

MARVEL SUPER HEROES™

Official Advanced Game Adventure

THE REVENGE OF KANG

by Ray Winninger



The thrilling climax to the TIME WARP series of adventures spanning the course of human history!



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INTRODUCTION

Remember the good old days? When the Fantastic Four was still the Fantastic Four and Spider-Man was still a nerdy college student. Remember when Thor would regularly transform himself into the lame young physician named Donald Blake and the X-Men all wore matching uniforms?

Of course you do! And so does Kang.

That's right, Kang the Conqueror, superhuman refugee from the 30th century and master of time and space. He's back, and this time he has his sights set on the early 1960s, the era that spawned Earth's mightiest heroes.

Or does he?

The Revenge of Kang is an adventure module for use with the Mighty MARVEL SUPER HEROES™ Role-playing Game. Somewhere within this package you will find (or SHOULD find):

—an enormous 64-page Adventure Book containing descriptions of the player and non-player characters for the adventure, as well as the individual encounters that make up the adventure itself. Don't look for this booklet for too long, it's in your hand.

—a four-color, full-sized pullout featuring various landscapes and maps you'll need during play.

This adventure is quite lengthy and its plot is rather complex. For these reasons it's absolutely imperative that you read through this entire booklet before beginning play. In fact, you might want to read through the material several times in order to insure that you are completely familiar with the adventure and all its concepts before you begin.

The "Time Travel" Trilogy

The Revenge of Kang is the stunning finale in a series of three adventure modules which comprise the "MT" Time Travel campaign.

In the first adventure, *All This and World War II*, the heroes captured an alien time machine and travelled

back to the Second World War to prevent the nefarious Red Skull and his cronies from changing history. In the second adventure, *The Weird, Weird West*, the heroes jumped back to the old west in the 1870s and confronted a deadly chronovore who was swallowing the Marvel timestream.

The Revenge of Kang picks up the action where *The Weird, Weird West* ended. If you have not played through the earlier adventures there is an alternate start provided in Chapter 1 that will allow you to jump right into the action. If you are not playing the entire time travel campaign, you should probably omit "Part II, The Campaign Conclusion" from the adventure (see pg.00 for an explanation of Part II).

Time and the Marvel Universe

In order to play through this adventure you need to know a little something about time and its nature. We'll begin with a little physics lesson—Marvel style.

Picture time as a series of rivers and streams. Time begins trickling down from its source, the beginning of all things, then runs on down through a series of important historical events: births, deaths, the Big Bang, the signing of the Magna Carta, the death of your goldfish Skippy, and just about everything else that happens to you, me, and Aunt May.

Most of us are like canoes floating down the river of time. We can only move forward at a slow, steady pace; the currents and eddies sweep us on down our destined paths.

However, in the Marvel Universe there are a few intrepid individuals like Reed Richards, Kang the Conqueror, and Doctor Doom who have managed to master time. These beings can move upstream as well as downstream and vary their rate of movement in either direction.

Now, at each and every historical event time branches off into an infi-

nite number of rivulets, each comprising one of the event's possible outcomes. At the junction which represents World War II, for instance, there might be a branch representing the familiar Allied victory, a branch representing an Axis victory, a branch representing the possibility that the major powers might have signed an armistice years ahead of schedule, and many others.

Therefore, from beginning to end there are an infinite number of possible temporal pathways or timestreams. The traditional Marvel Universe and its events (such as the formation of the Avengers, the coming of Galactus, and the death of Elektra and her subsequent rebirth) make up only one such timestream, there are many others. In fact, every now and then one of the heroes or villains from the Marvel Universe will travel into one of these alternate timestreams seeking adventure.

An interesting side effect of time travel in the Marvel Universe is that any traveller journeying back and forth within the timestreams is duplicated in the cosmic order. Where once there was one traveller, there are now two. Thus, there are hundreds of copies of someone like Kang (who constantly flits back and forth within the various timestreams) in existence and another copy is created each and every time one of the Kangs travels in time. These duplicates are usually safely segregated into separate diverging timestreams, but it is quite possible for a traveller with the ability to move between the different timestreams (like Kang the Conqueror) to meet a copy of himself.

In fact, Kang is an excellent example of this phenomenon. Over the years the heroes of the Marvel Universe have battled several different versions of Kang, all of whom were "created" when the original Kang journeyed through time. Some even adopted new names and personalities like Immortus, the Pharaoh Rama-Tut, and the Scarlet Centurion. Upon occasion, Kang has even met and battled "himself."

Kang and His Plan Part I

In this adventure, Kang is planning to gain complete dominion over Earth of the late 20th century, a goal he's been trying to accomplish for decades. In each of his previous assaults on the 20th century, Kang was defeated by one or more of the era's superheroes. Being a quick-witted fellow, Kang recently realized that his odds of successfully subjugating the century would drastically increase if he could somehow find a way to rid the world of its heroes.

The plan he finally hit upon was direct, but complex. Kang determined that he could remove all of the heroes from the late 20th century by altering history to prevent 12 key heroes from appearing in the mid-1960s.

These heroes are: the Fantastic Four (Mr. Fantastic, Invisible Girl, the Thing, and the Human Torch), Spider-man, Daredevil, Iron Man, and the X-Men (Cyclops, Ice Man, the Beast, the Angel, and Marvel Girl). If these 12 heroes were removed from the timestream, Kang determined that all of the other heroes would disappear (some would never have been created, others would have died because the missing heroes weren't around to save them during key battles, etc).

In order to alter history in this fashion, Kang has recruited duplicates of himself from various alternate timestreams. Each of these duplicates will travel to certain key areas within the Marvel timestream and prevent each of the important heroes from gaining his or her abilities.

Once the heroes are out of the way, conquering the 20th century should prove to be child's play. Kang will provide each of the duplicates with the information he needs to prevent one hero's creation. This particular Kang has spent a lot of time discovering the secrets of Earth's various heroes through temporal research. He has never tried a scheme like this before, mainly because he has only recently finished

compiling all of the information about the heroes needed to change history on this scale. In return for their role in the affair, each of the duplicate Kangs will rule over a portion of the Marvel 20th century once it has been overrun.

Kang's plan hit a snag when the duplicate he dispatched to eliminate the X-Men delayed his attack long enough to double check all of the original Kang's temporal calculations. By the time the duplicate began his journey back to the mid-1960s, the timestream had become so malleable due to the damage wrought by the other duplicates and time travel so dangerous that the Kang duplicate became caught up in a "temporal wormhole" which swept him into an isolated pocket dimension.

Kang is unaware that the player character heroes have access to a time machine of their own, allowing them to detect and foil his scheme (the time machine captured in *All This and World War II*. If you did not play through this adventure, the heroes will receive their own time machine in the "Alternate Start" in Chapter 1.

Kang and His Plan, Part II —"The Real Story"

The plan described above is what Kang would like the heroes to think he is really up to. Here's the real story:

A long time ago, one of the Kangs was caught up in an odd temporal phenomenon and was swept into a strange, new alternate reality. In this reality, Kang discovered all the Marvel heroes and villains (himself included) existed only as comic book Characters published by the dauntless Marvel Comics Inc.

After a while, Kang was able to modify his time vessel in such a way as to permit him to enter and leave the alternate reality at will. Fascinated by his new discovery, Kang began making frequent exploratory trips to the alternate dimension in search of knowledge.

During one such trip, Kang discovered the theories of Rolf Kleinberg, a scientist from the alternate reality. Kleinberg postulated the existence of alternate realities such as Kang's own Marvel Universe and tried to describe the relationships between them. Based upon Kleinberg's notes and his own 30th century technology, Kang hit upon a devious plan: If he could somehow establish a synchronicity of events between the two realities, he could forever link their destinies together; what would happen in one reality would automatically happen in the other.

Establishing such a synchronicity would prove difficult, but was well within the realm of possibility. Kang noticed that the Marvel Comics Inc. of the alternate reality was publishing a comic series titled "Space and Time" featuring time travel stories starring the player heroes. If he could somehow manipulate the real player heroes of the Marvel Universe into undergoing a series of adventures identical to those described in the comics, he could use his advanced technology to set up a synchronicity chain between the two dimensions and link them together forever. It was actually Kang who secretly set in motion the events that resulted in the events in both *All This and World War II* and *The Weird, Weird West*, and he has now recruited several duplicates of himself from alternate timestreams to lead the heroes through the adventure described above.

All three of these adventures appear in the Marvel "Space and Time" series, and once the heroes complete the third adventure, Kang will have mapped enough events from one reality onto those of the other to establish a synchronicity. He can then control the events of the real Marvel Universe by manipulating what appears in the Marvel Comics of the alternate reality and vice versa. Once this synchronicity is established, Kang plans to take control of the "Space and Time" writer and force him to write an issue in which Kang and his duplicates be-

come the rulers of all time, an event which would then come true in the real Marvel Universe.

In order to gauge the heroes responses and decide the best ways in which to manipulate them so he could perfectly duplicate the events of the "Space and Time" series, Kang captured a duplicate of each one of the player heroes from an alternate timestream and brought them to the alternate reality so that he could conduct psychological tests upon them. What Kang does not know is that one of these duplicates managed to escape for a short while and send a warning message to the "real" player heroes of the Marvel Universe.

If you have not played through the earlier adventures in the campaign, you can ignore the entire "alternate reality" aspect of the plot and stop after the heroes complete Part I. In this case, the heroes goal is to prevent Kang from changing history and eliminating the heroes of the late 20th century.

If you are playing through the entire MT series, the players must not only prevent Kang from changing history and eliminating Earth's heroes, but must prevent him from taking over all of space and time as well.

Karma Points

While playing the adventure, you will find a list of suggested Karma point bonuses and penalties at the end of each chapter. These points are to be split evenly among the heroes participating in the events of the chapter, though you have the option of awarding more points to the heroes who perform the lion's share of the work. If the players decide to form a Karma Pool for the adventure, all Karma awards go directly to the pool.

The Player Characters

The Revenge of Kang, like all of the modules in the time travel campaign

series, was specifically designed for use with player heroes of your own design. If your players don't have the time or inclination to create characters of their own, suggest that they take on the roles of the West Coast Avengers (see the Judge's Book for their statistics and abilities). A few more of the Avengers are presented below:

THE VISION

F	RM	30	Health: 140
A	EX	20	
S	AM	50	Karma: 60
E	IN	40	
R	EX	20	Resources: PR(4)
I	GD	10	
P	RM	30	Popularity: 30

KNOWN POWERS:

Density Manipulation, Self: The Vision can control his density with Unearthly ability. His normal density is Good. At densities above Good, the Vision gains Body Armor equal to the density rank. At densities above Incredible he suffers a -1 CS to his Fighting and Agility ranks. At densities above Amazing, use the density rank in place of the Vision's Strength for Charging combat. At Unearthly density the Vision cannot move. The Vision can shift his density from Shift 0 all the way up to Unearthly or any rank in between in a single round instantaneously (limited to one density shift per round). He has developed a number of Power Stunts using this ability:

—Phasing through solid objects at Shift 0 density. Unlike normal phasing, this does not cause malfunctions in electronic equipment.

—Flight at Shift 0 density (Poor speed).

—Disrupting living targets or non-living materials by solidifying inside of them. The damage inflicted is equal to the Vision's chosen density rank, ignoring the target's Body Armor. The Vision's precise computer brain enables him to use this stunt with little risk of killing living creatures.

Life Support: The Vision has Incredible Life Support powers and can survive in space for up to 40 rounds. He does not need to eat or breathe.

Solar Beams: The Vision can fire laser-like beams of solar energy from his eyes or the jewel in his forehead. This is a Remarkable Energy attack with a Range of 8 areas.

Solar Regeneration: The Vision has this power at the Amazing rank. Indoors, the Vision will still heal at an accelerated rate if solar or laser energy is directed at his forehead.

Talents: The Vision has the Repair/Tinkering Talent.

Contacts: The Vision is an Avenger of long standing and is married to the Scarlet Witch. His best friends are Glynis and Ilya Zarkov, the stage magicians Glamor and Illusion.

Background: Ultron-5 obtained the deactivated body of the android Human Torch, originally built in 1939 and forced the android's creator, Prof. Phineas T. Horton to remove the android's flame powers and replace them with the abilities to synthesize energy and manipulate density. Ultron then erased the Human Torch's memories and gave the android a new personality based upon that of Simon Williams, Wonder Man. Originally programmed to destroy the Avengers, the Vision turned against Ultron-5 and helped to destroy the robot. Joining the Avengers, the Vision had a long and illustrious career, finally assuming team leadership during the first Secret War.

By this time, a control crystal in the Vision's brain was malfunctioning, causing him to concoct a misguided plan to impose peace on the world by controlling military and civilian computer networks. The Avengers convinced him to abort the scheme, and the Vision removed the defective control crystal. He was ultimately forced to temporarily resign from the team.

Despite his originally "cold and unfeeling" demeanor, the Vision's love for the Scarlet Witch has always been strong. With the removal of the control crystal, the Vision became

capable of developing a true human personality. Recently, the Vision began developing strong family ties. He now regards Wonder Man as a brother, and the strong emotional bond between the Vision and the Scarlet Witch enabled them to birth children through mystical means.

MOON KNIGHT

alias Marc Spector

	Normal / Moonlight	
F	RM 30 /In 40	Health: 90/150
A	EX 20 /RM 30	
S	EX 20 /IN 40	Karma: 60
E	EX 20 /IN 40	
R	GD 10 /GD 10	Res: Rm(30)
I	EX 20 /EX 20	
P	EX 30 /RM 30	Popularity: 10

KNOWN POWERS:

Power Boost: When the moon is in the sky, Spector's abilities and Health are raised to the levels found above. This increase occurs as soon as the moon is clear of the horizon and lasts as long as it is in the sky. As it is the rays of the moon that give him the added power, a new moon or eclipse will not trigger the transformation, but being inside or underground will not prevent its effects. *Ankh:* The Moon Knight carries a golden ankh symbol that glows if his life is potentially threatened. Spector's Intuition is Amazing when he is using the Ankh.

Weaponry: Moon Knight carries a number of weapons, including:

- an ivory boomerang (range of 3 areas, Excellent Blunt damage, returns to the thrower).
- 10 scarab darts (range of 3 areas, Good Edged damage, a "called shot" can pin a target to a vertical surface).
- a set of throwing irons (range 5 areas, Good Edged damage).
- a "lasso-grapple" (range 1 area, Good damage or Excellent Grappling ability against one foe) that allows Moon Knight to scale walls at 2 stories per round.
- and a bola (range 3 areas, Typi-

cal Blunt damage, or Good Grappling).

Background: Mercenary Marc Spector gave his life trying to prevent another mercenary from robbing an Egyptian archeological dig. Apparently slain, Spector regained his life at the feet of a statue of the Egyptian god of the moon, Khonshu. Attributing his resurrection to that deity, Spector became Moon Knight. For months afterward, Spector served as a freelance agent with aliases as cab driver Jake Lockley and millionaire Steven Grant. He used "Grant's" money to fund his crime fighting career. Tired of juggling several identities, Spector finally retired his other selves and sold the statue of Khonshu. When the buyer sought to turn the statue toward his own evil ends three ancient priests of Egypt called upon Spector to rescue the statue and retake the mantle of Moon Knight.

THE SCARLET WITCH

alias Wanda

F	GD 10	Health: 46
A	GD 10	
S	TY 6	Karma: 60
E	EX 20	
R	GD 10	Resources: TY(6)
I	EX 20	
P	RM 30	Popularity: 30

KNOWN POWERS:

Hex Spheres: This power is a unique and formidable type of Matter and Energy Control that alters a target's probability field and causes it to experience unlikely events. Wanda cannot use the power to cause the impossible (she cannot create objects out of thin air, for example), but her power is otherwise limited only by the imagination. She can, for example, cause a device to suddenly malfunction, an object to collapse and fall apart, or projectiles and energy bolts to deflect their paths in mid-flight. In play, the player running the Scarlet Witch should describe the desired event to the Judge, such

as "I want Kang's force field to overload and short out." The Judge then assigns the Intensity of the FEAT. In some instances, the Judge may rule that the event requires a successful Power Stunt. Wanda's hex spheres will never affect objects with a material strength of greater than Class 1000. Wanda currently uses this ability at the Amazing rank.

Magical Abilities: Wanda's hex spheres have seemed magical in effect, and some have assumed that she was a true sorceress. She also has the potential to wield powerful magic (the potential was implanted by the demon Chthon when Wanda was born), but she only recently sought out true magical instruction. Wanda has an intuitive "sense" of mystical events, has had precognitive dreams, has detected the mystical impressions left upon an object by its former user, has taught minor weather control magic to a teenage student, and has at least twice used magical ceremonies to communicate with spirits in other dimensions. Treat each of these abilities as a developed power stunt that operates at a rank equal to Wanda's Psyche.

