking breath hits you in the face. Two rows of large razor - sharp teeth gleam in the light.

"You little humans have almost developed to a level of intelligence equal to ours, although it still seems you lack the grey matter to execute a proper rescue mission. My allies warned me of your possible involvement in my plans. Now I,

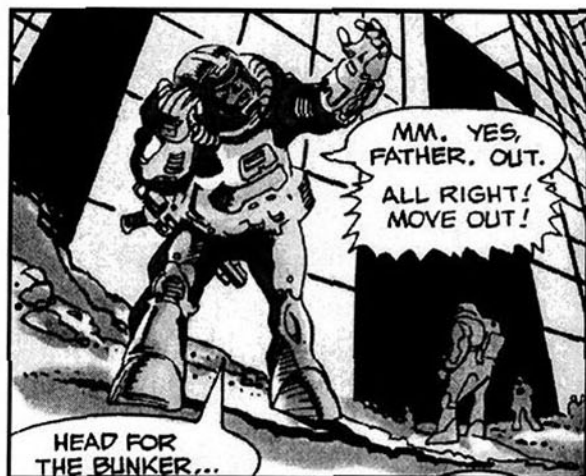
T-Rex will dispose of you myself."

T-Rex will first attempt to incinerate the bodies of the Harras family with the plasma pistol and then he will attack the heroes. Along with the plasma weapon, he will also use his teeth, talons, and tail in combat. Even with his great size, T-Rex is not very brave. If he starts to lose the fight, he will flee through the door he entered. Once the round door shuts, the heroes will be unable to open it. By this time the whole city will be alerted to the intruders. Their chances of leaving the city alive do not look good.

Proceed to Episode 25.

Episode 14: Position Ground Zero

The heroes have been sent deep under the mountain, to the heart of the volcano, by the mystical sorcerer, known as the Shaman. There, the Shaman said they would find their fate. The deeper they descend into the cavern, the hotter the temperature will get. Scattered about the cavern, small pools of magma bubble up through the rock. As they proceed downward, the heroes will become aware of the faint mumble of a voice, mixed with the electronic hiss of a two-way radio coming from further down the cavern. As the heroes approach closer, they will see a lone Titan warrior with his back turned towards them. On the shoulders of his uniform are three purple triangles



indicating a high rank in the Titan Army. He is talking into a handheld, two-way radio, and is unaware of the hero's approach. In a very proper English accent, the heroes will hear him tell the Titan on the other end of the radio that the bird has been launched, the area is secured, and he is heading to the bunker.

This Titan is Vice General Clomphroont, Commander of the Second Titan Corp. He is a prodigy among the Titan race. He has an I.Q. in the genius level. Unlike the other Titans, Clomphroont is very articulate. He is not the typical grunting troglodyte that most Titans are.

If the General is startled or attacked by the heroes, he will try and flee the area. If he is surprised and captured, he will have some very important information to tell the team. Clomphroont will tell the team that the Dragon had stolen a low-yield nuclear warhead from a United States Navy aircraft carrier. Its power is about one-third that of the bomb dropped on Nagasaki. Two minutes ago, the Dragon had launched the warhead from a position

topside. The warhead's target is Mount Saint Helens. They are standing on ground zero. The explosion will touch off the volcano, sending all the stored fluorocarbons under the mountain into the atmosphere. If the heroes value their lives, they have fifteen minutes to clear out.

When the General finishes his story, a company of Titan warriors will enter the cavern. They are all armed with plasma energy Gatling guns. There are six Titan warriors altogether. They came out on patrol to look for the General when he did not return to the bunker. If the heroes do not defeat or escape from these Titans within fifteen minutes, everyone in the cavern will be killed on the missile's impact.

If the heroes defeat the Titans, they will have only seven minutes left to evacuate the cavern. The path that they were following will take them out of the mountain and far enough away that the blast will not harm them. As they emerge into the night air, they will have arrived

just in time to see the missile's vapor trail plummeting towards the crater, in the center of the mountain. On the missile's impact, four destructive waves of power will pummel the heroes. First, the explosion will emit a blinding wave of light. Any hero who is looking directly into the blast will be permanently blind. For the heroes who have shielded their eyes, roll a twelve sided die for each hero. The heroes will be temporarily blinded for one to twelve rounds. The second wave will be a strong gust of wind. Rocks and stone will be flying through the air like shrapnel. Any hero who has not taken cover will take one to eight points of physical damage. The third wave is the head of the explosion. A searing wall of flames will sweep past the heroes, doing one to six points of damage to every hero. The fourth and final wave is the sound wave. This will just be the sound of a deafening explosion that will leave your ears ringing for a few hours. When all of the shock waves have passed, roll percentile dice for each player. On a roll

of one to twenty-five percent, the hero will contract radiation poisoning. If any of the heroes get radiation poisoning, the next day they will take one to six points of physical damage. If they do not get help by the second day, they will take (1-6) points of physical damage. Each day that



the hero does not get treated, roll an additional six sided die for damage.

As the effects from the explosion subside, the heroes will feel the backwash from the beating of giant wings pass over them. The Dragon has arrived to watch his handiwork. Soot and ash shoot into the atmosphere above a huge gaping hole. The Dragon has successfully completed the first part of his plan.

The earth below the heroes feet begins to shake and quiver. The ground around the perimeter of the crater starts to crack and fall away. Four colossal titanium arms begin to push through the ground, out towards the center of the crater. Each arm extends to one hundred feet in length, and is about as thick as a giant redwood.

From out of the ashen sky, the twin blades of a heavy cargo chopper whip the air. Dangling from a steel cable attached to its fuselage is a large, multisegmented, titanium ring. The ring's circumference is twenty feet larger than that of the volcano's crater. Mounted in the center of the ring is a heavy rectangular shaped piece of equipment with a huge barrel projecting from its underside. The chopper starts a slow descent, gently setting the ring on the supporting arms that have emerged from the crater's rim.

While the heroes look on, the Hellbenders dive out of the sky, attacking the team. Their goal is to vanquish the team while the Dragon begins the second phase of his plan. As the heroes are engaged in battle with the Hellbenders, the piece of machinery mounted in the center of the titanium ring fires to life.

From the barrel of the device, a large pink beam starts to bore a hole in the center of the crater. The titanium ring is a mounting for a laser cannon. When the Hellbenders see the laser cannon fired, their adrenaline will rise. The sight of the cannon will spur them on to fight harder. The Dragon's success means their survival.

For this episode you will need the layout of the caverns under the mountains. From the back, you will need the statistics for Vice General Clomphroont, the Titan Warriors, the Dragon, and the Hellbenders. When the players are ready, read the boxed text aloud:

Traveling deeper into the heart of the volcano you wonder about the fate that awaits you. The temperature has raised at least fifty degrees in the last twenty minutes. The path you are taking is cramped and uncomfortable. You must watch your step for small puddles of magma bubble through the rock, and drain back down again. The volcano is dormant but still alive.

Up ahead, the cavern begins to widen. From the darkness beyond, the soft, faint mumble of a single voice can be heard. After every line of garble, the ugly cough of electronic static follows. As you approach closer, you can make out the words. The mouth of the voice is just around the corner of a large rock formation. The electronic hiss is the unmistakable noise of a two-way radio. In a very proper English accent, the voice

continues on.

"I've just got word, the bird has been launched. My Sub-Commanders have reported that the fluorocarbon storage area is secure and ready for impact. I should be back at the bunker in three minutes. This is Vice General Clomphroont, out."

Around the rock is a single Titan warrior. On the shoulders of his pressure suit are copper colored epaulettes with three purple triangles on them. Strapped to his hip is a holster carrying a plasma energy pistol. In his left hand is a two-way radio. His back is towards you.

The Titan with the radio is Vice General Clomphroont. A highly intelligent Titan leader. How the heroes approach him is very important. If he is attacked he will radio for help and fight to the death. If this happens, the team will be unaware of the approaching nuclear missile. Fifteen minutes later, when it hits its target, the crater of the volcano, the entire team will be killed. If the General is captured, he will gladly inform the heroes as to what is going on. Since the missile has been launched, it is too late for them to do anything about it. Besides, he wants to get to the safety of the Titan bunker. If Clomphroont is killed, inform the heroes when the missile hits, and let them know about their demise. If the General is taken prisoner, continue reading the boxed text aloud:

The Vice General stares directly into your faces. If he's afraid, he does not show it. In fact, a cocky smile plays

about his lips. He is unlike any Titan you have had the displeasure of meeting. He carries himself with the air of a leader. He is almost admirable.

"So, you people are the opposition. I was warned by my superiors that you might try and intercede with our plans. Well, you are too late, and if you don't follow this tunnel out of the mountain you will surely die.

A few days ago, the Dragon and some of his people hijacked a United States Nuclear Aircraft Carrier. Unknown to the authorities, he liberated from its stores a low-yield, nuclear missile. You would think that they would count those things at night, don't you. Well, anyway, the nuclear payload is about one-third the power of the bomb dropped on Nagasaki. The Dragon launched that missile two



minutes ago. Its target is the very crater you and I are standing in. When the missile hits, the explosion will touch off the volcano, blotting out the sky and sending millions of tons of fluorocarbons into the atmosphere. I figure we all have about fifteen minutes to live."

As the General finishes the last words of his gruesome tale, the sound of heavy, booted Titan warriors, clammering down the tunnel knocks you back to attention. From around the rock formation, a company of six Titan warriors, carrying plasma energy Gatling guns, opens fire.

As Hero Master, give the players what you think is a sufficient amount of time to defeat the Titan warriors. If they take too much time, they will be killed in the caverns. If the Titans are defeated within a sufficient amount of time, the heroes will have seven minutes left to evacuate the cavern. The path that they were following will take them out. If any of the players get the bright idea to find the Titan bunker and hide there, it will not work. There are over two hundred Titan warriors in the bunker. If the players defeat the Titans, continue reading the boxed text aloud:

Checking the time, you find you have only seven minutes left until impact. Proceeding down the cavern tunnel you hope that the General was not lying about it leading to the surface. The tunnel winds left, then right, the tunnel's grade starts to ascend, and the temperature is getting cooler. The tunnel must be taking you

away from the heart of the volcano. It seems like it's taking forever, but at last you see a light at the end of the tunnel. Running into the open, you find yourself on a mountain looking down into the crater, where you once were. You estimate that you are about a mile from the point of impact. Hopefully you are far enough away so that the explosion does not incinerate you. On the night horizon, you notice the quick moving vapor trail of the missile diving towards the crater.

