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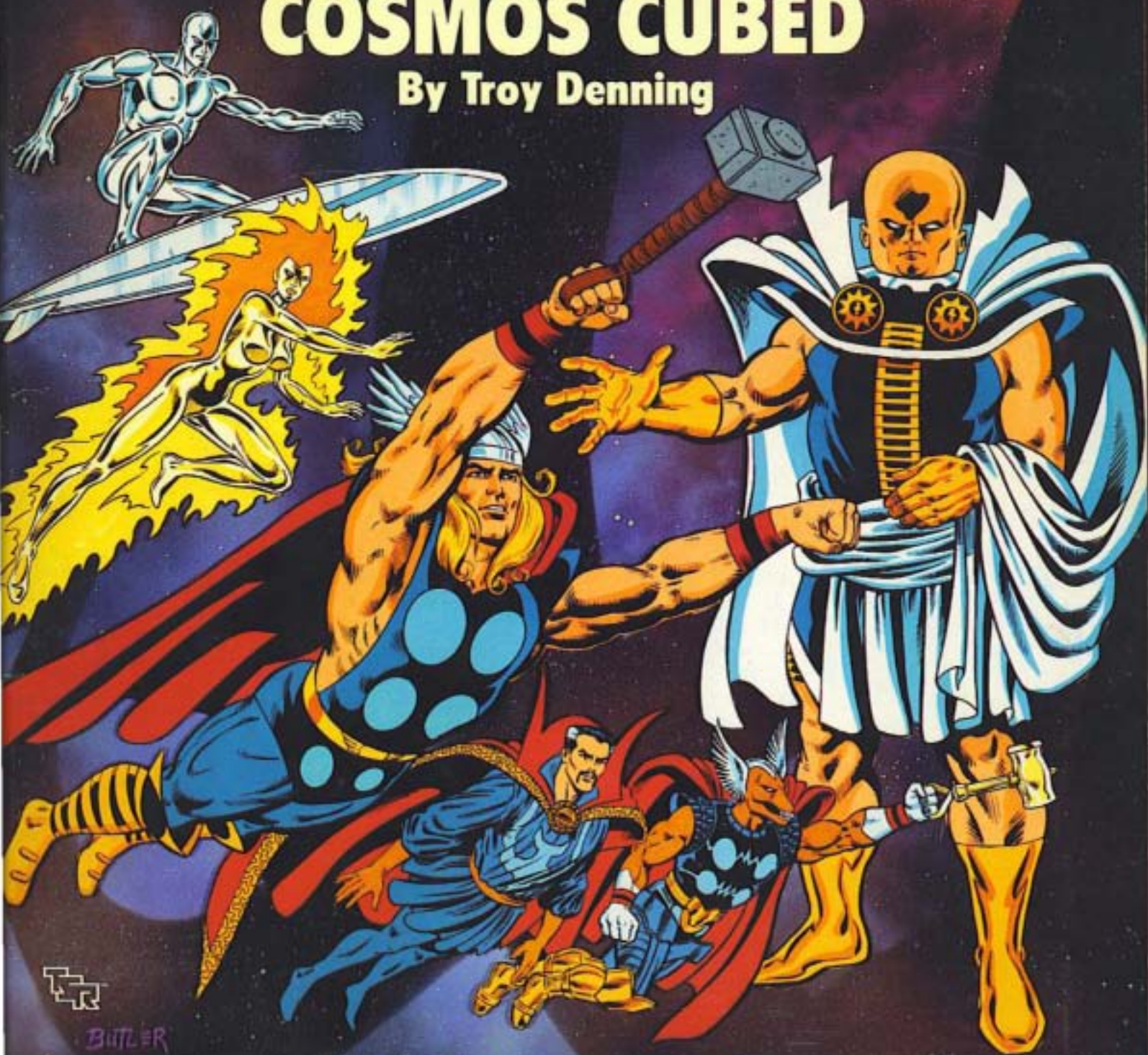
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MARVEL SUPERHEROES™

Official Advanced Game Accessory

COSMOS CUBED

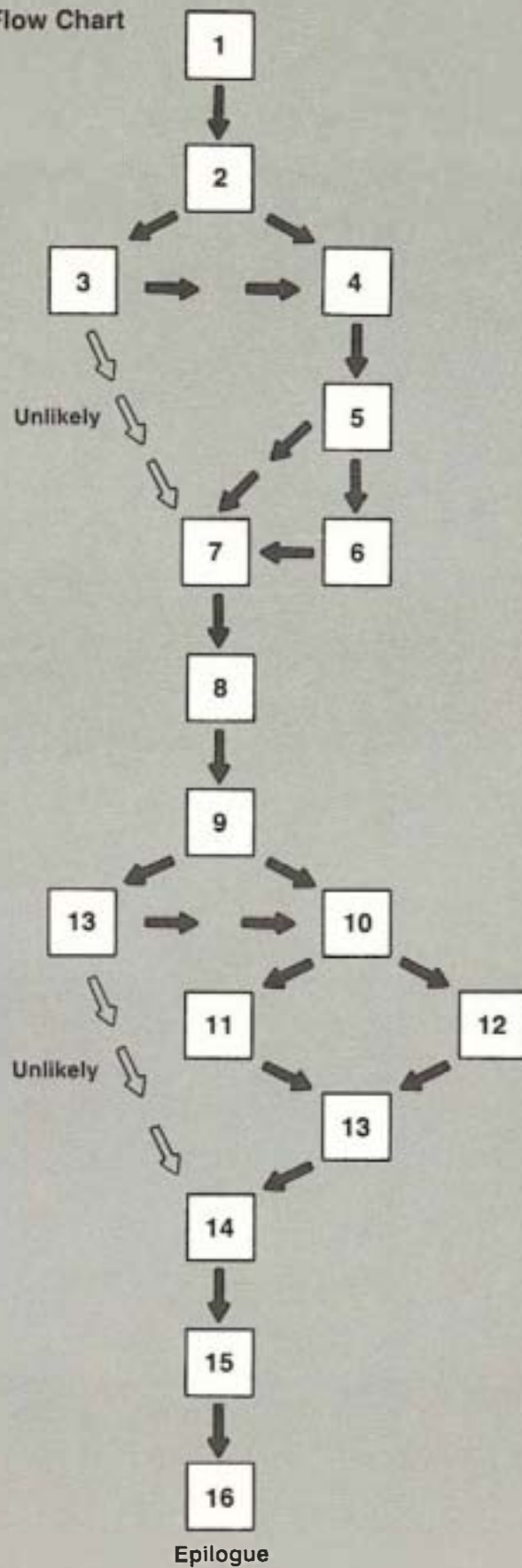
By Troy Denning



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Encounter Flow Chart



MARVEL SUPER HEROES™

Official Game Adventure

Cosmos Cubed

By Troy Denning

Adventure Book

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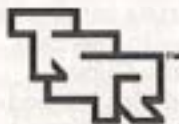
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Flowchart	Inside Front Cover
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Attilan City Map	Map Sheet
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Design: Troy Denning
Editing: Mike Breault
Cover Illustration: Jeff Butler
Interior Illustrations: John Statema

Maps: Stephen D. Sullivan
Special Thanks: Jeff Grubb
Playtesting: Stephen D. Sullivan, Ed Sollers,
Bill Willingham, David Cook



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TSR, Inc.
POB 756
Lake Geneva,
WI 53147 U.S.A.

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INTRODUCTION

The tiniest things determine our destinies. A man lusts after a woman; to win her heart, he leads a nation into war. A cow kicks a kerosene lantern; a city burns to the ground. An electronic relay malfunctions; a panicked soldier incinerates a world. You know the story.

At this very moment, representatives of two short-lived and ultimately unimportant races battle over possession of a baseball-sized cube. The fate of the universe hangs in the balance.

Cosmos Cubed is a story of madness, a story of powerlust so great that the actors in this cosmic drama could destroy the universe. Despite its epic implications, the production is staged on a small scale. The decisive action occurs on the moon of an insignificant world, no more than a dust-grain in the vast desert we call the universe.

Our heroes, your players, are all that stand between the universe and total oblivion. At their disposal, they have their own resources and the cryptic advice of a meddling Watcher. Against them stand warriors of two star-faring races—and 11 of the oldest, most cunning beings ever to live: the Elders of the Universe.

Cosmos Cubed is a role-playing adventure for the MARVEL SUPER HEROES™ Game. It contains the following:

- one 16-page Resource Book, describing the major non-player characters of the adventure;
- one 32-page Adventure Book, describing player characters, minor non-player characters, and encounters;
- one double-sided, four-color, full-size map of Attilan, where most of the action occurs;
- a flowchart to help track the players' progress (inside front cover);
- and a summary of the pregenerated heroes, for reference during play (inside back cover).

As Judge, review these components carefully. Running a cosmic-level adventure requires a thorough familiarity with the characters, story

plot, and adventure setting. After reading the Resource Book, keep it handy during play; refer to it when you need statistics for non-player characters.

On one side of the map sheet is a general map of Attilan; show this to the players when they explore the city. On the other side are some city sections; these are divided into areas to facilitate play during encounters. *Do not show any map section to the players until they reach the encounter requiring that section. When using a section, fold the map so that sections not in use remain hidden.*

The pregenerated hero summary on the back cover provides a ready reference for consultation during play. If the players do not use pregenerated heroes, create a similar reference sheet for their heroes.

Judge's Summary

Review this summary of the plot before beginning the adventure. It provides an overview of the non-player characters' motivations, how they react to the heroes, and the adventure plot.

Background. The Kree and the Skrull have been fighting an intergalactic war for millions of years (see Resource Book). Recently, in Silver Surfer #1-10, both empires suffered serious setbacks to their security. Fearing the other side would exploit the new weaknesses, both races have taken protective measures. This adventure concerns one of the Kree measures—the creation of a new Cosmic Cube.

Skrull spies soon learned of the Cube's creation. They decided to seize it when the Kree moved it from the remote laboratory where it was created to a more central location in their empire. The Skrulls set pickets throughout our galaxy to intercept the courier carrying the Cube.

The Possessor had also learned of the Kree Cube. When he informed the other Elders of its existence, the Astronomer suggested using the Cube's reality-altering abilities to destroy their old enemy, Galactus.

The Grandmaster proposed a simple plan for recovering the Cube without alerting Galactus. Predicting that the Kree courier ship would pass near Earth, the Elders went to intercept it. Their plan was simple: move Ego to within a thousand miles of the ship, then surreptitiously force it to crash-land.

As predicted, the Kree ship appeared near Earth. Unfortunately for the Elders, a Skrull picket intercepted the courier ship and followed it down to Ego's surface.

Another complication arose. Curious about the rogue planet, the Watcher Uatu investigated its appearance. He discovered the Kree-Skrull conflict and the reason behind it. He remained ignorant of the Elders' involvement, however. Because he saw great danger in leaving a Cosmic Cube with either the Kree or the Skrull, he summoned a group of heroes to recover it. The adventure begins here.

The Elders' Diversion. Not wishing to overtly violate his racial vow of non-interference, Uatu sends the heroes to investigate "a serious matter" nearby. The heroes discover a rogue planet in the same orbit as Earth. Their arrival causes another kink in the Grandmaster's plan; they can easily seize the Cube if they learn of its existence.

The Grandmaster persuades Ego to create a fictional society to keep the heroes occupied while the Kree and Skrulls kill each other. Of course, the heroes cannot be detained for long. They soon discover the Cube. Not long afterward, they get involved in a battle between the Skrulls and the Kree. During the battle, a Kree defender uses the Cube to curse the heroes. Their powers and attributes drain away as the adventure continues.

The Cosmic Cube's Secret Defense. No matter who wins the battle, nobody gets the Cube. The Kree scientists installed a special defense in this Cube. The first time a non-Kree touches the Cube, it teleports to the highest-ranking Kree in the nearest Kree city. The nearest

Kree city happens to be the long-abandoned Blue City of the Moon. Unfortunately for the Kree, Attilan rests upon this site today.

The Cube teleports to Sentry 9168. Sentry 9168, having never encountered anything like the Cosmic Cube, takes it to some-time Kree ally, Maximus. Maximus quickly identifies the Cube for what it is, and uses it to restore his Mental Domination powers.

Realizing it made a mistake by bringing the Cube to Maximus, the Sentry seizes it back and flees. After sending a message to its masters, the Sentry goes into hiding.

The Grandmaster's Second Plan. In the meantime, the Possessor quickly determines what happened to the Cube. Although it would be a simple matter for the Elders to search Attilan themselves, this would undoubtedly attract Galactus's attention. Instead, the Grandmaster develops a plan to trick the heroes into finding the Cube for him.

The Grandmaster summons the heroes to a meeting in which the Trader is impersonating Uatu. The Grandmaster explains that both he and Uatu wish to "safeguard" the Cube. In order to resolve the matter without destroying Earth's solar system, they have agreed to a contest by proxy. The heroes will represent Uatu, and the Inhuman Royal Family will represent the Elders. The first group to recover the Cube, which is hidden somewhere in Attilan, wins the contest.

The Hunt Begins. Upon arriving in Attilan, the heroes learn of a disturbance in the prison. There, they discover a badly shaken Maximus. Maximus claims a Cube-bearing robot attacked him—it intended to repopulate the galaxy with mechanons. For reasons of his own, Maximus volunteers to help the heroes find the robot.

Maximus's Plan. Whether the heroes accept Maximus's aid or not, he meets them in the sub-city of the Alpha Primitives. He realizes he has little hope of recovering the Cube by himself. He is not physically powerful

enough to defeat the Sentry, and the heroes are not foolish enough to knowingly let him near the Cube. Therefore, he attempts to switch consciousness with a hero, hoping to seize the Cube before anyone realizes what he has done.

After searching the city, the heroes eventually track the Cube to the Pit of the Dead. It is hidden inside a crypt with the Sentry, now disguised as a dead woman.

The Elders Strike. As soon as the Cube is recovered, the Grandmaster and the Uatu imposter appear. If the Cube is not turned over to them, they take it by force and go to the Arena of Judgment. Once there, they summon Galactus, then supercharge the Cube with the Power Primordial.

The heroes must break through the force field surrounding the Arena and stop the Elders from destroying Galactus. When the resulting battle ends, the Cube is depleted of energy and Galactus is nowhere to be seen.

Impossible FEATS

Use the Impossible FEATs optional rule on page 15 of the Player's Book. This rule states that any action involving a FEAT more than one rank above the hero's ability is impossible.

Rollcall

This adventure is designed for the following heroes: Thor, Nova, Silver Surfer, Doctor Strange, Mantis, Gladiator, Firelord, and Beta Ray Bill. Descriptions and statistics for the first four are in the Judge's Book. The other four are included in this booklet.

Updates

As of this writing, two pregenerated heroes require a brief update. The Silver Surfer is no longer confined to Earth. He found a way out in Silver Surfer #1.

As of this writing, Doctor Strange is exploring the dark side of magic and has lost many of his powers. We anticipate he will have returned to the power levels listed in the Judge's Book by the publication of *Cosmos*

Cubed. Should this not prove the case, Uatu restores him to his former power levels, but cannot return the Eye or Orb of Agamotto.

Non-Pregenerated Heroes

This is a cosmic adventure. The characters involved are many times more powerful than heroes in most campaigns. Therefore, Uatu uses his powers to bring under-powered heroes up to par. For each player-generated hero, Uatu will do the following:

1. Raise his highest attribute rank to Uearthly (100).
2. Raise all other powers and attributes an equal number of ranks (use the Standard Rank Number). Powers raised in this manner may not exceed Shift X.
3. Bestow Uearthly flight and Shift Z Life Support on characters not possessing these powers.

Adjust each hero's Health according to his or her new attribute ranks. Do not adjust the hero's Karma level.

If nobody in the party has a Dimensional Travel power, Uatu will bestow this at Amazing rank upon one hero (preferably the weakest). Return the heroes to normal when finished with this series (*Cosmos Cubed*, *Ragnarok and Roll*, and *Left Hand of Eternity*).

MANTIS (Update) Real Name Unrevealed

F 40 In	Health: 116
A 40 In	
S 6 Ty	Karma: 76
E 30 Rm	
R 6 Ty	Resources: Fe (2)
I 20 Ex	
P 50 Am	Popularity: 20

KNOWN POWERS:

Empathy: Amazing. The Priests of Pama trained her to feel the emotions of any living creature. She can now use her empathic abilities to communicate with plant life anywhere in the universe.

Healing: Uearthly. Since becoming

Celestial Madonna, Mantis has learned to instill her life essence into medicinal herbs and poultices to help others heal.

Life Support: Shift Z. Because her body is now composed of mental energy, Mantis can withstand hostile environments for indefinite periods of time.

Plant Control: Unearthly. As Celestial Madonna, Mantis carries the spark of plant life within her body. She may call upon plants anywhere to do her bidding.

Recovery: Amazing. Mantis has complete control of her body. She can use her control to heal herself.

Resistances: Incredible vs. toxins and diseases that affect animal life. She has no special resistance against poisons or diseases that affect plant-life.

Teleportation: Class 1000. As Celestial Madonna, Mantis may transfer her life essence into any plant. Mantis may travel across space by transferring her life essence into a plant on another planet. Although the range of this transfer power is unlimited, she needs several minutes to create a new body.

TALENTS:

Martial Arts A, B, D, E: As part of her rigorous regimen with the Priests of Pama, Mantis studied many forms of Martial Arts.

Resist Domination: Mantis can resist mental attacks.

CONTACTS: Mantis is currently a close friend of the Silver Surfer. She also has strong ties to the Avengers. As Celestial Madonna, Mantis bore the son of the eldest Cotati on Earth, so she has close ties with the tree-like Cotati race. In desperate circumstances, Mantis can probably also call on Shalla Bal, Empress of Zenn La. Shalla Bal is the Silver Surfer's former love, and the empress of his homeworld. Although jealous of Mantis, Shalla Bal would aid her if possible.