Talents: Wanda has a Magical Background and a wide knowledge of Occult Lore.

Contacts: In addition to her contacts within the Avengers, Wanda is a friend of the Inhumans and Doctor Strange. Wanda was also a student of the now deceased Agatha Harkness, but she can sometimes communicate with Harkness' dead spirit. Wanda's father is Magneto. Her brother is the hero Quicksilver. She is married to the android Vision. The Scarlet Witch is currently tutoring Holly Ladonna, a Leonian teenager, and her best friends are Glynis and Ilya Zarkov, the stage magicians Glamor and Illusion.

Background: Wanda was born on Wundagore Mountain, citadel of the High Evolutionary and prison of Chthon the Demon. She and her brother Quicksilver were raised among Django Maximoff's gypsies, but had to flee when a mob attacked their keepers. They were later re-

cruited by Magneto, and became members of the First Brotherhood of Evil Mutants.

They eventually fled from his tyranny and joined the Avengers where Wanda met and fell in love with her husband, the Vision. Wanda and the Vision have taken several leaves of absence from the organization, most recently after the Vision's misguided attempt to seize control of the planet. Through the use of magic, Wanda and the Vision have realized their long-held dream of having children. Wanda, the Vision, and their sons, Thomas and William, live in Leonia, New Jersey, and are trying to live fairly normal lives despite the inevitable turmoil that is a part of any superhero's life.

NON-PLAYER CHARACTERS

Here are the statistics and background descriptions you will need for all of the important non-player characters the heroes will encounter during the adventure. For the sake of convenience, NPCs have been divided into two groups: friends and enemies. Only the major NPCs are presented here. The descriptions of all the minor non-player characters the heroes will encounter during the adventure will be found in the encounter descriptions.

Friendly NPCs

The X-Men

CYCLOPS

Scott Summers

F	EX	20	Health: 76
A	EX	20	
S	TY	6	Karma: 70
E	RM	30	
R	EX	20	Resources: GD(10)
I	RM	30	
P	EX	20	Popularity: 6

KNOWN POWERS:

Optic Blasts: Cyclops' eyes constantly emit a ruby-colored beam of

force which he controls by means of an adjustable visor or ruby quartz glasses. Without this protection, Scott can cause Excellent damage at a range of 2 areas, affecting all targets in both areas. With his visor on, Scott can control the beam's focus causing up to Amazing damage at a range of 3 areas and can make called shots. He can fire his optic blasts at ranges longer than 3 areas (10 areas max range), but their damage is reduced by one rank for each area over the basic three area range. Cyclops can also use his optic blasts as a pressor beam firing it at low power to support up to 500 lbs though such a use still inflicts Typical damage upon the object supported. Cyclops fires his blasts with Incredible Agility.

Resistance to Injury: Cyclops is immune to the effects of both his own energy blasts and those of his brother Havok. However, Havok's blasts will drive him back by sheer force at Good Intensity.

Talents: Scott is an accomplished pilot. Treat his Reason and Agility as though they were Remarkable in all matters concerning air and space-craft. Scott also possesses the Leadership Talent and has been fully instructed in Martial Arts A and C.

Contacts: At this point in his career, Scott's only contacts are with his fellow X-Men.

Background: Scott Summers and his brother Alex were orphaned at a young age when their parents were captured by a Shi'ar exploration ship. Scott's mother, Katherine, died at the hands of the Shi'ar while his father, Major Christopher Summers, escaped and became the space buccaneer known as Corsair. Alex and Scott were placed in orphanages and while Alex was adopted, injuries to Scott that he suffered while escaping the Shi'ar prevented him from being taken in by a family. Scott grew up in the orphanage and has remained a loner for most of his life.

Professor Charles Xavier recruited Scott into the X-Men soon after the boy's mutant abilities began to surface. Xavier also made Summers the

team leader, a role in which Scott has proven himself capable.

THE BEAST

Hank McCoy

F	IN	40	Health: 130
A	IN	40	
S	RM	30	Karma: 50
E	EX	20	
R	EX	20	Resources: RM(30)
I	GD	10	
P	EX	20	Popularity: 0

KNOWN POWERS:

Feet and Hands: The Beast can use his feet as a second set of hands, giving him a +1 CS when wrestling. Both are substantially larger than the human norm.

Climbing: The Beast's dexterity is so good and the muscles in his feet and hands so developed that he can climb any wall or hang from any ceiling that will give him purchase (such as brick or concrete, but not smooth substances such as steel and glass) with Remarkable skill.

Balance: The Beast's balance is such that he can walk a tightrope automatically and a slack rope with a successful Agility FEAT. His sense of balance helps him fall up to three stories (30') without damaging himself provided he lands on his feet (Agility FEAT required). He can prevent damage from a longer fall by grabbing and swinging off protrusion's in the fall's path every three stories (flagpoles, lampposts, etc.) as long as he keeps making Agility FEAT rolls.

Leaping: The Beast's Strength is considered Amazing for leaping purposes.

Hank has one power stunt that he has developed with this ability:

—The Beast can make a "banked shot" which allows him to bounce off of several walls and stop his momentum by crashing into an opponent. When the Beast performs this maneuver he is considered to be Dodging with Remarkable Agility and strikes on the Charging column with

Remarkable Endurance.

Lightning Speed: The Beast's ground speed is Excellent when sprinting. He must make a successful Endurance FEAT roll (modified by -1 CS for every round of contiguous sprinting) or suffer -1 CS in all actions taken during the round he stops.

Talents: Hank is skilled in Biochemistry, Genetics, and Electronics. He uses Acrobatics, Tumbling and Martial Arts C in combat.

Contacts: At this point in his career, Hank's only contacts are his fellow X-Men.

Background: Hank McCoy is a mutant whose powers were in evidence since birth. The probable cause of his mutation was his father's exposure to massive amounts of radiation during a nuclear power plant "incident." As a youth, McCoy's superhuman agility and athletic prowess earned him recognition in school as a star football player. It was then that Professor Charles Xavier learned of him, invited him to join his School for Gifted Youngsters, and gave him the code name Beast.

ANGEL

Warren Worthington III

F	EX	20	Health: 90
A	RM	30	
S	GD	10	Karma: 26
E	RM	30	
R	GD	10	Resources: RM(30)
I	TY	6	
P	GD	10	Popularity: 12

KNOWN POWERS:

Flight: Warren flies by means of two natural, feathered wings jutting from his shoulders (wingspan of 16'). He normally has Excellent air speed but can spring up to Unearthly speeds. After flying at maximum speed for two consecutive rounds, he must make an Endurance FEAT roll each succeeding round. Failure indicates he is exhausted and must rest for two rounds before he can continue on at maximum speed. For the purpose of this power, Warren can rest

while flying but only at a maximum speed of two areas per round.

Angel can lift at least 200 lbs in flight, greater weights require a Strength FEAT roll. Angel's ability to maneuver in the air is Amazing. The total time Angel can remain airborne is difficult to discern and would depend upon headwinds, and other weather conditions, but he has been known to fly non-stop for up to twelve hours at a time. Angel's average cruising altitude is 10,000' but he can ascend to 29,000' for a few minutes by making a Red Endurance FEAT roll. He can hover in place for hours and has never had any difficulty using his hands and feet while airborne.

Adapted Anatomy: Angel's entire body (bones, musculature, fat cells, etc.) is designed for flight and is extremely light. This means he takes much less physical damage when he drops from a great distance (treat this as Remarkable body armor when taking a fall). Breathing and seeing normally, even at high altitudes, is never a problem for Angel. His eyesight is as good as many predatory birds and his ability to spot an object or person is considered Monstrous when he is flying high in the air.

Talents: Warren has Remarkable Reason in business matters and knows Martial Arts B. He gains +2 CS while fighting in aerial combat.

Contacts: At this point in his career, Angel's only contacts are his fellow X-Men.

Background: Warren Worthington III was attending a private school in his adolescence when wings began to grow from his shoulder blades. The wings reached their full adult size within months, but Worthington kept them a secret by strapping them back and concealing them under his clothes. At first he thought himself a freak, but then he learned that he could use his wings to fly and came to enjoy his new ability. Then one night there was a fire in his dormitory and he resolved to use his flying power to rescue the people inside.

To conceal his identity,

Worthington wore a long blonde wig and a long nightshirt so that he looked like an angel. The rescue was successful and his identity remained secret. Shortly thereafter, Worthington became a costumed crime fighter in New York City under the name Avenging Angel. He was then contacted by the X-Men and agreed to join them.

ICEMAN

Bobby Drake

F	GD	10	Health: 56
A	GD	10	
S	TY	6	Karma: 20
E	RM	30	
R	GD	10	Resources: TY(6)
I	PR	4	
P	TY	6	Popularity: 16

KNOWN POWERS:

Ice Generation: Iceman has Remarkable Ice Generation powers, able to form ice wherever there is sufficient moisture in the air, including desert terrain. He can perform the following Power Stunts:

—Create shields of Remarkable protection.

—Form weapons of Remarkable material strength. When using such weapons in Edged or Blunt attacks Iceman receives a +1 CS.

—Create supports of Remarkable material strength. These structures last anywhere from 5 to 25 rounds depending upon the surrounding temperature.

—Project cold a Remarkable intensity.

—Create a ramp which he can slide along at Excellent ground speed (5 areas/round).

Invulnerability to Cold: Iceman is immune to CL1000 intensities of cold.

Body Armor: When "iced up," Drake has Remarkable protection against physical attacks, and Good protection against energy attacks, including flame and heat. These last two attack forms, however, weaken Iceman's body armor by the rank

number of the attack.

Contacts: At this point in his career, Iceman's only contacts are his fellow X-Men.

Background: Bobby's mutant powers first became evident in childhood, but he managed to keep them secret until his mid-teens. Once they became public (when he fought a mugger), he was saved from a lynch mob by Cyclops and Professor Xavier and joined the X-Men.

MARVEL GIRL

Jean Grey

F	GD	10	Health: 54
A	GD	10	
S	PR	4	Karma: 80
E	RM	30	
R	GD	10	Resources: GD(10)
I	EX	20	
P	AM	50	Popularity: 20

KNOWN POWERS:

Telekinesis: Jean has the ability to mentally manipulate objects with Incredible Agility. Her limit is about 800 lbs, (Remarkable Strength FEAT roll required if she attempts to lift over about 150 pounds).

Deflection: Jean can use her telekinesis to deflect attacks (like a shield) or contain explosions (like a force field). Her ability to do this is Monstrous if she is defending just Herself or someone else, Amazing if she is defending an entire area, Incredible for two areas, Remarkable for three areas, and Excellent for four areas, her limit.

Telekinetic Flight: By manipulating her telekinetic force Jean can fly at Good air speed, float herself and others at typical air speed or create an ascending "elevator" at Poor air speed.

Mental Bolts: Jean can project mental bolts that have a range of 3 areas and hit with Amazing Agility on the Force column. The bolts cause up to Incredible damage if aimed at a being or Amazing Damage if aimed at a structure or object.

Telepathic Power: Jean is able to

read minds and project her own thoughts into the minds of others with Remarkable ability. She can also attack an opponent's mind with Remarkable strength mental bolts.

Talents: Jean has the Fashion Talent.

Contacts: At this point in her career, Jean's only contacts are her fellow X-Men.

Background: Jean Grey was the daughter of Professor John Grey and his wife Elaine. Jean manifested early telepathic powers that threatened her sanity and she was referred to Professor X who placed mental blocks upon her preventing the unconscious use of her power and informed the young girl that she was a mutant. When Jean was older Xavier recruited her into the X-Men.

PROFESSOR X

Charles Xavier

F	PR	4	Health: 50
A	GD	10	
S	TY	6	Karma: 165
E	RM	30	
R	IN	40	Resources:RM(30)
I	AM	50	
P	MN	75	Popularity: 20

KNOWN POWERS:

Telepathy: Professor Xavier is an Unearthly telepath. He can normally read the thoughts of others and contact other sentient minds at a range of 250 miles (up to 500 miles if he makes an Endurance FEAT roll, over the entire planet if he does nothing but concentrate for a 24-hour period).

He keeps a "low-grade" contact with all of the X-Men at all times. This is an almost unconscious monitoring of their surface thoughts that is automatic unless Charles is attacked. This contact is not noticeable by the students themselves, but it notifies Charles if they feel they are in danger or are under great stress though he cannot discern the exact nature of the danger or stress involved unless he makes complete

mental contact with them. Charles can forcibly alter the thoughts of another being within the same area, generate mental illusions within a 10 area range, make himself invisible, and temporarily paralyze others. Xavier must make an Unearthly Psyche FEAT roll to use his powers with a -1 CS for every rank of Psyche that his target possesses above Typical (altering the thoughts of someone with Incredible Psyche would reduce Xavier's power by four ranks). Permanently altering the minds of others is a repugnant concept to Professor X, though he will sometimes wipe out the memory of a battle from the minds of innocent bystanders so that there will be no panic or so the true identities of his students will remain a secret. Any other use of the professor's powers to permanently alter the mind of another results in the loss of all Karma. Professor Xavier's telepathic power drops to Amazing if he is operating in an area where overwhelming evil psychic forces exist (such as a magically cursed locale, in the presence of evil creatures with Monstrous or better Psyche ranks, or in the presence of a hate-filled mob).

Mental Bolts: Xavier can attack any living target within two areas with bolts of pure mental force. These attacks use his Monstrous Psyche rank to hit, cause up to Unearthly damage, and have effects listed on the Force column of the Battle Effects Table. Xavier's bolts successfully attack through most force fields (unless the field is specifically proof against mental powers).

Mutant Detection: Professor X is sensitive to the mental wavelengths of fellow mutants. He can detect another mutant four areas away automatically.

Handicap: Professor X is confined to a wheelchair.

Talents: Professor X has Amazing Reason in matters of genetics and Remarkable Reason in matters of electronics and engineering. He also possesses the Leadership Talent.

Background: Xavier is the founder of the X-Men. Devoted to the cause

of helping mutants learn use and control their powers, Xavier set up his School for Gifted Youngsters.

THE X-MEN IN THE ADVENTURE:

Note that the X-Men described above are the original team members as they stood shortly after their first official case. The heroes will meet up with the X-Men shortly after they battle the Kang that was heading back into the past to eliminate Professor X and his mutants. It is quite likely that X-Men will team up with the heroes and help them throughout most of Part I of the adventure.

MISTER FANTASTIC

Reed Richards

F	GD	10	Health:	42
A	TY	6		
S	TY	6	Karma:	100
E	EX	20		
R	AM	50	Resources:	RM(30)
I	EX	20		
P	RM	30	Popularity:	50

KNOWN POWERS:

Elongation: Reed has Monstrous ability to elongate any part of his body. The maximum extent to which he can stretch is 1500'.

Plasticity: Reed's body is Amazingly pliable and can absorb virtually any impact. By combining this power with his elasticity, he has managed to develop the following power stunts:

—Reed can form his body into a bouncing ball with Amazing Agility and Typical speed.

—By forming his body into a kite, Reed can glide at Feeble air speeds.

—By making a Reason FEAT, Reed can dissolve his body into a puddle capable of flowing through almost any opening.

—Reed has developed the Amazing ability to assume any geometric shape.

—Reed has the Amazing ability to become as thin as a sheet of paper.

Body Armor: The unusual nature of Reed's physiology provides him with Remarkable protection from physical

attacks and Good protection from energy.

Hyper-Intelligence: Reed's natural mental abilities were greatly augmented by the mutation which gave him his elongation abilities. Before he got his powers his Mental attributes were all one rank lower (dropping his Karma to 70).

Hyper Invention: Reed has the Amazing ability to comprehend, design, and repair technology.

Talents: Reed Richards is one of the world's leading experts in the fields of Electronics, Engineering, Physics, Dimension Travel, and the physiology of superbeings.

Contacts: At this point in his career Reed's only contacts are his fellow members of the Fantastic Four.

Background: Reed was born to Nathaniel and Evelyn Richards. His mother died when he was seven. Nathaniel was a brilliant scientist who fueled the young Reed's interest to uncover new knowledge. The two men's drives took them in different directions and Reed rarely saw his father in the decade before Nathaniel left Earth for a new dimension. Reed was a brilliant scholar who attended several universities. While at Empire State University in New York he met many of the people who would later affect his life, especially Ben Grimm and Victor von Doom. Later, he attend the California Institute of Technology, Harvard, and Columbia Universities. While at Columbia, he became friends with his landlady's niece, 12 year-old Sue Storm. After graduation, Reed came into a two billion dollar inheritance from his now vanished father. He invested most of this money into the ship that led to the creation of the Fantastic Four.