Note where the heroes are and what they are doing. It could be important as to what effects the blast has on them.

Ten seconds later, a flash of light brighter than a thousand suns burst over the land.

Any hero who was looking directly into the crater may suffer permanent blindness. A roll against the characters' Reflexes, on percentile dice, will determine if a character who does not state that he is looking away, avoids the flash. For the heroes that have shielded their eyes, roll (1d12) for each hero. The heroes will be temporarily blinded for one to twelve rounds.

Next, a strong gust of wind speeds outward from the blast sight. Rocks, dust, sand, loose vegetation, and anything else that was not secured to the ground comes hurtling towards you.

Any hero that did not take cover behind

a large object will take (1-8) points of physical damage.

When the wind subsides, the intense heat of the explosion engulfs the land. A searing wall of flame expands outward from ground zero, burning the plantlife, killing the wildlife, and turning dirt and sand to black glass.

All of the players will take (1-6) points of damage from the flames.

Last is the sound. The deafening roar of the explosion echoes through the mountains. Thundering back and forth as it ricochets off the solid rock. When it's over, there is nothing but a buzzing sound in your ears. As a calm hush settles over the land, you realize that the worst part of the explosion has yet to be felt, the fallout. Luckily the mountains will contain most of it, keeping it from the more populated areas of Washington, but you may not have been so lucky.

For each player, roll percentile dice. On a roll from one to twenty-five percent, the hero will contract radiation poisoning. If this happens to any of the heroes, the next day they will take (1-6) points of damage. Each day that the hero does not receive treatment, the player takes an additional six sided die for damage. If the hero is not cured, they will eventually die. As the effects from the explosion subside, the Dragon will enter the scene. When the players are ready, continue reading the boxed text out aloud:

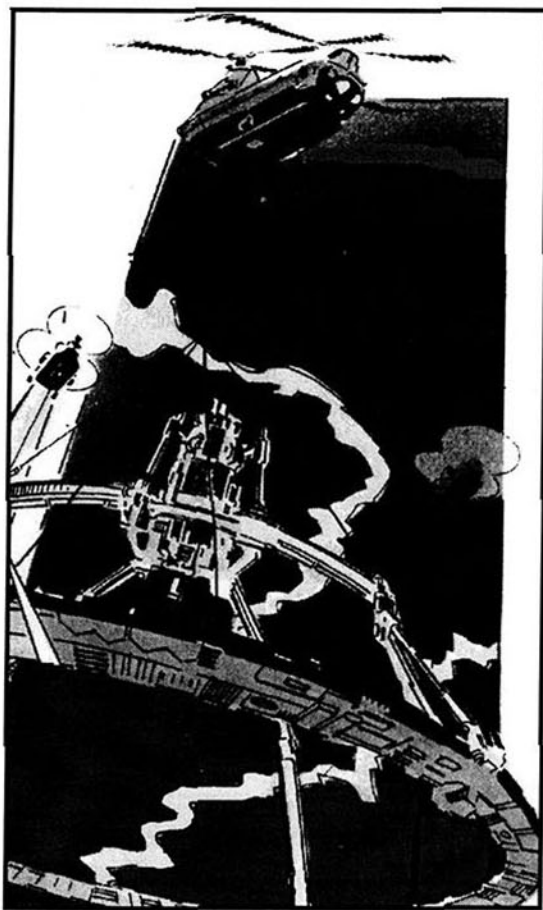
Standing on the mountain side, you feel a cold blast of air hit you in the face. This could not be another shock wave from the explosion. Looking up you see its source. It is the backwash from the beating of giant leather wings. The Dragon has arrived to gloat over his handiwork. Soot, and ash fill the air. As his shadow passes over you on the ground, you hear the echoing laughter of the Dragon. He has completed the first stage needed to win!

Like clockwork, another depredation of land takes place. The ground under your feet starts to quiver and shake. The Dragon circles the volcano, soaring up and down. The ground around the crater's perimeter starts to crack and fall away. Four large titanium arms, their cylinders as large as giant redwoods, start to push their way out of the ground. Up and out towards the mouth of the volcano, they extend to their full one hundred feet.

Sliding out of the ashen sky, a heavy cargo chopper whips the air with its twirling twin blades. Dangling from a steel cable, attached to its fuselage, is a large multi-segmented titanium ring. The ring is huge. Its circumference is twenty feet larger than that of the mouth of the volcano. Mounted in the center of the ring is a heavy rectangular piece of equipment with a huge barrel projecting from its underside. The chopper levels out over the volcano's mouth and starts a slow descent towards it.

If the heroes try to interfere with the chopper's progress, the Dragon will attack them from the air. If they are successful

in destroying the ring, the Dragon will fight them to the end, his plans ruined. (48) DP's are required to disable the ring, and (35) points are required to disable the gun. Both have an Invulnerability of (20). If the Dragon keeps them away from the ring, continue reading the boxed text aloud:



The chopper gently settles the ring atop the titanium arms that have pushed their way out of the ground. As the helicopter peels away, a piercing scream from behind you chills the air around you. From over a hill, situated behind you, the

Hellbenders attack.

At the same moment the Hellbenders charge, the rectangular piece of equipment mounted in the center of the ring hums to life. From the barrel, stretching from the devices underside, a large hot pink beam starts boring a hole through the center. The titanium ring is a large mount for a laser cannon.

Like lighting the fuse of a bomb, the sight of the laser sends the Hellbenders into a frenzied rage. The hills echo with their cries. "For Dragon! For our future! Destroy the humans that would destroy us!"

If the players survive the Hellbender's attack, proceed to episode 16.

Episode 15: Dinosaurs, Darrow, and Doomsday

The entire dinosaur population has been alerted to the hero's presence in the city. There are over nine thousand dinosaurs living in the city. To initiate a direct confrontation in order to leave the city would be futile. Observing the situation, Gabriel Conde informs the team that he knows of a way out. He tells the heroes that they will have to go back down into the refrigeration core and through the tunnels below the surface. When the heroes return to the core, they will find five grenadiers of the Dinosaur Guard patrolling the entrance to the core. Each dinosaur is carrying a semiautomatic

plasma grenade launcher.

If the grenadiers are defeated, the heroes must descend back down into the refrigeration core's shaft. On reaching the bottom of the shaft, the heroes will find the shattered remains of the Titan's mixing complex, previously destroyed by them. The cavern's floor is covered with two feet of refrigeration coolant, laced with a highly corrosive acid. If any of the heroes touch the acid, they will suffer (1-8) points of physical damage per round of active exposure.

Gabriel Conde will point out a tunnel, off to the side of the cavern. The heroes will recognize this tunnel as the one from which the Titan Spyder emerged. Conde explains that is the tunnel they must take to escape. He will also remind them that he knows that the planet is in grave danger. When he first encountered the team, he was with the alien known as Devilspawn. Devilspawn had told the heroes that Conde was the key to the planet's salvation. That is because Conde knows where the entrance is to the Earth's Spirit Realm. There the heroes will learn of the danger that threatens the planet and what they can do about it. For the

rest of their journey, Conde will lead the team.

What Conde and the heroes don't know is that there is still a strong force of Titans in this sector, underground. They are closely monitoring all the tunnels in the area. They are also very angry about their mixing complex being destroyed. When the Titans discover the heroes have returned to their tunnels, they will immediately launch an attack force to intercept the heroes.

Darrow, the supreme leader of the Titans, will lead the attack himself. He will gather twenty of his elite Rocket Troops and speed down a side tunnel which intersects the tunnel being traveled by the heroes. The Rocket Troops are Titan warriors with better combat training. They are armed with electronic body armor, which enhances and augments their

speed and strength. It also allows them to fly at great speeds. Darrow is also wearing a set of this body armor, along with riding a rocket powered hover sled, which has three heavy plasma cannons mounted in the front.

If Darrow and his Rocket



Troops are defeated, Gabriel Conde will continue to lead the heroes into the Earth's Spirit Realm. After about thirty minutes of uneventful traveling through tunnels, Conde will lead the team to the ledge of a great cliff. Peering off the side of the cliff, the heroes will see a massive amount of energy, swirling in a black void, below them. The energy takes the form of a huge orange whirlpool. Conde will explain that the heroes must jump into the whirlpool to continue the journey into the Spirit Realm. Conde will then lead the way and jump first.

Once the heroes jump into the whirlpool, it will have a harmless, uneasy affect on them. They will experience the feeling of traveling at great, unthinkable speeds. Their bodies will feel as if they are being spread out over time and space. Then, suddenly the heroes will feel a loud snap in their heads. They will find themselves gently floating in a great, green void of energy. A number of large boulders are floating in the void with them. Conde will announce that they are in the Earth's Spirit Realm.

As they float through the void, different shades of green will manifest into the shape of a giant woman's face. When the image becomes clear, the face will speak to the heroes. Conde will introduce the face as the Spirit of the Planet, Mother Earth. Mother Earth will explain to the heroes what is transpiring above. She will tell them of the Dragon and his plan to destroy the planet and rebuild it in his own image. She will then send the heroes back to the surface to try and stop him.

For this episode, you will need the layout to the Titan's underground complex. From the back, you will need the statistics for the Dinosaur Grenadiers, the Titan Rocket Troops, and Darrow. When the players are ready, read the boxed text aloud:

Throughout the city, the ugly screech of a klaxon announces your intrusion. It is now only a matter of time before you are facing a pack of ten ton monsters armed with plasma cannons. Your only concern now is to leave the city fast. The door to the main corridor slides open with a hiss. To your relief, Gabriel Conde shuffles through the doorway. His speech is quick and slurred. "The whole city knows your here! T-Rex has his entire Guard out in force! There is no way we can fight our way out of the city, there are well over nine thousand of those terrors stalking this place! I know a way out of here, but we're going to have to go back through the refrigeration core and descend the shaft into the earth!"

Traveling back down the corridor, you don't run into any dinosaurs. As you round the corner and approach the entrance to the refrigeration core, a plasma burst that would fatten an elephant hits the bulkhead above you. Five allosaurus guards, armed with some nasty looking plasma weapons, bar your way.