BACKGROUND: Mantis is the daughter of Gustav Brandt and Lua. Brandt was a German mercenary fighting in Indochina, and Lua was

the sister of a local gangster named Monsieur Khrull. Khrull, who hates Europeans, did not approve of his sister's marriage and swore he would kill both Brandt and Lua. The couple fled from one village to another until they had Mantis.

When Mantis was born, they stopped fleeing. Khrull tracked them down and killed Lua. Brandt, badly burned and blinded, escaped with his infant daughter. He eventually found refuge with the Priests of Pama, a pacifistic Kree sect that had established a temple on Earth to escape religious persecution. The Priests of Pama raised Mantis, taught her many of the skills she knows today, and gave her the name she still goes by. They also taught Brandt to see despite his blindness. Brandt, however, could not understand their ways and left—to become the criminal known as Libra.

When Mantis turned 18, the Priests sent her to Ho Chi Minh city to learn about humanity. They replaced her memories of their temple with those of an orphan. Within hours, Mantis found employment with her uncle, Monsieur Khrull. Neither Mantis nor Khrull realized they were related, and Khrull forced Mantis to work in one of his bars.

There she met the Swordsman, at this point an alcoholic stooge also employed by Khrull. Sensing his buried nobility, Mantis slowly convinced the Swordsman to rehabilitate himself and lead a productive life.

The Swordsman returned with Mantis to America and rejoined the Avengers. Although not an official member of the Avengers at this time, Mantis proved a valuable ally on many missions. On one of these adventures, the Avengers defeated the Zodiac criminal organization. Shortly after the confrontation, Mantis learned that Libra was her father and that the Priests of Pama had raised her.

The Swordsman died when Kang the Conqueror attacked the Avengers. Kang, a powerful villain from the future, was determined to father the child of the Celestial Madonna,

thereby gaining control of an entire alternate reality through his son. Kang determined that Mantis would become the Celestial Madonna. He revealed this to Mantis and the Avengers when they thwarted his plan.

Finally realizing the true scope of the love she had denied the Swordsman in life, Mantis returned to the temple of the Priests of Pama and buried him in a garden there. (At this point, the temple was deserted; her uncle, Monsieur Khrull, had slaughtered the Priests sometime earlier.)

Mantis returned to the garden much later to encounter Libra. She and her Avenger comrades also found the glowing, reanimated body of the Swordsman. The Swordsman's body explained that in actuality it was the eldest Cotati on Earth. It further explained that it was to become Mantis's husband and the father of her child. It had reanimated the Swordsman's body with part of its life force so that it could mate with Mantis, the Celestial Madonna. Their child would become the Celestial Messiah.

After a brief wedding ceremony, Mantis and the eldest Cotati turned themselves into pure energy and departed Earth. After conceiving the child, Mantis absorbed the spirit of the Cotati and returned to Earth to raise the child in as peaceful an environment as she could provide. After the child matured, Mantis left her peaceful existence to help the Silver Surfer defeat the Elders' plan to destroy Galactus.

GLADIATOR

Shi'ar

F 75 Mn	Health: 725
A 50 Am	
S 100 Un	Karma: 675
E 500 Shift Z	
R 100 Un	Resources: Mn (175)
I 75 Mn	
P 500 Shift Z	Popularity: 15 (100 in the Empire)

KNOWN POWERS:

Invulnerabilities: Unearthly vs. blunt, edged, and energy attacks, Shift Z vs. heat, cold, gas, disease, and most radiation. Gladiator's body armor protects him against most attacks. He is, however, vulnerable to certain unspecified types of radiation.

Life Support: Shift Z. Gladiator's constitution also enables him to withstand the rigors of deep space and hostile environments.

Flight: Class 5000 in space, Shift Z in an atmosphere, Incredible in combat or at low altitudes. Gladiator can fly in space or in a planet's atmosphere. He slows down inside an atmosphere to avoid shockwaves that would damage a planet's surface.

Psychic Reflection: Special. Any character attempting a psionic attack against Gladiator must make a yellow Psyche FEAT roll. Success indicates the attacker has realized the nature of Gladiator's psionic defenses and stopped. Failure means the attack is reflected at the attacker at -1 CS strength.

Heat Beams: Monstrous. Gladiator projects heat beams from his eyes to a range of 10 areas.

Heightened Vision: Amazing. Gladiator's vision is far more acute than that of a normal person. Use his power rank when determining whether or not he can see a distant object.

ITEMS: Gladiator carries an inflatable incarceration bubble that can hold up to six human-sized characters. He uses this portable jail cell to carry criminals, subversives, etc. through space with him. The Material Strength of the bubble is Monstrous.

CONTACTS: Within the Shi'ar Empire, Gladiator has an untold number of friends ranging from high government officials to skilled craftsmen.

BACKGROUND: Gladiator is the Praetor of the Shi'ar Royal Elite Imperial Guard. He has sworn to protect the Shi'ar Empire and obey the personal directives of the empire's majestor or majestrix, no matter who that may be. On several occasions, such as when the mad

Emperor D'ken ordered the Guard to battle the X-men, Gladiator's duty has proven distasteful or morally ambiguous. Some Earth people consider him a tragic figure doomed to follow a destiny he despises.

Gladiator currently serves the majestrix Deathbird, who overthrew her sister Lilandra. Although Gladiator has a great personal loyalty to Lilandra, he serves the usurper Deathbird despite his qualms about her rule.

Reed Richards of the Fantastic Four has theorized that Gladiator's powers are in part psionic. Although the exact nature of his powers remains a mystery, it is more likely that Gladiator uses Shi'ar technology to amplify his natural powers at times.

No matter which theory is correct, many opponents have observed that Gladiator's powers diminish when he loses confidence in himself. This loss may be due to lessening psychic energies, or it may be due to a loss of control over temperamental technology. In either case, it results in a -2 CS to power ranks and a -3 CS to abilities until he regains his confidence.

Gladiator's first contact with Earth came when his Guard attacked the X-Men on the order of the mad majestor D'ken. He again fought the X-Men when the majestrix Lilandra wished to end a potential menace she believed the X-Man Phoenix posed to the universe. Gladiator has also battled the Fantastic Four—under the mistaken belief that they were Skrull agents.

Only a conflict of unimaginable magnitude could cause him to willingly disregard his sworn duty.

FIRELORD

Pyreus Kril

F 75 Mn	Health: 325
A 100 Un	
S 50 Am	Karma: 110
E 100 Un	
R 30 Rm	Resources: Pr (4)
I 50 Am	
P 30 Rm	Popularity: 0



KNOWN POWERS:

Stellar Flame: Class 1000. Firelord uses his Power Cosmic for Flame Generation and Fire Control, placed together here under the general heading "Stellar Flame." His Class 1000 ranking for this power reflects the intensity of the flames he generates—about the same as that of a small star. In most solar systems, and especially inside atmospheres, Firelord restricts his use of Stellar Flame to Unearthly levels to avoid unnecessary destruction. Firelord's flame suffers no effect from water.

Body Armor: Amazing vs. physical attacks. In addition, Firelord may superheat his body so that normal weapons or materials vaporize on contact.

Invulnerabilities: Class 1000. Firelord's body is immune to disease, aging, starvation, vacuum, and heat. Kill results do not affect Firelord, but slams and stuns do. He cannot be slain except by a massive scattering of his molecules.

Flight: Class 1000. Firelord may enter hyperspace at will. Inside atmospheres, Firelord flies at Unearthly speeds.

Life Support: Shift Z. Firelord may survive in a hostile environment for unlimited lengths of time.

Staff: Class 1000 materials. Most often, Firelord chooses to wield his Stellar Flame through his staff, though he is not limited to doing so. Using the staff, he can project fire (or other star-like radiation, such as heat, light, radio waves, or even gravity) up to line-of-sight range at Unearthly rank. He may also use the staff to inflict up to Monstrous damage on a target. The staff is immune to his Stellar Flame.

TALENTS:

Astrogation: As Galactus's former herald, Firelord can travel through the universe as if it was his hometown.

BACKGROUND: Originally the first officer aboard the Xandarian explorer ship Way-Opener, Pyreus Kril assumed command when a mysteri-

ous craft abducted his commander and friend, Gabriel Lan. Kril pursued the mysterious ship across the universe in an attempt to rescue his friend.

Unknown to Kril, the ship belonged to Galactus, who had chosen Gabriel Lan to become his new herald, Air Walker. Air Walker died in battle defending Galactus against a powerful race called the Ovoids. Galactus created a replica Air Walker from Gabriel Lan's life force, but was dissatisfied with it. He returned to Earth in order to summon the Silver Surfer back to active duty, but, after disabling the Air Walker replica, the Silver Surfer refused to aid Galactus.

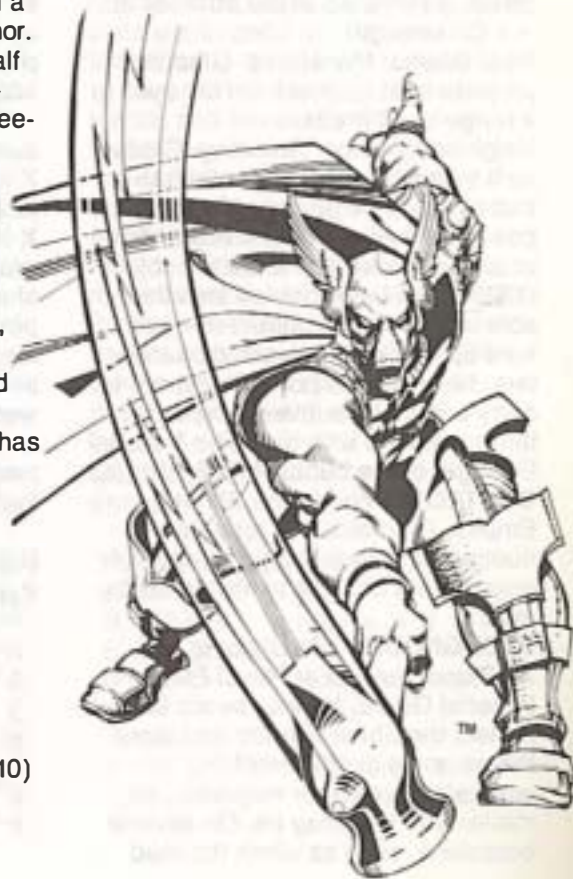
Kril caught up to Galactus shortly after he left Earth. Kril boldly teleported aboard Galactus's ship and demanded the release of his former commander. Galactus, impressed by Kril's determination, offered to inform him of Gabriel Lan's fate if Kril would become his new herald. Kril agreed and Galactus transformed him into Firelord. Galactus sent Firelord on a mission to Earth, where he met Thor. Thor intervened on Firelord's behalf by exchanging the Asgardian construct "Destroyer" for Firelord's freedom. Galactus agreed.

Firelord remained on Earth long enough to take custody of the Air Walker automaton. He buried the remains on an asteroid in Gabriel Lan's home star system. Firelord then returned to his native Xandar, only to find that the space pirate Nebula had destroyed it. He joined forces with Nebula's great uncle Starfox to bring her to justice. He has since returned to Earth several times.

BETA RAY BILL

(English Translation of Name)

F 100 Un	Health: 330
A 30 Rm	
S 100 Un	Karma: 100
E 100 Un	
R 30 Rm	Resources: Gd (10)
I 20 Ex	
P 50 Am	Popularity: 30



KNOWN POWERS:

Body Armor: Excellent. Bill's bio-engineered body provides him with Excellent body armor.

Invulnerability: Class 1000. Bill is immune to all diseases.

Resistance: Shift X. Bill is resistant to all conventional forms of injury (such as wounds resulting from fire, cold, bashing, cutting, electricity, and radiation).

Storm Breaker: Class 1000 material. Bill's hammer, crafted by Odin and the dwarves of Nidavellir, is made of Uru metal. It is similar to Thor's hammer in many other ways:

- **Returning**—The hammer always returns to the thrower's hand and is caught in the same round thrown. Bill can throw the hammer up to 10 areas.
- **Weather Control**—Unearthly. Using Storm Breaker, Bill can call or dispel storms. He can also call lightning bolts for Monstrous damage. He may issue these lightning bolts directly from the hammer.
- **Dimension Travel**—Unearthly. By spinning the hammer in a certain way, Bill can travel to other dimensions, such as Asgard, Olympus, Limbo, etc. Bill can also use his hammer to span great distances of space.
- **Flight**—Amazing. Bill may throw Storm Breaker, grab its thong, and be pulled into the air. Bill can mentally control his flight path. The only limit to how much weight the hammer can lift is Bill's strength.
- **Shield**—Special. By spinning his hammer swiftly, Bill can deflect missiles and energy beams of Remarkable strength or less.
- **Alter Ego**—Bill's inhuman visage is the result of biogenetic changes. Odin has enchanted Bill's hammer with the ability to change Bill back to his original humanoid form upon Bill's wish. In this orange, noseless form, Bill has the following abilities:

F	A	S	E	R	I	P
Ex	Ex	Ex	Ex	Rm	Ex	Am
Health = 80		Karma = 100				

Skuttlebutt: Class 1000 speed. Skuttlebutt is Bill's sentient starship. This huge warship may move at Class 1000 speed through space. It is armed with blasters (Unearthly rank). Skuttlebutt has Incredible reason and armor. It is self-repairing.

Sensor Implant: Class 1000. The scientists who created Bill also grafted a sensor into his body. Using this sensor, Bill can locate his space fleet's precise location across interstellar distances.

BACKGROUND: The demon Surtur destroyed Beta Ray Bill's home galaxy to generate the energy he needed to reforge his "Sword of Doom." The survivors of this galactic cataclysm decided to flee aboard a fleet of 10,000 starships. Due to the nature of the exodus, it would be necessary to place themselves in suspended animation.

The race's leaders decided to choose a guardian for the sleeping fleet and grant him great powers. After a series of trials that left all but a handful of candidates dead or insane, the scientists transferred the life force and consciousness of each candidate into a bioengineered cyborg body. Beta Ray Bill alone survived this painful process.

The scientists gave Beta Ray Bill the sentient starship named Skuttlebutt, then placed the race in hibernation and left the Burning Galaxy. A horde of demons pursued the fleet from the galaxy core; Beta Ray Bill and his ship fought the demons to a standstill while the fleet escaped to a safe distance.

At last, the fleet reached the great void between galaxies and Bill entered suspended animation for the crossing. When Beta Ray Bill's ship entered the Milky Way Galaxy, a S.H.I.E.L.D. hyperspatial probe detected it. Director Nicholas Fury asked Thor to investigate the mysterious craft. Thor intercepted Skuttlebutt and breached its hull.

Skuttlebutt's computers awakened Beta Ray Bill and he attacked the intruding Thor. Thor lost contact with his hammer, Mjolnir, just when the starship entered Earth's solar sys-

tem. Sixty seconds later, Thor reverted to the mortal form of Dr. Donald Blake and the hammer turned into a cane.

Beta Ray Bill seized the cane and struck it against the wall. To his surprise, he found himself in possession of Thor's powers, holding Mjolnir, and garbed in a variation of Thor's costume. Odin had designed the hammer's enchantments to bestow the form and power of Thor upon any bearer worthy of them. Although Odin had believed his son Thor would prove the only worthy being, Beta Ray Bill was a great hero in his own right and equally worthy.

Beta Ray Bill's ship landed on Earth while he still possessed Mjolnir, whereupon Odin cast a spell summoning Thor to Asgard. The spell took Beta Ray Bill instead. Odin convinced Beta Ray Bill that Thor and the Asgardians intended his people no harm. Nevertheless, Beta Ray Bill insisted upon keeping Mjolnir, as he had won it fairly in combat and desperately needed it to defend his people.

Odin decreed the matter would be settled by a death combat between Thor and Beta Ray Bill. Neither would be allowed to use the hammer during the battle, but the winner would keep it for all time. Beta Ray Bill proved the victor, but refused to kill Thor. Odin then commissioned a new Uru hammer from Eitri, the dwarf who had created Mjolnir, and placed enchantments similar to Mjolnir's upon it.

Accompanied by the goddess Sif, Thor and Beta Ray Bill defeated the horde of demons pursuing Beta Ray Bill's people and sealed the portal from which they had emerged. Beta Ray Bill later helped the Asgardians defeat Surtur's demons again by assuming command of the Asgardian legion defending Earth.

Cosmic Indifference

Heroes of this caliber are rarely concerned with life as normal men know it. They are usually motivated by forces incomprehensible to

humans. Often, they have no need of material wealth.

To the limited intelligence of the human mind, such heroes may seem indifferent and cold. This is not because cosmic heroes feel nothing for the human plight, but because they view it from a different perspective.

The demands on heroes of this scope can easily become overwhelming—if the heroes allow that to happen. Therefore, cosmic-level heroes often appear indifferent to problems that less powerful beings can handle, and problems they do not perceive with the same urgency as lesser entities. Perhaps it is this tendency that makes them appear indifferent.

Players attempting to role play their heroes along these lines should receive role-playing Karma awards. But be careful to draw a clear line between cosmic indifference and true indifference. Cosmic heroes are not more willing to allow harm to come to innocent beings than any other heroes; they simply expect innocent beings to take care of themselves whenever possible.

Running a Cosmic Adventure

Like any other role-playing adventure, a cosmic adventure requires creativity and energy to run. But because of its scope, the ramifications of its resolution, and the power of the characters involved, a cosmic adventure requires more effort. Anything can happen, so be prepared by doing the following:

- * Reading the material before beginning.
- * Knowing the motivations of the non-player characters.
- * Being familiar with the powers of all the characters.
- * Know the general story line.
- * Let the heroes have fun using their powers.