INVISIBLE GIRL

Sue Storm

F	GD	10	Health:	46
A	GD	10		
S	TY	6	Karma:	40
E	EX	20		
R	GD	10	Resources:	RM(30)

I	EX	20		
P	GD	10	Popularity:	50

KNOWN POWERS:

Invisibility (Physics type): Sue possesses Excellent rank Invisibility. She can make herself transparent to visible light, but not infrared, ultraviolet, radio waves, or hard radiation. She can be harmed by attacks that use these forms of energy. She can project this power into an invisibility field which covers a single target site of up to 40,000 cubic feet in volume at a maximum range of 6 areas. She can use her power to make a target invisible while remaining visible herself. She has perfected this stunt in ways such as "peeling away" visual barriers to reveal their hidden contents or the everyday act of wearing her invisible costume under her street clothes. Sue has also developed the ability to use her power to negate another's physics type Invisibility.

Force Field: Sue can generate a psionic energy field of Amazing rank. This gives her rank protection against physical and energy attacks and extremes in her environment. The Force Field can be modified instantaneously to allow or block the passage of air. The Force Field can protect a single area at full strength. For each doubling of the area Sue protects with her field its rank drops by -1 CS. The power is a function of Sue's conscious mind and as such cannot function if Sue is unconscious. At this point in her career Sue has developed one power stunt:

—Kinetic bolt: Sue can channel her power into a surge that does Remarkable damage.

Talents: Sue has the Performer talent and Martial Arts E.

Contacts: At this point in her career Sue's only contacts are her fellow members of the Fantastic Four.

Background: Sue Storm was born in Glenville, New York to Dr. Franklin and Mary Storm where she lived a normal suburban childhood. The only dark spot in her early life was when her father was imprisoned for performing undisclosed, illegal medical

procedures. At age 12 she met Reed Richards when he lived in her aunt's NYC boarding house. As an adult, she became an actress and had a few small television parts. Upon learning that Reed had moved to California, Sue followed hoping to conquer Hollywood. Instead, she conquered Reed's heart and the two quickly became engaged. Sue was so devoted to Reed that when she learned of his and Ben's plan to take off in a prototype starship Reed had built Sue offered herself and her brother as passengers to show her faith in Reed's plans.

THE THING

Benjamin Grimm

F	IN	40	Health: 200
A	GD	10	
S	MN	75	Karma: 50
E	MN	75	
R	GD	10	Resources: RM(30)
I	GD	10	
P	RM	30	Popularity: 10

Ben (human form)

F	EX	20	Health: 50
A	GD	10	
S	GD	10	Karma: 50
E	GD	10	
R	GD	10	Resources: RM(30)
I	GD	10	
P	RM	30	Popularity: 10

KNOWN POWERS:

Body Armor: The Thing's epidermis mutated into an organic, rock-like material that gives him Incredible protection against physical and fire based attacks. It is less effective against energy attacks and provides only Excellent protection.

Talents: Ben is a talented pilot who can operate any aircraft or spacecraft of terrestrial design. If he is required to fly an alien ship he can figure out the controls with a Reason FEAT. His normal Reason rank increases to Incredible when it is applied to flying air or spacecraft. The Thing is also an expert brawler. He is

skilled in Martial Arts B and Wrestling.

Contacts: At this point in his career the Thing's only contacts are his fellow members of the Fantastic Four.

Background: Ben Grimm was born in poverty on New York's Lower East Side. His alcoholic father, Daniel Grimm, was chronically unemployed. What money the family did have came from Ben's older brother's "criminal activities. Daniel Jr. was the leader of the Yancy Street Gang until his death in a gang war when Ben was eight. Ben decided it was now his turn to care for the family and joined the gang eventually becoming its leader. His later rejection of the Yancy Street Gang led to a long-standing grudge against him by the gang's members. After his parents died, Ben was entrusted to his uncle, Dr. Jacob Grimm, who had lifted himself out of the ghetto to become a successful physician. While Ben initially resented his uncle's success, he learned love from him in his first warm family relationship.

Ben was a football star and earned an athletic scholarship to Empire State University. His freshman roommate was a young Reed Richards. That was the start of a long-lasting friendship that forever altered Ben's life. Even then Reed had planned on building a starship and Ben jokingly promised to pilot it for him.

After graduation, Ben joined the US Air Force and became a test pilot. When Reed told him that he had finally built his starship, Ben upheld his old promise. He even agreed to take along Reed's girlfriend, Sue Storm, and her brother, Johnny. After the fateful crash that led to the creation of the Fantastic Four, Ben was so appalled at his transformation that he chose the degrading name "the Thing."

THE HUMAN TORCH

Johnny Storm

F	GD	10	Health: 60
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A	EX	20	
S	GD	10	Karma: 26
E	EX	20	
R	GD	10	Resources: RM(30)
I	GD	10	
P	TY	6	Popularity: 50

KNOWN POWERS:

Fire Generation: The Human Torch can generate Amazing Intensity flames and has established the following Power stunts:

—Amazing damage fireballs with a range of 3 areas.

—Skywriting to create flaming images which last four turns.

—Johnny can unleash his "nova-flame," a single burst of Shift X energy which does 150 points of damage to everything within one area and 100 points to everything from 2-5 areas away. Following this great effort, however, all of his powers drop to Feeble for 1-10 turns and he must make a Red Endurance FEAT roll to avoid fainting.

Energy Sheath (Fire): Johnny can shroud himself in Amazing intensity flame which gives him Unearthly protection from physical and energy attacks, but offers no protection from cold, wind, or water-based attacks.

True Flight: The Human Torch can attain Excellent speeds in the air when flaming.

Specific Resistance (Heat and Flame): Johnny can ignore flames and heat up to CL1000 intensity.

Weakness: Most of Johnny's powers operate only while he is aflame. Cold, Water, or Wind-based attacks of Monstrous intensity can extinguish his flames, as can a loss of oxygen or being covered with a flame negating substance (such as asbestos).

Talents: Johnny has Remarkable reason in the areas of vehicle and engine design and construction.

Contacts: At this point in his career Johnny's only contacts are his fellow members of the Fantastic Four.

Background: Johnny Storm is the younger brother of Sue Storm and the only son of Dr. Franklin and Mary Storm. Despite Mary's death in a car crash when Johnny was very young, he developed a love of automobiles

and racing. He spent most of his free time with mechanics and quickly learned to repair and rebuild cars. When he turned sixteen his father gave him his first car. Shortly after, when Dr. Storm was imprisoned for murder, Sue told Johnny that their father had died. Johnny came out to Central City, California to visit his sister. When he learned that Sue was planning on being a passenger on Reed's starship's maiden flight Johnny insisted upon coming along. This, of course, was the flight that lead to the creation of the Fantastic Four and gave the Human Torch his powers.

THE FANTASTIC FOUR IN THE ADVENTURE

The heroes will encounter the Fantastic Four on two separate occasions during part one of the adventure.

They will first prevent one of the Kang duplicates from wiping the FF out of history and will later attend the wedding of Reed Richards and Sue Storm where one of the Kangs will attempt to wipe out all 12 key heroes at one time (see Kang's Plan Part I, above). Note that the stats above reflect the members of the Fantastic Four as they stood during the first few years of their careers and may differ with information published elsewhere.

SPIDER-MAN

Peter Parker

F	RM	30	Health: 160
A	AM	50	
S	IN	40	Karma: 70
E	IN	40	
R	EX	20	Resources: TY(6)
I	GD	10	
P	IN	40	Popularity: 20

Peter Parker (Non-Powered Form)

F	TY	6	Health: 24
A	TY	6	
S	TY	6	Karma: 50
E	TY	6	

R	EX	20	Resources: PR(3)
I	GD	10	
P	EX	20	Popularity: 0

KNOWN POWERS:

Wall-Walking: Spider-Man can adhere to vertical and upside-down surfaces with Amazing ability.

Spider-Sense: Spider-Man has a Combat Sense of Amazing at all times. This spider-sense determines potentially dangerous situations and warns the hero by a mental "buzzing." The intensity of the buzzing varies with the intensity of the threat. Spider-Man cannot be blindsided when this form of combat sense is in effect, and may perform defensive actions if he makes a successful Intuition FEAT roll. If this sense is denied him, his Intuition is as listed and all of his Agility FEATs are at -1 CS.

Web-Shooters: Hidden beneath the wrists of his costume are a pair of devices that shoot a stream of ensnaring webbing. The webbing has Incredible Strength in the round in which it is fired and hardens to Monstrous Strength in the next round. Spider-Man uses the webbing to ensnare opponents, to make swing lines (he can travel at a rate of three areas/round in this fashion) as missiles inflicting Excellent Blunt damage and to make shields of Monstrous material strength. The webbing automatically dissolves, after one hour.

Talents: Parker is knowledgeable in Chemistry and Photography.

Contacts: At this point in his career, Parker has no contacts.

Background: High School student Peter Parker was attending a public lecture on the safe use of nuclear power sponsored by the General Tectronics Corporation when he was bitten by a spider that had been exposed to massive doses of radiation. The bite of this spider gave Parker the equivalent Strength and Agility of a spider and, in addition, allowed him to adhere to vertical surfaces.

Seeking to benefit from these powers, Parker created a red and blue outfit and developed a powerful

adhesive web shooter. Billing himself as the Amazing Spider-Man and keeping his true identity a secret so as not to embarrass his Aunt May and Uncle Ben, Parker was a hit on Variety Time, a national television show. Following one performance, Parker passed up an opportunity to stop a burglar saying that he was a professional performer and that crook chasing was not his job. Several days later, Parker's Uncle Ben was murdered by the same burglar. Filled with remorse for his lack of action, Parker realized that great responsibility comes with great power and decided to become a crime fighter.

SPIDER-MAN IN THE ADVENTURE

The heroes will encounter Spider-Man twice. First, they will prevent one of the duplicate Kangs from insuring that the wall crawler is never created, and later, they will encounter Spidey at the wedding of Reed Richards and Sue Storm where one of the Kang duplicates will try to wipe out all 12 key heroes in one shot.

DAREDEVIL

Matt Murdock

F	IN	40	Health: 110
A	IN	40	
S	GD	10	Karma: 91
E	EX	20	
R	TY	6	Resources: EX(20)
I	MN	75	
P	GD	10	Popularity: 10

Matt Murdock (pre-accident)

F	GD	10	Health: 40
A	GD	10	
S	GD	10	Karma: 26
E	GD	10	
R	TY	6	Resources: TY(6)
I	GD	10	
P	GD	10	Popularity: 10

KNOWN POWERS:

Enhanced-Senses: Daredevil's senses of taste, hearing, and smell have been enhanced to the Mon-

strous rank. He can identify substances by taste, read raised printing on a page, or track by a specific odor on a Power rank FEAT roll. Overloading these senses (excessive noise, for example) reduces his Intuition by -1 CS and any FEATs against specific attacks are at -2 CS. Daredevil uses his enhanced hearing in a Power Stunt to determine if someone is lying (he listens for an erratic heartbeat) with Amazing ability.

Radar Sense: In addition to his enhanced sense, Daredevil can "see" three dimensional images up to 3 areas away, regardless of the lighting conditions. Rapid movements and chaotic conditions reduce this power and Daredevil's Intuition by -2 CS. Daredevil cannot be blindsided.

Billy Club: Daredevil carries a billy club made of Incredible Strength material that he wields or throws for Excellent blunt damage. He can throw it up to one area away and ricochet off multiple targets or hard surfaces as a power stunt.

Blindness: Since his accident Daredevil has been blind. As such, he is unaffected by light-based and visual attacks, illusions, and hypnosis.

Talents: Daredevil is a master of Acrobatics and possesses Martial Arts A, B, and E. He is a weapons specialist with his billy club and receives +2 CS when fighting with it. Matt Murdock is a licensed lawyer.

Contacts: At this point in his career Murdock has no contacts.

Background: Matthew Murdock was the son of "Battling Jack" Murdock, a small-time prizefighter who had promised his wife on her deathbed to make a better life for young Matt. Hence, the elder Murdock urged his son to pursue his studies rather than become an athlete. Matt Murdock became an excellent student, but one day, after being taunted by others as a weakling, and mocked with the name "Daredevil," he decided to train himself in secret.

One day, young Murdock saw a truck about to hit a blind man. Hurling himself in front of the truck Murdock managed to save both the man and himself from being struck, but a

small canister of radioactive waste material that the truck was carrying broke open nearby and Murdock was bombarded with radiation. This unknown radiation blinded him, but also mutagenically heightened his other senses. Young Murdock later met a blind martial arts master named Stick who taught him how to use his augmented senses and trained him as a crime fighter.

DAREDEVIL IN THE ADVENTURE

See the Fantastic Four and Spider-Man above.

IRONMAN

Tony Stark

F	GD	10	Health: 84
A	PR	4	
S	RM	30	Karma: 66
E	IN	40	
R	IN	40	Resources: IN(40)
I	EX	20	
P	TY	6	Popularity: 20

Tony Stark (without armor)

F	TY	6	Health: 22
A	TY	6	
S	PR	4	Karma: 66
E	TY	6	
R	IN	40	Resources: IN(40)
I	EX	20	
P	TY	6	Popularity: 20

KNOWN POWERS:

Body Armor: Iron Man's armor is made of a Remarkable strength material that provides its wearer with Remarkable protection against physical attacks and Typical protection against heat, cold, and energy, and acid attacks.

Magnetic Control: The armor can project magnetic beams of force that strike for Remarkable Force damage. These beams can also attract, repel, and control metallic objects with Remarkable ability.

Absorption: The suit has Monstrous absorption capabilities.

Life Support: Iron Man's armor also contains a bulky pacemaker which

keeps Tony Stark alive. Without the suit's aid, Stark would die.

Talents: Stark has Monstrous Reason in the areas of bionics and weaponry and armor design.

Contacts: At this stage in his career Iron Man has no Contacts.

Background: Anthony Stark, son of industrialist Howard Stark, demonstrated his mechanical aptitude and inventive genius at an early age. He was enrolled in the Massachusetts Institute of Technology at the age of 15. When he was 21, he inherited his father's business, Stark Industries. Turning it into a multi-national, multi-million dollar industry whose chief contracts were weapons and munitions for the US government.

While in Vietnam field testing one of his new transistorized weapons, Stark tripped a booby trap which lodged a piece of shrapnel in his chest. He was taken prisoner by the Viet Cong and told that the shrapnel would work its way into his heart and would eventually kill him. Stark was offered a deal by his captor, Wong Chu. Build a powerful weapon for the Communists and they would operate to remove the shrapnel. Stark agreed, hoping to gain time and access to tools.

He was set up in a small laboratory with another captive, the renown scientist Professor Ho Yinsen. Together, they built the Iron Man armor which allowed Stark to escape from the Viet Cong. During the escape, Professor Yinsen was killed. Stark avenged his friend's death by routing Wong Chu and his guerilla troops. Stark escaped from the jungle with help from American helicopter pilot James Rhodes and returned to the United States with the armor.

MARTY JENKINS

F	PR	4	Health: 22
A	TY	6	
S	TY	6	Karma: 18
E	TY	6	
R	TY	6	Resources: GD(10)
I	TY	6	
P	TY	6	Popularity: 5

Marty is the writer of the "Time and Space" series for the Marvel Comics of the alternate reality. If you are playing through Part II the heroes will meet up with Marty toward the end of the adventure.

A basically good-hearted person, Marty is incredibly open minded and some times has trouble separating his reality from the comic books he writes.

ENEMY NPCs

KANG

Kang the Conqueror

F	TY	6	Health:	86
A	GD	10		
S	RM	30	Karma:	Varies
E	IN	40		
R	IN/AM	40/50	Resources:	MN(75)
I	TY/RM	6/30		
P	GD/IN	10/40	Popularity:	-30

Known Powers

Body Armor: Kang wears full body armor that provides him with Remarkable protection.

Resistances: Kang's armor's life support provides resistance to corrosives, diseases, toxins, at a rank equal to Kang's Reason +1 CS. While wearing the armor, Kang need not sleep or eat.

Force Field: Kang's force field provides protection equal to Kang's Reason rank. It is effective against physical, energy, and force attacks, but not mental or magical attacks.

Blaster Gauntlets: These weapons fire force or energy beams and have a range and intensity equal to Kang's Reason rank.