The guards are members of T-Rex's private Grenadiers. They are armed with semiautomatic plasma grenade launchers. If they are defeated, continue reading the

boxed text:

As you travel down the core's shaft, the sickening odor of the Titans acid laced coolant assails your nostrils. The noxious fumes have subsided a bit since you evacuated the tunnels. So it should be safe to re-enter them now. Arriving at the bottom of the shaft, it opens to the cavern that once housed the Titan's mixing complex. Twisted metal, broken machinery, and Titan corpses lie scattered and half submerged in two feet of spilled coolant.

If any of the heroes touch the coolant, they will suffer (1-8) points of physical damage from acid burns per round exposed.

Gabriel Conde points a disfigured finger past the crumpled wreck of the Titan's spider machine to the tunnel from whence it came. "My friends, that is the way out, but, before you go any further, there is something I must tell you. On our first meeting, over the Amazon, Devilspawn had told you that I hold the key to this planet's salvation. What Devilspawn was referring to, is my knowledge concerning the location to the entrance to the Earth's Spirit Realm. We are heading towards that entrance. There is more to this plot than a mere madman trying to destroy the Earth's ozone layer. In the Spirit Realm, you find all the answers you are looking for. Besides, it's the only way out of here that does not risk being some dinosaur's lunch meat."

The heroes will travel down the tunnel for about twenty minutes. Coming up on their left hand side, they will see another tunnel entrance. Once the team goes two hundred feet past that entrance, Darrow and his Rocket Troops will attack from it. When you are ready to continue, begin reading the boxed text aloud:

Following Conde, you enter the tunnel. It's cold and long, like traveling through the insides of a giant snake. The one saving grace is that the tunnel is dimly lit. Titan light fixtures hang overhead. It's not much light, but at least it is light. On the left hand side, you pass the opening of another tunnel. Without even looking twice, Conde just passes it by. It seems like he knows where he is going, you hope.

When the heroes get two hundred feet away from the tunnel entrance, begin the Titan attack.

From behind, you hear the deafening roar of several rocket engines. Looking back, you see a huan on some type of flying sled, approaching fast. Behind him are twenty armored Titan warriors and they're flying! As they close in, you can make out their battle cries. "You will pay with your lives! The day of the humans is done! Death to all surface dwellers!"

Darrow and his Rocket Troops are all wearing electronic armor. The armor enhances and augments their speed and strength. It also gives them the ability to

fly at speeds up to mach four. The flying sled Darrow is riding, has three heavy plasma cannons mounted in front. Darrow and his Rocket Troops will take no prisoners. If the Titans are defeated, continue reading the boxed text aloud:

As you continue on your way, Conde reminds you to keep on your guard. In his haste, he had forgotten that the tunnels are still crawling with Titans. After another half hour of nervous traveling, Conde finally stops. He has brought you to the edge of a cliff. Pointing over the side, he informs you, "we have to jump."

About four hundred feet below you, a great swirling whirlpool of orange energy spins in an endless black expanse of nothingness. Conde nods towards it. "That is the vortex that takes us into the heart of the planet, the Spirit Realm. Follow me into it. "Without a second of hesitation, Gabriel Conde throws himself into the whirlpool and vanishes.

The effects of the vortex are disorienting but harmless. When the last hero jumps into it, continue reading the boxed text:

Your body seems to be accelerated to a mind boggling speed. Maybe even faster than light. You are traveling in a swirling sea of many colors. Looking ahead, you see your own back. Looking behind, you see your own front. Your whole being feels like it is being stretched across time and space. Then, as suddenly as it started, it stops. Your brain feels as if it has been snapped back into reality. You find

yourself and your comrades floating in a warm, comfortable, bright green void.

Floating with you in the void, are several giant rock formations. Standing atop a particularly large one is Gabriel Conde. His arms are outstretched, as if presenting you. "My friends, welcome to the heart of the planet. Welcome to the Spirit Realm."

As if on cue, when Gabriel Conde utters these words, the void starts to change. Various hues and shades of green start to swim in the void. They dance and slide about until they begin to take on a familiar shape. Floating above you is a giant, beautiful woman's face. Looking at her, all bad feelings seem to vanish. You feel secure and comforted. The woman smiles at you, but you see an underlying air of sadness in her. Conde looks up at her and smiles back. "My friends, this is Mother Earth."

As the woman opens her mouth to speak, her voice echoes through the void, sounding like a well practiced string quartet. "Welcome, my children. I am the living spirit of this planet. I am happy that you are here. I am slowly dying and I need your help.

To fully comprehend the gravity of the situation in which you are involved, you must hear the full story. When humans shattered the particles of existence with an atomic bomb, they created the Dragon-King. He arose among men in the wake of that nuclear explosion in the land called Japan. One generation later, he sired the Nuclear Dragon, son of the Dragon-King. Dragon matured more powerful than his



father. He used mystic forces to gather around him victims of radiation like himself. He used those same forces to control them. They are known to you as the Hellbenders. With their help, he has devised a plan that will change the face of the Earth forever.

First, he stole nuclear missiles to make a nuclear pile in the Mount Saint Helens' Crater. In the caverns under the crater, he stockpiled millions of tons of chlorofluorocarbons. Two hours ago, he detonated one of the stolen warheads in the crater, releasing the fluorocarbons into the atmosphere. Now, he has a laser cannon mounted above the crater. He is

burning a hole deep into the Earth. When he is finished, he will mount a particle accelerator onto the structure that holds the laser cannon. Through a line of particle accelerators, he will fire particles down into a core of extra dense plasma material. A material filled with extra electrons that, when struck by a particle accelerated past the speed of light, will create this planet's first fusion reaction.

No amount of explosives can create a volcanic eruption. But, if a fusion reaction is created deep under Mt St. Helens, with a laser cannon forming a tunnel to the surface, a flume of super-heated gases will erupt from the crater and into the upper atmosphere carrying with it soot, ash, dust, and more deadly chlorofluorocarbons. It may only burn for an hour, maybe a day,

maybe a year. But, by the time the dense material is used up, the Earth will be a living hell for all life.

Then, the rains will fall. Not cool life giving rains, but water mixed with soot, ash, and toxic chemicals. Acid rain unimagined in your worst nightmares will pour down for six months. Plant life, all plant life, will burn and die bombarded constantly by ultra-violet radiation and acid rain.

The planetary temperature will rise. Storms, usually slowed by cooler land mass temperatures, will increase in intensity sweeping across the continent like laser swaths of destruction. Seventy-

five percent of the surface will become a dust bowl. Not a desert, where many kinds of life can survive, but a sandy, dusty expanse of nothing.

And humanity, dear children, those that live, will mutate horribly cowering as they wait for death. But, there will be a savior, the creature known as Mason Graves, the Dragon. The Dragon-King will save the survivors and through magic, he will bind their irradiated bodies to him. Surface life on Earth will die, except for those who worship and serve the Dragon King.

But, even the great Dragon-King needed a certain technology only Darrow and the Titans could provide. Seven months ago, they made a deadly pact. Now, the Titan Armies gather near the hidden gates to the surface world. They are waiting for the news that the volcanic cloud covers the sky, cutting off the Sun's light that burns their skin. They are waiting so they can wreak their revenge on all humanity. They want to take their rightful place as rulers of the planet's surface. The surface they were driven from tens of thousands of years ago. Like a swarm of hell spawned locusts by the hundreds of thousands, they will sweep across my body from the underground. Their lungs will breathe the polluted soot filled air with impunity, while most humans and animals will choke and die. Directed by Darrow, their supreme leader, these worker ants will rebuild the cities in their own image. They will change in months what man built in centuries.

But power is not easily shared. Darrow and Dragon will eventually come to

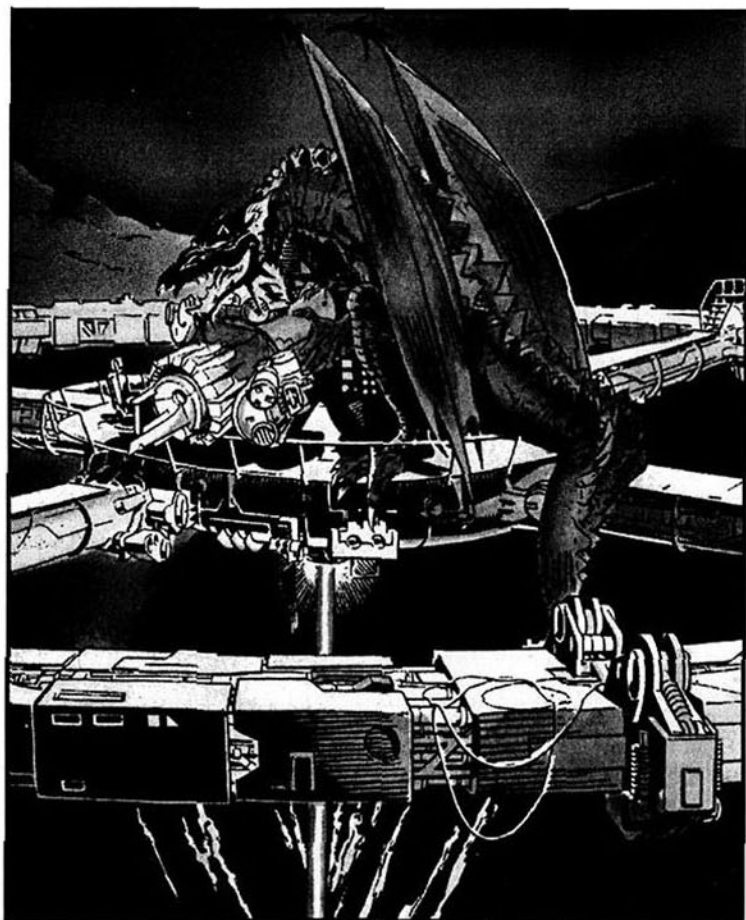
blows. Planetary war will erupt. Millions will die. And, regardless of the eventual victor, he will have complete and total domination of a dead world. Even I will have long since passed away.

Even now, as I speak to you, Dragons laser cuts through the Earth's crust and is moments away from the heavy matter. We may have already lost. Though, my children, I must hope there is always a chance, and you are my chance. You must return to the surface. The vortex will take you directly to Mt. St. Helens. You must do battle with the dragon and his minions. My love is with you."

Proceed to Episode 16.

Episode 16: Dawn Of The Dragon-King?