Uatu the Watcher

Uatu's description is on page 57 of the Judge's Book. Read it carefully. Even though he has a minor part in

this adventure, it is an important one. He is the catalyst, the one who wants something done. Unfortunately, his racial vows prevent him from interfering in the events he is observing.

Even though he does not agree with the spirit of these vows, he is nevertheless obligated to observe them to the letter. Therefore, Uatu has on this occasion, like many others, decided to obey the letter but not the spirit of his vows. He has summoned the heroes to do what he cannot; he expects them to aid him because it is the right thing to do. If they are indifferent to his appeals, he does nothing more than remind them they are supposed to be heroes.

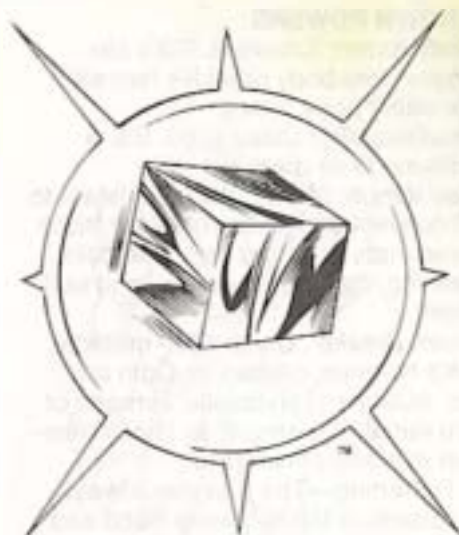
The Kree Cosmic Cube

A Cosmic Cube is created by forming a "metasingularity," or gray hole, that serves as an opening to an alternate universe. An unknown "x-element" seeps from the alternate universe into this one. It is stored in a perfect cube of force designed especially for the purpose. The resulting cube possesses the ability to transform reality in our universe.

The first Cosmic Cube, now known as the Shaper of Worlds, matured into a being of independent will and intellect. The second Cosmic Cube, known as the Terran Cosmic Cube, also shows signs of maturing into a sentient being. Presumably, the Kree Cosmic Cube may follow a similar pattern.

Until it matures, however, the Kree Cosmic Cube is simply a weapon of vast potential in the hands of its controller. Although a complete set of statistics is meaningless for its present form, consider it a cube of energy with a Class 1000 Body and the ability to Manipulate Reality at Unearthly rank according to its possessor's wishes.

It requires a great deal of practice to wield any Cosmic Cube, and the Kree Cube is no exception. Any being wielding it must make a Class 5000 intensity Reason FEAT to control it. Success indicates that reality (within 10,000 miles) is realigned



according to the user's wishes for a duration of 24 hours. To achieve permanent results, the Cube needs an external power supply (such as the Elders' Power Primordial).

Failure indicates that reality is realigned, but not strictly according to the user's wishes. For instance, a user wishing to remove his enemies might instead remove himself to another dimension. This effect is already taken into account in the text for non-player characters using the Cube. As Judge, you must determine the detrimental effects if the Cube is used by a player's hero.

CHAPTER 1: THE SUMMONS

SUMMARY: Uatu the Watcher summons the heroes and charges them with an awesome responsibility.

STARTING: As the heroes pursue the normal course of their cosmic business, Uatu interrupts them. He appears first as a vision speaking to each hero. By the time he finishes his plea, the characters find themselves standing inside his home on Earth's moon. Read the following text to the players:

A huge, bald head materializes. It is broad-faced and more or less square in shape. A heavy brow hangs over white, pupil-less eyes. A relatively small, flat mouth runs from between the eyes to the top of a grim, fine-featured mouth. The undersized ears are pressed close to the head. Judging from the size of the cranium, this head holds a very large brain.

"There is a threat to Earth," it says "Though the planet remains ignorant of its danger, it may perish without your aid. This would be a grievous loss for the cosmos."

A body materializes beneath the head. It seems too small and fine-featured to support the head's weight, yet it has a certain grace that belies great hidden strength. The figure wears a simple linen toga and stands about 12 feet tall.

"A rogue planet has fallen into orbit around the sun. The creatures crawling on its surface pose a threat to the Earth, as does the planet itself. You must investigate and do what is necessary. The matter now lies entirely in your hands; I cannot—must not—interfere."

A floor materializes beneath the body's feet, and a translucent wall behind the head. The figure now stands in a room of curved lines and luminescing light. Other man-sized figures also stand in the room.

"The threat lies there, in Earth's orbit."

The tall figure points to his right.

The walls grow transparent. Outside the room, Earth's star casts its light on the cratered, gray-dust surface of Earth's moon. The rogue planet is nowhere in sight.

ENCOUNTER: The heroes now stand assembled inside Uatu's house on the moon. He teleported them here from their various corners of the universe. All of the pregenerated heroes recognize Uatu and understand his duties as a Watcher. If necessary, explain Uatu's nature to the players.

If the players are not using pregenerated heroes, decide whether or not their characters would know the Watcher. To those ignorant of his identity, Uatu describes himself as an observer, a force neither for good nor evil.

Uatu's Response to Questions. Uatu provides no further comment. When the player characters press him for more details, he simply replies, "I have done too much. Go see for yourselves."

Should the heroes ask why they should save Earth, Uatu says, "Perhaps you should not. But who can tell if you do not investigate?"

In the unlikely and foolish event that the heroes attack Uatu, he patiently uses his powers to defend himself. He does not attack the heroes, even in self-defense.

AFTERMATH: The heroes should now search for the rogue planet. If the players cannot figure out a way of traveling through space themselves, Uatu reluctantly provides an ancient Skrull saucer-ship long hidden beneath the Blue City. Although the ship remains in excellent condition, its weapons systems are not operational. It has the following statistics:

Ancient Skrull Saucer-Ship

Body:	20	Ex
Control:	20	Ex
Speed:	75	Mn
Protection:	20	Ex
Shields:	10	Gd



Treat the ship's shields as Body Armor against any physical attack.

Assuming the heroes utilize some form of scanning, they locate the source of Uatu's concern shortly after leaving the Moon. A moon-sized planetoid has been trapped in an eccentric, oblong orbit around the Sun. It may cross Earth's orbit and collide with it any time during the next few months. The planetoid appears inhabited.

KARMA:

Attacking Uatu:	- 60
Agreeing to investigate:	+ 10

CHAPTER 2: HERO WORSHIP

SUMMARY: The heroes land on the stray planetoid and discover a backward race of natives. The natives hail the heroes as gods and ask for protection from evil spirits that have recently invaded their planet.

STARTING: When the heroes reach the stray planetoid, allow them to pass over it a few times. Read the following text to the players as they reconnoiter the planet:

A lush jungle covers the planet's volcanic surface. Here and there, village clearings dot the landscape. A great pyramid-shaped mound rises from the center of the largest village.

When they land and enter one of the villages, continue reading:

A dozen humanoids approach. They stand five feet tall and wear nothing but a green cloth over their loins. They have shaved their bodies and heads completely bald.

The natives' jaws droop from elongated heads that make them appear taller than they actually stand. Their deep-set eyes study the world with a vacant, yet curious gaze. Huge, fan-shaped ears flap at the sides of their heads.

About half of the natives carry spears or clubs made from a substance resembling bone-white wood. Although they instinctively cling to their weapons, it is clear the natives consider them woefully inadequate.

One of the natives steps forward from the homogeneous crowd. His lips move, but not even a whisper of sound issues from his mouth. The ears of the other natives twitch and turn toward the speaker. A moment later, he finishes, and the natives patiently await a reply.

ENCOUNTER: The heroes have landed on Ego, the Living Planet. Using his protomen, Ego has pre-

pared an elaborate trap to keep them occupied. The Elders do not wish the heroes to find the Skrulls and Kree that have crash-landed on another part of his surface. Be careful not to hint at the true nature of this planet—let the heroes figure it out on their own.

The Heroes' Response. Unless the heroes respond in whispers, the natives flap their ears closed and squeal in agony. They throw their spears at the characters, then scurry a dozen steps away. Assuming the heroes remain uninjured and do not retaliate, the natives set aside their weapons and prostrate themselves in front of the characters—their ears carefully folded over their heads.

(If the heroes are injured or retaliate, the villagers literally disappear into the jungle. The heroes cannot find even a single villager, no matter how hard they search. Ego has reabsorbed them into his body. If a hero with plant communication powers—such as Mantis—asks the plants what happened to the villagers, the plants claim that the villagers "dissociated" from their physical beings and ceased to exist. In any case, the heroes must try to establish communication at another village.)

The village headman then approaches, and once again whispers something. Any character making a Good intensity Reason FEAT understands what the headman says, as does any character with Telepathy. (If the heroes don't understand the headman immediately, they soon learn the language.)

The headman says, "Welcome to Oolafat, Mighty Ones. We are honored by your presence."

The headman insists upon preparing a feast of fruits, vegetables, and other bounties of the jungle for the heroes. If the heroes accept, all the villagers except the headman scurry into preparation. The headman entertains the heroes by praising the devoutness of his villagers. If the heroes question the headman, he tells them the following:

- His villagers, like all people on Oolafat, are devoted pacifists.

- There are usually two suns in the sky. He has no idea what happened to the other sun.

- He believes the heroes are gods descended to study his people's trouble. He hopes that by providing worthy entertainment, he will persuade them to return the other sun.

- It has grown very cold without the second sun. All the plants will die soon.

- Perhaps the heroes will learn more at the feast. The underspirits sometimes visit feasts, and he suspects the underspirits know more about what is happening than he does.

The Feast. Within an hour, the feast is prepared. The headman asks the heroes to take seats of honor (atop the great pyramid if the heroes landed in the largest village). The servers place baskets of red, green, and yellow fruit in front of the heroes. The other Oolafats carefully mimic the heroes' actions regarding the fruit. If the heroes refuse to eat, so do the Oolafats. If the heroes take a bite out of a red piece of fruit, so do the Oolafats, and so on.

While the heroes feast, several Oolafats perform an awkward dance around a great bonfire. The audience watches for the heroes' reactions, then mimics their response.

If the heroes approve of the first dance, the Oolafats perform another. Again, the Oolafats mimic the heroes' response. If the heroes appear to approve of the dance, another is performed. This continues until the Oolafats sense the heroes no longer approve.

When the heroes indicate the slightest disapproval of the dance, the headman angrily orders an end to dancing. He proclaims it time to begin the roast. A dozen Oolafats seize the dancers, bind them to poles, and begin to roast them alive. The headman is quite determined to roast the dancers who offended their "gods." No amount of debate will sway him. He seems to feel that the "gods" expect to eat Oolafat flesh—especially if they did not eat the fruit. The heroes must intervene physically in order to save the dancers.

CHAPTER 3: EGO ATTACKS

Typical Oolafat

F 10 Gd Health: 50
 A 10 Gd Karma: 0
 S 10 Gd Resources: Feeble 2
 E 20 Ex Popularity: 0
 Reason, Intuition, Psyche: Linked to Ego

KNOWN POWERS:

Link to Ego: Oolafats are part of Ego. They can call upon any of his abilities at his rank. They will do so only in order to protect their true natures from discovery. This may prove especially important for purposes of resisting telepathic probes or hypnosis.

AFTERMATH: After the heroes save the dancers, a tremendous flash bursts over the horizon. A loud rumble follows shortly thereafter. The Oolafats fall to the ground and begin muttering about "underspirits." The headman flatly accuses the heroes of angering the underspirits by saving the dancers.

When the heroes express their desire to confront the underspirits, the headman offers to lead them to the home of the underspirits. He will direct them to the Skrull saucer-ship crashed nearby. Turn to Chapter 4.

If, at any time, the heroes conclude that they are on Ego and act according to that conclusion, Ego drops his charade and attacks. Note that this does not happen if the heroes merely suspect that they are on The Living Planet; they must act based on that suspicion. If Ego attacks, turn to Chapter 3.

KARMA:

Attacking the Oolafats:	-10
Failing to save the dancers:	- All
Refusing the feast:	-5
Attending the feast:	+5
Saving the dancers:	+20
Discovering Ego's charade:	+10

SUMMARY: Ego attacks if the heroes discover his presence.

STARTING: Use this encounter if, in Chapter 2 or 4, the heroes act based upon the assumption they have landed on Ego. Do not use this encounter if they merely suspect they are on Ego, but do not act. (For example, use it if they attack the planet; do not use it if they say, "We might be on Ego, the Living Planet.") Read the following to the players:

The ground shifts uneasily and an acrid stench creeps into the air. "Be gone! The Cube is mine!"

ENCOUNTER: The voice is telepathic and belongs to Ego. At this point, signs of the Oolafat civilization begin to fade as Ego concentrates upon combat. (The jungle remains.) The heroes have one turn to flee before Ego forms huge fists and attacks. He uses the following tactics:

Turn 1: Ego is not fully prepared. He attacks three characters with Shift X Fighting rank. (Ego does not need to make a Fighting FEAT to attack more than one hero.)

Turn 2: He attacks the same three targets with Shift Y Fighting ability.

Turn 3-6: He attacks the remaining characters, three at a time, with Shift Z Fighting ability. (This rank takes into consideration battling multiple opponents.)

Turn 7-10: If the heroes still stand, Ego switches to Kinetic Bolt attacks at Shift Z, again attacking three heroes at a time.

Ego Changes Tactics. Should Ego suffer a Stun or Slam result, he changes tactics when he recovers. He attacks single characters, in succession, with his Mind Blast. (Ego attacks Gladiator, or any other character with psionic reflection defenses, next to last.)

Treat the Mind Blast as a Class 1000 energy attack, except Resistances or Invulnerabilities against energy or physical attacks do not apply. Only psionic or mental Resistances or Invulnerabilities apply.

If the heroes stun or slam Ego 10 times, he ceases attacking.

Should the heroes flee Ego, then return in a form Ego can sense through vision, hearing, or feeling, he also uses his Mind Blast on them.

AFTERMATH: Ego attacked because he incorrectly assumed the heroes knew about the Cosmic Cube. Ego will not compound his mistake by revealing its location.

The Heroes Prevail. In the unlikely event the heroes stun or slam Ego 10 times, Ego tries to strike a deal with them. He wants the Cube for 24 Earth-hours; they can have it after that. Should the heroes accept this proposition, he provides a comfortable environment for them to wait in. An hour later, the Grandmaster appears; go to Chapter 7.

If they do not accept his proposal, Ego allows the heroes to explore his surface. He covers the Skrull saucer-ship with vines, and hides the Kree ship beneath a massive forest. Heroes can locate these two sites only by using extraordinary detection means. When they do locate something, it is the Skrull saucer-ship; turn to Chapter 4.

The Heroes Lose. Assuming Ego defeats the heroes, he gloats about his victory at length. The heroes may question Ego about why he wants the Cosmic Cube. He condescendingly responds that they cannot understand his reasons. The Grandmaster appears an hour later; go to Chapter 7.

If the heroes flee Ego, then return in a form he cannot detect, they may explore his surface without hindrance. They discover the Skrull saucer-ship; turn to Chapter 4.

KARMA:

Defeating Ego:	+200
Fleeing Ego:	0
Being defeated by Ego:	-20

CHAPTER 4: GHOUL SHIP

SUMMARY: The heroes find an abandoned Skrull saucer-ship.

STARTING: The heroes arrive here from Chapter 2 or 3. If they came from Chapter 2, the village headman has brought them to see the underspirits. The headman feigns great fear when the Skrull ghouls appear.

If the heroes arrive from Chapter 3, they have defeated or outwitted Ego once; he has decided to use more subtle methods of opposition. Important: If Ego cannot detect the heroes' approach (they are invisible, quiet, and do not touch his surface), the saucer is open and most of this encounter does not occur. Go directly to "Aftermath." If they elect not to enter the saucer, turn directly to Chapter 5. Otherwise, read the following to the players:

A circular mound rises from the jungle below. Vines and mosses cover its entire surface with a thick mat of vegetation. Nevertheless, tarnished metal dully reflects the sun's light here and there.

ENCOUNTER: A Skrull ship lies beneath the tangle of vines. Though the ship has been here only a matter of hours, Ego has covered it with vegetation to keep the heroes from discovering it. He has also used his biosphere to accelerate the tarnishing of the surface.

The Dead Guards. There are no signs of life outside the ship, but any character searching the immediate area may attempt an Incredible intensity Reason FEAT. Success indicates he or she finds the partially decomposed bodies of six Skrulls.

The main port does not respond, and there are no other methods of entrance. The heroes may have to resort to brute force to open the ship.

Inside, the ship remains as neat and orderly as the day it joined the fleet—which was not that long ago. Any hero asking about the age of the craft may attempt a Reason FEAT roll. If he or she knows Skrull technology, this is a green FEAT; other-

wise, it is a yellow FEAT. A successful roll reveals this ship contains equipment installed within the last year.

The Ghouls Technicians. A few minutes after heroes enter the ship, two crew members resembling Skrulls, save for their bone-white skin and vacant eyes, appear. These Skrull-ghouls are actually Ego's protomen. Most of the real crew is presently away from the ship. Ego killed the six guards left behind and removed their bodies. This is another delaying tactic.

Assuming the heroes breached the craft's hull, the Skrull-ghouls are moving toward the hole with a patching kit. They ignore the heroes completely, even if the heroes attempt to restrain them. The Skrull-ghouls calmly repair the hole, no matter what the heroes do. If the heroes did not breach the hull to enter, the Skrull-ghouls stop to repair a malfunctioning door activator.

If the village headman accompanied the heroes, he grows agitated and hides behind the largest, toughest hero. The headman begins mumbling a prayer to ward off underspirits. Should the heroes question him about the Skrull-ghouls, he claims they are the underspirits that haunt his village. The only way to keep them at bay is to feed them raw meat; at least once every 30 sleeps, they demand the flesh of an Oolafat.