Time Ship: Kang's timeship travels from era to era and is also capable of independent locomotion.

Cont	Sp	Body	Prot
AM	1000	AM	AM

Talents: Kang has the Repair/Tinkering talent and Engineering skills.

Contacts: Kang has no contacts.

Background: Rama-Tut, fleeing from the 30th century BC after a defeat by the Fantastic Four, reached the 20th century AD and met Doctor Doom. Rama-Tut continued his journey to the war-torn 41st century AD, built a suit of armor inspired by Doom's, and assumed the identity of Kang the Conqueror. Since then, his conquering efforts throughout the timestream have created many divergent doubles of himself (see the Introduction). In most realities, Kang's most frequent opponents have been the Mighty Avengers.

Recently, one of the Kangs was accidentally drawn into another reality where he discovered scientist Rolf Kleinberg's theories concerning the nature of reality itself. Kleinberg's theories supplemented Kang's own knowledge and allowed him to hatch a grand plot to gain control over the entire Marvel Universe (see the Introduction). To aid him in this conspiracy, Kang recruited several of his divergent duplicates with promises of power.

Kang's Ability Ranks

Each of the Kangs has differing Reason, Intuition, and Psyche ranks. In order to help you keep the various Kang duplicates straight each of them is given a special name below. This name is used to describe the Kang throughout the rest of this booklet.

The "Supreme Kang:" The Supreme Kang is the villain the heroes encounter in the other "reality" of Marvel Comics toward the end of the adventure. Supreme Kang has Reason/intuition/and Psyche ranks of AM/RM/and IN respectively. If you are not playing through Part II, the heroes will never encounter the Supreme Kang.

The "Master Kang:" The Master Kang is the villain that the heroes are led to believe is behind the plot to remove all of Earth's heroes from the late 20th century. The heroes invade the Master Kang's fortress late in the adventure and encounter him once again at the wedding of Reed Richards and Sue Storm. Toward the very

end of the adventure, the Master Kang heads into the alternate reality of Marvel Comics and attempts to doublecross the Supreme Kang. Master Kang has Reason, Intuition, and Psyche ranks of IN/EX/RM respectively. If you are hot playing through Part II, the Master Kang is the ultimate villain of the piece.

"Kang Duplicates:" The Kang duplicates are the lesser Kangs who attack each of the Marvel heroes in the timestream. The heroes will meet the first Kang duplicate in the dimension of the Ko-kri. Each duplicate has Reason, Intuition, and Psyche ranks of IN/GD/EX respectively.

KO-KRI (Typical)

F	GD	10	Health:	70
A	GD	10		
S	GD	10	Karma:	76
E	IN	40		
R	TY	6	Resources:	PR(6)
I	EX	20		
P	AM	50	Popularity:	0

KNOWN POWERS:

Psi-Blast: Each Ko-kri can launch a psionic bolt with Monstrous Agility which inflicts Amazing Health damage upon its target. The bolt is not stopped by Body Armor or Force Fields of any kind.

Talents: None

Contacts: None

Background: The Ko-kri are descendants of a time travelling race known as the Quokrillians who constructed a temporal navigation beacon in the Ko-kri pocket dimension many hundreds of years ago.

The original time travellers were all wiped out in an attack by wildlife native to the pocket dimension. The Ko-kri the heroes will encounter early in the adventure are the descendants of the few aliens who survived. The Ko-kri have long since lost all knowledge of the advanced technology that lead them into the pocket dimension (in fact they currently worship such technology) and are currently technologically and sociologically advanced to the point of a typical

stone age tribe. The Ko-kri place particular value in the concepts of skill, wisdom, and courage ("Skill, Wisdom, Courage" used to be the motto of the alien time travellers). Interestingly enough, the Ko-kri are superior to their Quokrillian ancestors in one way: The harsh living conditions in the pocket dimension have developed the Quokrillians powerful latent psionic powers in the Ko-kri through a process of natural selection.

SUPER-SKRULL

F	RM	30	Health:	150
A	EX	20		
S	AM	50	Karma:	22
E	AM	50		
R	TY	6	Resources:	FE(2)
I	TY	6		
P	GD	10	Popularity:	0

KNOWN POWERS:

Shape-Shifting: Super-Skrull possesses the Uearthly rank ability to assume any humanoid form or shape.

Elongation: As a Power Stunt, Super-Skrull can stretch any part of his body up to 3 areas away with Uearthly ease.

Fire Generation: Super-Skrull can emit flames of Monstrous Intensity and range.

Fire Control: He has Monstrous control over natural and personally generated flames.

Rocket Flight: Incredible air speed.

Armored Skin: Remarkable resistance to physical and energy attacks.

Invisibility: Excellent rank.

Power Selection: A maximum of three powers can be used during a single turn.

Power Source: Super-Skrull derives his powers from cosmic ray projectors.

Talents: Super-Skrull is a trained warrior proficient in Martial Arts C and E and Skrull and Kree weapon technology. He is skilled in Espionage, Astro-Navigation, Piloting and Survival. Super-Skrull is also a master of hypnosis.

Background: The Super-Skrull was created for the express purpose of avenging the Skrulls when the Fantastic Four defeated their first scouts. The toughest, most dangerous Skrull warrior was given powers equivalent to those of the Fantastic Four and sent out to destroy the heroes. In this adventure, the PCs will meet up with the Super-Skrull at the wedding of Reed Richards and Sue Storm where he is part of the huge super-villain army that is being mind controlled by Doctor Doom and commanded to attack the ceremony.

MAD THINKER

F	TY	6	Health:	24
A	TY	6		
S	TY	6	Karma:	62
E	TY	6		
R	AM	50	Resources:	RM(30)
I	TY	6		
P	TY	6	Popularity:	7

KNOWN POWERS:

Total Memory: Mad Thinker has Monstrous recall. This enables him to simulate the Hyper Invention and Weapons Tinkering powers at the Monstrous level as Power Stunts.

Android: The thinker has an Incredible Android with the following abilities:

F	A	S	E	R	I	P
GD	GD	AM	RM	FE	FE	FE
Health:	100					
Karma:	6					

The android is constructed of an Amazing strength material which allows it to duplicate the physical texture of others (Thing's rocky hide gives it Excellent body armor, Ice Man's icy sheaths give it Good protection from physical attacks and Remarkable protection from heat; metallic sheaths give it Remarkable body armor). The android can also transform its fists into granite blocks that inflict Amazing damage and has Feeble growth powers. A blow to the androids right armpit of Amazing Intensity will stun it for 21-30 turns.

Talents: The Thinker is a superb organizer of previously discovered facts. He has Monstrous computer skills.

Background: The Thinker's origin is unknown. He is a brilliant mathematician who has discovered the equations for predicting human responses and even some "random" events. His criminal career was accomplished with such success that the police seldom suspected a crime had ever been committed and never suspected him of being involved. In this adventure the heroes will encounter the Thinker at the wedding of Reed Richards and Sue Storm.

EXECUTIONER

Skurge

F	MN	75	Health:	245
A	EX	20		
S	AM	50	Karma:	36
E	UN	100		
R	GD	10	Resources:	GD(10)
I	TY	6		
P	EX	20	Popularity:	-20

KNOWN POWERS:

Body Armor: The Executioner's tough skin provides him with Remarkable protection from physical attacks and Good protection from energy attacks.

Resistances: Skurge has Incredible resistance to heat and Excellent resistance to cold.

Enhanced Vision: The Executioner has Incredible eyesight.

Magical Axe: The Executioner wields a double bladed weapon made of Uearthly material which inflicts Amazing Edged damage. He can throw the axe up to 10 areas. The axe also disrupts magical illusions up to Shift Z rank and allows Skurge to travel between dimensions.

Talents: Skurge is a weapon specialist with the axe for +2 CS.

Background: Skurge is the son of an Asgardian goddess and a storm giant. An outcast because of his mixed parentage, he frequently fights the giants, Asgardians, and

the Avengers. Skurge is another of the villains the PCs will encounter at Reed and Sue's wedding.

THE UNICORN

Milos Masaryk

F	RM	30	Health:	130
A	EX	20		
S	IN	40	Karma:	28
E	IN	40		
R	TY	6	Resources:	GD(10)
I	EX	20		
P	FE	2	Popularity:	-15

KNOWN POWERS:

Body Armor: Unicorn's skin and soft tissues are many times tougher than a normal human's and provide him with Remarkable protection against physical damage.

Power Horn: Unicorn's main armament consists of an energy projector with variable settings. The power horn can inflict up to Monstrous damage.

Flight: Unicorn wears a rocket belt that enables him to travel at Good air speeds (8 areas a round).

Talents: The Unicorn is trained in Martial Arts A, B, and E. He has the Espionage talent and picks locks with Excellent ability.

Background: The Czech-born Masaryk was a Soviet Intelligence operative assigned to the laboratories of Anton Vanko. Following his development of the Crimson Dynamo armor Vanko created an energy projector known as the "power horn" which he taught Masaryk to use with the approval of the Soviet government. With Vanko's defection, Masaryk, equipped as the Unicorn, was sent to the United States to return the fleeing scientist. Unicorn was stopped by the efforts of Iron Man though he hung about in the US for a while conducting various mission for the Soviets. In this adventure, the PCs will encounter the Unicorn at the wedding of Reed Richards and Sue Storm.

MELTER

Bruno Morgan

F	GD	10	Health:	32
A	TY	6		
S	TY	6	Karma:	32
E	GD	10		
R	EX	20	Resources:	EX(20)
I	TY	6		
P	TY	6	Popularity:	-20

KNOWN POWERS:

Melting Ray: This weapon makes use of Excellent Intensity energies to break down the structure of iron and steel. It has Excellent range but because it is mounted in a chest harness, it can only be used against targets in front of Melter.

Talents: Melter has Remarkable Reason in Engineering, Repair/Tinkering, and Business.

Background: Horgan is a weapons designer and industrialist who lost important government contracts through shady practices, many of these contracts were later awarded to Tony Stark. Horgan first used his melting ray to try to get revenge on Stark. The heroes will meet Melter at the wedding of Reed Richards and Sue Storm.

MANDARIN

F	RM	30	Health:	90
A	EX	20		
S	GD	10	Karma:	60
E	RM	30		
R	IN	40	Res:	AM(30)
I	GD	10		
P	GD	10	Popularity:	-12

KNOWN POWERS:

Weapons: Mandarin's ten rings, recovered from a crashed alien ship and modified, are the source of his power. Their abilities, from left hand little finger to right are:

- Remarkable ice blast.
- Remarkable mind control.
- Remarkable electrical attack.
- Remarkable flame projection.
- Remarkable intensity light.
- Remarkable intensity matter

manipulation.

—Incredible force attack.

—Remarkable air control permitting flight at Excellent speeds.

—Monstrous disintegration with no effect on living targets.

—Remarkable intensity darkforce generation.

Only Mandarin may use the rings due to a strong psionic link he has with them.

Talents: Mandarin knows Martial Arts A, D, and E. He is also skilled in Biochemistry, Engineering, and Repair.

Background: Mandarin, a long-time foe of Iron Man, derives his power from the rings of modified alien technology that he wears. Mandarin seeks the destruction of Iron Man and the subjugation of the west. The heroes will meet Mandarin at the wedding of Reed Richards and Sue Storm.

BLACK KNIGHT

Nathan Garret

F	EX	20	Health:	60
A	EX	20		
S	GD	10	Karma:	20
E	GD	10		
R	GD	10	Resources:	EX(20)
I	TY	6		
P	PR	4	Popularity:	-5

KNOWN POWERS:

Body Armor: Good protection from physical damage.

Flying Horse: Garret used his knowledge of genetics to create a winged horse with Poor flight speed and the following abilities:

F	A	S	E	R	I	P
10	20	30	40	6	10	6
Gd	Ex	Rm	In	Ty	Gd	Ty

Weapons: The Black Knight's most important weapon is his energy lance which can fire Remarkable intensity energy and force blasts and can fill an entire area with Excellent density smoke.

Talents: Garret is skilled in Biology,

Genetics, and Engineering.

Background: Nathan Garret was a descendant of the original Black Knight of Camelot and inherited Garret castle where the Ebony Blade was kept. Unable to draw the sword from its scabbard, Garret nonetheless created the criminal identity of the Black Knight to finance his scientific research. The Black Knight is yet another of the villains that the heroes will meet at the wedding of Reed and Sue.

ELECTRO

Maxwell Dillon

F	GD	10	Health: 100
A	EX	20	
S	EX	20	Karma: 36
E	AM	50	
R	GD	10	Resources: TY(6)
I	EX	20	
P	TY	6	Popularity: -12

KNOWN POWERS:

Electrical Generation: Electro has the ability to generate and channel large quantities of electrostatic energy with Amazing ability. He can perform many power stunts:

—Fire bolts of lightning at a range of 5 areas with a +1 CS to hit. These bolts inflict Incredible damage to grounded targets, Good damage to insulated or ungrounded targets.

—He can administer an Amazing electric shock at a range of touch.

—Ride lines of electric potential (such as power lines) with Monstrous ground speed.

—Override electrical systems with Amazing ability, including shutting down alarms and reprogramming electrically-powered robots. Targets with an Endurance stat many make an Amazing Intensity Endurance FEAT roll to avoid the effects.

Invulnerability: Electro has Class 1000 invulnerability to electrical energy and Excellent resistance to other forms of energy.

Background: Dillon gained his super-human powers when a bolt of lightning transformed him into a liv-

ing capacitor. Seeking to turn his abilities to monetary gain, he began a career as a costumed criminal. Dillon, too, will attend the wedding of Reed Richards and Sue Storm.

THE BEETLE

Abner Jenkins

F	GD	10	Health: 70
A	GD	10	
S	RM	30	Karma: 56
E	EX	20	
R	EX	20	Resources: EX(20)
I	RM	30	
P	TY	6	Popularity: -10

KNOWN POWERS:

Armor: Jenkins' suit provides Excellent protection from physical and Remarkable protection from energy attacks. The suit jams all microwave transmissions within 3 areas with Incredible intensity.

Wall-Crawling: Suction cups allow the Beetle to wall crawl with Excellent ability.

Flight: Beetle normally flies at Poor speed. This is raised to Good speed if power is shunted from all other systems. Beetle's wings are made of Good strength material.

Electro-Bite: Beetle can fire an Excellent intensity electrical blast up to 10 areas.

Battle Computer: Mounted in his chestplate, Beetle's battle computer can be programmed with the fighting style of a particular foe so that Beetle can anticipate his movements and attack accordingly.

Against programmed foes, Beetle is +2 CS on Fighting FEATs, +1 on Agility, and +2 on Intuition. Programs exist for Spider-Man, Daredevil, Iron Man, and Captain America.

Talents: Beetle has electronics and Repair skills.

Background: Jenkins was a master mechanic who turned to crime to alleviate the boredom in his life. The heroes will encounter Jenkins at the wedding of Reed Richards and Sue Storm.

ATTUMA

F	IN	40	Health: 175
A	GD	10	
S	MN	75	Karma: 32
E	AM	50	
R	TY	6	Resources: EX(20)
I	TY	6	
P	EX	20	Popularity: -20

KNOWN POWERS:

Hyper Swimming: Good water speed.

Water Freedom

Water Breathing

Minions: Attuma has several under-sea minions with the following abilities:

F	A	S	E	R	I	P
Ex	Ex	Rm	Rm	Ty	Ty	Ty

Health: 100
Karma: 18

Talents: Attuma is an expert in oceanic warfare.

Background: Attuma grew up to become the ruler of the barbarian tribes of the Atlantians. He believes that he will conquer Atlantis by force because of a prophecy he discovered as a young adult.

Attuma is yet another villain who crashes in on Reed and Sue's wedding.

KANG'S SCRIPT—IMPORTANT!

As you are playing through Part I of the adventure you should have several blank pieces of paper in front of you. Use this paper to record everything that the players do: "Players travel to main complex, fight electro-snakes, etc." You should even try to get down a few lines of exact dialogue uttered by the players. Later, you will show these notes to the players when the PCs find this "script," providing them with an important clue to solving the adventure.

You need only follow these instructions if you are playing through Part II of the adventure.

1: SOMETHING IS ROTTEN IN MANHATTAN

SUMMARY: In this first chapter, the heroes return from a brief jaunt in the Orphu time machine they captured in *All This and World War Two* only to discover that all of the superheroes have ceased to exist in modern day Manhattan. This is a result of Kang's plot—see Kang and His Plan, Part I. After rescuing some stranded workers from a fire, then confronting newspaper and television reporters, the heroes jump back into their time machine to investigate.