This is the heroes' last chance to save the planet. The Dragon is perched atop his laser which is boring a hole through the center of Mt St. Helens. It will not be long before he completely cuts through the rock and ore to his goal, the heavy metal magma fields. Backing up the Dragon, is the Hellbenders. They have set up a defensive perimeter on the crater's rim. Their job is to keep the heroes in check while the dragon completes his work. No one hero can take on the Dragon himself. He is too powerful. The Hellbenders will try to separate the heroes and fight them singly. If it looks as if the Hellbenders are going to lose against the



heroes, the Dragon will intervene in the attack. If the Heroes are out numbered, you may have the Dragon attack only after the Hellbenders are defeated. This is the Dragon's moment of glory. He will not pull any punches with the heroes this time. Play him tough. He will use the full extent of his magic to defeat the team. The dragon's magic is his most powerful ally. If in his Dragon form makes him too much of a target, he will transform into his human form.

If the heroes fail to subdue the Hellbenders in a sufficient amount of time, tell them that the Dragon has cut

through to the extra dense plasma material. With this done, the Dragon will mount and prime the Particle accelerator overtop the crater. It will take the Dragon all of fifteen minutes to do this (30 rounds). If the Dragon is not subdued, or the particle accelerator crippled, the Dragon will fire it into the crater.

If the Dragon fires the Particle Accelerator, the game is lost to the heroes. A flume of super heated gases will erupt from the crater and shoot into the upper atmosphere. The first stage of the environments destruction will have begun. As the soot, ash, dust, and fluorocarbons blot out the sun and darkness covers the land, the first wave of five hundred thousand Titans will advance from their subterranean dwellings.

For this episode, you will need the layout of the Mt. St. Helens' crater. From the back, you will need the statistics for the Dragon and the Hellbenders. When the players are ready, begin reading the boxed text aloud:

The rim of the crater on which you stand is bathed in the hot, pink glow of the Dragon's laser. Mounted to a superstructure that is suspended above the crater's center, it continues to bore a deep cavity into the Earth. Sensing your presence, the Dragon, who is perched atop the laser, turns his head and glares directly

in your direction. Over the death hum of the laser, his voice echoes through the surrounding mountains. "Hold these fools away from my laser cannon, faithful Hellbenders for only a few brief moments, and I will carve you a new life! The Dragon-King's final plan will succeed and our world will become reality!"

Spurred on by the Dragon's words, the Hellbenders charge for another attack.

If the heroes defeat the Hellbenders, the Dragon will then attack the heroes himself. If the Hellbenders are successful in keeping the Heroes away from the Dragon and his laser, continue reading the boxed text aloud:

The hills resound with a burst of the dragon's demonic laughter sounding the Earth's death-knell. "Too late pitiful worms! I have cut through to the "heavy metal" core shaft. I have only to fire your Particle Accelerator to start the fusion reaction, and the earth is my Kingdom at last!"

The Dragons' taloned fingers busily work on the superstructures mount. In minutes he will have the Particle Accelerator mounted and primed. If he fires it into the shaft, all is lost.

This is the heroes very last chance to save the planet. If they are still unsuccessful in defeating the Dragon, continue reading the boxed text aloud:

As the morning sun starts to rise over the Washington Mountains, a flash is seen

from the barrel of the stolen Particle Accelerator. The Dragon has completed his task. In his victory, all is silent as you wait for you-know-not-what. It starts out as a hissing sound. Then, the Earth starts to vibrate with a low rumble. The vibrations start to build in strength, till finally you think the Earth will tear itself apart. With the force of thirty Saturn Five rockets, a thick, dark grey geyser of soot, ash, dust, and fluorocarbons erupt from the Mt. St. Helens' crater. Quickly, the geyser fuels a massive cloud in the sky that swiftly starts to engulf the horizon. As the morning sun is blotted from the sky, thousands upon thousands of Titan warriors emerge from their underground squalor. Like a living putrid tidal wave, this armed host advances with the cloud.

From atop his perch in the mountains, the Dragon looks on. In sheer delight, he observes his handiwork. "Go! Go! March on, my children! No longer will you have to hide beneath human dominance! The day of Mankind is over! The dawn of the Dragon-King has begun."

VILLAINS AND NPCs

The following section details the Villains, NPC's, and Heroes that are needed for the adventure. The characters statistics are listed using the following abbreviations. **Bench Press Weight: BPW, Bench Press Weight Damage: BPWD, Stamina: ST, Agility: AG, Reflexes: RF, Hit Points: HP, Mental Hit Points: MHP, Move: MV, Attack Rating: Att. Rat., Mental Attack Rating: M. Att. Rat., Defense Rating: Def. Rat., Initiative Modifier: Init. Mod., Level: LV, Point Total: PT.**



DARROW

BPW: 350 lbs., BPWD: 5+1d8, IQ: 132, RF: 18, AG: 18, ST: 24, Init. Mod.: +1, HP: 23, MHP: 19, Att. Rat.: 4, Def. Rat.: 5, LV: 8, PT: 318

Powers: Armor: (Scientific), (20) Invulnerability, (20) HPs, **Sky Sled:** Laser Cannons: 15+3d8, Flight speed: 85 mph.

DEVILSPAWN

BPW: 1000 lbs., BPWD: 9+1d8, IQ: 136, RF: 16, AG: 21, ST: 21, Init. Mod.: +1, HP: 21, MHP: 21, Att. Rat.: 4, M. Att. Rat.: 6, Def. Rat.: 4, LV: 5, PT: 719

Powers: Extra Limbs: (Wings), Flight: 120 mph., **Body Weaponry:** (Claws), BPWD+1d6, **Telepathy:** Range: Global, probe, **Illusions:** (Mental), range: 3000', **Psionic Shield:** (Mental Intrusion) **Immortality:** (New Body), takes 1-10hrs. to form, and forms from old body.



DINOSAUR (COP, CAPTAIN, & GRENADIER)

BPW: 500 lbs., BPWD: 7+1d8, IQ: 80-110, RF: 16, AG: 16, ST: 24, Init. Mod.: +1, HP: 24, MHP: 15, Att. Rat.: 3, Def. Rat.: 4, LV: 2, PT: 134

(Cop), **Powers: Weapon: Laser Gun:** Damage: 5+2d12, **Cycle:** Can ride up to 130 mph., Side Guns: Damage: 5+1d20.

(Captain), **Powers: Weapon: Laser Gun:** Damage: 5+2d12, **Body Weaponry:** Claws: BPWD+1d8

(Grenadier), **Powers: Body Weaponry:** Claws: BPWD+1d8.

GABRIEL CONDE

BPW: 1 ton, BPWD: 10+1d10, IQ: 115, RF: 18, AG: 18, ST: 32, Init. Mod.: +1, HP: 30, MHP: 15, Att. Rat.: 4, Def. Rat.: 4, LV: 4, PT: 123

Powers: Armor: (Organic), (9) Invulnerability due to tuff hide.,

GRUZKT, Demon Bat

BPW: 350 lbs., BPWD: 5+1d8, IQ: 90, RF: 28, AG: 28, ST: 28, Init. Mod.: +2, HP: 28, MHP: 15, Att. Rat.: 6, Def. Rat.: 6, LV: 2, PT: 195

Powers: Extra Limbs: (Wings), Flight: 65 mph., **Body Weaponry:** (Claws), BPWD+1d8, **Healing:** (Regeneration) 3 HPs/ 2 rounds., **Heightened Senses:** **Infra Vision,** range: 2000'.



MAJURAC MERCENARIES

BPW: 225 lbs., BPWD: 3+1d6, IQ: 105, RF: 18, AG: 18, ST: 15, Init. Mod.: +1, HP: 17, MHP: 15, Att. Rat.: 3, Def. Rat.: 4, LV: 2, PT: 157

Powers: Weapons: Plasma Laser Rifle: Damage: 10+1d20, Grenade: 5+1d20 (10' radius), **Bullet Proof Vest:** (21) Invulnerability, (8) DP's.

THE NEW CLEAR WARLOCK

BPW: 225 lbs. BPWD: 3+1d6, IQ: 128, RF: 16, AG: 22, ST: 23, Init. Mod.: +1, HP: 19, MHP: 18, Att. Rat.: 4, Def. Rat.: 4, LV: 2, PT: 472

Powers: Identity Transformation: Can change from human into Warlock form with wings, etc. **Extra Limbs:** (Wings), 530 mph. flight. **Absorption:** (Powers), cannot use the powers that are absorbed, but may use the energy to absorb 10 HP's per time. The Warlock is also able to absorb up to (40) HP's of radiation. **Energy Attack:** 12+2d8, range: 1000'. **Magic Spells:** The warlock can cast various spells that manipulate radiation.

PTERODACTYL

RF: 24, Init. Mod.: +2,
AG: 24, HP: 28, MHP:
11, Att. Rat.: 4 (6 Dive
attack), Def. Rat.: 6,
Damage: 5+1d8 Claws,
6+1d10 Bite, LV: 2, PT:
153

Powers: Wings: 65
mph., **Heightened Senses:** Telescopic Vision: 2000'
range.

ROBOT FIGHTERS

BPW: 2000 lbs., BPWD: 10+1d10, IQ: Nil, RF: 18,
AG: 21, ST: 20, Init. Mod.: +1, HP: 22, MHP: Nil, Att.
Rat.: 4, Def. Rat.: 4, LV: 1, PT: 217

Powers: **Weapon:** Plasma Assault Rifle: Damage:
8+2d8, Energy Cannon: 10+1d20. **Invulnerability:**
(10), **Heightened Senses:** Night Vision, 1000' range,
Infra Vision: 1000' range.

STEROID MONSTER

BPW: 1.5 tons, BPWD: 12+1d10, IQ: 95, RF: 17, AG:
17, ST: 31, Init. Mod.: +1, HP: 30, MHP: 15, Att. Rat.:
3, Def. Rat.: 4, LV: 1, PT: 95

Powers: Body Power: Tuff muscle structure grants
an (8) physical Invulnerability to physical, non-
piercing attacks. (punches, etc.)



TITAN (FIGHTERS, SPYDER, ROCKET TROOPS, CLOMPHROONT)

BPW: 400 lbs., BPWD:
5+1d8, IQ: 80-95, RF: 14,
AG: 16, ST: 15, (18 Troops),
Init. Mod.: Nil, HP: 17(18
Troops), MHP: 13 (15

Troops), Att. Rat.: 2, Def. Rat.: 2, LV: 2, PT: 72, (182
Spyder), (153 Troops)

(Fighters), Powers: **Heightened Senses:** Infra
Vision, range 2000'. **Weapons:** Laser Rifle: 6+1d20
Damage.