Attempts to communicate with the dead result in terse suggestions to see the Captain. Should the heroes touch or attack a Skrull-ghoul, it oozes a foul-smelling, green muck from the contact point. The Skrull-ghouls do not respond to attacks, save for a brief, malevolent glance.

The Ship. The heroes are free to explore the ship. Here are a few highlights:

- Galley: A salty, red liquid boils in a large pot. Several bones are submerged in the liquid.
- Bunks: Decomposing fingers and toes litter two of the bunks.
- Cargo hold: The hold is littered with crates. One of the crates shifts

when the characters enter.

- Engineering station: A closed, square box rests here. Inside, it contains red soil.

- Bridge: The Captain awaits the heroes here.

The Captain. When the heroes enter the bridge, the Captain is apparently studying a computer readout. Read the following description to the players:

A massive Skrull looks up from his computer terminal. His skin is as pale and translucent as lifeless putty, but his black, soul-less eyes carry a spark of evil spirit. A row of canine teeth protrude over his lower lip, and a red stain runs down his chin.

"Welcome aboard, mateys. Do ye have any last requests?"

With that, the Captain attacks.

Ghoul Captain

F 150 Shift X	Health: 400
A 50 Mn	
S 100 Un	Karma: 0
E 100 Un	
R 100 Un	Resources: Gd (10)
I 100 Un	
P 100 Un	Popularity: -50

KNOWN POWERS:

Resistances: Monstrous. The Captain is resistant to heat and energy.

Body Armor: Unearthly.

Mental Blast: Unearthly. Treat this as a form of energy attack, save only Resistances or Invulnerabilities to psionics or mental attacks apply.

The Captain attacks one character at a time.

Of course, the Captain is merely a construct of Ego. Ego is still following the Grandmaster's advice and trying to occupy the heroes until he can recover the Cosmic Cube. If the heroes direct their attacks against Ego, the Captain ceases fighting. In this case, turn to Chapter 3 if the heroes have not already fought Ego.



If they have already fought him, he simply ceases attacking.

AFTERMATH: After defeating the Captain (or if Ego is unaware of their presence), the heroes may examine the ship's computer log. It indicates Skrull command ordered the ship to patrol the Earth sector and intercept any Kree vessels in the vicinity. Apparently, the Kree have created a Cosmic Cube and are attempting to transport it back to their throneworld. At last report, Skrull spies said the Cube had not yet activated. Of course, Skrull command wants the Cube captured before it does activate.

The log continues. The ship spot-

ted a Kree vessel exiting hyperspace about 10 hours ago. They moved to intercept, and the vessel fled toward Earth's sun, apparently hoping to confuse their sensors. The Kree ship passed close to a stray planetoid and unaccountably crashed. The Skrull ship followed.

Six hours ago, Skrull scouts returned with the Kree ship's location. The Skrull Captain immediately led 24 crewmen toward the Kree ship to capture or destroy the Cube. They have not yet returned.

If the heroes confront the headman with this information, he pretends not to understand it. He insists the ship has rested here his entire lifetime. Resolve any attempts to

detect the truth against Ego's attributes. Should the players telepathically penetrate Ego's defenses, they find the headman concentrating on how to delay them longer.

They may proceed to the Kree ship using the coordinates in the ship's log.

KARMA:

Defeating the Ghoul Captain:	+100
Being defeated:	-20
Discovering Ego's ruse:	+20
Attacking the worker ghouls:	-10

CHAPTER 5: SHOWDOWN

SUMMARY: The Skrulls attack the disabled Kree ship. Ego, still acting on the Grandmaster's advice, attempts to snatch the Cube away.

STARTING: Whether or not the heroes realize they are on Ego's surface, this area is heavily forested jungle. The characters cannot see the battle from the air and must use some sort of special sensory powers in order to observe it. They can also find the area by traveling to the coordinates listed in the ship's log aboard the Skrull saucer-ship.

Read the following to the players when their heroes discover the skirmish:

Far below the jungle roof, a dozen creatures crawl toward a jagged shape through black shadows. A flash suddenly erupts from a lump lurking beneath a broad-leafed plant. A crawler screams in pain and falls motionless.

ENCOUNTER: The crawling creatures are Skrulls. Two dozen Kree await them in ambush.

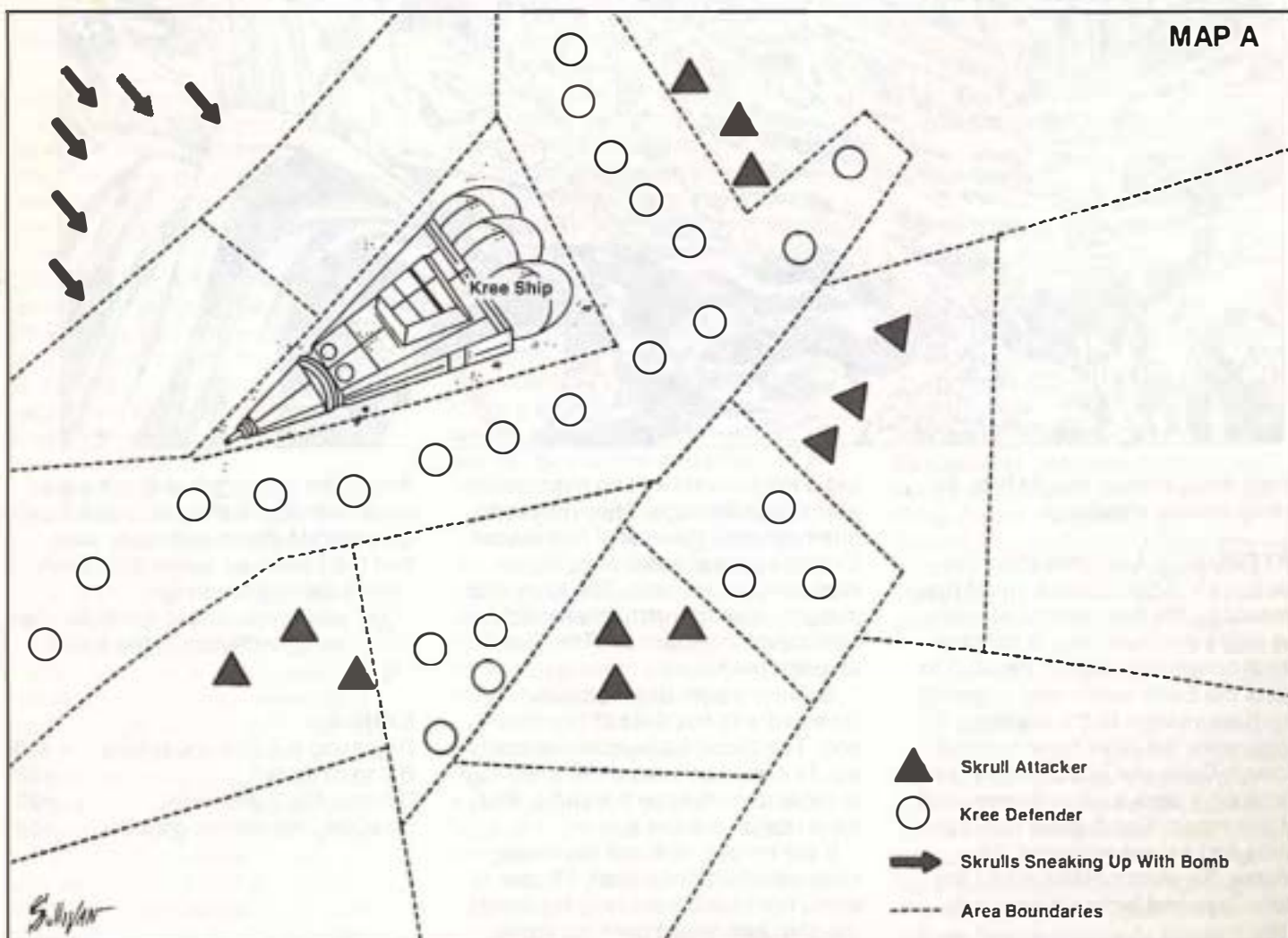
The Bomb. Any hero searching the area may attempt a Remarkable intensity Reason FEAT. Success indicates discovery of six Skrulls dragging a large crate with them. Inside the crate, a Class 1000 time bomb ticks toward detonation. Start-

ing right now, keep a careful record of the passing turns. On turn 20, the bomb destroys everything within one mile of the detonation—except the Kree Cosmic Cube.

Important: Heroes not delayed by the Oolafat feast or the Skrull ghouls automatically discover the bomb.

The Superkree. As soon as the heroes move toward the Kree ship, a huge, blue-skinned Kree steps from an entrance. This Kree has just triggered the Cosmic Cube and used it to transform himself into a super-being. The effect lasts as long as he holds the Cube.

Superkree's Curse. When the heroes show themselves, Superkree first uses the Cube to "knock the



heroes down to size." The Cube is not yet powerful enough to do this on a grand scale, so it proceeds slowly. At the beginning of each Chapter, the heroes lose a power rank (as explained under "Superkree's Curse" in "STARTING" in the following Chapters.) To stop the power loss, the heroes must recover the Cube and reverse his wish. Any hero making an Excellent intensity Reason FEAT realizes that the power loss is related to the Cosmic Cube.

If they manage to escape Superkree's notice in this Chapter, they do not suffer the curse. Ignore the "Superkree's Curse" notes.

Superkree attacks the heroes after his curse has no apparent effect.

Superkree

F 275 Shift Y	Health: 575
A 100 Un	
S 100 Un	Karma: 300
E 100 Un	
R 100 Un	Resources: Ty (6)
I 100 Un	
P 100 Un	Popularity: 0 (And dropping)

KNOWN POWERS:

Body Armor: Amazing.

Resistances: Amazing. He is resistant to energy, heat, cold, radiation, matter alteration, and gas.

Invulnerabilities: Class 1000. Magic, mental, and psionic attacks.

Telepathy: Class 1000. He can hear all thoughts related to the Cosmic Cube. No wonder he's crazy.

Limitations: Tunnel Vision. He always attacks the character with the best Fighting rank. If Stunned or he defeats everyone, he reverts back to a normal Kree until someone thinks about taking the Cosmic Cube.

He will not release the Cube while conscious.

Into Ego's Heart. Whenever he has the opportunity, such as when a hero is unable to act, the Superkree uses the Cube to send his victim to "the heart of the planet." The stunned or unconscious hero awakens in Ego's heart (see Chapter 6). If some of the heroes fall to

Superkree and some do not, the party may be split briefly. Resolve the dilemma of those in Ego's heart after completing this Chapter, but before proceeding with any other.

Paranoid Rantings. Superkree rants as he fights.

1. Looking at the ground: "What did you say?"

2. Addressing the sky: "Is this personal?"

3. Talking to a tree: "Nobody cares about me; they just want the Cube, don't they?"

4. "Here, you can have the Cube if it means so much to you." He holds the Cube out. When someone reaches for it, he screams, "I knew it! You don't like me at all."

5. Looking into the distance: "What did you mean by that?"

Ego is still following the Grandmaster's advice and trying to win the Cube subtly. Ego uses his shape-changing ability to hinder the heroes whenever possible. For example, if a hero charges Superkree, Ego erects a wall of earth between the two.

If Ego believes a hero is about to get the Cosmic Cube, he abandons the Grandmaster's advice and attacks the hero with his Kinetic Bolt. If the Cube drops to his surface, Ego forms a huge hand and tries to grab it. It teleports away (see "The Cube").

The Cube. The Kree scientists placed a special safety feature in this Cosmic Cube. The first time any non-Kree touches it, it teleports to the highest-ranking Kree in the closest Kree city. The closest Kree city happens to be the deserted Blue City on the Moon.

Sequence of Events. If the characters do not interfere, this is what happens:

Turn 1: Kree ambush kills six Skrulls.

Turn 2: Skrulls dive for cover, resulting in a temporary standoff.

Turn 5: Superkree emerges, destroys all the Skrulls he can see.

Turn 8: Superkree destroys all the Kree.

Turn 12: Superkree attacks Ego.

Turn 19: Ego knocks out Superkree. Cube touches Ego, then teleports away.

Turn 20: Skrull bomb detonates, stunning Ego.

If the heroes elect to hide through this Chapter, the players will probably express their interest in the Cosmic Cube at some point. Superkree then becomes aware of the heroes' presence.

AFTERMATH: Several situations can exist at the end of this encounter:

The Skrull Bomb Detonated. If the heroes were within range, they probably fell unconscious. In this case, the Grandmaster saved their lives so that he could use them to recover the Cube. The Kree and Skrulls are both gone. Turn to Chapter 7 now.

The Heroes Knocked out Superkree and the Bomb Did Not Explode Nearby. The Cosmic Cube is gone, and nobody knows where. If the heroes investigate the Kree ship, the ship's log mentions that the Kree scientists "programmed" it to return to the highest-ranking Kree in the nearest Kree city. Heroes remembering that the Blue City of the Moon was originally a Kree city may wish to proceed directly there. Before they can leave, however, the Grandmaster and Uatu the Watcher appear; turn to Chapter 7.

Superkree Defeated all the Heroes. The heroes awaken in Ego's heart. After the last hero left, Ego knocked Superkree unconscious. When the Cube touched his surface, it teleported to the Blue City. Turn to Chapter 6.

KARMA:

Heroes disarmed bomb:	+100
Heroes defeated Superkree:	+150
Heroes stopped battle:	+20
Superkree defeated heroes:	-40
Heroes ignored battle:	-10

CHAPTER 6: IN THE DARK

SUMMARY: The Superkree has defeated the heroes and used the Cosmic Cube to lock them inside Ego's heart.

STARTING: Use this encounter if Superkree knocks the heroes unconscious.

Superkree's Curse. Each player must deduct one rank from one of his hero's powers—his choice.

Read the following to the players:

Ba-bump.

This is dark. Utterly, undeniably dark. So dark the word loses its meaning.

Ba-bump.

One needs light to understand dark. Here, there is no light. There is nothing except—

Ba-bump.

a heavy, formless, tangible lack of something. It almost seems existence itself has ceased.

Ba-bump.

ENCOUNTER: No, Superkree did not use the Cube to will the hero or heroes out of existence. Kree aren't that imaginative. Now, if one of the devious Skrulls had been using the Cube—well, the heroes got lucky.

Superkree used the Cube to teleport the heroes to the "heart of the planet." Few places are darker than Ego's heart.

The Room. Sooner or later, the heroes will begin exploring their environment. They are in a cubic room, presently 10 feet across in all directions. It appears to be carved from a lump of black rock. There are no doors, windows, or other obvious means of escape.

Each time Ego's heart beats (ba-bump), the length, width, and height of the room each decrease by a foot. The heart beats once every turn. On turn seven, the room is only three feet on a side; each hero suffers a Shift X Fighting attack. On turn eight, the attack is Shift Y. On turn nine, the attack is Shift Z. On turn 10, the room closes completely and the heroes—well, they'd better be gone.

(It's a Class 3000 attack.)

Sure, the heroes can try to force their way out of the room. It's a Class 5000 intensity FEAT. They are more likely to succeed by Teleporting, Dimensional Travel, or other movement methods not involving physical travel from point A to point B.

Deus Ex Machina. If the heroes truly have no means of escape at their disposal, the Grandmaster locates them at the beginning of turn nine and teleports them to safety. Do not use this option if the heroes have a method of escape, but have failed to think of it.

Inside What? The players may think their heroes are inside the Cosmic Cube. Don't argue with them, but a careful analysis reveals they are trapped inside living, planetary tissue.

AFTERMATH: Assuming the heroes escape by their own means, they are free to do as they wish. The only predictable thing to do, however, is to return to the site of the Kree-Skrull skirmish and investigate. They find Superkree sitting alone on the ground, babbling incoherently and vacantly searching for the Cube. By investigating the Kree ship's log (it survived the battle only if the heroes deactivated the Skrull bomb), the heroes learn about the Cosmic Cube's special safety feature (see "Cosmic Cube" in Chapter 5). The Grandmaster and Uatu then appear. Turn to Chapter 7.

If the Grandmaster rescued the heroes, turn immediately to Chapter 7.

The fact that the heroes found themselves inside Ego's heart indicates Superkree gave them a tough fight. After they escape or the Grandmaster rescues them, they'll have an hour to recover in the next Chapter.

KARMA:

Escaped by themselves:	+ 10
Rescued by the Grandmaster:	- 20
Did not return immediately:	- 40

CHAPTER 7:

SUMMARY: The Grandmaster challenges the heroes to a treasure hunt for the Cosmic Cube.

STARTING: Use this encounter after the Cosmic Cube teleports to the Moon. At this point, the heroes can have a varying degree of knowledge about what is happening. Heroes who have done exceptionally well realize that Ego, the Grandmaster, and possibly other Elders want the Cosmic Cube. If the heroes examined the Kree ship's log, they also know that the Kree scientists programmed the Cosmic Cube to teleport to the highest-ranking Kree in the nearest Kree city. Clever players may realize that the nearest Kree city is the ancient Blue City on the Moon.

Most heroes probably realize that their task involves capturing the Cosmic Cube to keep it from falling into dangerous hands. They should realize that the Oolafat civilization and the Skrull ghoulish-ship were elaborate stalling tactics.

Heroes who have done poorly up to now are probably still trying to figure out how to stop the Oolafats from sacrificing each other to the underspirits. They might not even be aware that there is a Cosmic Cube bouncing around, and certainly do not realize that somebody has deliberately tried to keep them from discovering it.

Decide which category your player characters fall into. Then decide how much more to reveal to keep them intrigued, without saying so much that the mystery disappears. Heroes who have done poorly probably need the most help. Read Text 1 to such players.

Heroes who realize they are seeking the Cosmic Cube, but don't know what happened to it, require the most judgment. Such heroes have a vague idea of their task, but don't understand how the Cube came here and what will happen if the Elders capture it. If such heroes seem confused and uncertain of their goals, read Text 2 to the players. On the other hand, if they seem intrigued

CHALLENGE TO A CONTEST

and interested in learning the whole story, read Text 3 to the players.