STARTING: If you have not played *All This and World War Two*, or *The Weird, Weird West*, read the "Alternate Start" passage aloud to the players, followed by the "Starting Description." If you have played through the earlier adventures, simply read the description.

Alternate Start:

It's certainly been a rough week. Five days ago, you agreed to help S.H.I.E.L.D. conduct some top secret tests on a new piece of equipment. What you didn't know was this so-called new equipment was actually a fully operational, bona-fide time machine!

For the last five days you've been giving the S.H.I.E.L.D. time machine a real workout, travelling to and from some of history's most noteworthy events in order to test the machine's guidance system.

Starting Description:

You are returning to your proper place and time from another pleasant jaunt in your time machine. Outside the machine's viewports, you can see the odd combination of colored lights that make up the temporal vortex, the strange region of timelessness that the time machine passes through while it is between destinations.

Suddenly, your time capsule begins to groan and wheeze, a sound it's never made before. This might be trouble!

ENCOUNTER: Ask the players to indicate which of the PCs is piloting the time machine. He or she must make an immediate Good Intensity Agility FEAT roll. If he or she passes this roll, the time machine stops wheezing for the time being and everything seems okay. If the pilot fails the Agility FEAT, however, the time machine shakes violently and everyone on board automatically takes Typical Blunt damage.

The time machine is passing through the temporal "turbulence" that is the result of Kang's duplicates having just altered history ("The Story So Far," below). The time capsule was just buffeted by a strange "wave" of turbulence emanating from one of the points in time which Kang has altered.

If the heroes attempt to use the equipment aboard their time machine to track down the source of these waves, inform them that such an operation is impossible until the ship's computers have been properly programmed, a task which will take at least an hour.

The pilot of the time machine must now successfully navigate the turbulence to safely return the PCs to their proper time and place.

Navigating the Turbulence

On each round, the pilot must make a Good Intensity Agility FEAT roll. On a Green result, he or she receives one "Navigation Point," on a Yellow result he or she receives two "Navigation Points," and on a Red result he or she receives four "Navigation Points." Once the pilot has received a total of eight Navigation Points, he or she has navigated the turbulence and the time machine materializes back in 1989 as described below.

During every other round which the time machine spends in the turbulence (beginning with the second), another "wave" passes by and the ship begins wheezing. As these waves pass, the pilot must again pass an Agility FEAT roll as described above or the ship is severely buffeted, damaging everyone inside.

Materializing the Ship

Once the pilot of the time machine receives a total of eight or more "Navigation Points" on his or her Agility FEAT rolls, the time machine comes to rest and materializes in the present. Read the following text to the players:

You finally make your way out of the temporal turbulence and the time machine comes to a halt. You've missed your spatial destination since the turbulence threw off your guidance system, but you're sure that you have returned to the proper time.

Opening the viewport, you find you've materialized just off Fifth Avenue in downtown Manhattan. Right across the street, you can see a large crowd that has assembled to watch a nearby stately manor go up in flames! Both the police and the fire department have yet to arrive on the scene.

A fire in mid-town Manhattan is always a curious scene. This one is particularly curious since you are quite certain the burning building is the legendary Avengers Mansion!

The heroes will almost certainly rush across the street to do what they can about the fire. Just as they arrive on the scene, a young secretary runs out of the building and screams, "There are still at least four people in there!"

As the heroes approach the mansion, they will also notice that the sign out front which used to read "Avengers Mansion" now reads "Dynatech Inc." If the heroes rush into the building and attempt to rescue the missing persons, refer to the maps of the Avengers' mansion on the pullout mapsheet. The power ranks that appear in some of the areas on the map indicate the intensities of the flames at those points. Anyone who passes through an area with a power rank takes the appropriate amount of fire damage immediately after passing through the area.

Unknown to the bystander who rushed out of the building, there are actually five people who remain trapped in the mansion. You can place these people in the non-fire areas of your choice.

All the trapped bystanders have their attributes rated at Typical and Health scores of 24. At the end of each round, there is a 20% chance (roll of 1-2 on 1D10) that the intensities of the flames in all areas of the mansion will increase by one rank.

Certain powers and abilities might allow the PCs to reduce the intensities of the flames in certain areas, as follows:

—An appropriate power (wind control, water creation, etc.) will lower the intensity of all flames within range by its rank number.

—Water poured on the flames will reduce their intensities by a rank number based upon the amount of water in use. Running to a nearby building and grabbing a fire hose will reduce the flames in any one area by a typical amount each round (there are no usable firehoses inside the mansion), while rushing off to the Hudson Bay, returning with a freight car filled with water, and dumping it upon the conflagration might reduce all of the flames in the mansion by an Excellent amount.

In addition to the fire damage, everyone inside the mansion must pass an Excellent Intensity Endurance FEAT roll at the end of each round or take Typical damage due to smoke inhalation.

Inform anyone who specifically asks about the scenery inside the mansion that the entire structure is dominated by research labs and scientific equipment.

Inside many of these labs are strange dispensers that disperse exotic gasses used in various experiments. Anyone noticing the dispensers can easily trace the gas lines down to a series of tanks in the basement (anyone entering the basement automatically discovers the tanks as well). Unless the tanks are found and removed, or all of the flames in the basement are extinguished by the end of

the eighth round, the gas tanks will explode, inflicting Incredible damage on anyone within the mansion and Excellent damage to anyone within three areas of the mansion outside. The gas tanks are made of Good strength material and are Remarkable weight.

After the Fire

Once the heroes have doused the flames or finished rescuing the trapped bystanders, a group of excited reporters suddenly rushes up and ask for interviews. Roleplay the confrontation. Among the questions that the reporters will ask are:

"What are your names?"

"How did you get your extraordinary abilities?"

"Who are you beneath those masks?"

"Are you from New York and do you plan to stay in this area?"

After catching a glimpse of the sign outside Avengers Mansion and a little bit of this sort of treatment from the press, the heroes should start to get the idea that something is definitely wrong here. Their suspicions will be confirmed when one of the reporters begins delivering a remote spot for television:

"This is Ronald Edwards outside the Dynatech Mansion in downtown Manhattan. Today a group of costumed heroes, the first to appear in the United States since World War Two, helped rescue bystanders trapped inside the raging inferno."

The Story So Far

The temporal turbulence which the heroes encountered earlier was the result of Kang's duplicates altering the timestream by removing the 12 key heroes from history (see Kang and His Plan—Part I). As Kang predicted, the removal of these 12 heroes wiped all of Earth's costumed heroes from the timestream. The PCs were not affected by Kang's maneuvering since they were traveling in time at the moment history was altered.

In order to set things to right, the PCs must return to the past and prevent each one of the Kang duplicates from changing history.

AFTERMATH: If the PCs try to get in touch with any of their Contacts or attempt communications along similar lines, they'll find that all of Earth's superheroes (and most of its supervillains) are missing and no one remembers any of the heroes ever having existed (if you are using the alternate start and the PCs try to contact S.H.I.E.L.D. they find that it, too, does not exist).

Eventually, the PCs will put two and two together and ask if there might be a connection between the temporal disturbance they encountered earlier and the current state of affairs in Manhattan. If and when they do so, inform them they might be able to use the equipment aboard their time machine to track down the source of the temporal turbulence if they first re-enter the temporal vortex (this time, they can program the time machine's computers for the operation before they re-enter the vortex). When they finally do just this, proceed to **Chapter 2**.

If the PCs don't make the connection between the time disturbance and the current state of affairs in New York, have their characters make Good Intensity Reason FEAT rolls. When one of these rolls finally succeeds, the character makes the connection between the two events. Penalize the PCs 2 Karma points for each such Reason roll they must make before moving on. If anyone asks, the cause of the fire was a simple laboratory accident.

KARMA: Safely materializing the time machine +5
Each person rescued from fire +5
Preventing the explosion from harming anyone +10
Attempting to talk to the reporters +5
Getting back in the time machine and re-entering the vortex +5
Standing by and refusing to do anything about the fire -20

2: A STRANGE NEW WORLD

SUMMARY: The heroes head back into the temporal vortex in order to attempt to identify the cause of the anomalies in time they have just witnessed in the late twentieth century. En route, they are trapped in a time eddy, yet another result of Kang's tampering with history, and swept into an odd pocket dimension.

STARTING: Read the following text:

The time machine rattles to life as you prepare to jump back into the temporal vortex. The instant you dematerialize, the capsule begins to shake violently. The time disturbance is much worse than it was when you first emerged from the vortex just a little while ago. Bright lights flash in your face as historical events whiz by in the greyness of the vortex. The shaking in the capsule is getting so bad that you are starting to wonder if this might be your final trip!

ENCOUNTER: The time capsule is caught in a massive time eddy created when the duplicate Kangs tampered with history. The "waves" that the PCs were trapped in earlier were actually a tiny part of the eddy which was just beginning to form.

At this point, the time machine is being buffeted around so violently there is no way that the PCs can use the equipment aboard the capsule to attempt to locate the source of the time disturbance. They will all have their hands full trying to navigate the time machine through the eddy.

Inform the pilot of the time vessel that rapidly flashing series of historical events are passing before his or her eyes and that keeping the ship on course has become difficult. In order to navigate the eddy, the pilot must keep the timeship on course and dodge oncoming historical obstacles. In order to pass through the eddy, the pilot must pass three obstacles. Each obstacle requires a Good Intensity Agility FEAT roll. If the

pilot fails a FEAT, the timeship is vigorously buffeted about and everyone inside takes 5 points of damage due to the stress. At each obstacle, the pilot must also choose the proper route to keep the timeship on course.

Read each of the following sequences of historical events to the pilot and ask him or her to choose the event which happened first. If he or she is correct, the timeship stays on course (the correct answer is printed in bold type). If he or she is incorrect, the ship is buffeted off course and everyone takes another five points of damage. If the pilot received a red result on the Agility FEAT roll to navigate past the obstacle, he or she need not select a historical event and can proceed on to the next obstacle.

OBSTACLE ONE: 1) The end of World War II or **2) The release of the motion picture *Gone With the Wind*.**

OBSTACLE TWO: 1) **The end of the**



Civil War or 2) The beginning of the Franco-Prussian War.

OBSTACLE THREE: 1) **The Lusitania is sunk** or 2) World War I ends.

Once the pilot has passed all three obstacles, the time machine becomes caught up in a huge spiralling "funnel of time" and heads toward an intense white light.

When the machine finally reaches the light, its emergency materialization circuits kick in and the time capsule begins to fade out of the vortex. There is nothing anyone aboard the time machine can do to prevent the ship from reaching the end of the "funnel" and materializing.

When the machine finally materializes, read the following text:

The emergency circuits must have kicked in because you have materialized, but in a place unlike any you have ever seen before. The chronometer reads like you've been completely removed from time and space altogether.

To make matters worse, the time machine's control board is completely dead! There is no way that the machine can leave this dimension under its own power.

Looking outside the viewport, you find that you have come to rest in the middle of a vast sea of sand and shrubs beneath a pale red sky. About five miles in the distance you see a huge spire that is filled with a pale green liquid. By land there is a thick "swamp" between your present location and the spire, a disconcerting sight considering the swamp is adjacent to a desert. Located about one hundred yards away appears to be another stranded time capsule half-buried in the sand.

The two obvious courses of action are to check out the time capsule and/or to head off toward the spire.

The Time Capsule

The time capsule buried in the sand is a metallic sphere roughly 20' in

diameter. There is only one obvious entrance into the capsule, and it appears to be unlocked. The instant anyone attempts to enter the capsule, a powerful laser screen is activated which seals off the entrance and automatically inflicts Incredible energy damage on anyone who enters the time capsule or attempting to pass through the screen. Anyone who examines the doorway or is about to enter the capsule is allowed an Excellent Intensity Intuition FEAT roll to see if they notice the laser screen before it activates.

Disengaging or deactivating the screen requires a Remarkable Intensity FEAT. After remaining activated for 12 rounds the batteries which power the laser screen are depleted and it switches off permanently.

Once inside the capsule, the PCs quickly confirm that it is a timeworthy vessel, though they just as quickly discover that all of the batteries that power the time craft are dead.

Lying on the timeship's control console is a set of plans for some sort of complicated electronic apparatus. Anyone who examines these plans and passes a Good Intensity Reason FEAT roll realizes the apparatus described would require both an interspatial overdrive unit (there is no such unit aboard either this timeship or the heroes' own) and an enormous power source to properly function (beyond the timeship's own capacity). Anyone examining the plans and passing an Excellent Intensity Reason FEAT roll realizes the plans are for an "escape device" which would enable a timeship to break the dimensional barrier and leave the area in which everyone is currently stranded. It is doubtful these plans are of any direct use to the heroes since the device described in the plans can only be constructed by someone with a Reason rank of Amazing or better, even assuming the heroes can somehow manage to locate an interspatial overdrive.

Anyone who examines the timeship's control panel and passes a Good Intensity Reason FEAT realizes

the ship also has a burned-out warp regulator, a vital triangular shaped circuit. Until this circuit is replaced the timeship is completely immobile.

The Story So Far, Part II

The timeship actually belongs to one of the Kang duplicates. This particular duplicate doubted the master Kang's calculations concerning the effects of removing the 12 key heroes from the timestream. He spent some time checking them over for himself before going off to attack his target, the Uncanny X-Men.

By the time the duplicate actually left, the other Kang duplicates had already removed their targets, causing the temporal disturbance which dumped the heroes in this peculiar alternate dimension. This particular Kang duplicate was caught up in the same disturbance and was swept here as well.

After coming to rest in the pocket dimension, the Kang duplicate did a bit of research and drew up the plans for the device the PCs discovered in his timeship. Unless the heroes stop him in the upcoming chapters, the Kang duplicate builds the device using parts he found in the spire (see **Chapter 5**), returns to normal time and space, and stops the X-Men from forming, thus contributing to the lack of costumed heroes in the late 20th century.

AFTERMATH: When the heroes finally decide to travel to the spire, ask them which route they would like to take. If they want to take a closer look at the bay and look at the possibility of travelling across it, go to **Chapter 3**. If the heroes decide to go through the swamp instead, refer to **Chapter 4**.

KARMA: Navigating the time eddy +5
Navigating the eddy without taking damage +5
Entering Kang's capsule +5
Examining the plans +5
Examining the control console +5

3: ACROSS THE BAY

SUMMARY: The heroes discover a boat moored in the bay and attempt to cross over to the large spire. On the way, they are attacked by a strange predator.

STARTING: Read the following text:

As you walk down toward the bay, you notice a peculiar silver object beached on the shore. The object is a hollow cylinder, approximately ten feet long. The four paddles you find inside confirm that the object is, in fact, a boat.

Although the liquid that fills the bay is pale green in color, it seems to be identical to normal water in all other respects.

ENCOUNTER: The spire is two miles away by boat and five miles away by land. If the heroes are all capable of flight, they can simply fly over to the spire. In this case, skip directly to **Chapter 5**. The boat belongs to the Ko-kri (see NPCs, p. 13). If any heroes try to take the boat across, the trip takes about an hour. Once the boat is halfway across the bay, read the following text:

Up until now, the waters have been calm, almost too calm. Suddenly, the waves begin to pick up in intensity. A large black spot is forming beneath the water.

Abruptly, a small island begins to emerge from the water just up ahead of you. As more and more of the island rises out of the water you come to a horrible realization: The object is no island—it's a fish! And an angry fish at that!

The fish is approximately 300 yards long and has the following statistics:

F	A	S	E	R	I	P
6	4	50	1000	2	2	2
Ty	Pr	Am	Cl1000	Fe	Fe	Fe
Health: 1060				Karma: 6		

Hide: The fish's hide provides it with Good protection against physical and energy attacks.

Complacency: Although the fish has well over 1000 Health points, it will leave the heroes alone after they have inflicted 100 points of damage.

Swimming: The fish swims at Typical speeds.

Fish's Tactics: After it emerges from the water, the fish will attempt to ram into the heroes' boat and shake the PCs into the water. If none of the PCs are knocked into the water by the fish's attack, the creature spends a round swimming away to pick up speed, attempting to ram the boat again. Every time the fish uses this tactic, make a Fighting roll for the creature. If the roll fails, the fish misses the boat and no one is knocked into the water. If the roll is successful, the fish strikes the boat and each of the PCs must make an Agility FEAT roll to stay in the boat.