(Spyder), Powers: **Vehicle:** (Spyder), Damage:
9+1d8 Claws, Stinger attack: 12+1d10 + Acid damage
of 1d8/round of exposure. (20) Invulnerability Metal
Body, with (30) DP's, and (15) invulnerability
Plexiglass Cockpit window with (5) DP's.

(Rocket Troops), Powers: **Heightened Senses:** Infra



Vision, range 2000', **Weapon:** Laser Rifle: 6+1d20
Damage. **Armor:** (Scientific), (21) Invulnerability,
with (20) DP's. The armor has flight capabilities of
speeds up to 80 mph.

(Clomphroont), Powers: Same as Fighters. IQ: 130,
MHP: 18.

T-REX

BPW: 8 tons, BPWD:
12+2d10, IQ: 128, RF: 20,
AG: 20, ST: 34, Init. Mod.:
+1, HP: 40, MHP: 18, Att.
Rat.: 5, Def. Rat.: 5, LV: 8,
PT: 296

Powers: **Weapon:** Laser
Cannon: 10+2d12 Damage.



VELOCIRAPTORS

RF: 22, Init. Mod.: +1, AG: 24, ST: 18, HP: 18, MHP:
10, Att. Rat.: 4, Def. Rat.: 5, Damage: 7+1d8 Bite, LV:
2, PT: 83

Powers: **Super Speed:** Can run up to 45 mph.

ZAAM-PHIIRE

BPW: 150 lb., BPWD: 1+1d6, IQ: 118, RF: 20, AG:
16, ST: 18, Init. Mod.: +1, HP: 17, MHP: 30, Att.
Mod.: 4, M. Att. Rat.: 5, Def. Mod.: 4, LV: 5, PT: 313

Powers: **Illusions:** (Mental), range 200', **Hypnotism,**
Extra Limbs: (Bat Wings), Flight: 65 mph.,
Vampirism: (Classic), can drain 5+1d10 HP's/round.

ZAAM-PHIIRE'S DEMONS

BPW: 225, BPWD: 3+1d6, IQ: 79, RF: 18, AG: 18,
ST: 22, Init. Mod.: +1, HP: 19, MHP: 13, Att. Rat.: 3,
Def. Rat.: 4, LV: 2, PT: 81

Powers: **Body Weaponry:** (Claws), BPWD+1d6,
Heightened Senses: Infra Vision, 2000' range.



VILLAINS

HELLFIRE

Bench Press Weight: 400 lbs.
 IQ: 98 Damage: 5+1d8
 Reflexes: 16 Init. Mod.: +1
 Agility: 18 Weight: 170
 Stamina: 24 Healing Factor: 3

HP: 23 MHP: 15 Move: 1,003'
 Level: 3 Point Total: 287

Attack Rating: 3
 Mental Attack Rating: 1
 Defense Rating: 4

Powers:

Fire Blast: 12+2d10 damage, range: 400'. Can affect a 10'x10' area.

Fire Powers: (Flame Aura), 16 points damage.

Absorption: Hellfire is able to absorb up to (60) points of Radiation without taking damage.

Invulnerability: Due to Hellfires radiation hardened body he is able to resist up to (6) HP's / round.

Weakness: Hellfire must absorb Radiation in order to survive.



HELLHEART

Bench Press Weight: 400 lbs.
 IQ: 130 Damage: 5+1d8
 Reflexes: 20 Init. Mod.: +1
 Agility: 21 Weight: 170
 Stamina: 24 Healing Factor: 3

HP: 24 MHP: 18 Move: 1,003'
 Level: 3 Point Total: 626

Attack Rating: 4
 Mental Attack Rating: 1
 Defense Rating: 4

Powers:

Flight: 150 mph. 60 degree turns.

Magic Blast: 15+2d10 damage. range: 1000'.

Absorption: Hellheart can absorb up to (200) HP's of Radiation damage and add it to his Magic Blast or Energy Matter Power or use it to heal himself.

Energy Matter: The objects created may have up to a maximum of (20) DP's, and a (20) Invulnerability. Up to 10 tons may be lifted. Range: 1000'.

Body Weaponry: (Claws): BPWD+1d6 damage.

Invulnerability: Due to Hellhearts tuff radiation harden body he is able to resist up to (6) HP's/ round.

Weakness: Hellheart must absorb radiation through his heart stone in order to survive.

LEPER

Bench Press Weight: 450 lbs.
IQ: 102 Damage: 5+1d8
Reflexes: 15 Init. Mod.: Nil
Agility: 24 Weight: 250
Stamina: 24 Healing Factor: 3

HP: 23 MHP: 15 Move: 1,003'
Level: 3 Point Total: 382

Attack Rating: 4
Mental Attack Rating: 1
Defense Rating: 5

Powers:

A armor: Leper wears a hard plastics costume that has a (14) Invulnerability, and (20) DP's.

Transmutation: Leper is able to transmute metals into weapons. The duration of the change is as long as he is conscious. The weapons may be changed into complex weapons. Some examples are listed below under the weapons power.

Weapons: Plasma Laser Rifle: 15+2d10 points of damage.

Absorption: Leper is able to absorb up to (60) points of radiation damage.

Body Weaponry: Leper can grow spikes as hard as metal from his body up to 1' long. Damage: BPWD+1d6.

Weakness: Leper must absorb radiation to survive.



REM

Bench Press Weight: 150 lbs.
IQ: 118 Damage: 1+1d6
Reflexes: 22 Init. Mod.: +1
Agility: 15 Weight: 127
Stamina: 24 Healing Factor: 3

HP: 20 MHP: 31 Move: 1,003'
Level: 3 Point Total: 428

Attack Rating: 3
Mental Attack Rating: 7
Defense Rating: 3

Powers:

Illusions: (Mental), can be used on Psionic characters. Range: 1000'

Telepathic Probe: Can be used at a range. Range: 1000'. This ability is used to discover the persons worst fears to be used with Rem's Illusion power.

Absorption: Rem is able to absorb up to (60) points of Radiation damage.

Flight: Up to 100 mph., and can turn at 60 degree angles.

Telepathic Mental Hit Points: +15 MHP's.

Weakness: Rem must absorb Radiation to survive.

VOID

Bench Press Weight: 2.1 tons
IQ: 95 Damage: 12+2d8
Reflexes: 12 Init. Mod.: Nil
Agility: 20 Weight: 480 lbs.
Stamina: 31 Healing Factor: 3

HP: 30 MHP: 15 Move: 1,065'
Level: 3 Point Total: 313

Attack Rating: 5
Mental Attack Rating: 1
Defense Rating: 3

Powers:

Invulnerability: Due to Voids radiation hardened skin Void can ignore (22) HP's of damage per attack.

Weapon: Plasma Rifle: 12+2d10 damage.

Absorption: Void is able to absorb up to (60)HP's of damage.

Training: Void has trained in Combat, and receives +2 to his Attack Rating.

Weakness: Void must absorb radiation to survive.



THE DRAGON

Bench Press Weight: 20 tons
IQ: 132 Damage: 15+3d8
Reflexes: 28 Init. Mod.: +2
Agility: 28 Weight: 20 tons (190 human)
Stamina: 43 Healing Factor: 5

HP: 80 MHP: 25 Move: 1,170
Level: 8 Point Total: 864

Attack Rating: 7
Mental Attack Rating: 1
Defense Rating: 7

Powers:

Identity Transformation: He is able to change from human to dragon form, and retains his powers in both forms. The Dragon receives +36 HP's and +6 MHP's.

Flight: 250 mph., 60 degree turns.

Fire Blast: (Magic), Ignores (10)HP's of Invulnerability, and inflicts 15+3d8 points of damage. Can affect a 10'x10' area.

Invulnerability: (15) HP's.

Psionic Shield: Mental Invulnerability, can resist up to (15) MHP's per attack.

Magic Spells: The Dragon is able to cast various spells relating to and affecting radiation, such as a shower of radiation inflicting 20 HP's of damage, Telepathically communicating to other radiation infected creatures, etc.

Absorption: The Dragon is able to absorb up to (100) points of radiation damage.

HEROES



ARMOR

Bench Press Weight: 400 lbs.
 IQ: 121 Damage: 5+1d8
 Reflexes: 31 Init. Mod.: +3
 Agility: 35 Weight: 150
 Stamina: 28 Healing Factor: 3

HP: 29 MHP: 17 Move: 1038'
 Level: 4 Point Total: 337

Attack Rating: 7 (10 See Below)
 Mental Attack Rating: 1
 Defense Rating: 7 (10 See Below)

Powers:

Armor: (Scientific), (15) Invulnerability, and (20) DP's. The Weapons listed below are attached to and are a part of his armor.

Acrobatics: Can fall 30', Moving Vehicles: 40 mph., Base Att. Rat.: 2, Def. Rat.: 4.

Martial Arts: Base Att. Rat.: 4, Roll with blows for (10 HP's).

Weapons: Throwing Stars: BPWD+1d4
 (2) Swords: BPWD+1d12, 2 Steel Claws: BPWD+1d8,
 Bow & Arrows: 5+1d12 (Has Grapple Line Function).

Climbing: (Skill).

Thievery: Pick Locks, Security Systems.

Tracking: (Skill)

Training: Strategy and Combat tactics: This skill grants Armor a +4 Initiative Bonus.



GYMCRACK (Deep Blue Mage)

Bench Press Weight: 135 lbs.
 IQ: 138 Damage: 1+1d6
 Reflexes: 39 Init. Mod.: +4
 Agility: 12 Weight: 165
 Stamina: 13 Healing Factor: 1

HP: 18 MHP: 21 Move: 906'
 Level: 3 Point Total: 837

Attack Rating: 3
 Mental Attack Rating: 1
 Defense Rating: 5

Powers:

Weapon: Eye: The eye is used to channel his magic, without it he cannot use his powers. The eye is worn on his belt. Damage inflicted to the eye will harm him.

Magic Blast: 2000' Range, 12+2d10 Damage, ignores Physical Invulnerability.

Magic Shield: (30) Invulnerability, Can protect against Physical, Energy, or Magic Attacks. Can be formed into a sphere.

Flight: (Magic), 100 mph., 45 degree turns.

Energy Matter: (Magic), 30' Volume, (20) Inv., (26) DP's. Range: 2000', Can lift up to 30 tons.

Magic Spell: Is able to dispel magic with a (30) Attack Strength.

Magic Spell: Can create a transparent duplicate of himself that he can communicate and see through. It cannot attack, but can fly.