Heroes who understand what happened to the Cosmic Cube probably don't need much help. Read Text 3 to the players.

Superkree's Curse. Each player must deduct one rank from one of his hero's attributes (his choice).

During this encounter, the heroes have one hour to recover Health and Endurance ranks.

No matter which Text you use, start with this description:

Uatu suddenly stands on a nearby hill. Next to him stands a gaunt figure in an ankle-length jerkin. It is the Grandmaster.

Continue with the appropriate text.

Text 1:

"Welcome, heroes," the Grandmaster sneers. "The Living Planet's distractions proved more effective than I hoped. Ego did very well with the Oolafat civilization, did he not?"

Continue with Text 2.

Text 2:

"As you might have guessed by now, the Kree have created a Cosmic Cube," the Grandmaster explains. "Of course, the Skrulls cannot allow the Kree such an advantage; it would undoubtedly mean the destruction of their civilization, perhaps the subjugation of their entire galaxy, which is why Uatu the Watcher has broken his vows of non-interference—again."

"I have not broken my vows," Uatu interrupts. "I am allowed to protect my property."

"Be that as it may," the Grandmaster continues, "the balance of power between the Skrull and the Kree is such that the Kree believe they are doomed without the

Cube. Unfortunately, the rest of the civilized universe is doomed if they have the Cube."

Continue with Text 3.

Text 3:

"The Cosmic Cube is much too powerful to entrust to the care of mortals. Out of concern for the well-being of the universe, we Elders intend to safeguard the Cube. However, the noble Uatu also wishes to safeguard the Cube. Unfortunately, we cannot reach an agreement on this matter, and a contest between beings of our power would destroy this Solar System.

"Therefore, we have agreed to a contest by proxy. Uatu has selected you as his agents, and I have selected the Inhuman Royal Family. The Cube is hidden in Attilan. The first group to return the Cube to its sponsor wins."

"You must not fail, my friends," Uatu says. "I fear the Grandmaster's intentions are not as benevolent as he claims."

"Enough!" the Grandmaster snaps. "Let the contest begin."

ENCOUNTER: The Grandmaster is not being very honest. Uatu is actually the Trader, combining his Imitation power with the Grandmaster's ability to manipulate molecular structure. Any hero expressly stating he is trying to determine whether or not Uatu really stands next to the Grandmaster may attempt a Shift X intensity Reason FEAT (if the hero is using a power, substitute the power for Reason). Success indicates the hero realizes Uatu is an imposter.

What Happened to the Cube. The Grandmaster implies he hid the Cosmic Cube in Attilan. Actually, it teleported there on its own. It was the Possessor who suggested the Cube had gone to the Blue City.

Although it would be a simple matter for the Elders to level Attilan and then find the Cube, the Grandmaster

suspects that would attract unwanted attention from Galactus. Therefore, he has elected to dupe the heroes into recovering the Cube for him.

Heroes who realize that the Grandmaster is lying have little option but to agree to the contest. They should be, after all, searching for the Cube, and the Grandmaster has just given them a big hint as to its location.

(If the heroes are aware of the Cube's safety feature, but the players do not realize that the Blue City was first built by the Kree, they may have trouble figuring out what happened. Allow any hero with a reason to possess this knowledge to attempt an Excellent intensity Reason FEAT. Success indicates that the hero realizes the connection; inform the player of the Blue City's origin.)

Big Mistake. In the event that the heroes are foolish enough to attack the Grandmaster, he uses his Death Power to slay them one at a time, until the survivors cease and desist. He then resurrects the entire group and suggests it is in everyone's best interest to proceed with the contest.

Should the heroes refuse to participate under any circumstances, the Grandmaster does not press the issue very much. Whether they are part of the contest or not, the Cosmic Cube is somewhere in the Blue City. He can force someone else to find it.

AFTERMATH: There is only one way for this encounter to end: with the heroes going to the Moon to search for the Cosmic Cube. Should the heroes foolishly insist on searching somewhere else first, allow them to proceed with a fruitless, uneventful search, then suggest returning to the Moon. Turn to Chapter 8.

KARMA:

Reading Text 1 to the players:	-10
Reading Text 2:	0
Reading only Text 3:	+20
Discovering that Uatu is an imposter:	+10

CHAPTER 8: TREASURE HUNT

SUMMARY: The heroes begin looking for the Cosmic Cube.

STARTING: Use this encounter when the heroes reach the Moon. Inside Attilan, the atmosphere and gravity are approximately the same as on Earth. If the heroes refuse to participate in the Grandmaster's contest, omit the boxed text below and allow the heroes to choose the location from which they begin their search.

Superkree's Curse: Each player must subtract one rank from any power his hero possesses.

Read the following, if appropriate:

The Grandmaster and Uatu suddenly stand on a bridge instead of a hill. The jungle has transformed into a forest, and several figures gape at the two majestic beings on the bridge.

"Begin the search!" booms the Grandmaster. "We await you here."

ENCOUNTER: The Grandmaster teleported the heroes to one of Attilan's parks. The figures are common Inhumans.

Common Inhumans. The common Inhumans know nothing of the Cosmic Cube, the Elders, or the contest between the heroes and the Royal Family. They suggest the heroes go to the palace and contact the Royal Family.

Common Inhuman

F	10 Gd	Heath: 80
A	20 Ex	
S	20 Ex	Karma: 30
E	30 Rm	
R	10 Gd	Resources: Gd (10)
I	10 Gd	
P	10 Gd	Popularity: 5

KNOWN POWERS:

Inhumans possess a wide range of powers. For purposes of random encounters, there is an 80% chance that any Inhuman encountered has a single power (your choice) of Good to

Amazing rank. There is a 10% chance the Inhuman possesses either one power at Monstrous or Unearthly rank, or two powers at Good to Amazing rank (again, your choice of powers). There is a 10% chance the Inhuman possesses no powers.

The Cube. The Cosmic Cube teleported into the old portion of the Blue City and sought Sentry 9168, the sole legitimate Kree representative on the Moon. Unaware of the nature of the Kree Cosmic Cube, the Sentry went to Attilan's prison and sought consultation from Maximus. Maximus recognized the Cosmic Cube and used it to raise his Mental Domination power to Unearthly. He intended to use his new abilities to escape and seize control of Attilan.

The Sentry, however, quickly realized its mistake and took the Cube back. It sent a coded message to Kree command. It is now hiding with the Cube until the Kree arrive.

The Prison. Heroes using extraordinary detection means, such as energy detection or Doctor Strange's Eye of Agamotto, immediately realize the Cube has been in Attilan's prison. Assuming they proceed there immediately, they arrive a few minutes after the Sentry leaves. Six guards stand before Maximus's cell, their weapons cautiously trained inside. Two more guards attend Maximus, who has been stunned by the Sentry.

The guards explain that a giant robot broke into Maximus's cell, conversed with him briefly, then attacked him and fled. Though the guards attempted to stop the robot, it seemed immune to their weapons.

Maximus, though shaken, appears in good health. (The Sentry simply stunned him; Maximus did not lose any Health points.)

To the Prison the Slow Way. Heroes not using extraordinary detection means soon hear of a disturbance at the prison. By the time they arrive to investigate, the eight guards lie dead in the prison corridors. Maximus used his powers to make the guards slay each other. He

claims, however, that the guards inexplicably attacked each other when a huge robot appeared.

Heroes examining the dead guards find physical evidence consistent with Maximus's story. The prison was forced open by a being of unbelievable power. Heroes inclined to careful, detective-like investigation discover metallic shavings near a fresh scrape in a hallway wall, and particles of dirt from beneath the Moon's surface on the floor nearby. If the guards are dead, their bodies exhibit wounds inflicted by weapons and powers belonging to the other guards. There is no direct evidence indicating Maximus had anything to do with their deaths.

If a hero successfully uses telepathy or any other power to probe Maximus's mind, Maximus may attempt a green Reason FEAT. Success indicates he leads the character into believing he tells the truth.

Maximus's Lie. Whether the guards are dead or not, Maximus tells the heroes that the robot had a Cosmic Cube and intends to use it to transform the galaxy into a civilization of mechanons. He claims he can find the robot and is the heroes' only chance of capturing the Cube. He insists he must accompany the heroes in order to aid them, and swears his desire to obstruct the robot's plan is sincere. Should the heroes hesitate, he asks them what harm he can do to beings as powerful as themselves.

AFTERMATH: This encounter ends after the players decide whether or not to trust Maximus. He is telling the truth about one thing: as a resident of Attilan, he stands more of a chance of finding the Cosmic Cube than the heroes. Smart heroes will bring Maximus along not because they trust him, but because it will be easier to keep him from finding the Cube first. Proceed to Chapter 9.

KARMA:

No awards for this encounter.

CHAPTER 9: A FRIENDLY CHAT

SUMMARY: The Inhumans arrive at the prison shortly after the heroes. They assume the heroes are responsible for setting Maximus free and demand an explanation.

STARTING: Use this encounter as soon as the heroes decide whether or not to take Maximus with them.

Superkree's Curse. Each player must reduce one of his hero's powers by one rank (his choice).

Read the following text aloud:

Six Inhumans and a massive, bulldog-like figure suddenly block the corridor. As they study the carnage in the prison, grim expressions of rage and determination creep over their faces.

"We had thought to avoid a violent confrontation," says a long-haired woman. "However, if you believe the Grandmaster's contest gives you license to destroy our city and treat with enemies of our people, we might be forced to teach you some manners."

ENCOUNTER: The woman speaking is Medusa. She speaks with more confidence than she feels. When the Grandmaster first approached the Inhumans and asked them to participate in the contest, they refused. Of course, the Grandmaster had anticipated this response, and told them that he would destroy Attilan if they did not participate in and win the contest. As a demonstration of his power, the Grandmaster used his Death Power to kill Black Bolt, then resurrected him.

The Inhuman Royal Family is now determined to find the Cosmic Cube before the heroes. Although they realize the heroes outclass them by several magnitudes, they intend to rely upon their knowledge of Attilan to find the Cube before the heroes. They also hope to avoid a violent confrontation, which would prove dangerous to them and destroy vast sections of their beloved home. Despite their hope for a peaceful



resolution, if pressed, the Inhumans have certain resources at their disposal (described in later chapters).

Inhuman Reluctance. The heroes may suggest they work together. In this case, Medusa suspiciously asks why they should. (Runner has used his Emotion Control to gain their confidence. He convinced the Inhumans that the heroes care nothing about Attilan or Inhuman lives.) At this point, most players probably have only a poor response. All they know is that Uatu and the Elders both want to safeguard the Cube. Assuming the heroes respond along these lines, Medusa explains that the Grandmaster will destroy Attilan if the Inhumans do not recover the Cube and return it to him. She suggests that if the heroes recover the Cube, they give it to the Inhumans.

Clever heroes may try to convince the Inhumans that giving the Cube to the Grandmaster will mean dire consequences for the entire universe. Medusa responds by saying, "We thought you might say something like

that." The Inhumans will not even agree to discussing the matter with Uatu, claiming that the heroes are simply trying to waste time.

Should the heroes suggest combining forces to defy the Grandmaster, the Inhumans seem astounded. They see no hope of defying the Grandmaster's power, and do not agree to such a plan until the heroes have demonstrated their ability to carry it out.

In the unlikely event the heroes attack the Inhumans at this point, Lockjaw teleports the Royal Family to safety.

Responsibility for Maximus. Believing the heroes released Maximus from prison, the Inhumans warn the heroes that they will be held responsible for any damage occurring as a result of Maximus's freedom.

Maximus anxiously insists that he will cause no trouble. He claims he wants to help the heroes out of his sincere concern for the safety of the galaxy. He carefully avoids mention-



ing the robot; he does not want to give the other Inhumans any clues as to the Cube's true location.

The Robot and the Prison. The heroes will probably mention the robot that broke into prison. The Inhumans seem surprised that the heroes are careless enough to let this clue slip, and suspect that it is deliberately misleading. Maximus reminds the heroes that giving hints to the other team is not the most efficient way of achieving their goal.

Leaving Maximus Behind. Should the heroes lock Maximus in a prison cell, he appears to accept his fate glumly. This is just an act; he knows that he can escape as soon as someone comes within range of his greatly increased Mental Domination powers. It won't be long before the heroes see him again.

AFTERMATH: The Inhumans teleport away as soon as they finish the conversation. Should the heroes have a means of discovering where the Inhumans went, they learn that the Royal Family has returned to the palace.

Maximus, if the heroes allow him to accompany them, suggests searching the sub-city of the Alpha Primitives. He explains that if he were bent on galactic conquest, the first thing he would do is organize a force of stooges to take care of minor concerns such as resistance movements. The Alpha Primitives are the only beings within Attilan who would cooperate with such a plan. (Maximus actually has something else planned.) Turn to Chapter 10.

The Sentry is using the Cosmic Cube to hide both the Cube and itself. The heroes cannot presently trace it using any sort of detection means; the players must rely on their wits to discover the next step. They may go anywhere within the Blue City. Proceed with Chapter 13.

Karma:

Attacking the Inhumans:	-20
Leaving Maximus behind unsecured:	-40



CHAPTER 10: SUB-CITY.

SUMMARY: The heroes enter the sub-city of the Alpha Primitives.

STARTING: Maximus has probably led the heroes to the sub-city in search of the robot with the Cosmic Cube. If Maximus is not with the heroes, he soon joins the group.

Superkree's Curse. Each player must subtract one rank from one attribute and one power belonging to his hero.

Read the following text aloud:

A hundred identical humanoids mill aimlessly about a large subterranean room. The figures stand 5'7" tall, have green eyes, no hair, and are completely androgynous.

Beyond the room, a series of tunnels leads deeper into the sub-city of the Alpha Primitives. A few Alphas move in and out of the tunnels with some dimly-perceived purpose.

Read the following text if Maximus is not with the heroes:

An unusual face appears in one of the tunnels. Maximus stands out from the Alpha Primitives like a wolf stands out from a pack of dogs.

ENCOUNTER: Ask each hero to attempt a Monstrous intensity Intuition FEAT. Success indicates that he briefly glimpses Lockjaw observing them. Lockjaw teleports to another hiding place if a hero sees him.

The Cavern of Alpha Primitives. If Maximus is with the heroes, he deactivates the force field (Excellent Strength) that imprisons the Alpha Primitives, then leads the way into the cavernous room. If he is not with the group, he greets them from across the cavern: "I thought you would come here sooner or later."

As soon as the heroes step into the cavern, a dozen Alpha Primitives circle the group menacingly. To their simple minds, these are the Inhumans who

have imprisoned them for centuries.

The Deactivated Force Field. If the heroes break through the force field to enter the cavern, it deactivates. If Maximus led the way into the cavern, he left it deactivated. Either way, dozens of Alphas flee toward the surface. They fight anyone trying to prevent their escape.

The Alpha Attack. One turn after the heroes enter the cavern, 100 Alpha Primitives attack. Although the attack does not endanger the heroes, it inhibits their movement. On the first turn of the attack, the heroes can do nothing but work free.

The Bomb Trigger. Any hero attempting to watch Maximus during the attack sees him step into a tunnel. The character watching Maximus, and that character only, may immediately attempt an Unearthly intensity Agility FEAT to catch Maximus. Success indicates the character reaches Maximus just as he grasps a red lever hidden behind a secret panel. Failure indicates the character arrives just in time to see Maximus pull the lever.

The lever triggers a bomb long ago planted in the Royal Palace. A short time after Maximus pulls it, an explosion rumbles its way down into the cavern. Maximus denies responsibility for the explosion.

A few seconds later, 100 Alpha Primitives run into the cavern from the tunnels. Ten of these continue the attack on each hero, while their compatriots flee from the cavern (if possible). More Alpha Primitives continue to pour from the tunnels each turn. No matter how many Alpha Primitives the heroes defeat (unless they make an attack that defeats the entire group), 10 Alpha Primitives attack them each turn.

Again, these attacks are more of an inconvenience than a threat. Each character on the cavern floor must make an Amazing intensity Agility FEAT each turn. Failure indicates that his Agility falls to Feeble.

Maximus Disappears. One turn after the Alphas attack, Maximus uses his Mental Domination powers to numb the heroes' minds to his presence. This is more than a simple

invisibility power. Maximus cannot be detected by any method normally used to detect invisible characters. He has overridden the thought processes that tell the heroes he is present. To all senses, ordinary and extraordinary, Maximus quite literally seems to have disappeared.

Any hero stating Maximus is still in the room may attempt an Unearthly intensity Reason FEAT. Success indicates the character overcomes Maximus's telepathic domination.

Consciousness Switch. As the heroes leave, or when someone detects him, Maximus uses his Mental Domination power to switch consciousnesses with a nearby hero. He then uses the hero's body to knock his own body unconscious. Next, Maximus uses his Mental Domination powers to force a group of Alpha Primitives to take his body and care for it, without allowing it to recover consciousness. (Maximus's body remains out of play until he is forced to return to it.)

Unlike the Transferral Power described in the Players' Book, Maximus does not need a red Power FEAT to accomplish the switch. However, the victim may resist the switch by making an Unearthly intensity Psyche FEAT. If the hero resists, Maximus tries another hero. Heroes resisting Maximus's efforts do not realize what he was attempting.

Maximus's Plan. After the Sentry took the Cube back from Maximus, Maximus performed a power stunt with his Mental Domination and telepathically eavesdropped on the robot. From what he learned, Maximus has determined the robot is hiding in the most recently occupied crypt in the Pit of the Dead.

Maximus intends to use the heroes to defeat the Sentry. He will then take possession of the Cube; because they think he is one of them, the heroes will not object. This plan calls for some subtlety, for he will have to avoid raising the heroes' suspicions. However, it is the only way he can hope to wrestle the Cube from the Sentry.