The Intensity of this FEAT depends upon the quality of the fish's result. A Green result necessitates Typical Intensity FEAT rolls, a Yellow result

necessitates Good Intensity FEAT rolls, and a Red result means that the FEAT rolls are of Remarkable Intensity. Once any of the heroes have been knocked into the water, the fish will attempt to swallow them on its next pass. The fish must make a successful Fighting FEAT roll to swallow a target and can only attempt to swallow one target per round. Heroes who are swallowed are NOT killed, they are simply swept into the creature's gullet. Any hero who has been swallowed finds him or herself in another tight situation. Living in the creature's gullet is a giant insect which the fish swallowed long ago. The insect is rather hungry and immediately attacks any swallowed PCs. The insect has the following statistics:

F	A	S	E	R	I	P
10	6	10	10	2	2	2
Gd	Ty	Gd	Gd	Fe	Fe	Fe
Health: 36				Karma: 6		

Bite: Good damage.

Chitinous Shell: The insect's chitinous skin provides it with Typical protection against physical attacks and Poor protection against energy attacks. Heroes who are swallowed by the fish must choose whether they are attacking the insect or the fish. Anyone inflicting fifty or more points of damage upon the fish from the inside causes the creature to spit all characters who have been swallowed back out into the water. The fish continues to attack until either all of the heroes have been swallowed, or it has been "driven off" as described above. Unlike the Ko-kri, the fish and the insect are originally native to this dimension.

AFTERMATH: After the fish has been driven off, the rest of the trip across the bay is uneventful. Once the heroes finally reach the spire, proceed to **Chapter 5**.

KARMA:

Driving off the fish	+10
Reaching the spire	+5



4: THROUGH THE SWAMP

SUMMARY: The heroes travel overland going through the swamp to reach the spire. On the way they may contract an unusual disease or raise the ire of a pack of vicious predators.

STARTING: Read the following text to the players:

The swamp is unlike any you have ever seen before. The lush plants are various shades of orange and yellow; the water which surrounds you is pale green. There is a muddy, slightly elevated trail that leads through the swamp in the direction of the spire.

ENCOUNTER: The spire is approximately five miles away by land. If the heroes are capable of flight, they can simply fly right up to the structure. In this case, skip to **Chapter 5**. If the heroes are actually going to travel through the swamp, they must now choose whether to take the high, visible trail, or to keep out of sight in the lush vegetation.

The Trail

The Ko-kri and other creatures native to the dimension travel this trail frequently. For this reason, a small pack of alligator-like creatures frequently sets up ambushes along the trail in search of a snack. The alligator creatures look like normal terrestrial alligators except their snouts and jaws are three times longer. There are four

of the creatures in all and each has the following statistics:

F	A	S	E	R	I	P
10	20	10	20	2	2	2
Gd	Ex	Gd	Ex	Fe	Fe	Fe

Health: 60
Karma:6

Bite: The alligator creatures' bite inflicts Good Edged damage.

Tail: On any round in which one of the alligators receives a Yellow result or better with its bite attack, the creature can also attempt to whip its target with its tail, inflicting Typical Blunt damage.

The alligator ambush takes place halfway between the edge of the swamp and the spire. As the heroes approach, the alligators are buried in the mud hoping to surprise their prey. Each of the heroes has an opportunity to pass a Remarkable Intensity Intuition FEAT roll in order to detect the alligators before the creatures can spring their trap. If any of the heroes pass this roll, play out the combat normally. However, if all of the heroes fail, the alligators automatically receive one free round of surprise attacks. Any alligator who is reduced down to 20 points of Health or less retreats back into the swamp.

The Foliage

It is possible the heroes will avoid the trail to stay out of sight for the time being. In this case, they must slog through the water and thick foliage.

As soon as the heroes leave the trail they come upon huge hordes of tiny stinging and biting insects. The insect bites do no immediate damage serving mostly to annoy the heroes. Anyone who does not have Poor or better protection against physical attacks, however, must make an Excellent Intensity Endurance FEAT roll after reaching the spire. If this roll fails, the hero contracts an unusual illness from the insect bites. Anyone who contracts the illness suffers the following effects:

—As soon as you reach **Chapter 6**, his or her Fighting, Agility, Strength, and Endurance ranks are reduced by -1 CS.

—And, whenever he or she is reduced to half of his or her beginning Health score or less, he or she must make a Good Intensity Endurance FEAT roll or suffer an immediate Stun.

—These penalties remain in effect until you reach **Chapter 13**.

AFTERMATH: If the heroes are travelling along the trail, the rest of the journey is uneventful after the alligator attack. If the heroes are travelling through the foliage there are no encounters along the way. The complete trip along the trail takes two hours. The trip through the foliage takes three hours. Once the heroes reach the spire, proceed to **Chapter 5**.

KARMA: Driving off the alligators +5
Passing through the foliage without anyone contracting the disease +5
Reaching the spire +5

5: UP THE SPIRE

SUMMARY: The heroes reach the spire and search it for clues as to their whereabouts. Just after they reach the spire's top, they are confronted by a group of Ko-kri who attempt to take them prisoner.

STARTING: Read the following text to the players:

You've finally reached the edge of the spire. Now that you are closer, you can get a slightly better look at the structure.

The tower is made of a peculiar silver metal that glints in the light. The spire is cone-shaped and

approximately 50' tall. On top of the cone is a transparent sphere, about eight feet in diameter. There is only one obvious entrance to the tower above, a huge sliding door located at ground level. The door is standing wide open.

ENCOUNTER: Before the PCs actually enter the spire, they will probably want to look around a bit. There are no hidden entrances leading into the tower and there is nothing unusual about its construction.

Any hero who flies up to take a look at the transparent globe atop the tower realizes with a successful Good Intensity FEAT roll that the globe is some sort of signalling beacon.

The beacon houses an extremely powerful light that is currently non-functional. The exotic metal from which the spire is constructed is of Monstrous material strength.

The door to the spire is open as described in the text passage above. There is nothing to stop the heroes from entering.

Level One

The first level appears completely empty. The only features found on this level are four large, monolithic pedestals which stretch almost up to the ceiling. The pedestals appear to be made of some sort of exotic plastic.

Anyone examining the four pedestals and passing a Typical Intensity Intuition FEAT roll notices each structure features a locked hidden panel that can be opened with a Remarkable Intensity Reason FEAT (bypass the lock) or a Remarkable Intensity Strength FEAT (force the panel open) to reveal a maze of complex circuitry. Anyone examining this circuitry and passing an Incredible Intensity Reason FEAT determines that the circuitry in the pedestals was designed to beam some sort of navigating signal out into the temporal vortex and all of the surrounding dimensions. The spire was built by the ancestors of the Ko-kri as a sort of "cosmic lighthouse" to make trips to and from the pocket dimension much less risky.

If the PCs examine the circuitry inside the pedestal in the northeast corner of the room, they notice something peculiar. Two major links are missing from the circuits. One missing circuit is square in shape and the other is triangular. The PCs can examine the surrounding cir-

cuitry and identify each of the missing pieces with a successful Excellent Intensity Reason FEAT roll.

The square circuit was an interspatial overdrive and the triangular circuit was a warp regulator. Both of these circuits were removed by the Kang duplicate who became stranded in this dimension along with the heroes. Kang entered the spire, looked around, and left just before the PCs arrived. He took the warp regulator so he could replace the burned out regulator in his timeship and the overdrive so he could use it to build the device he drew up that will enable him to escape the pocket dimension and return to normal time and space (see "The Story So Far," (page 18).

Also on the first level is a set of stairs that leads up to level two. Hanging on the wall next to the stairs is a complete scale map of the entire pocket dimension that was drawn up by the ancestors of the Ko-kri. Show the players the map located on the pullout mapsheet. The PCs can easily remove this map and take it with them if they wish to.

Level Two

Level two houses the giant computer banks that once stored the navigational information which the spire beamed out into the temporal vortex. Anyone looking closely at the computer banks automatically realizes they have been inactive for centuries. The computer banks are so tightly packed together on this level that they form a sort of maze. In order to reach the stairs that lead up to the third level, the heroes must negotiate this maze.

Level Three

Level three houses a single huge piece of machinery. Anyone examining the machinery who passes the appropriate FEAT rolls learns the following:

—(Good Intensity Reason FEAT): The machine is the power supply for the entire complex. A thick network of wires housed in a large plastic bus leads off to all four of the spire's levels.

—(Remarkable Intensity Reason

FEAT): The spire's power is not actually generated by this machine. Instead, the power is beamed to the spire in the form of radio waves. These waves are then converted into electrical energy and distributed about the spire.

Anyone realizing the power is being beamed to the spire from a remote location might be interested in finding out where the energy is coming from. Pinpointing the exact source of the power is impossible, but anyone examining the machinery can get a fix on the direction in which the power is being broadcast with an Excellent Intensity Reason FEAT roll. If this FEAT is successful, the heroes determine the point from which the power is being transmitted is somewhere along a line that lies 140 degrees from the western horizontal in relation to the spire. The players can then examine their map of the pocket dimension (found on level one) and try to get a fix on where the power is coming from. If the players are un-



able to draw out the proper line on the map, you can help them out (their characters are automatically able to find the line). On the Judge's map of the pocket dimension (located on the inside cover) you will find two dashed lines labelled "Line 1" and "Line 2." Take a straight edge and draw in "Line 1" on the players' map of the dimension. This line lies 140 degrees from the western horizontal in relation to the spire.

Note that the line seems to indicate the power is being broadcast from somewhere in the middle of the desert, where no structures are located. Since the PCs know only that the power is originating from somewhere along the line, there is no way they can find the power's true point of origin until they can get another fix on the transmitter's location.

Level Four

Compared to the rest of the scenery within the spire, level four seems almost out of place. When the PCs reach the fourth level, read the following text aloud:

The fourth level is unlike any of its predecessors. It seems this level once housed machinery like each of the three previous levels but all of the machines have been smashed to bits or removed. Currently scattered about the level are hundreds of assorted electronic circuits and a number of crudely constructed wooden benches and tables. Decorating the walls are a series of roughly rendered chalk drawings. The largest and most elaborate of the chalk drawings show a humanoid figure driving away a pack of scorpion-like insects by blowing a huge horn. Scrawled in large letters above the stairway is a sign that reads: "Prowess, Wisdom, and Courage."

The Ko-kri use this level as a sort of religious shrine. As the PCs are probing about the wreckage, a group of fifteen Ko-kri suddenly enters the

fourth level via the stairway and demand that the heroes surrender (this group entered the spire about five minutes ago and made their way up. Any heroes stationed on a lower level or outside the tower altogether will see the Ko-kri and be confronted by them before they reach level four). The Ko-kri are angry and in no mood to chat. If the heroes ask the Ko-kri what they are doing, the Ko-kri respond with:

"You must come with us and serve tribunal. You have entered our sacred shrine and angered the spirits of the tower. In displeasure, they have doused their beacon which sits atop the tower."

The Ko-kri will take the heroes by force if they must, using their psionic powers if necessary.

The Story So Far—Part III

Once the Kang duplicate had drawn up plans for the device to exit the pocket dimension, he went out searching for the parts he would need to build the device and repair his time vessel. It was a stroke of luck when he happened upon the spire and found almost everything he needed. After stripping the parts from the machinery in the tower, Kang returned to his timeship and installed the stolen warp regulator thereby restoring power to his time vessel. This allowed him to use the timeships equipment to locate the large power source beaming energy to the spire (remember, Kang's escape device will require a large power source to function).

Kang then flew the timeship out to the power source (unlike the PCs' time capsule, Kang's vessel is capable of flying through normal space without entering the temporal vortex) and began constructing the escape device, a task which will take him several hours (if the PCs took Kang's plans with them, he can easily duplicate them). As soon as Kang removed the warp regulator from inside the spire the beacon light at the top of the tower went out. Since the Ko-kri recognize the spire's light as a powerful religious symbol, they

immediately rushed out to the spire to investigate. By the time they reached the tower Kang was long gone and the PCs had just entered. The Ko-kri now believe the beacon was switched off by "spirits" inhabiting the spire because these spirits were angry that outsiders (the PCs) had entered their holy shrine.

AFTERMATH: Considering the powerful psionic powers of the Ko-kri, there is almost nothing the PCs can do to avoid capture. Once they are captured, the heroes will be taken all the way back to the Ko-kri camp and thrown in a small isolated hut, where they will await their tribunal. The hut is guarded by a single Ko-kri warrior.

At this point, the Ko-kri will NOT let any of the PCs touch anything else in the spire (even if the PCs are promising to take a look at the beacon and restore it). If the PCs attempt to escape before the tribunal, see **Chapter 8**. If the PCs decide to wait around for the tribunal, see **Chapter 6**. If the PCs somehow avoided capture, their next logical move is to visit the main complex. In this case, proceed to **Chapter 11**.

KARMA:

Discovering that the circuits are missing	+5
Identifying the missing circuits	+5
Analyzing the power supply	+5
Attempting to track down the power source and drawing the proper directional line on the map without help from the Judge	+5
Submitting to the Ko-kri peacefully	+10

6. THE KO-KRI TRIBUNAL

SUMMARY: After being captured in the tower and brought back to the Ko-kri encampment, the PCs stand trial for violating the sanctity of the spire. Depending upon their actions, the heroes will either be forced to undergo a ritual test of their abilities, or sentenced to death.

STARTING: Read the following text:

After waiting approximately one hour, you are led out of your hut and into the Ko-kri camp, where almost 50 of the strange creatures have gathered. One of the Ko-kri approaches you.

"You have been brought here to stand tribunal for angering the spirits of the tower and violating the sanctity of the shrine. During the tribunal you will receive an opportunity to make a statement in your favor, but you will not speak until prompted. The penalty for failing to abide by this rule is death."

ENCOUNTER: The Ko-kri tribunal procedure is rather simple: An "accuser" makes a speech detailing the defendants' crimes, and then each of the defendants is allowed to make a speech of his own. All of the Ko-kri then vote on the guilt or innocence of the accused.

Before the tribunal begins, one of the Ko-kri points out that because the heroes are outsiders they are entitled to have someone from the tribe assist them and deliver a speech in their defense in addition to any speeches they make themselves. The accuser then asks for a volunteer to defend the heroes, but no one comes forward.

The PCs are given a choice: They can either waive their right to a "defender" or the accuser can force someone to speak for them. Ask the players to select an option.

The Accuser's Speech

After the matter of the defender has been cleared up, the Accuser makes his speech. Read the following text:

"Friends, I will make this as brief as possible. I am sure you will agree with me that those who stand accused are guilty and deserve a speedy death under the terms of the code. I hereby claim the accused have angered the spirits themselves. We all know that the beacon has been doused. And we all know that we of the Ko-kri have not missed a single sacrifice."

The spirits, therefore, cannot be angry with us. Since these infidels are the only outsiders in the realms, they must be the source of the spirits' ire. I see no possible defense and believe that the only appropriate penalty is instant death in the Well of Pain."

The Heroes' Turn

Each of the heroes is allowed to make a speech in his or her defense. This should prove somewhat difficult since the PCs are ignorant about the idiosyncracies surrounding the primitive religion of the Ko-kri, making it difficult for them to dispute the Accuser's argument.

According to Ko-kri custom, any defendants who have not yet spoken are not allowed to hear the speeches of their comrades (this is to insure that each of the accused will speak in his own words).

Simulate the speeches as follows: Have all of the players but one leave the room and ask the remaining player to deliver a brief speech in his or her defense. At the conclusion of the speech, ask the player to make a Remarkable Intensity Reason FEAT roll to determine how forcefully his or her character delivered the rhetoric.

The player receives a +2 CS bonus to this FEAT if he or she mentions the possibility of there being another outsider present in the pocket dimension and presents any support ("We arrived in a ship and found another ship just like it"), and a +1 CS bonus if he or she attempts to explain that the light atop the spire is only a navigational beacon and

that there really are no spirits. In addition, you can award the player an additional +1 to +3 CS bonus based upon how well you felt he or she delivered the speech and the cleverness of his or her argument. If the result of the FEAT is a failure, record a 1; if the result is green, record a 2; if the result is yellow, record a 3; and if the result is red, record a 5. You can then ask the next player into the room, and repeat the procedure until everyone has spoken (players that have already spoken are not allowed to prompt their fellows). Once all of the PCs have spoken, their "defender" (if they have one) will deliver an uninspired speech which really does more harm than good (that's what happens when you "force" an unwilling bystander to defend you).

Guilt or Innocence

Once all of the PCs have spoken, the Ko-kri vote on the heroes' guilt or innocence. You can figure out the results of the voting by adding up all of the numbers you recorded during the speeches and dividing the total by the number of players present. Before you divide, subtract two from the total if the PCs chose to employ a "defender." No matter how well the heroes spoke, there is no way that the Ko-kri will find them entirely innocent; but if the final result of the above calculation is 1.5 or greater, there is enough doubt in the air for the tribe to call for a Trial by Deed.