Mind Rapport: Gymcrack is Telepathically linked to the other Hybrids. Range: Cosmic.

Weakness: Will passout if powers are pushed past max.



HIGHPERION

Bench Press Weight : 3 Tons
 IQ: 120 Damage: 12+2d8
 Reflexes: 18 Init. Mod.: +1
 Agility: 18 Weight: 1500
 Stamina: 24 Healing Factor: 3

HP: 25 MHP: 16 Move: 1003'
 Level: 3 Point Total : 549

Attack Rating: 3
 Mental Attack Rating: 1
 Defense Rating: 4

Powers:

Invulnerability: (32)

Gliding: Indefinite range when used with Gravity Control.

Absorption: Solar Energy. (45) points may be absorbed at a time, and redirected as an Energy Attack. The sun's rays may also be absorbed at (5) points of natural absorption per day. This is not cumulative.

Gravity Control: Light and Heavy. An object's weight may be increased or decreased by 2000 lbs. in a 10' area.

Mind Rapport: Highperion is Telepathically linked to the other Hybrids. Range: Cosmic.



MEGALITH

Bench Press Weight: 675 lbs. (2.5 Tons)
 IQ: 120 Damage: 7+1d8 (12+2d8)
 Reflexes: 22 Init. Mod.: +1
 Agility: 29 Weight: 237 lbs.
 Stamina: 39 Healing Factor: 4

HP: 37 (38) MHP: 16 Move: 1,135'
 Level: 5 Point Total: 403

Attack Rating: 6 (8 Martial Arts)
 Mental Attack Rating: 1
 Defense Rating: 5 (7 Acrobatics)

Powers:

Special Power: The Mind, Body Link. Above Statistics in parenthesis are used when this power is in effect. Power may be used at will, and takes a Free Action to activate. Megalith is able to perform the following powers through this ability:

Healing: Self. (30) points may be healed. It takes 5 rounds to perform, and may be used even when unconscious.

Jumping: (Limited form of flying) 1 Mile distance.

Density Increase and Decrease: (Harden Skin) (10) points Invulnerability, Can increase weight by (x6). Can decrease weight to any increment not including weightlessness.

Acrobatics: Att. Rat.: 2, Defense Rat.: 3, May fall from moving vehicles at 40 mph., and from heights of 50', and sustain no damage.

Martial Arts: Att Rat.: 3



MITE

Bench Press Weight: 500 lbs.
 IQ: 105 Damage: 7+1d8
 Reflexes: 32 Init. Mod.: +3
 Agility: 32 Weight: 125
 Stamina: 29 Healing Factor: 3

HP: 28 MHP: 15 Move: 1,047'
 Level: 3 Point Total: 541

Attack Rating: 6 (8 Training)
 Mental Attack Rating: 1
 Defense Rating: 6

Powers:

Armor: (Organic), (25) Invulnerability, (28) DP's.
Extra Limbs: 6 Extra Arms, 3 on each side of Mite. They grant Mite one extra attack per round. Damage: BPWD+1d8. They also grant the power of *CLimbing*.
Heightened Senses: Night Vision: 2000' range. Infra Vision: 400' range., Wide Angle Vision.
Weapons: 2 Thorn Knives. BPWD+1d10. They are hidden under her armor when not used.
Jumping: 50' Distance.
Training: (Combat), Att. Rat. 3
Tracking: skill
Mind Rapport: Mite is Telepathically linked with the other Hybrids, Range: Cosmic.



MS. MYSTIC

Bench Press Weight: 10 Tons
 IQ: 128 Damage: 15+2d10
 Reflexes: 18 Init. Mod.: +1
 Agility: 20 Weight: 120
 Stamina: 21 Healing Factor: 2

HP: 21 MHP: 18 Move: 977'
 Level: 6 Point Cost: 724

Attack Rating: 5
 Mental Attack Rating: 1
 Defense Rating: 4

Powers:

Flight: 300 mph. 90 degree turns.
Energy Attack: (Magic), The energy manifests itself in the form of a sword. Damage: 15+3d8, Range: 1000'. The sword will disappear after 2 rounds once out of Ms. Mystics hands. May use sword as a defense.
Intangibility: (Dimensional), may turn others intangible also.
Dimension Travel: (Dimensional). May be used on others.
Cosmic Awareness: (Special Senses), Is controllable.
Empathy: (Form of Cosmic Awareness), 1000' range.
Absorption: (Energy), May absorb up to (40) points of energy and use it heal herself up to 20 points, per wound.



SILVER STREAK

Bench Press Weight: 225 lbs.
 IQ: 108 Damage: 3+1d6
 Reflexes: 22 Init. Mod.: +1
 Agility: 30 Weight: 160
 Stamina: 25 Healing Factor: 3

HP: 24 MHP: 15 Move: 1,012'
 Level: 4 Point Cost: 545

Attack Rating: 5
 Mental Attack Rating: 1
 Defense Rating: 6

Powers:

Absorption: (Energy), Up to (100) points may be absorbed and redirected as an attack. Any type of energy may be absorbed including sonics.

Energy Attack: 2000' range., 15+3d8 Damage. Variable energy types may be used.

Magnetic Powers: Up to 4 tons may be lifted, 1000' range. Damage: 12+2d8.

Super Speed: Can run at speeds up to 60 mph.

Light Burst



URTH

Bench Press Weight: 11 tons
 IQ: 108 Damage: 15+2d10
 Reflexes: 16 Init. Mod.: +1
 Agility: 25 Weight: Variable, (210 Human)
 Stamina: 43 Healing Factor: 5

HP: 41 MHP: 15 Move: 1,170'
 Level: 4 Point Total: 719

Attack Rating: 5
 Mental Attack Rating: 1
 Defense Rating: 5

Powers:

Identity Transformation: Urth is able to change from human form into his elemental form.

Earth Powers: (Control), Up to 100 tons of rock and earth may be controlled. Range: 1000'. Damage: 18+6d10 Max., The maximum damage may only be inflicted if the maximum amount of earth is manipulated.

Flight: 100 mph., 60 degree turns.

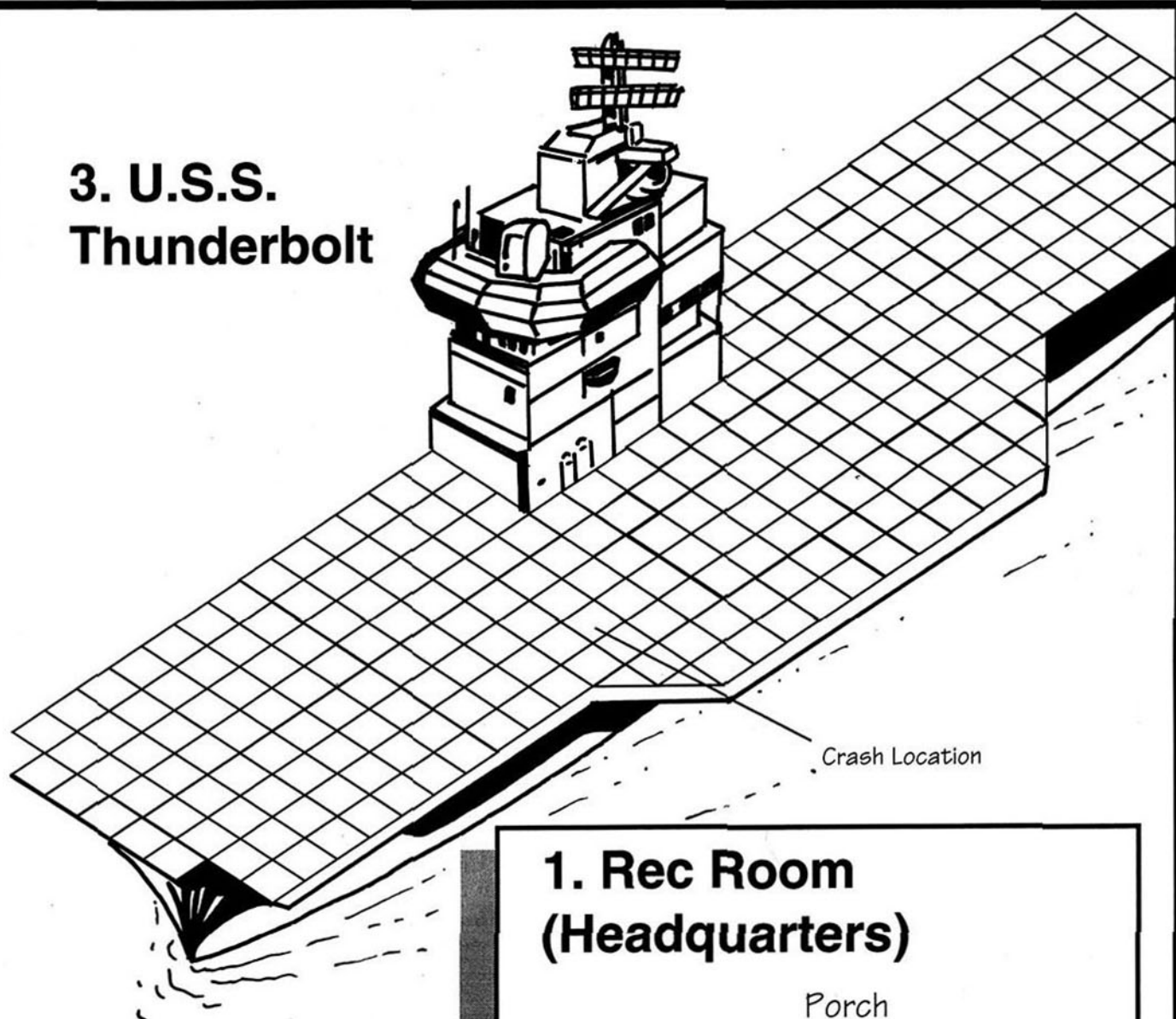
Tunnel: Can tunnel through rock. The earth simply moves out of Urth's way when he tunnels through the ground.

Chemical Power: The outer part of Urth's body is made of living stone, thus granting him an (18) invulnerability, and increased weight up to 1 ton.

Cosmic Awareness: (with the earth), knows what is happening to the earth. He feels its damage, if someone is travelling through it towards him, etc.