Tell the Player. Secretly inform the

victim that Maximus now inhabits his body. Ask him to play the role as if he were actually Maximus. Do this inconspicuously, if possible, such as during a short break. Maximus now possesses the hero's physical powers and his own mental powers. The player does not know what happened to his own character.

Tell the player what Maximus's abilities are, what his basic plan is, and that he knows the location of the Cube. Do not tell the player the location of the Cube, as this will ruin the suspense of the search if Maximus must return to his own body.

The player does have the option of switching bodies again if Maximus's Health falls dangerously low. It could prove amusing if players find themselves role playing their heroes inside someone else's body.

All damage done to the body Maximus occupies is recorded against the Health of the hero who normally possesses that body. If the body is knocked unconscious, Maximus returns to his own body.

Maximus Fails the Switch. Should Maximus fail to switch consciousnesses, he attempts to sneak out of the sub-city unobserved. He alters his original plan and awaits the heroes in the Pit of the Dead. After the heroes win the Cube, he will attempt to steal it.

AFTERMATH: If Maximus detonated the bomb in the palace, or if any of the Alpha Primitives escaped, turn to Chapter 11.

If the heroes prevented Maximus from detonating his bomb and no Alpha Primitives escaped, turn to Chapter 12.

Should the heroes decide to explore the sub-city further, they find nothing of interest.

KARMA:

Stop Maximus from detonating bomb:	+20
Release Alpha Primitives on purpose:	+20
Release Alpha Primitives accidentally:	-20

CHAPTER 11: AMBUSH!

SUMMARY: Believing the heroes are acting with disregard for Attilan's welfare, the Inhumans attack.

STARTING: Providing Maximus detonated his bomb or some of the Alpha Primitives escaped the sub-city, use this encounter when the heroes leave the sub-city.

Superkree's Curse. Each player must subtract one rank from one of his hero's attributes (his choice).

Read the following text aloud as the characters reach the surface:

The abandoned slave pens near the sub-city entrance remain a grim reminder of Inhuman cruelty. A hundred-thousand yards of shock-wire divide dozens of square acres into tiny pens of no more than twenty-five square yards. Despite the fact that no being has inhabited the pens for years, an oppressive aura clings to the filthy stalls.

ENCOUNTER: Providing they escaped, a handful of Alpha Primitives wander through the maze, angrily tearing down shock-wire. Smoke rises from the Palace of the Royal Family if Maximus detonated his bomb.

Ambush. Allow each hero a Monstrous intensity Reason FEAT roll. Success indicates he sees a shadow moving from one pen to another.

Study the sketch map. As soon as the last hero steps from the entrance, Medusa yells, "This is how we repay those who would destroy our home—no matter who they are!" The Inhumans attack. As far as they are concerned, the heroes have violated their agreement not to harm Attilan. The Inhumans do not respond to pleas for discussion; Runner's suggestion that the heroes will destroy Attilan still carries great weight with them.

Since their last meeting, the Inhumans have researched the heroes' strong and weak points. Each Inhuman employs a predetermined tactic:

Black Bolt. He has charged his Energy Conversion with plenty of power. He uses Electrical Generation to attack the strongest hero. He attacks characters who have weak defenses to his attacks. For instance, he attacks Thor, who has little protection against electricity, rather than Gladiator, who has an Unearthly Invulnerability against energy attacks.

Black Bolt simultaneously uses his Monstrous Force Field to protect himself and his allies from the heroes. Before any attack affects one of the Inhumans, it must pass through his force field. The Inhumans, however, are carefully timing their attacks to coincide with brief lapses in the force field. To the heroes aware of the force field, it appears the Inhumans are attacking through it without penalty. Heroes wondering aloud why the force field does not affect Inhuman attacks may attempt an Incredible intensity Reason FEAT. Success indicates they have discovered the brief lapses in the force field and may attack through it the next turn.

If the heroes break through the force field, Black Bolt gladly engages the closest in melee combat, using his Hyper-Strength to advantage.

Black Bolt does not use his vibration power unless the life of an Inhuman appears endangered. In this case, he whispers in order to save the Inhuman—all characters within 10 areas, Inhumans and heroes alike, suffer Shift Y force damage.

If Black Bolt falls unconscious, his force field automatically fails.

Medusa. Medusa wields a neural whip from the weapons arsenal the Inhumans have confiscated from Maximus and other enemies over the years. Using her hair to handle the whip, she strikes at the most powerful hero not occupied by Black Bolt. She must be in the same area as her intended target. Use her Agility rank as her chance to hit. Treat the neural whip as an Unearthly force attack, except only defenses against sonic weapons decrease the neural whip's damage. Medusa continues to use

the neural whip in melee combat.

Crystal. Crystal carries a Negaflector, another item from the Inhuman arsenal. The Negaflector appears to be a black, full-length shield. However, when someone attacks its possessor with any form of energy or force weapon, it absorbs the attack's energy. It immediately re-emits an attack of the opposite form. For instance, a fire attack is re-emitted as ice, a force attack is re-emitted as a solid matter attack, a laser attack is re-emitted as a particle-beam attack, etc.

The Negaflector automatically catches any attack against its possessor, but the possessor must make a standard Agility FEAT to direct the return attack. Treat the return as the same type and range of attack as the original (that is, an Unearthly energy attack is returned as an Unearthly energy attack). To get past the Negaflector and hit Crystal, the attacker must score a bullseye.

If involved in melee, Crystal uses her Elemental Control ability to create firestorms or earthquakes to defend herself and her allies.

Triton and Karnak. Triton and Karnak operate an ancient Heavy Blaster recovered from the Blue City. It emits a stream of protoplasmic energy for Shift X damage. Triton aims the weapon, and Karnak acts as artillery spotter. Use Triton's Agility rank as the chance to hit. Karnak's Detect Weakness allows the pair to ignore the effects of Body Armor if Karnak makes a successful Psyche FEAT that turn.

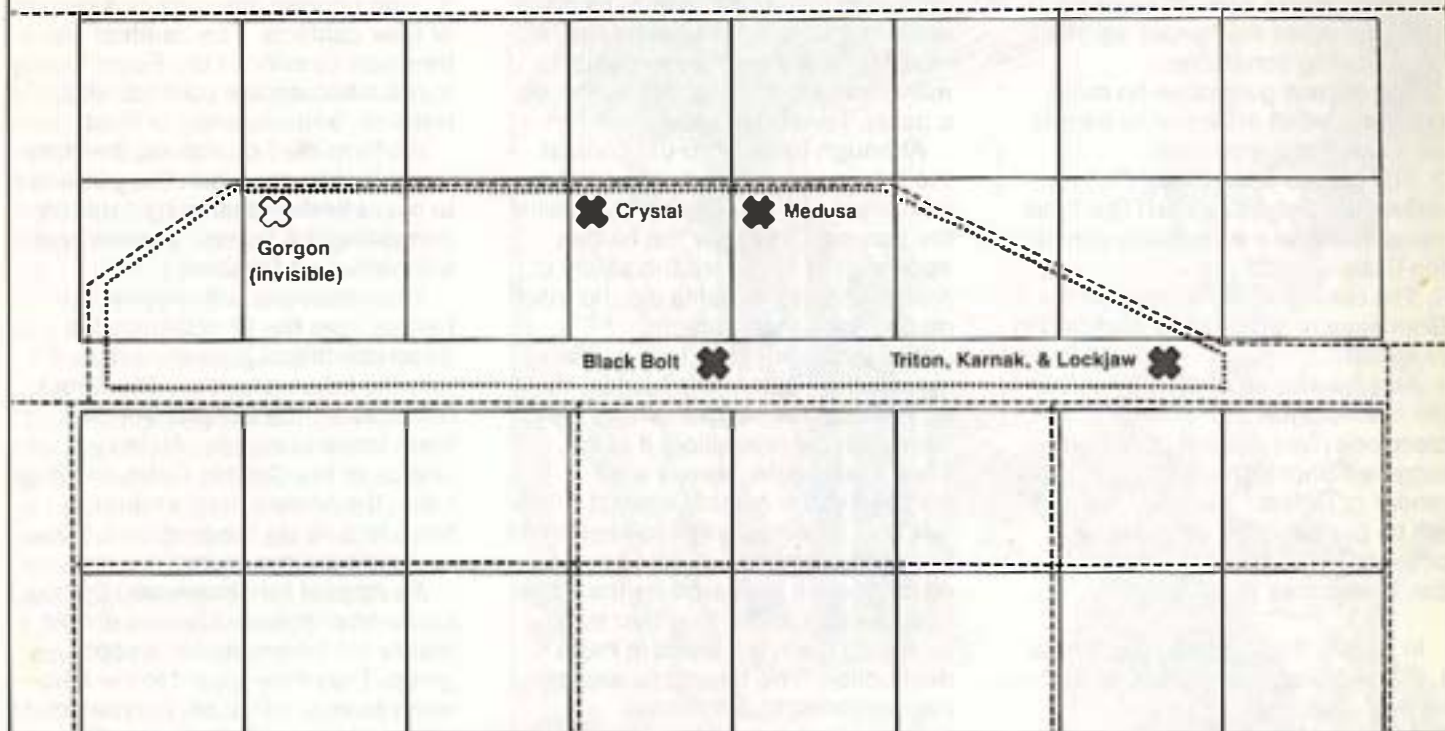
The Heavy Blaster's disadvantages are that it requires two men to operate and it is not very mobile. To counter its mobility problem, Triton and Karnak have harnessed it onto Lockjaw's back.

Should the heroes break through Black Bolt's force field and engage the Inhumans in melee, Lockjaw randomly teleports Triton, Karnak, and the Heavy Blaster every other turn. Triton and Karnak fire the Heavy Blaster every turn Lockjaw is not teleporting them.

Gorgon. Gorgon wears a suit of

MAP B

Exit from Sub-City



----- Area Boundaries Force Field Boundary — Shock Wire, deactivated

Battle Armor from the Inhuman arsenal of confiscated weapons. The Battle Armor bestows the powers of Invisibility (Monstrous rank), Body Armor (Unearthly rank vs. all attacks), Strength (Shift X), and Reflection (Shift X) upon Gorgon. He remains just inside the perimeter of Black Bolt's force field and attacks anyone breaking through.

In order to find Gorgon, characters must first have a reason to suspect his presence. Such characters may make an Incredible intensity Reason FEAT. Success indicates knowledge of Gorgon's location, until the character loses contact with Gorgon. The suit is subject to the normal means of detection for invisible objects.

Its Body Armor works normally against melee attacks. The suit's Reflection power reflects energy and force attacks back at the attacker. A Reflection victim may attempt a yellow Agility FEAT to avoid being hit by his own attack. This power works only up to Shift X rank; at Shift Y and above, a hit causes the reflection

power to short-circuit.

The suit's Strength power increases Gorgon's Fighting ability to Amazing. He inflicts Shift X damage (150) if he hits.

Maximus. The person role playing Maximus may do as he wishes, provided he does not place himself in danger. For example, Maximus would probably hide just inside the entrance to the sub-city and use ranged weapons to attack from a safe distance. Should the heroes be defeated, the player role playing Maximus should hide until he can find an opportunity to rescue the players (unless he wants to tackle the Sentry alone).

If Maximus did not successfully switch identities with another character, he remains out of harm's way. Should all heroes fall unconscious, Maximus flees, then awaits them in the Pit of the Dead.

Boundaries of the combat. The Inhumans did not choose this ambush location by accident. They consider the abandoned Alpha Primi-

tive pens the only expendable portion of the city. The Inhumans do what they can to prevent the heroes from leaving the area. For instance, they accuse fleeing heroes of being cowards, Black Bolt blocks the escape path with his force field, the Inhumans concentrate their attacks on fleeing characters, etc. Should their efforts fail, the Inhumans follow the heroes into other sections of Attilan.

AFTERMATH: The battle continues until one side stands no chance of winning. For the Inhumans, this means until Black Bolt falls unconscious and the heroes have taken their weapons. For the heroes, this means until the players decide to give up.

Peace-talk. As long as the Inhumans hold the upper hand, they do not entertain suggestions for an end to hostilities. They respond to all such offers with, "Surrender!"

On the other hand, if they have no chance of winning, the Inhumans are

not so bullheaded. They agree to help the heroes deliver the Cube to Uatu, provided the heroes agree to the following conditions:

1. The heroes guarantee no more harm will befall Attilan or its people as a result of the contest.
2. The heroes allow Black Bolt to deliver the Cube to Uatu. (The Inhumans settle for a promise to deliver the Cube to Uatu.)
3. The heroes agree to oppose the Grandmaster's promised destruction of Attilan.
4. As a guarantee of their promise, the heroes allow the Inhumans to place one hero in a set of remotely-triggered Shock-shackles (see "Surrender or Defeat" below). This hero will be permanently detained as a prisoner in the event the heroes don't keep their promises.

In return, the Inhumans agree to:

1. Place Attilan's resources at the heroes' disposal.

2. Allow the heroes free movement through the city.
3. Give the Cosmic Cube to Uatu in the event they find it first.
4. Provide medical help to the heroes.

Surrender or defeat. Should the heroes surrender or be defeated, the Inhumans immediately place them in Shock-shackles. Shock-shackles prevent a victim from using his super powers or attributes by utilizing the hero's own energy against him.

When a hero uses a power while wearing Shock-shackles, it fails. The shackles harness the energy and return it to the hero as an energy attack of the same rank. Body Armor, Resistances, and Invulnerabilities do not apply; the energy is returned directly to the victim's neural system as pain.

Physically breaking Shock-shackles requires an Unearthly intensity Strength FEAT. Picking them requires an Unearthly intensity Agility FEAT. Failing either attempt results in an Unearthly energy attack against the wearer.

Interrogation. The Inhumans take the heroes they defeated to the

prison for interrogation. Although obviously upset, the Inhumans do not resort to torture. Despite the fact that their ancestors created subhuman slave clones, the Inhumans are a noble, honorable race.

Although forced into the contest, the Inhumans originally intended to compete fairly and honorably against the heroes. Only after the heroes appeared to disregard the safety of Attilan and its residents did the Inhumans attack them directly.

The Inhumans now face a dilemma. Due to Runner's influence, they do not trust the heroes (whom they know only by reputation, if at all). They assume the heroes are involved in the contest against their will, and it seems unfair to keep them prisoner when they should have an equal chance to search for the Cube. On the other hand, they fear that releasing them will result in more destruction. The Inhumans explain their dilemma to the heroes.

In order to escape the Shock-shackles, the heroes must convince the Inhumans that the destruction visited upon Attilan so far is not their fault. This is not easy, and requires the following:

1. That the heroes capture Maximus and are able to prove that he was responsible for the explosion in the Palace of the Royal Family (if it occurred).
2. That the heroes demonstrate just cause for allowing the Alpha Primitives to escape the sub-city (if they did). The Inhumans accept a statement along the lines of: "We thought they were slaves, so we released them. Slavery is a crime against living beings everywhere." In this case, the Inhumans somewhat self-consciously explain that their ancestors created the Alpha Primitives. An experiment in freedom for the slave race worked out disastrously. They are currently allowing the sad race to die naturally.

The Inhumans do not accept statements claiming the release of the Alpha Primitives was accidental. Such accidents betray, in the Inhumans' eyes, an unfortunate irrespon-

sibility of power.

3. That nobody has died as a result of their conflicts. The death of an Inhuman convinces the Royal Family that the heroes are cold-blooded, ruthless, and unworthy of trust.

If a hero died on Attilan, the Inhumans feel responsible. They intend to avoid further deaths by carefully controlling the heroes' powers within the confines of their city.

The Inhumans will release the heroes from the Shock-shackles if all three conditions above are met. If not, the Inhumans leave the Shock-shackles on the heroes, but give them leave to wander Attilan in search of the Cosmic Cube. In either case, the heroes must endure a stern lecture on the responsibilities of wielding extra-normal powers.

An Appeal for Teamwork. By now, captured or defeated heroes should realize the Inhumans are a noble group. They may appeal to the Inhumans to work with them in order to save Attilan and the universe. The Inhumans agree, as long as the heroes do it their way. Having captured the heroes, the Inhumans insist the only safe way to deal with the Grandmaster is to give him the Cosmic Cube. If they must, the heroes can attack him after he leaves Attilan.

Special Role Playing. The suggested group of heroes includes Mantis, the Celestial Madonna, and several of Galactus's ex-heralds. These heroes are accustomed to watching entire planets die. To them, the Inhumans' concerns may seem selfish when compared to the fate of the universe. Such heroes might suggest to the Inhumans their concerns are petty, or the heroes might simply treat the Inhumans with a distant aloofness and continue about their business of saving the universe. Any player demonstrating this type of cosmic indifference deserves the special role-playing Karma award shown below.

KARMA:

Special role playing:	+20
Defeat Inhumans:	+50
Defeated by Inhumans:	-20
Killed an Inhuman:	-All

CHAPTER 12: A FRIENDLY THANKS

SUMMARY: The Inhumans thank the heroes for saving the Palace of the Royal Family.

STARTING: If the heroes prevent Maximus from detonating his hidden bomb and do not allow any Alpha Primitives to escape, use this Chapter when they exit the sub-city.

Superkree's Curse. Each player must subtract one rank from one of his hero's powers.

Read the following to the players:

The abandoned slave pens near the sub-city entrance remain a grim reminder of Inhuman cruelty. A hundred-thousand yards of shock-wire divide a dozen barren acres into tiny squares of land. Although no being has lived here for years, an aura of oppression clings to the filthy stalls.

ENCOUNTER: Allow each hero to attempt an Incredible intensity Reason FEAT. Success indicates he or she observes a shadow move from one pen to another.