During a Trial by Deed, one of the Ko-kri will explain, the defendants are given three tests. If they pass all three tests, they must be innocent in the eyes of the spirits. If they fail any of the tests, however, they are obviously guilty and sentenced to death.

AFTERMATH: If the PCs are found guilty they will automatically be sentenced to die in the Well of Pain. In this case, proceed to **Chapter 12**. If the Ko-kri have decided to put the heroes through a Trial by Deed, go on to **Chapter 7**.

KARMA: Declining the defender +5
Winning a Trial by Deed +10

7. THE TEST OF SKILL

SUMMARY: After being sentenced to a Trial by Deed, the PCs are led out for their first test, the Test of Skill. If they fail the test, they are condemned to death. If they pass, they are allowed to proceed to the second test.

STARTING: Read the following text aloud:

Five Ko-kri come and lead you out of the isolated hut and back into the main compound, where the entire tribe seems to have once again assembled.

"Your first ordeal is the trial of skill."

The Ko-kri hands you a long, soft staff.

"This is a Ro-ku, one of the ancient weapons used by our people."

Off in the distance, you can see a pair of large Ko-kri deftly spinning Ro-kus overhead. Uh oh.

ENCOUNTER: The test of skill is a trial by combat. One of the Ko-kri will explain the rules to the PCs: The heroes are to select two champions to represent the entire group. Only the two champions will fight. The Ko-kri have already selected their champions.

—The battle will take place in a large fenced-in "arena" five areas long and five areas wide. There are chalk lines scrawled across the ground one area away from the area edge on two opposite sides of the square. One of the combatants from each side must stand behind this line at all times; no fighting is allowed behind the chalk marks (thus the actual battle zone is three areas long and five areas wide). The combatant who stands behind the chalk line can only emerge to fight after his or her partner has retreated behind the line (sort of like tag-team wrestling).

—Only blows struck with the Ro-ku are legal. Anyone attacking an opponent with a power or fist is automatically disqualified (the Ko-kri will not

use their psionic powers during the trial). A Ro-ku blow inflicts either Good damage or an amount of damage equal to the fighter's Strength rank, whichever is higher.

—The combatants must stay in the "arena." Anyone using flight or some similar power is automatically disqualified.

—The battle ends as soon as one of the fighters falls unconscious, which causes his or her side to lose.

—And here is the kicker: All four combatants are blindfolded after they enter the arena. During the combat, don't allow the players playing the heroes in the arena to see the battle map. Instead, they must rely on directions shouted to them from their friends outside the ring (the other players).

Every time one of the PCs tries to shout instructions to a comrade in the ring, roll 1D10. On a result of 1-3 the shout was lost in the crowd noise and didn't reach the heroes in the arena (unless, of course, one of the heroes has some type of enhanced hearing power). When it is their turn to act, the hero combatants must tell you exactly where they want to move and what area they want to attack (i.e., "I'll move two areas to the left and swing around to attack the area behind me"). If there are no targets in the area the PC is attacking the attack has no effect. If anyone tries to move out of the arena, he or she is shoved back in by the Ko-kri who have gathered around the edge.

To help simulate the confusion of the arena, you shouldn't tell the heroes when and if they have been Slammed. Simply move their counters on the battle map disorienting them. You can assume that the Ko-kri are so good at this type of fighting that they can move about the ring and fight at will. The Ko-kri do not attack for two rounds after they have been Slammed, spending the time to re-orient themselves instead. All of the blinded combatants suffer a -3 CS penalty to their attacks, but the Ko-kri combatants are masters of the Ro-ku and receive a +1 CS bonus when fighting with it, lowering their

penalty to -2 CS (the Ko-kri champions have all the same stats as a typical member of their race). Of course, any hero that has a blind-fighting power like Daredevil's radar or Spider-Man's spider-sense does not suffer these penalties.

It is impossible to kill someone with a Ro-ku. Any combatant reduced to 0 Health is automatically unconscious and need not make the usual Endurance FEAT roll. Should the heroes make any attempt to escape during the trial, all of the Ko-kri will attempt to subdue them. In this case, the heroes are automatically found guilty and sentenced to death.

AFTERMATH: If the heroes knock one of the Ko-kri combatants unconscious first, they win the battle and are allowed to continue on with the Trial. In this case, go to **Chapter 9**. If the heroes lose the battle or violate any of the rules, they are found guilty and sentenced to death in the Well of Pain. In this case, proceed to **Chapter 12**. If the heroes are going on to the next test, they will be returned to their isolated hut, where they wait for one hour before the test is to begin. If they entertain the idea of escape during this interval, go to **Chapter 8**.

KARMA:

Winning the battle +10

8: THE GREAT ESCAPE

SUMMARY: The heroes attempt to escape from the Ko-Kri camp.

STARTING: You should be coming to this chapter after the heroes were captured in the spire in **Chapter 5**, after the heroes were put on trial in **Chapter 6**, between tests in **Chapters 7, 9, and 11**, or just before the heroes are to be executed in **Chapter 12**. Read the following text aloud:

The Ko-kri have placed you in a small isolated hut that is separated from the rest of the encampment by a low ridge and 200 yards of ground. Outside the hut, only one Ko-kri guard stands watch.

ENCOUNTER: In light of their formidable psionic powers, escaping from the Ko-kri will prove difficult, but it is certainly not impossible. The Ko-kri do not take any of the heroes' weapons or equipment away from them before they are placed in the hut. Here are some guidelines that will help you resolve any escape attempts:

—There are no movable objects inside the hut and the hut is made of a Typical strength material. The heroes can blow a hole in the hut and escape out the back without attract-

ing the attention of the guard only if they have some special power allowing them to breach the hut wall without making any noise (simply punching or tearing a hole in the wall automatically makes enough noise to attract the guard), and only if all of the heroes pass a Remarkable Intensity Agility FEAT roll (to sneak away quietly).

—If the heroes make an attempt to use their powers to lure the guard away or create a diversion, the guard should receive an Intuition FEAT roll to see through their deception. The exact intensity of this FEAT is up to you, based upon your own assessment of the quality of the heroes' plan (begin with Typical and modify upward for a good plan, and downward for a poor plan).

—If the heroes attract the attention of the guard while escaping, he attempts to use his psionic powers to subdue them. After two rounds of battle, the guard gives the heroes an opportunity to surrender and return to the hut. If the heroes accept this offer, the entire incident is forgotten. If they continue to battle or flee the guard shouts out a warning that brings ten of his fellows out to investigate.

—If the heroes somehow escape and have some means of looking

around the Ko-kri camp without attracting any attention (someone has x-ray vision or can turn invisible) they find no other areas of interest anywhere in the camp.

AFTERMATH: If the heroes manage to escape they will probably begin looking for the mysterious traveller who is stranded in the pocket dimension with them (the Kang duplicate).

The heroes should know the traveller will need a large power source to build the escape device they found drawn out in his timeship. Their next logical move is to visit either the spire or the main complex and look for such a power source. If they missed the power source clue in the spire and decide to return, proceed to **Chapter 10** (the heroes might also return to the spire to see if they can restore the beacon and get the Ko-kri off their backs). If the heroes head out to the main complex, proceed to **Chapter 11**. If the heroes' escape attempt fails and they did not surrender within the first two rounds of combat, they are automatically sentenced to death. In this case, go to **Chapter 12**.

KARMA: Escaping the camp +10
Permanently harming any of the Ko-kri -50

9: THE TEST OF WISDOM

SUMMARY: After passing their first test, the Trial of Skill, the heroes are led out for the second test, the Trial of Wisdom. If they pass this second test, they are prepared for the third. If they fail, they are condemned to death.

STARTING: Read the following text aloud:

After the long wait, you are led outside to undergo the second of your three ordeals. The tribe is

once again clustered about the "arena" in which you defeated the Ko-kri earlier, but this time only a single figure awaits you.

ENCOUNTER: This is the Test of Wisdom and the single figure is the tribe's wise man. The wise man will present the heroes with a problem which they will have a limited time to solve.

The Wise Man's Problem

The wise man sits with an upside

down bowl on the ground in front of him.

"Beneath this bowl, I have five beads in a line from my left to my right. Each of the beads has a different color: red, blue, yellow, black, and white; and each of the beads has a different shape: square, triangle, circle, oval, and rectangle. You must determine which colors match up with which shapes and the order in which the beads rest. Here are your clues:

1. The red bead is to the left of the square bead.

2. The oval and rectangular beads are on the two ends.
3. The white bead is between the triangular bead and the rectangular bead.
4. The second bead is blue.
5. The black bead is not next to the blue bead.
6. The circular bead is next to the oval bead.
7. And, the red bead is next to the fourth bead."

There is enough information given in the clues to solve the puzzle.

The Ko-kri will give the heroes 15 minutes to come up with the solution. Use a convenient clock or watch to time the players.

The Solution

The beads are in the following order: yellow oval bead, blue circle bead, red triangular bead, white square bead, black rectangular bead.

If the players are not able to solve the puzzle, you can allow each of their characters to attempt Good Intensity Reason FEAT rolls. If at least half the rolls succeed (fractions rounded up) or if at least one hero receives a Yellow result or better, the heroes are able to solve the puzzle even though the players are unable to.

AFTERMATH: If the heroes solve the puzzle, they will be congratulated and led back to the isolation tent to await the third test, which will begin in one hour. If the heroes attempt to escape



during this interval, see **Chapter 8**. If the heroes simply wait for the next test, see **Chapter 11**. If the heroes fail to solve the puzzle, or come up with the wrong solution, they are automatically condemned to death. In this

case, proceed to **Chapter 12**.

KARMA:

Solving the puzzle without making any FEAT rolls +20
Solving the puzzle with FEATs +5

10: RETURN TO THE SPIRE

SUMMARY: After escaping the encampment, or being declared innocent by completing the Trial by Deed, the heroes return to the spire hoping to find valuable clues as to the whereabouts of the mysterious traveller who seems to be trapped in the pocket dimension along with them.

STARTING: There are only two circumstances under which you are

likely to be coming to this chapter.

First, it's possible that the heroes missed the clues concerning the spire's power supply during their earlier visit. In this case, the PCs will probably later remember the traveller who arrived in the timeship that they explored in **Chapter 1** will need a vast power source to build and operate his "escape device." After they remember this, the heroes will al-

most certainly want to return to the spire and find out how the tower is drawing its energy. No doubt hoping to locate a large power source and possibly the traveller himself (remember at this point it probably seems to the heroes as though they will be unable to return to normal time and space unless they find the traveller, since he seems to know how to build a device that will enable

the timeships to shatter the dimensional barrier and escape).

Secondly, if the heroes somehow managed to escape the Ko-kri camp, it is possible that they will attempt to return to the spire and restore the beacon in order to get the Ko-kri off their backs. If the heroes want to return to the spire after completing the Trial by Deed and being declared innocent, one of them must pass a Good Intensity Reason FEAT roll to convince the Ko-kri to allow them to return to the holy tower.

In this case, two Ko-kri will accompany them as escorts. If this roll fails and the heroes return to the tower anyway, the Ko-kri become their enemies once again and sentence them to death if they are ever re-captured. As they approach the tower, read the following text aloud. Read the text in bold print only if the heroes are fugitives from the Ko-kri.

Once again you approach the spire, this time paying special attention to the vast globe that was once the beacon of the Ko-kri, sitting atop the tower.

Posted outside the spire are two Ko-kri guards. If you jump behind a nearby ridge, you can sneak up to within about twenty yards of the guards without being seen.

ENCOUNTER: The two guards are present outside the spire only if the heroes are fugitives. They were posted shortly after the heroes were captured inside the tower in order to insure there was no further trouble.

Needless to say, the Ko-kri guards will vigorously defend the spire. If the heroes attempt to create some sort of diversion or lure the guards into an ambush, the Ko-kri receive an Intuition FEAT roll (with a special +1 CS bonus due to their alertness) to see through the deception. If the Ko-kri guards detect and defeat the heroes, they will take them back to the encampment, where they will be sentenced to die in the Well of Pain.

If the heroes have been declared

innocent and have received the Ko-kri's permission to return to the tower, they can walk around inside and examine the areas in the tower at will. Once the heroes are inside, refer back to **Chapter 5** for a description of the spire.

Restoring the Beacon

While visiting the tower, the heroes might try to re-light the beacon in order to please the Ko-kri. Anyone flying up to examine the beacon or examining the machinery on the first level and passing an Excellent Intensity Reason FEAT roll realizes the beacon shorted out because the electricity powering it was routed through the missing warp regulator. Power can be restored to the beacon using the following procedure: There are four wires running into the space formerly occupied by the warp regulator, and four wires running out of the space (both sets of wires are labelled #1-4).

Anyone passing the FEAT roll knows power will be restored to the beacon if electricity can be carried from the proper input wire to the proper output wire. Ask anyone attempting to restore the beacon to make two Good Intensity Reason FEAT rolls. On a Green result on the first roll, the hero realizes that wire #1 is not the correct input wire; on a Yellow result, the heroes realizes that wire #s 1 and 4 are not correct; and on a Red result, the hero realizes that wire #s 1, 3, and 4 are all not the correct wire.

On a Green result on the second roll, the hero realizes that wire #2 is not the correct output wire; on a Yellow result, the hero realizes that wire #s 2 and 1 are not correct; and on a Red result, the hero realizes that wire #s 2, 1, and 4, are all incorrect.

The hero can then connect together any two wires he or she chooses. If input wire #2 is connected to output wire #3, power is restored to the beacon, which suddenly flashes into life. If input wire #3 is connected to output wire #4, however, there is a powerful energy feedback which causes an explosion

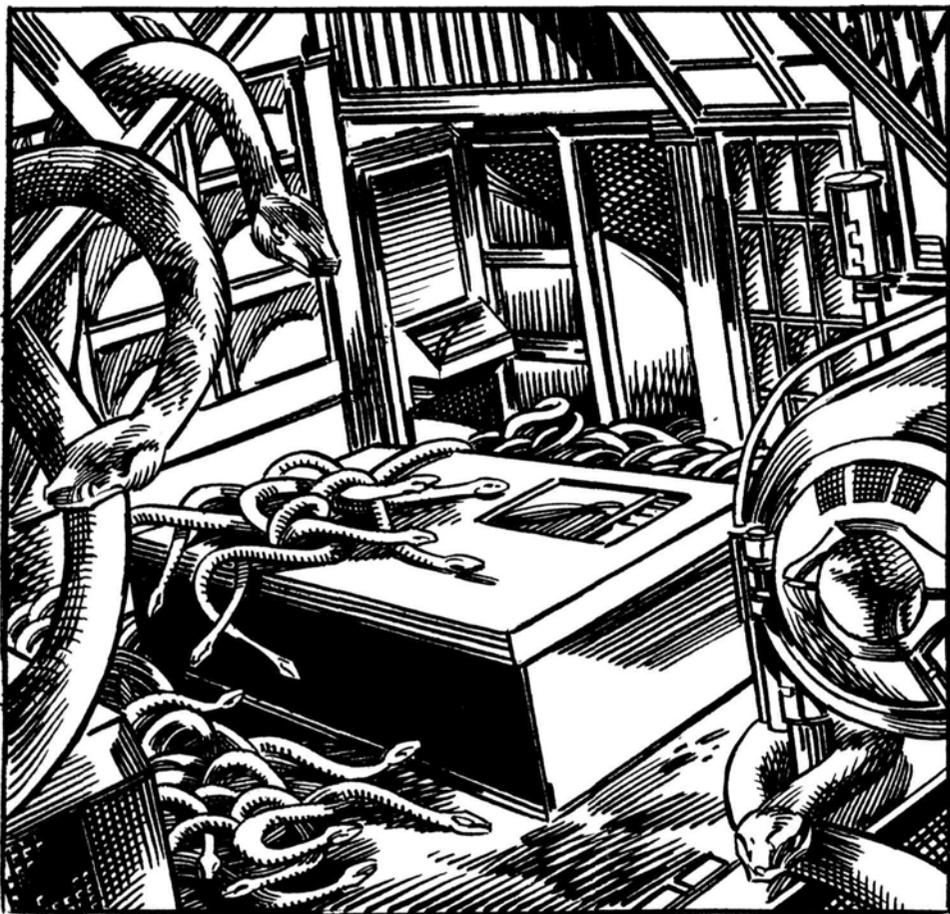
inflicting Remarkable damage upon everyone in the room. If the heroes do manage to restore the beacon, the Ko-kri will instantly become friendly regardless of their previous status. From this point forward, the tribesmen will cooperate with the heroes in any reasonable manner.