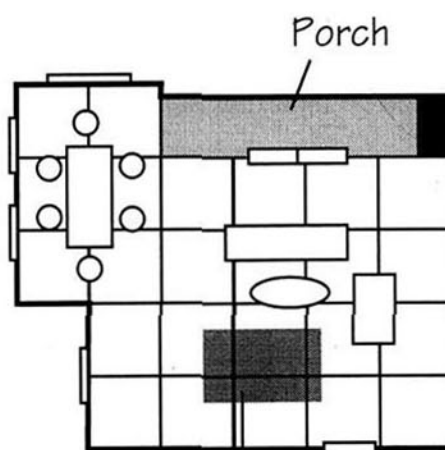
Weakness: Urth is half strength when off the planet.

3. U.S.S. Thunderbolt



1 Square = 20 Feet

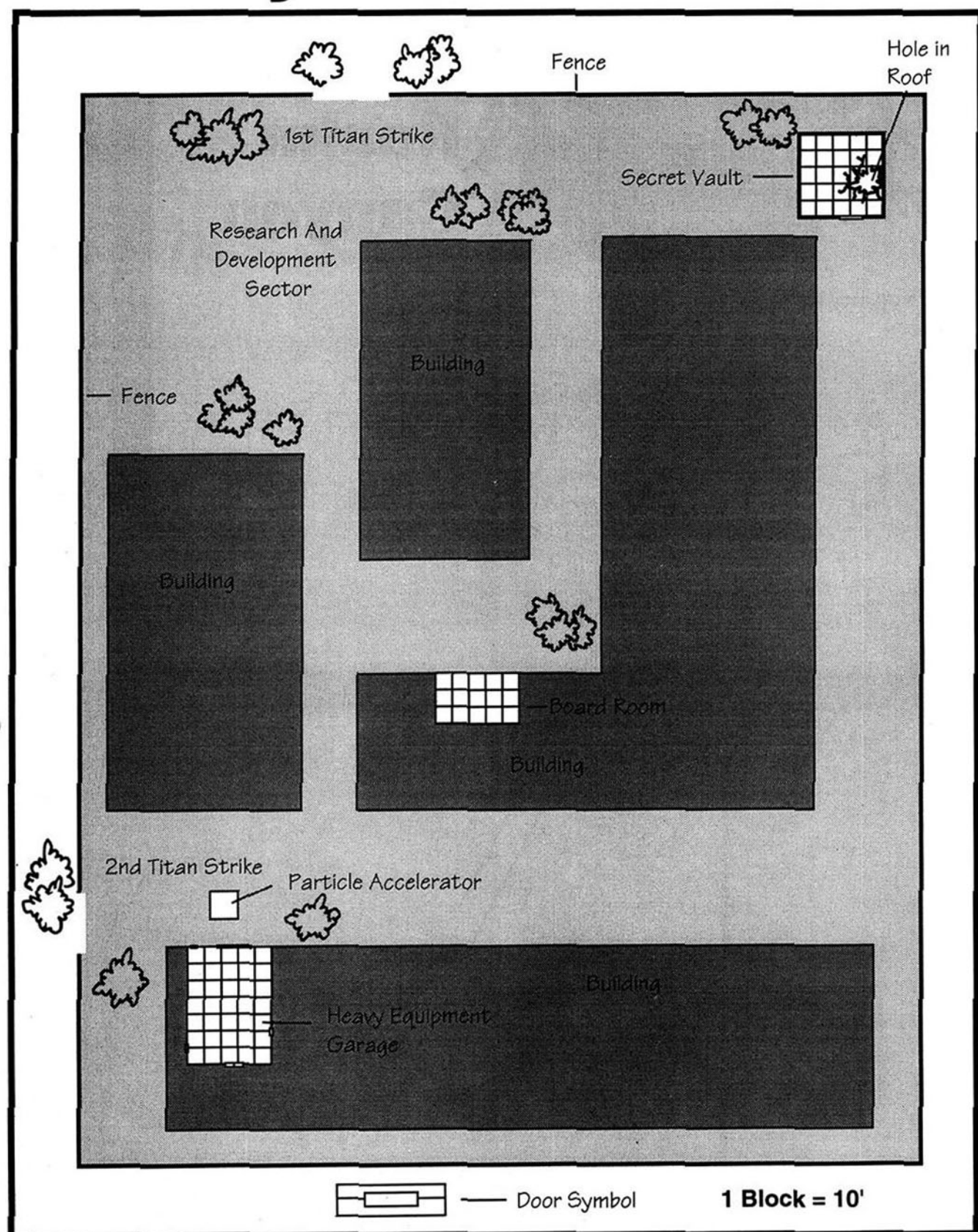
1. Rec Room (Headquarters)