Crystal. The shadow belongs to Crystal, a member of the Inhuman Royal Family. She has come to thank the heroes on behalf of all Attilan for saving the Palace. Should the heroes attack before she speaks, she attempts to flee. The Inhumans ambush the heroes at another site (see Chapter 11, but change the location).

Assuming the heroes wait for more to develop, Crystal steps from the shadows. She says, "Lockjaw reported that you prevented Maximus from tripping one of his hidden levers. On behalf of all of Attilan, the Royal Family thanks you. The lever would have detonated a bomb in the heart of our Royal Palace."

The Inhumans are a noble and honorable clan. They feel a debt of gratitude to their opponents for saving the Palace, and will do what they can to repay it.

An Alliance? The heroes now have an opportunity to make an alliance with the Inhumans. So far, the



heroes have behaved in a responsible and honorable fashion toward Attilan—despite what Runner predicted. If the heroes suggest cooperating at this time, the Inhumans will discuss the matter.

Once again, they explain their concern: the Grandmaster will destroy Attilan if they do not win the contest. He has demonstrated his power to do so by killing, then reviving Black Bolt, the strongest of the Inhumans. In the face of this threat, the Inhumans feel they cannot take any chances that might result in the destruction of Attilan.

Assuming the heroes explain that the existence of the universe may be at stake, Crystal responds, "Certainly, we have no reason to doubt your words. However, the threat to Attilan is more immediate, and we must concentrate on saving it first."

The Inhumans agree to aid the heroes in executing any plan that delivers the Cosmic Cube to the Grandmaster before Uatu, or that retains the appearance of contest.

They object to attacking the Grandmaster directly or indirectly, and they warn the heroes against such an undertaking. They find it inconceivable that anybody—even heralds of Galactus—could defeat the Grandmaster in a confrontation.

AFTERMATH: If the heroes develop a plan that convinces the Inhumans to join forces with them, the Inhumans take them to a medical facility. There physicians use their Healing powers on each character. (Heroes may recover a maximum of one Endurance rank in health.) They must now search for clues to the location of the Cosmic Cube. The Inhumans accompany them and provide what assistance they can.

If the heroes do not convince the Inhumans to join them, they must proceed on their own.

Turn to Chapter 13.

KARMA:

Attack Crystal:	-60
Strike a Bargain:	+10

CHAPTER 13: HIDE AND SEEK

SUMMARY: The heroes search for clues to the location of the Cube.

STARTING: Use this encounter when the heroes leave the prison and do not follow Maximus to the sub-city, or after they leave the sub-city and meet the Inhumans in Chapter 11 or 12.

Superkree's Curse. Each player must subtract one rank from one of his hero's attributes.

Read the following to the players each time their characters go to a new location:

Attilan is bigger than it looks. There are a lot of places to hide a small cube.

ENCOUNTER: Once Maximus used the Cube in the Sentry's presence, it realized that powerful beings would soon come to the Moon seeking the Cube. Therefore, needing a hiding place, it decided to go to the Pit of the Dead. It also realized the team sent to recover the Cube would not have time to search the entire pit, so it had to hide in a specific location.

The Cube's Location. The Sentry searched its memory banks for an easily located, yet secure hiding place. It found the name and image of the only Inhuman to die recently, Trista Rufina. It decided to use the Cube to change its appearance to match Trista's, then hide in her crypt. The Sentry's plan had only one flaw: its image of Trista had been taken in her youth; she did not perish until she had grown very old. Since robots do not age, it never occurred to the Sentry that Trista's appearance could have changed.

The Sentry sent a coded broadcast to Kree command, reporting both the fact that it had the Cube and the location of its hiding place. It then went to the Pit of the Dead, taking care to make it appear it had fled to the sub-city of Alpha Primitives.

Once inside the Crypt, the Sentry used the Cube to mask them both from detection—both ordinary and

extraordinary. It also transformed itself into Trista's image, erased any signs of its entry, then hid the Cube beneath its body. It intends to remain hidden until the Kree commandos arrive to claim the Cube.

The People of Attilan. During this encounter, the heroes can have a wide variety of relationships with the Inhumans. The two groups may have formed an alliance, they may be competing as respected opponents, or they may be struggling against each other as hostile adversaries. Generally speaking, the better the heroes' relationship with the Royal Family, the more readily the people cooperate.

As respected opponents, the heroes occasionally stumble across one or two members of the Inhuman Royal Family. The Inhuman politely inquires after their progress.

If the heroes are hostile adversaries to the Inhumans, Lockjaw follows them to each location and watches from a safe distance. The players cannot miss his presence.

No matter what their relationship, the Inhumans take a dim view of intimidating citizens or destroying property. The first time the heroes do this, one Inhuman warns them not to. The second time, the Inhumans prepare an ambush with the weapons described in Chapter 14.

About Town. Allow the players to see the large map of Attilan. Ask the players where their heroes go to search for the Cube. Consult the entry below to determine what they learn. If a location is not listed, the heroes learn nothing of importance.

At each location, roll the dice out of the players' sight—tell them you are rolling secret Reason FEATs if they ask. Assuming one of the players is secretly playing Maximus's part, tell him the clue. This simulates the fact that Maximus knows the Cube's location and is attempting to lead the heroes there without revealing his presence.

PRISON: Several witnesses saw a massive robot walk through the wall, despite withering attacks from the guards on duty. They assumed Maxi-

mus had found a way to escape again, and duly reported the break-in to the Royal Family. The robot walked toward the sub-city of the Alpha Primitives when it left.

SUB-CITY OF ALPHA PRIMITIVES: See Chapter 10.

MARKET PLACE: Each hero (except Maximus) overhears an equal number of comments in the Market Place. For allies, the Royal Family will (sometimes reluctantly) verify each statement's accuracy.

1. Crystal scandalized the whole Royal Family by having an affair with a human. (True.)
2. Black Bolt keeps his brother locked in prison. (True—Maximus is his brother.)
3. Black Bolt killed his parents. (True, indirectly—a Kree spyship he destroyed crashed into their laboratory.)
4. The produce in the market comes from the hydroponic gardens below the city. (True.)
5. Gorgon is an enemy of the Fantastic Four (True—sort of. Medusa had amnesia and sought refuge with the FF when Gorgon came for her.)
6. Lockjaw is really a deformed Inhuman; he simply looks like a dog. (True.)
7. A Kree Sentry guards the Moon. (True—nobody knows where it hides, but it is presumably somewhere inside the Blue City.)
8. Medusa's hair is alive. (False—it is prehensile.)
9. (For Maximus). Trista Rufina lived a long time, even for an Inhuman.

EXITS FROM ATTILAN: No robots have left the city within 24 hours.

TERRIGEN LAB: (Somebody besides Maximus, and only available to heroes accompanied by a member of the Royal Family): Official records indicate two Inhumans have mutated bodies resembling massive robots: Garnet Cato, a reclusive philosopher residing in the old city, and Claud Victor, a raucous public sportsman living near the Avenue of Harmony.

For heroes unaccompanied by a Royal Family member, the adminis-

trator suggests going to the Market Place. It seems to serve as the local news service.

GARNET CATO'S: Garnet's neighbors swear he hasn't left his home in 10 years. Garnet has no alibi for the time of the prison break-in, and seems puzzled as to why he would need one.

GARNET CATO

F	2 Fe	Health: 28
A	6 Ty	
S	10 Gd	Karma: 275
E	10 Gd	
R	75 Mn	Resources: Fe (2)
I	100 Un	
P	100 Un	Popularity: 20

KNOWN POWERS:

Phasing: Monstrous. By closing his eyes and meditating for a moment, Garnet can shift his body partially into an alternate universe. He becomes intangible and unresponsive. He cannot be harmed while phased into another universe. He often does this when annoyed by visitors.

CLAUD VICTOR'S: His neighbors wish he would move away. He is always creating a scene. Claud informs players that he and six friends saw the robot break into the prison. They rushed to help the guards, but the robot departed before they arrived. It ran toward the abandoned Alpha Primitive pens.

CLAUD VICTOR

F	50 Am	Health: 275
A	50 Am	
S	75 Mn	Karma: 14
E	100 Un	
R	6 Ty	Resources: Gd (10)
I	6 Ty	
P	2 Fe	Popularity: -2

KNOWN POWERS:

Body Armor: Monstrous. Claud's steel-skinned body protects him from all blunt, edged, energy, and force attacks.

ARENA OF JUDGMENT: The custodian suggests asking around the

Market Place. (Maximus produces another clue): The custodian heard a boom in the Silent City earlier that day.

PALACE OF THE ROYAL FAMILY:

No clues.

WISDOM BRIDGE: The Grandmaster and Uatu wait here. They do not speak, except to ask if the Cube has been found.

TECHNICAL CENTER: It includes a hospital. The doctors use their Healing powers for the heroes. If asked, hospital personnel admit an old lady named Trista Rufina died recently.

LEARNING CENTER (Somebody besides Maximus): There are several accounts of surprise meetings with the Sentry. The meetings usually occurred near the sub-city of the Alpha Primitives. Some scholars theorize the Sentry resides deep beneath the sub-city. (Incorrect.)

There is also a treatise on the history and origin of the Elders, including their most recent plot to destroy the universe by killing Galactus. Summarize the appropriate information from the Resource Book; do not reveal specific powers or attributes. **AERODROME/SPACEPORT** (Not Maximus): a massive, robot-appearing individual recently bought a ticket to the Kree Empire. The purchaser's name was Claude Victor. He resides on Harmony Avenue. (He is going to a small planet to participate in a wrestling exhibition.) See his house for more information.

PARLIAMENT: An emergency session of the Genetic Council has been convened to consider countermeasures to the Grandmaster's destruction threat (the special session's purpose remains unknown to the public).

If a Member of the Royal Family requests it, the Genetic Council grants special permission allowing entrance into the Pit of the Dead. They do not see the heroes without sponsorship from the Royal Family.

Maximus is not knowingly allowed inside the building.

PARKS: Dozens of Inhuman families and young people lounge here. Patrons in the park close to the Are-

na of Judgment heard a loud boom from the Silent City.

In each park, a small group of dazed, ragged Inhumans marches near each entrance. They carry signs reading, "The End is Near!" If questioned about the meaning of their signs, they ask the questioner if he has seen "the crazy cats standing on Wisdom Bridge." They say nothing else.

POWER PLANT: The superintendent says, "I know why you're here. Haven't seen any robots, but I could sure use one or two after losing my Alphas. If you get that Cosmic Cube, how about lending it to me?"

THE SILENT CITY: Nobody speaks here; that's why it's called the Silent City. Black Bolt or Medusa can use their sign language to converse, or characters possessing telepathy can use it to communicate. Several witnesses saw a robot walk through the city, then heard a tremendous boom. They thought the boom was Black Bolt coughing.

THE PIT OF THE DEAD: This isolated catacomb entrance shows no signs of anything unusual. A sign posted on the metal door reads, "Open only in the event of death. By Order of the Genetic Council."

An extraordinary examination of the door reveals it has been blasted into shards, then miraculously reassembled on a molecular level. Inhumans accompanying the heroes insist upon getting a special dispensation from the Genetic Council before opening the doors.

If the characters enter the Pit of the Dead, turn to Chapter 14.

AFTERMATH: By the end of this encounter, the players should be interested enough in the Pit of the Dead to investigate it. If not, Maximus (assuming he accompanies the heroes) suggests investigating it. Alternatively, the heroes hear rumors of a strange break-in here.

KARMA:

There are no Karma awards.

If the heroes did anything worthy of a Karma loss, penalize them.

CHAPTER 14: TO AWAKE THE DEAD

SUMMARY: The heroes search the Pit of the Dead for the Sentry.

STARTING: Use this encounter when the heroes enter the Pit alone.

Superkree's Curse: Each player must subtract one rank from his hero's Agility. Half way through the encounter, each hero must subtract one rank from his hero's fighting.

Read the following text aloud:

A long, winding case of stone stairs leads into the Inky depths of the Pit. A sweet, musky odor clings to the gray walls of the staircase. Nothing stirs below.

ENCOUNTER: The Inhumans, if they were working with the heroes, remain on the surface unless they hear sounds of obvious disrespect—such as crashing crypt lids. If the Inhuman Royal Family is not working with the heroes, the Inhumans' own investigation soon leads them to the Pit.

They arrive about the same time the heroes meet the Sentry.

The Crypts. Study the map of the Pit of the Dead on the back of the map sheet. The Pit descends in order of importance; kings and the royal family occupy the high levels. Criminals occupy the lowest level.

Trista is two levels above the bottom, on the commoner's level.

There are no obvious clues to help the heroes discover the Sentry. It used the Cube to make the Crypt appear completely normal. The dust remains undisturbed; the air remains stale, and the cavern remains silent.

Searching the Crypts. Assuming the heroes search the Pit, they discover nothing unusual.

If the heroes begin searching crypts, tell them the first crypt they open contains the badly decomposed body of a male Inhuman. The second contains the somewhat decomposed body of a middle-aged Inhuman. The third crypt contains something unrecognizable and very foul-smelling. Heroes searching crypts on the commoner level discover

er one crypt containing an elderly woman and a middle-aged, dragon-like Inhuman. The elderly woman is Trista Rufina; the Sentry placed her in this crypt.

After the heroes have searched for a while, tell Maximus (if he is along), that he notices a faint trail of disturbance in the dust. The trail leads to Trista Rufina's crypt.

If Maximus is not with the heroes, and remains free to come to the crypt, he eventually starts creating a series of ghostly wails to lead the heroes to Trista's crypt.

The heroes can easily find Trista Rufina's crypt if they look for her name. The crypt contains the nicely preserved body of a young Inhuman female. The Sentry remains perfectly motionless. This should not fool heroes who recall that Trista Rufina died an old woman.

The Sentry attacks if the heroes search its crypt. Despite its appearance, it retains its abilities.

Sentry 9168

F	20 Ex	Health: 215
A	20 Ex	
S	75 Mn	Karma: 14
E	100 Un	
R	6 Ty	Resources: N.A.
I	4 Pr	
P	4 Pr	Popularity: 0

KNOWN POWERS:

Body Armor: Amazing. Sentry 9168's body protects it against all melee and beam attacks.

Invulnerabilities: Class 1000. Sentry 9168 is invulnerable to psionic, mental, or emotion attacks, as well as toxins and diseases.

Communications: Class 5000. It can transmit data to and receive orders from Kree command.

Blast-ray: Unearthly. This Sentry shoots an energy beam from its eyes.

Healing: Excellent. It can repair itself.

When Sentry 9168 jumps from the crypt it reverts to its normal size and shape. It defends the crypt at all costs. The Cosmic Cube is hidden in

the bottom of the crypt. It remains invisible and undetectable by extraordinary means, but a hero searching the crypt with his hands feels it.

Maximus and the Cube. Assuming he arrived with the heroes, Maximus should attempt to snatch the Cube. Any attempt to reach the Cube before Maximus does should be resolved by normal initiative rolls. If Maximus came here on his own, he hides in the shadows above the crypt and drops into the crypt as soon as the Sentry is out of the way. If he recovers the Cosmic Cube, he immediately tries to paralyze anybody who could take it. Instead, the Cube covers the heroes with Amazing Strength instant glue.

The Inhumans. The Inhumans arrive just as the heroes disable the Sentry, or just as it disables them. If the heroes possess the Cube, the Inhumans congratulate them.

If Maximus possesses the Cube, the Inhumans attack him. If they do not stun or knock him unconscious immediately, Maximus uses the Cube to turn them into ants. It works—they become man-sized ants with their normal powers.

If nobody has the Cube, and there was no agreement regarding the Cube's disposition, the Inhumans dash for the Crypt. Make a normal initiative roll for Black Bolt and the closest hero; the winner comes up with the Cube.

Defacing Crypts. If the heroes abused the Pit of the Dead, the Inhumans attack. They have Power Boosters that increase any attribute or power to Unearthly for 1-10 turns. After one use, the Power Booster must be discarded.

AFTERMATH: Three turns after the Cube is recovered, the Grandmaster appears. Turn to Chapter 15.

KARMA:

Defeat Sentry:	+50
Defeat Inhumans:	+20
Kill Somebody:	-All
Recover Cube:	+75
Find Cube without Maximus:	+20

CHAPTER 15: CHECKMATE

SUMMARY: The Elders take the Cube.

STARTING: Three turns after someone seizes the Cosmic Cube, the Grandmaster and Uatu (the imposter) appear in the Pit of the Dead.

Superkree's Curse. In Chapter 14, the heroes had the opportunity to use the Cosmic Cube to remove Superkree's Curse. If they did so, all of their abilities return to normal. If not, each hero must subtract one rank from his hero's Reason attribute.

Read the following to the players:

"I was correct, Watcher," the Grandmaster says. "They have found the Cube."

Two majestic figures step into the dim light. Both hold out a hand expectantly.

ENCOUNTER: This is a crucial encounter. At the end of it, the Elders possess the Cosmic Cube—period. Because of its necessity for destroying Galactus, the Elders will go to any length to acquire the Cube.

What Happens to the Cube? If the Cube is given to the Grandmaster, he thanks the heroes and the Inhumans for their participation. He and "Uatu" then teleport away. On the other hand, if he is not given the Cube (for any reason), he looks at the Inhumans and says, "I promised to destroy your city, and so I shall. However, I have business here first—so you have received a brief reprieve."

It is most likely that the heroes will give the Cube to the Uatu imposter, assuming this is the end of the adventure. This results in a straightforward and quick encounter—which is fine (go to "Aftermath").

However, clever players may suspect their heroes are being deceived. The first hero, and the first hero only, to state that he or she doubts Uatu's identity is entitled to an Unearthly intensity Reason FEAT. Roll this FEAT yourself, in secret. Failure indi-

cates the hero is dead certain the imposter is Uatu. Success indicates the hero has noticed certain mannerisms differing from their last meeting.