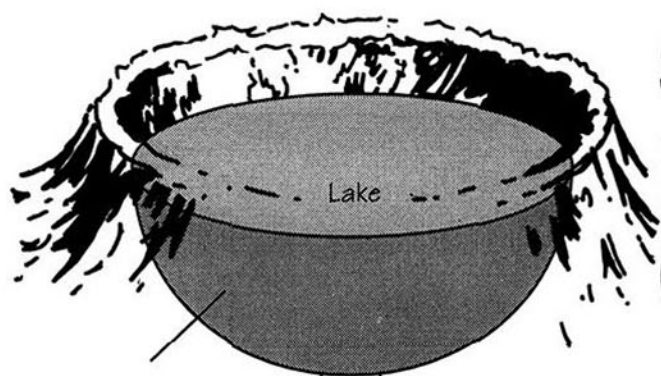
Sky light

1 Square = 10 Feet

Majurac Industries



Spirit Realm Canyon



Lake

200 Feet of Water

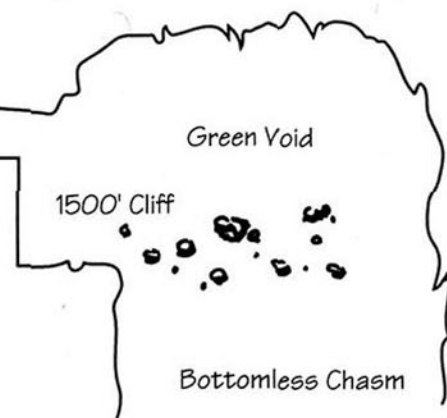
2 Miles Down

Zaam-Phiire's Attack



5 Miles Down

Spirit Realm

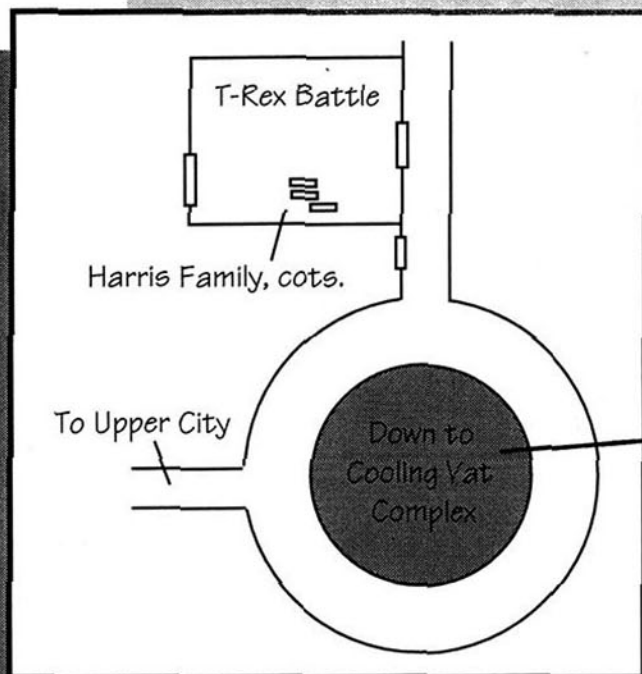


Green Void

1500' Cliff

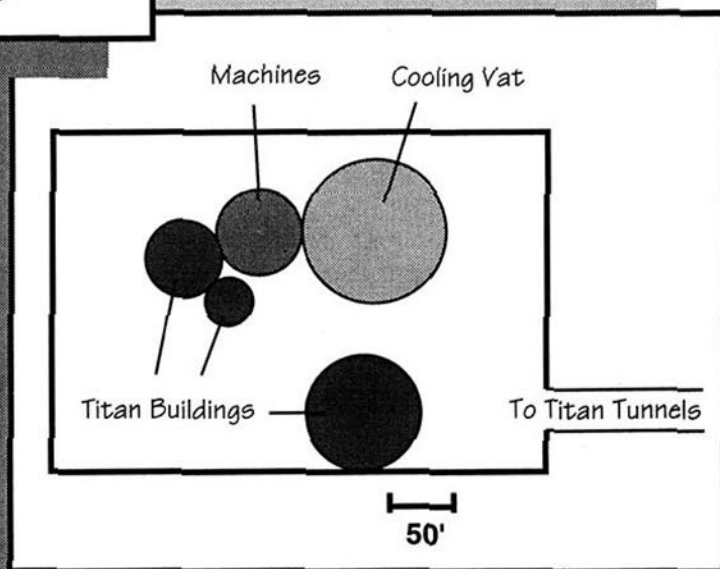
Bottomless Chasm

Refrigeration Core

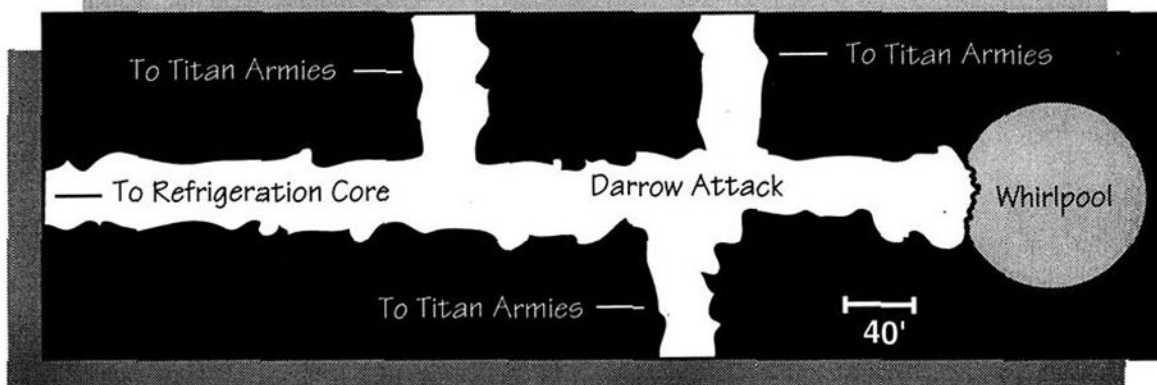


Gabriel Conde

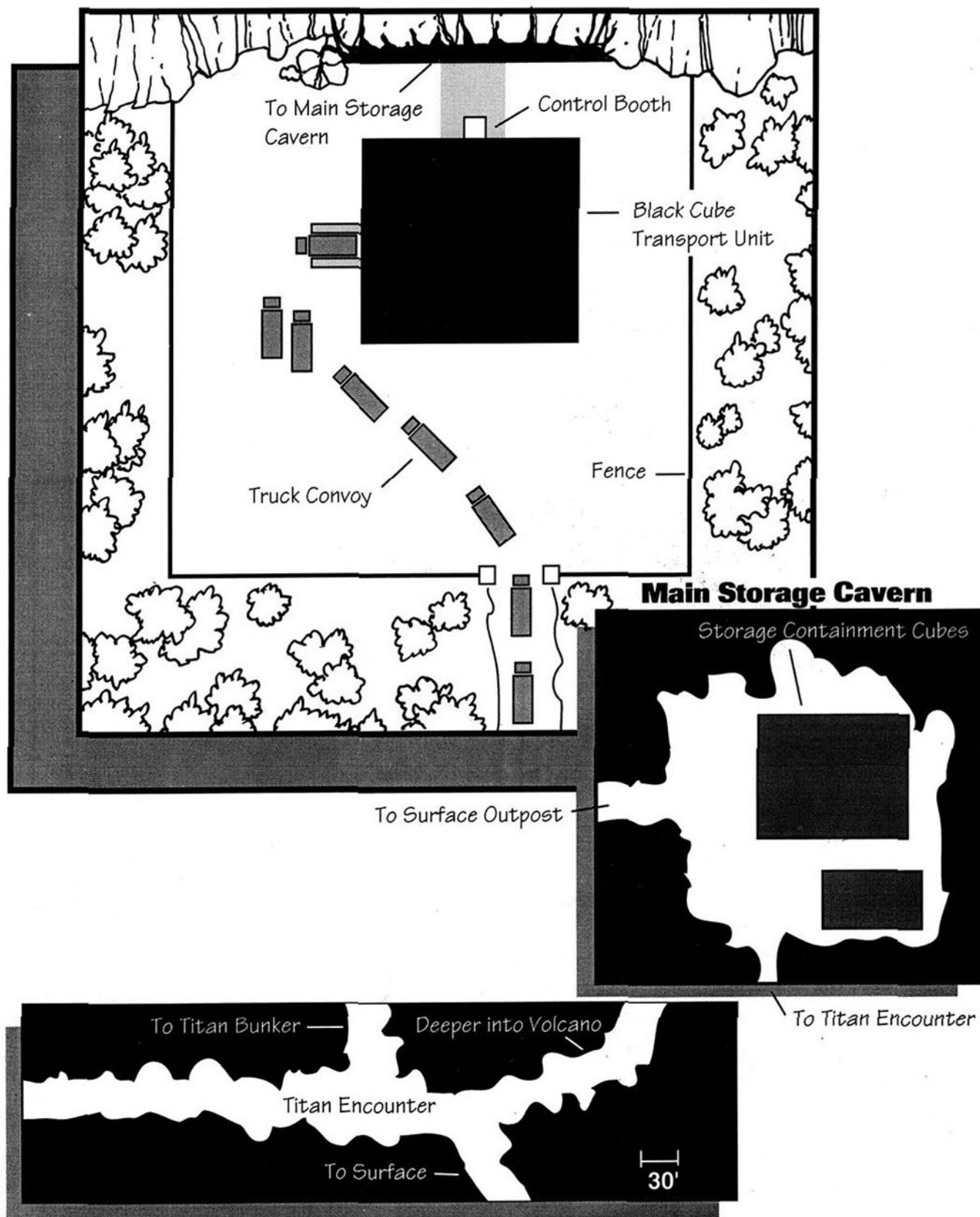
Cooling Vat Complex



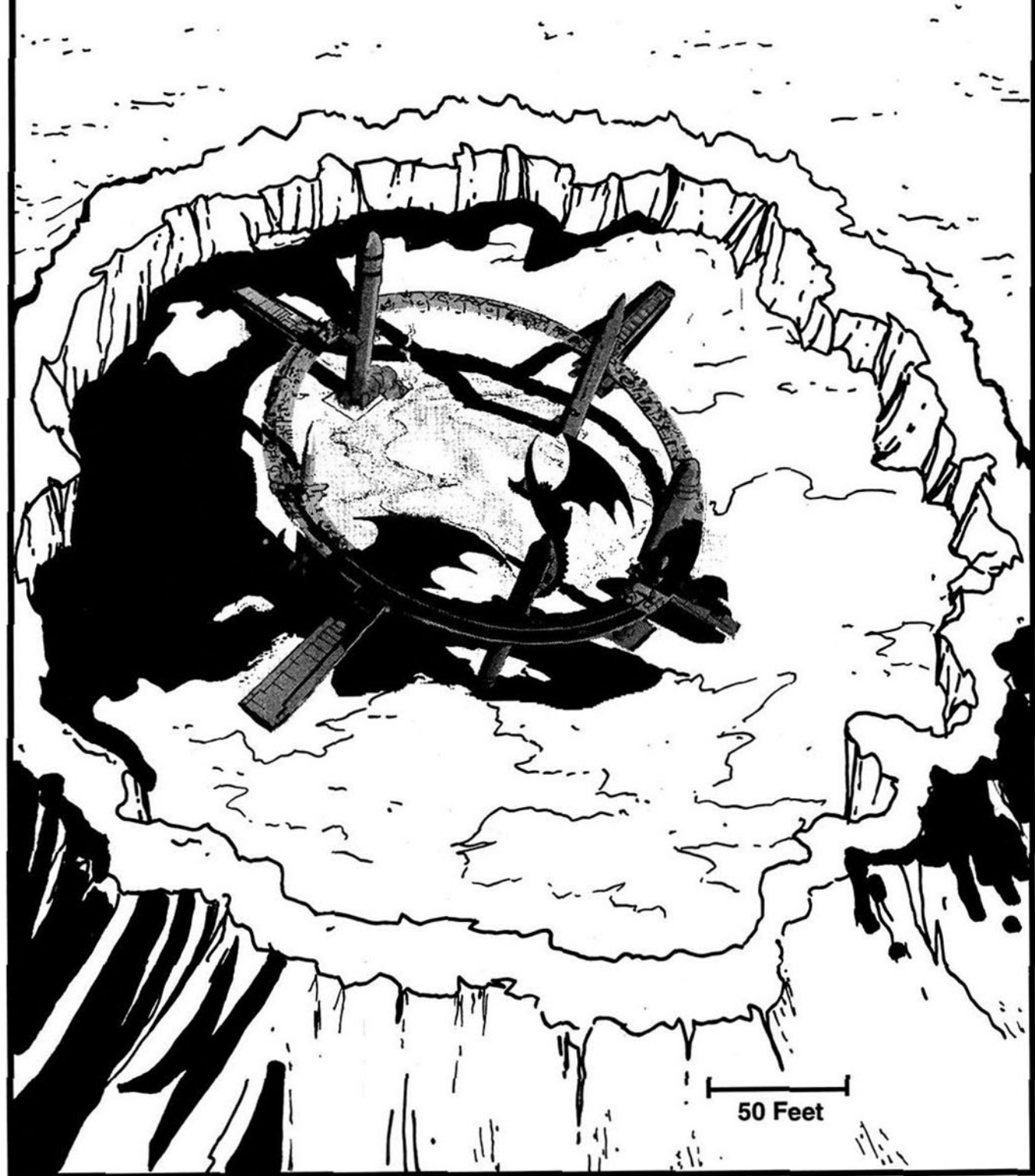
Titan Underground Complex Tunnels



Mountain Compound



Mt. St. Helen's Crater



s Box

TOP 10 GAMES

RANK	Qty/Retail		Price	Pub
1	1	Heroes & Heroines Rule Guide	19.95	EXC
2	2	Maxx Adventure Supplement	14.95	EXC
3	3	Deathwatch 2000 Adv. Supplement	14.95	EXC
4	18	Deck Master-Mag.: The Gat. Bst. Pk	2.45	WIZ
5	5	Protectors/Ex-Mutants Adv. Supp.	14.95	EXC
6	4	Star Wars Movie Tril. Sourcebook	25.00	WES
7	8	Deck Master-Magic: The Gath. Dk	7.95	WIZ
8	7	Dwarven King. of Krynn (#1086D)	20.00	TSR
9	12	Elves Of Athas (#2423)	10.95	TSR
10	17	Mage (#4000)	25.00	WHI

Heroes & Heroines placed #1, 2, 3, & 5 on the Top 10 Games Chart!*

* As Seen in Diamond Dialogue Magazine.



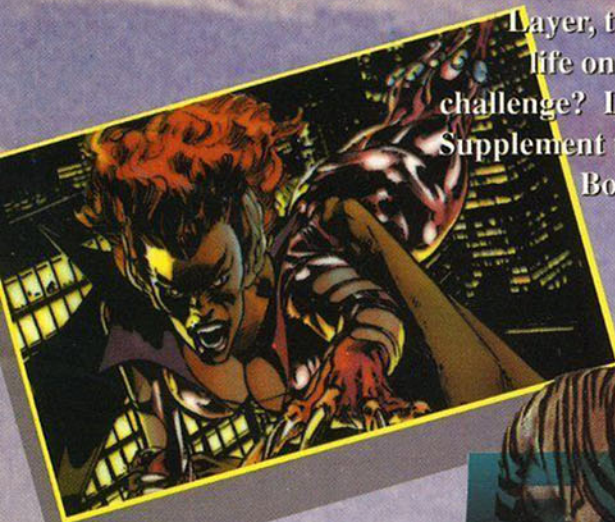
No need to buy single or no licensed Comic Book Role Playing Games anymore! This one has it all with close to life statistics and over 230 powers to choose from!

It's the first Comic Book Role Playing game that allows you to choose from more than one Comic Universe!

HEROES & HEROINES



All life on earth will be destroyed by the year 2000, or maybe sooner! You and your fellow Heroes are the only ones who stand a chance to defeat the Dragon and the Hellbenders mad scheme to destroy the Earth's Ozone Layer, thus eliminating all natural life on earth! Are you up for the challenge? DeathWatch 2000 is an Adventure Supplement for the Heroes & Heroines Comic Book Role Playing Game.



EXL 3015