Players doubting Uatu's true identity may do with the Cube as they wish. Any attempt to use the Cube at this point meets with a comic failure, however. In the presence of the Power Primordial, the Cube requires extra care and attention to function properly. Remember, too, that the Elders will take counter measures to guarantee they receive the Cube. (In other words, the heroes can attempt to use the Cube, but it backfires—they do not escape a confrontation with the Elders.)

If the heroes do not turn the Cube over immediately, the Inhumans protest vigorously, especially if they had an agreement with the heroes.

The Elders Attack. When it becomes clear the heroes do not intend to surrender the Cube, the Elders attack. The Inhumans stay out of this battle, feeling outclassed and uncertain about which side deserves their support.

The Grandmaster. He uses the Power Primordial to teleport the Cube into his hands. The character holding the Cube may attempt an Amazing intensity Agility FEAT to retain possession of it. Success indicates the character teleports with the Cube, finding himself face-to-face with the Grandmaster. Success can be costly; the Grandmaster snaps, "Enough!" and uses his Death-power on the character. If the character still holds on, the Grandmaster simply teleports him away with the Cube.

The Collector. Hiding in the shadows, the Collector is armed with his Temporal Assimilator and a Shift Y rank hypno-stun gun. Should the situation become desperate, he uses the Temporal Assimilator to move himself back three turns in time, then attacks the character who possesses the Cube at the desperate moment with his hypno-stun gun. Any character hit by the hypno-stun gun (normal Agility FEAT) must make a Shift Y intensity Reason FEAT or fall uncon-

scious for the rest of the encounter. Replay the encounter from that point, minus the unconscious character.

AFTERMATH: The encounter ends the instant any Elder acquires the Cosmic Cube. The entire group teleports to the Arena of Judgment to proceed with their plan. Any hero tagging along suddenly finds himself living one year in the future—the Grandmaster teleported the hero forward in time.

The Real Uatu. As soon as the Elders leave, Uatu materializes. He immediately uses his powers to heal all the heroes back to normal (but cannot remove Superkree's curse). If the heroes have not yet figured out Superkree's curse, Uatu explains its nature and how to remove it. He also returns all consciousnesses to their correct bodies, assuming Maximus succeeded in switching consciousnesses and has not yet been undone.

He then says, "After long and careful consideration, I have decided it would not break my vows to tell you this. With the aid of the Grandmaster, the Trader stole my identity. His purpose was to trick you into recovering the Cosmic Cube for the Elders. Although I remain unclear as to the reason they desire this new Cube, I do know the Elders feared Galactus would discover they were searching for it. They used you as proxies to avoid his notice—do not allow this to trouble you. The Elders are to you as you are to normal humans. But now, you must find them and undo what they have tricked you into doing." Uatu then teleports the entire group to the surface of Attilan. Turn to Chapter 16.

KARMA:

Knocking one or more Elders unconscious:	+ 200
Breaking agreement with Inhumans:	- 10
Honoring agreement with Inhumans:	+ 5
Being defeated by Elders:	- 40

CHAPTER 16: THE HEROES STRIKE BACK

SUMMARY: The heroes have an opportunity to win the Cosmic Cube back from the Elders.

STARTING: After Chapter 15, Uatu teleports the heroes and Inhumans to the Arena of Judgment.

Superkree's Curse. Each player must subtract one rank from his hero's Fighting attribute. (Adjust Health scores accordingly.) Ignore Superkree's Curse if the heroes used the Cube to remove the curse; in this case, their powers and attributes return to normal.

Read the following text aloud:

Panicked mobs of Inhumans crowd Attilan's streets. Men and women rush toward the Aerodrome.

The reason for the panic is readily apparent. A foreboding, man-shaped figure hangs above the city, so large he eclipses even the Earth's disc. Standing as tall as Attilan's highest tower, he wears dark, metallic armor that almost gives him the appearance of a robot. On his head rests a winged, cylindrical helmet that frames his grim, determined face.

"Who summons Galactus?"

ENCOUNTER: The Inhumans immediately part company with the heroes to oversee the evacuation of Attilan.

The Elders' Plan. The Elders have locked themselves in the Arena of Judgment behind the Grandmaster's force field (Shift X). They are using the energy their combined efforts can coax out of the Power Primordial to super-charge the Cosmic Cube. They have asked it to destroy Galactus, but realize it cannot complete such a task without more energy.

Anyone looking into the Arena sees all known Elders (except Ego) standing in a circle around the Cosmic Cube. Streams of shimmering, multi-colored energy flow from their fingers into the Cube. The Cosmic Cube bounces on the ground like an

animal in agony.

The Heroes' Job. The players must force their way into the arena past the Elders' defenses and take the Cube. However, the Elders are more powerful than most opponents the heroes will ever face. If the heroes attack without taking the time to form some sort of plan, they are certainly doomed. On the other hand, if they attack with surprise, force, and coordination, they just might succeed. A good plan will include provisions for accomplishing the following objectives:

1. Surprise. If the Elders realize the heroes are coming, they will prepare a defense.
2. Bypassing the force field quickly. If the heroes get stuck behind the force field, they stand little chance of achieving surprise. Knocking down the force field requires a Shift X intensity Power or Strength FEAT. A failed attempt alerts the Elders.

There are other ways to get behind the force field. For instance, the heroes might Teleport into the arena. Any method of travel not involving movement directly from point A to B works.

3. Striking a deadly first blow. Surprise is of little benefit if one does not take advantage of it. Heroes who know something about the Elders of the Universe stand a better chance of high first-strike efficiency.

Heroes may have learned something about the Elders in one of three ways: research at the Attilan Learning Complex, previous experience with them, or conflicts during this adventure. Briefly summarize the general nature of the Elders for players whose characters researched the Elders or who have had previous experience with them (this automatically includes pregenerated heroes). Then state each Elder's individual nature, including his favorite one or two powers. Don't discuss rankings.

4. Equipment. The Inhumans gladly allow the heroes to use any of the weapons they employed against the heroes in Chapter 11 or 14.

Galactus. Galactus patiently awaits a response to his question

while the heroes prepare. He remains a motionless, impassive figure. As the heroes move to enter the Arena, he speaks again. "I see you, gnats. Was your previous attempt not painful enough? This time, I shall postpone your punishment until I think of something more worthy."

Galactus is speaking to the Elders. He refers to events in Silver Surfer #1-10. Given the scope of his gaze, the heroes might mistake his warning as intended for them. Unless approached by a current or former herald, Galactus does not respond to inquiries about his meaning.

The Heroes Attack. The Elders are concentrating so intently upon their task that they do not respond to the heroes' presence for two turns. This means, if the heroes achieve surprise, they earn two free attacks against the Elders. Otherwise, if the Elders had warning of the heroes' approach, they respond during the same turn of the heroes' attack. Whether or not they react on the same turn as the heroes' attack, they react as outlined below.

The Cosmic Cube. The Cube is presently engulfed by unbelievable amounts of the Power Primordial. Anyone attempting to touch or affect it suffers a Class 3000 energy attack (this is enough to negate invulnerabilities to energy attacks). Warn any character contemplating touching it that this could easily mean death.

The Collector. He wears his ethereal battle armor and carries his temporal assimilator. When the heroes attack, he uses his temporal assimilator to travel forward and backward an instant in time so he can predict his opponent's moves. Treat this as a +2 CS to hit, and he always wins initiative (after surprise wears off). He uses a sonic scrambler sidearm against the heroes. Treat damage from the sonic scrambler as an Amazing rank force attack; Body Armor, Resistances, and Invulnerabilities apply only if they protect the hero from ultra-high sound waves.

The Grandmaster. His tactics are as simple as they are deadly. He



teleports to a new position every other round. On the rounds he doesn't teleport, the Grandmaster uses his Death-Power on the toughest character in the group. During the battle, the Grandmaster taunts the heroes by reminding them they are pitifully overmatched.

The Champion. The Champion's tactics are the simplest of all. He rushes into hand-to-hand combat with the strongest opponent. Every time an opponent lands a blow, the Champion congratulates him.

The Runner. The Runner turns to his opponent smiling brightly. Tell the player that his character immediately likes the Runner. As he fights, the Runner carries on a playful conversation. The Runner fights at a distance with his Energy Generation power. He fights in melee by raising his Fighting rank to Shift X.

The Gardener. He tries to avoid combat, focusing his energy on charging the Cosmic Cube. If attacked, he flees to the park outside the Arena, hoping his enemy will

follow. In the park, he relies on his Plant Control powers to fight for him.

The Contemplator. Despite his meek appearance, the Contemplator is one of the most formidable of the Elders. He attacks with his Psionic powers first, but will increase his Fighting and Strength to Shift X if confronted in melee combat. The Contemplator behaves as if he were teaching his opponent a lesson about the futility of violence.

The Possessor. He does not actively participate in the combat. He defends himself by entrapping his opponent inside his Runestaff. He always warns his opponents not to attack him.

The Obliterator. Reveling in combat, the Obliterator attacks with his armor's distance weapons and avoids melee combat. He chuckles gleefully each time he scores a hit.

The Astronomer. He teleports away at the first sign of trouble.

The Trader. He uses his powers to try to persuade his opponents to give up their fight, phrasing his argument

as a trade. If his Emotion Control succeeds, the victim is entitled to attempt a Red Psyche FEAT in order to withstand his argument.

AFTERMATH: The battle ends when one side falls unconscious, or after six turns. If the heroes still stand at the end of the battle, they see Galactus watching the combat. He comments to the Elders, "Again you have failed. This time, mere mortals foiled your plans. Perhaps you should resign yourselves to your place in the universe—before you lose it altogether."

If the heroes lost the combat, they recover consciousness (assuming they are still alive) just in time to witness Galactus slowly falling toward a distant crater. He looks deathly ill.

Turn to the Epilogue.

KARMA:

Standing after six turns:
Defeated by the Elders:

+300
-40

EPILOGUE: THE RETURN OF THE KREE

SUMMARY: The Elders leave. A moment later, a Kree fleet threatens the city's destruction unless the Cosmic Cube is returned.

STARTING: This encounter begins when the fight in Chapter 16 ends.

Superkree's Curse. No further effects.

Read the following text aloud:

The Cosmic Cube is as black as Ego's heart, and as cold as deep space. Several puzzled Elders stare at the dark cube.

A tremendous roar erupts at the gates. Black Bolt leads a crowd of cheering Inhumans into the Arena. Galactus has vanished!

If the heroes survived six turns of combat with in Chapter 16, read the following text:

"It cannot be," the Grandmaster mutters.

"Again, we have failed," answers Astronomer. "The Cube depleted before Galactus fell."

"Brothers, we cannot win all the time," says Runner, a good-natured smile stretched across his face. "Perhaps we should leave."

"Not before I congratulate our opponents on a contest well-fought," says Champion. "Mortals, there are few beings in this universe who can match wits with we-who-cannot-die. The victory right is yours." The Elders disappear.

If the heroes fell to the Elders in Chapter 16, read the following text:

"It cannot be!" mutters the Grandmaster.

"He escaped!" Astronomer says. "We wounded Galactus, but he escaped."

"Then we must seek him!" Runner says, his smile widening at the thought of a chase. The Elders disappear.

Continue reading with this text:

Medusa approaches. "The Cube is secure, Attilan still stands, and Galactus is gone. Accept our thanks; we are safe at last."

Uatu appears before Medusa. "Perhaps, and perhaps not. But these mortals have fought well, and deserve the gratitude of more races than the Inhumans alone."

ENCOUNTER: Galactus does not respond to any summons or message. The Cube, unpredictable as always, teleported Galactus to another dimension and gave him amnesia. He will soon rule Asgard, Olympia, and perhaps other godly dimensions as well. But that is a story for this adventure's sequel, *Ragnarok and Roll*.

The Cube's Effects. All effects of the Kree Cosmic Cube are negated with its depletion. This means Maximus's powers return to previous levels and the heroes regain all ranks and abilities lost.

The Elders. The Grandmaster has forgotten about his promise to destroy Attilan—for now. The Possessor releases any souls caught in his Runestaff. If the heroes survived six turns of combat in Chapter 16, the Grandmaster resurrects anyone he killed.

The Kree Fleet. The heroes again have pressing matters to attend to, such as the Kree fleet that just appeared above Attilan. After receiving Sentry 9168's message, the Kree dispatched a hastily assembled fleet to Attilan to recover the Cube. When the fleet's commando team did not find the Cube in Trista's crypt, the fleet commander decided to try intimidating the Inhumans. Read the following text to players when they think the adventure is finished:

"Attention, Inhuman scum! We have come to retrieve our property. Unless you return the Cosmic Cube to us immediately, we will level your precious city. You have 10 seconds."

Although the Kree are exaggerating when they claim they can level Attilan with 12 ships, the Inhumans don't realize this. The populace immediately begs the heroes to save them from this latest threat. The Inhuman Royal Family seems uncomfortable about all the attention the heroes are receiving.

The heroes have three options. First, they can attack the Kree. The Kree flee immediately.

Second, the heroes can negotiate with the Kree. If the Kree learn that the Silver Surfer, Firelord, etc. are defending Attilan, they hesitate to open fire. If the heroes return the Cube to them, or allow them to inspect it and see for themselves that the Elders drained it, the fleet commander agrees to leave peacefully.

Third, they can let the Royal Family handle the situation. The heroes can, quite legitimately, turn the incident over to the Inhumans. They can do this in one of two ways: by simply saying something along the lines of "we've taken care of the Elders and the Kree aren't our problem. Bye." This reflects the cosmic scope of the heroes' view points. It can only be employed by heroes such as Silver Surfer, Firelord, Nova, and others who make their homes in deep space. It does not indicate a lack of concern as much as the knowledge that the Inhumans can take care of themselves.

Alternatively, the heroes can ask the Royal Family if they want help. The Royal Family will graciously decline and negotiate a settlement to the problem. They give the Kree the dead and useless Cosmic Cube.

AFTERMATH: The Kree leave as soon as the Cube situation is resolved. The heroes are not troubled again—until Uatu summons them to find Galactus in *Ragnarok and Roll*.

KARMA:

Chasing away Kree fleet:	+20
Negotiating Kree problem:	+30
Letting Inhumans settle Kree problem:	+40

MANTIS

F 40 In
A 40 In
S 6 Ty
E 30 Rm
R 6 Ty
I 20 Ex
P 50 Am
Health 116
Karma 76

Powers:

Empathy—Am

Healing—Un

Life Support—Shift Z

Plant Control—Un

Recovery—Am

Resistances—Am
(toxins & diseases)

Teleport—In

Talents:

Martial Arts
A, B, D, & E
Resist Domination

GLADIATOR

F 75 Mn
A 50 Am
S 100 Un
E 500 Shift Z
R 100 Un
I 75 Mn
P 500 Shift Z
Health 725
Karma 675

Powers:

Invulner—Un
vs. energy attacks,
Shift Z vs. heat,
cold, gas, disease,
& most radiation

Environ. Independ—
Shift Z

Flight—CI 5000

Psychic Reflect.—Sp

Heat Beams—Mn

Heightened Vision—
Am

FIRELORD

F 75 Mn
A 100 Un
S 50 Am
E 100 Un
R 30 Rm
I 50 Am
P 30 Rm
Health 325
Karma 90

Powers:

Stellar Flame—
CI 1000

Body Armor—Am
(Immune to heat)

Flight—CI 1000

Staff—Un range

Talents:

Astrogation

BETA RAY BILL

F 100 Un
A 30 Rm
S 100 Un
E 100 Un
R 30 Rm
I 20 Ex
P 50 Am
Health 330
Karma 100

Powers:

Body Armor—Ex

Invulner—All
diseases

Resistance—Shift X
to physical injury

Storm Breaker:
Throw—Rm
Damage—Un

Weather Control—Un

Dimension Travel—Un

Flight—Am

Shield—Rm

Skuttlebutt—1000 spd.
Blasters—Un
Reason—In

NOVA

F 50 Am
A 75 Mn
S 100 Un
E 100 Un
R 20 Ex
I 75 Mn
P 40 In
Health 325
Karma 135

Powers:

Fire Gener. &
Control—Shift Z

Body Armor—Un

Invulner. to
heat, cold, flame,
& disease

Wrapped in Fire—Am

Flight—CI 3000

THOR

F 100 Un
A 20 Ex
S 100 Un
E 100 Un
R 6 Ty
I 20 Ex
P 50 Am
Health 320
Karma 76

Powers:

Body Armor—Ex
Vs. physical,
Ty vs. Energy

Mjolnir:
Hit—Ex

Damage—Un

Flight—Shift X

Shield—Rm

Weather Control—Un

Dimension Travel—Un

Talents:

+1 CS Edged
+2 CS with Mjolnir

SILVER SURFER

F 50 Am
A 75 Mn
S 100 Un
E 100 Un
R 20 Ex
I 75 Mn
P 40 In
Health 325
Karma 135

Powers:

Power Cosmic:
Power Blast—Un

Raise one ability
to Un for 1-10 rds

Healing—Un
(no effect on Endur.)

Reconstruct Matter—
Un

Perceive energy
source of more than
Un level on a planet

Flight—CI 5000

Body Armor—Mn

Talents:

Martial Arts D

DOC STRANGE

F 10 Gd
A 20 Ex
S 6 Ty
E 30 Rm
R 10 Gd
I 75 Mn
P 100 Un
Health 66
Karma 185

Powers:

Magic:
Any power at Am

Alter Appear.—Am

Astral Project.—Un

Levitation—In

Shield—Am

Telepathy—Un

Conjure—Am

Forcebeam—Am

Dimension Open—Mn

Sleep Gas—Mn

Cloak of Lev:
Flight—Shift X

Eye:

Detection—CI 1000
+2 CS Mental Powers
Suspend Animation on
unc. Target—Mn
Dimension Aper.—Un

Orb:

Magic Detect.—CI 3000
View any place
known to user

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