AFTERMATH: There is no way the heroes can figure out the location of the power source from the clues they found in the spire alone, they must also visit the main complex. If they have already done so, they probably now have all the information they need to pinpoint the power supply and will want to travel out in search of it as soon as possible. In this case see **Chapter 14**. If the heroes have not yet visited the main complex and would now like to do so, hoping to get another fix on the power supply, go to **Chapter 11**. If the heroes were captured by the Ko-kri during this chapter they will be returned to the encampment and sentenced to death. In this case, go to **Chapter 12**.

KARMA:

Finding the missing circuits	+5
Identifying the missing circuits	+5
Analyzing the power supply	+5
Attempting to track down the power source and drawing the proper directional line on the map without help from the Judge	+5
Submitting to the Ko-kri peacefully	+10
Avoiding capture	+15
Restoring the Beacon	+15

11: THE TEST OF COURAGE



SUMMARY: The heroes enter the main complex constructed by the ancestors of the Ko-kri. Inside, they find that the complex was overrun by a vicious pack of snake-like creatures. They also discover the origin of the Ko-kri tribe. The heroes also find a valuable clue that will lead them to the hidden alien power station and Kang the Conqueror.

STARTING: There are two ways in which you might be coming to this chapter. First, if the heroes were subjected to a Trial by Deed and have already passed the first two tests, the Ko-kri bring them to the main complex for the third and final test, the Test of Courage. The rules of the test are explained below. Or secondly, if the heroes have already been declared innocent after surviving the ordeal in **Chapter 12**, or have somehow managed to es-

cape or avoid the Ko-kri, they might decide to visit the main complex on their own volition as part of an attempt to locate the power source and mysterious traveller who is constructing the "escape device" (the heroes should have learned about the main complex and its location from the map of the landscape they found in the spire in **Chapter 5**).

The main complex lies approximately seven miles from the spire and eight miles from the Ko-kri encampment. The entire journey from the encampment to the complex is through the hot, dusty desert. The shortest route from the spire to the complex is through the swamp. If the PCs are travelling from the spire to the complex, ask them whether they want to travel through the swamp or skirt its edge. If the heroes avoid the swamp, they add another seven miles onto their journey. If they

choose not to avoid the swamp you should refer to **Chapter 4** for notes on conducting the journey.

If the heroes contract the swamp illness at this point in the adventure, its effects begin immediately and last until you reach **Chapter 15**.

If the heroes are being brought to the complex for the Test of Courage, they are accompanied on their journey by 15 Ko-kri warriors. The main complex was actually built by the ancestors of the Ko-kri several hundred years ago. It once served as the quarters for the research team the ancestors left in the pocket dimension to operate and maintain the navigational beacon in the spire.

Read the following text aloud to the heroes as they approach the complex. Read the text in bold type only if the heroes are visiting the complex as part of the Test of Courage:

In the distance you catch your first sight of the main complex. It is a split level structure which lies across a wide ridge. It seems to have been constructed by the same people who built the spire and its beacon. There are two apparent entrances to the complex: a broad entrance on the high end of the ridge, and a narrow back entrance on the opposite side of the structure down on the low side of the ridge.

One of the Ko-kri approaches you. *"This is your third and final test, the Test of Courage. The rules are simple: All you must do is enter the complex at the broad entrance located on top of the ridge and emerge from the smaller entrance located on the bottom of the ridge. Be warned! The peril of the complex is legendary, though no one has ever been able to offer a description of the dangers that await. I feel it is only fair to inform you that no one has ever passed this test. Good luck."*

ENCOUNTER: The obvious first step for the PCs is to enter the complex. Next to the broad entrance is a hand panel. Any pressure on this panel opens the main door. If the heroes are undergoing the Test of Courage, the Ko-kri will show them how to open the door. If the heroes are visiting the complex on their own, they have little trouble identifying the hand panel and its purpose. If the heroes attempt to enter through the rear entrance, they find the lower door completely sealed. There is no way to open this door from outside the complex unless one of the heroes is powerful enough to smash his or her way inside (all doors and walls within the complex are made of monstrous strength material). As soon as the PCs enter the complex, they find themselves in a short, narrow corridor. Once all of the heroes have entered, the main door quickly reseals itself. There is now no way to open this door from within the complex, the heroes must leave through the back exit.

The Anti-Intruder Screen

The first hero who attempts to leave the small entry foyer and enter the larger corridor ringing the computer lab automatically trips one of the complex's hidden anti-intruder defense mechanisms. The defense mechanism causes a screen of lasers to spring from the ceiling and form a curtain which inflicts Excellent Energy damage upon the first hero crossing the threshold. If the hero can pass an Excellent Intensity Intuition FEAT roll, he or she glimpses the laser screen before exiting into the main corridor and activating it. Once the energy screen has been activated, it will remain in place for three rounds and then switch off, taking the next two rounds to reset itself. Any heroes crossing over into the larger corridor during this two round interval take no damage. Anyone crossing over after the two rounds have passed reactivates the screen. Disabling the screen requires a Remarkable Intensity Reason or power FEAT roll.

When the complex was operational, these security lasers were tuned to the brain waves of the Ko-kri ancestors. They are still programmed to attack all non-Ko-kri attempting to enter the complex. All of the doors indicate on the map are unlocked and open effortlessly.

Moving About the Complex

Refer to the map of the main complex located on the inside cover as the heroes wander about. Areas of special interest are described below:

Quarters

These once served as living areas for the ancestors of the Ko-kri. Each contains the remnants of a bed, chair, table, and chest of drawers. Any personal items belonging to the residents have long since disintegrated. There is a 40% chance that any of these rooms the heroes enter is occupied by a single acid snake (see below for stats and details).

Storage

These areas were once used for supply storage. They now contain the dusty remains of crates and metallic casings. None of the items which were once stored in these containers remain. There is a 60% chance any storage area entered by the PCs is occupied by a single acid snake.

Rubble

Part of the complex structure collapsed here well over 100 years ago blocking off the corridor with a huge pile of heavy rubble. Removing enough of the rubble to pass through requires three separate Incredible Intensity Strength or power FEAT rolls. Living in the rubble pile are three acid snakes which will attack anyone disturbing their nest (see below for stats and details).

Gas Pipes Two rusted-through water pipes intermittently fill the corridor with hot steam here. This steam inflicts Excellent heat damage upon anyone that passes through the corridor here. Anyone that passes a Remarkable Intensity Strength FEAT

roll can bend the pipes out of the way and clear the passage, but he or she automatically takes the steam damage while doing so.

The heroes can pass by the pipes without taking the steam damage by timing the steam releases and rushing past between bursts. Properly timing the blasts requires an Agility or movement FEAT roll. If this roll succeeds, the hero passes through without injury, otherwise he or she takes the steam damage.

Computer Lab This room houses the complex's main computer unit which is, surprisingly, still functional. Anyone passing an Excellent Intensity Reason FEAT can re-activate the computer and access a personal log of the complex to learn the following:

—The complex and the spire were built eons ago by a race known as the Quokrillians. The spire is a navigational beacon constructed to aid in time and dimension travel, while the complex served as a base of operations to the workers who operated and maintained the beacon.

—Almost all of the Quokrillians were killed 100 of years ago when a horde of acid snakes, peculiar reptiles native to this dimension, burrowed up through the floor of the base and overran the main complex after the subterranean cave in which the snakes formerly resided was shifted by an earthquake and filled with lava. A few of the aliens escaped the snakes and fled, but there is no record of them ever returning to the complex.

NOTE: If you are going to be playing through Part II of the adventure all of these events were set in motion by Kang and his duplicates. See the Kang entry in the NPC section for details.

—And finally, just before the PCs sign off on the computer, a video image of the emblem of the Quokrillian will appear on the screen. The emblem shows a ship careening through space with the legend "Skill, Wisdom, Courage," the Quokrillians motto, scrawled above it. This motto

is still revered today by the Ko-kri. Clever players can probably use this information to figure out the Ko-kri are the descendants of the original aliens. The Quokrillians who escaped the complex must have slipped back to a primitive lifestyle due to the difficulty of surviving out in the desert. All of the other data banks are inoperative and there is no other information to be found here.

The Stairs Down

The corridor surrounding the stairs is blanketed by a thick, nauseous gas leaking out of a nearby vent. The gas inflicts 5 points of Health damage per round on everyone standing near the stairway. It requires a successful Incredible Intensity Strength FEAT to seal the vent. The stairs are sealed off in a locked transparent booth (Incredible strength material). The lock is a simple combination mechanism.

Inform the players that the combination is a three digit sequence in which the digits 1, 2, and 3 are each used once and ask them to dial in a guess (the correct combination is 312). With each new guess they must dial, take another round (and thus anyone standing near the stairway takes another 5 points of damage if the heroes have not sealed off the vent). Anyone forcing open the panel housing the lock mechanism and attempting to analyze its circuitry (requiring a Good Intensity Strength FEAT followed by an Excellent Intensity Reason FEAT) realizes that the first digit is a 3 with a Green result or better, and that the second digit is a 1 with a Yellow result or better, and that the third digit is a 2 with a Red result or better.

Power Supply

This area houses a power unit identical to the one that the heroes saw on level three of the spire (see **Chapter 5**). The power supply is still functional. If the heroes pass the necessary rolls to analyze this particular unit, they find the point of origin of power lies along a line skewed 100 degrees from the western vertical in

relation to the complex. If the players are unable to find this line on the map, help them out and draw it in for them (their characters are automatically able to find the line). The correct line is labelled "Line #2" on the Judge's map of the pocket dimension located on the inside of the cover. Once the heroes have found this bearing, they should be able to locate the hidden power source by finding the point at which it intersects with the line they drew in back at the spire. If the heroes have not yet analyzed the power unit at the spire, you might have to encourage them to return and do so.

Bio-Lab

This area was once used for biological experiments conducted upon the flora and fauna native to the pocket dimension. After the complex was overrun, one of the odd biological experiments went out of control, producing a thick, slimy fungus which over the last several hundred years has overgrown the entire lab and a large portion of the corridor outside the lab. Anyone stepping on this fungus triggers the release of toxic spores which, if inhaled, cause a character's Fighting, Strength, and Agility ranks to all drop by -1 CS. This will last until the character leaves the complex, and a single release of the spores will affect everyone standing in the hallway to the left of the power supply chamber. Allow everyone specifically stating they are holding their breath as soon as you announce that the spores are released to make an Excellent Intensity Intuition FEAT roll to determine whether or not they were able to react in time.

Control Room

This room houses four panels full of dilapidated switches and levers. All of the security and atmospheric functions of the complex were once controlled from here, but only the security panel is still functional. Anyone looking at panel #3 discovers the security panel and realizes there is an anti-intruder screen on the back

door identical to the one the heroes encountered when they entered the complex. The screen can be shut off with a successful Typical Intensity Reason FEAT roll.

Fluid Puddle

Covering the floor in this area is a huge puddle of pink fluid stretching across the entire width of the corridor (the fluid leaked out of a pipe in the ceiling and was once used in the complex's cooling system). Resting in the puddle on the left side of the corridor are two, bare, live wires running down the wall. Though the PCs only detect the wires if one of them is able to pass a Good Intensity Intuition FEAT roll. Anyone walking through the puddle takes Excellent electrical damage. The puddle is one area wide.

Electronics Lab

This area once housed a simple electronics laboratory that, unlike the rest of the complex, remains partially functional. One notable item present in the electronics lab is a 500' long insulated cable that lies coiled in a corner (Excellent strength material). You can also assume that all of the parts and tools that the PCs will need for any quick kit-bashing attempts that they might wish to try can be found here.

Nutrient Center

Large machines in this area used to extract minerals from the ground and process them into a sugary syrup which the Quokrillians would then process into edible synthetic foodstuffs. These machines still function but some of the pipes that carried the nutrients have long since rusted away, spilling the syrup produced by the machines all over the floor of the chamber. This freely flowing syrup has attracted the vast majority of the acid-snakes that still inhabit the complex to this area. The nutrient lab is five areas long by three areas wide and each area contains ten of the ten foot long snakes. Each of the snakes has the following attributes:

F A S E R I P
 10 10 2 6 2 6 2
 Gd Gd Fe Ty Fe Ty Fe
 Health: 28

Bite: The snakes have sharp teeth which inflict Good damage. Anyone bitten sustains Typical damage from the snake's acidic saliva. Anyone looking out onto the sea of snakes sees a huge puddle of the pink liquid covering the entire chamber and floating in it several skeletons that obviously once belonged to Ko-kri (apparently the previous victims of the Test of Courage). The snakes will not leave the nutrient chamber unless they are attacked and it is impossible to reach the back door without confronting the beasties. One possible solution is to attempt to kill off enough snakes to make a break for the door.

Remember the PCs can attack all ten snakes in a single area by taking the appropriate CS penalty to their attack roll (see the Players' Manual, p. 6). Once the snakes are attacked, they begin flowing out into the corridor; anyone in an area filled by snakes or adjacent to such an area is automatically attacked by 1-10 of the creatures. A more elegant solution is to connect the cable found in the electronics lab up to the power supply and toss it into the puddles of pink fluid (if the PCs saw the puddle of fluid in the corridor, they are probably aware of the fact that it will conduct electricity). Connecting the cable up to the power supply requires only a Typical Intensity Reason FEAT roll, and touching the live cable to the floor in the nutrient chamber automatically kills all of the snakes. The PCs might also opt to kit-bash something in the electronics lab that will help them deal with the snakes.

The Back Door

The back door features an anti-intruder laser screen identical to the one the heroes encountered at the front door. If the heroes have not switched off this screen in the control room, it will attack them as they exit

unless they are able to detect and disarm it (which might be difficult if the snakes are still around).

Completing the Trial of Courage

If the PCs were brought to the complex by the Ko-kri to undergo the Trial of Courage, they successfully pass when they emerge. In this case, the astonished Ko-kri (remember, no one has ever passed this test) will declare them innocent and become friendly. From this point on, the Ko-kri will not interfere with the heroes, but will not help them in any way either.

AFTERMATH: If the heroes have analyzed the power units found in both the main complex and the spire, they now know where the hidden unit that is broadcasting power to the entire area is located and will probably head there in search of the mysterious traveller who is building the escape device. In this case, proceed to **Chapter 14**. If the heroes missed the power unit in the spire earlier, they will probably eventually decide to return. In this case, see **Chapter 10**.

KARMA:

Making it out of the complex	+15
Finding the history of the Ko-kri	+10
Leaving the complex without directly battling the snakes	+10

12: THE WELL OF PAIN

SUMMARY: The Ko-kri attempt to execute the heroes by casting them into the "Well of Pain." If the heroes survive the ordeal they are found innocent of any charges brought against them and released.

STARTING: You should be coming to this chapter from one of the chapters numbered 6-10.

20 Ko-kri lead the heroes out of the isolated hut and off to an area on the fringe of the encampment. Read the aloud the following text:

The Ko-kri solemnly lead you out to a point located on the fringe of their encampment. At this point you see a huge transparent bubble half-buried in the sand, the bubble you hear the Ko-kri referring to as the "Well of Pain."

One of the Ko-kri begins speaking:

"Infidels are executed here in the Well of Pain. You still have one hope, strangers. If you survive the Well of Pain, our laws declare you innocent. But only one person has ever survived, the warrior Karak, a man that to this day we honor as one of our greatest warriors." You are then led to a small hatch. The Ko-kri open the hatch and force you to enter.

ENCOUNTER: Since there are so many Ko-kri around, it is doubtful the heroes will be able to put up enough of a fight to avoid being dumped into the bubble. As soon as the heroes enter the "Well of Pain" they realize the bubble was once some sort of portable research laboratory. In the center of the bubble is a large control panel and lab table. The research lab was once used by the ancestors of the Ko-kri to study geothermic activity in the region.

On the round after the heroes are dumped into the well, a number of five foot scorpion-like insects enter the bubble through a small opening near the floor on the side of the sphere opposite the hatch. These

insects live below ground and occasionally come up into the bubble in search of the food that the Ko-kri toss them whenever they conduct an execution. The insects are worshipped by the Ko-kri (who will stand over the bubble and watch throughout the entire affair) as part of their primitive religion. Two "scorpions" will enter the bubble per round until there are 20 of the creatures in all. Anyone who saw the chalk drawing on level four of the spire will recognize the insects. Use the map of the Well of Pain featured on the mapsheet to conduct the ensuing battle. The scorpions are hungry and have the following attributes:

F	A	S	E	R	I	P
10	10	10	10	2	10	6
Gd	Gd	Gd	Gd	Fe	Gd	Ty

Bite: The "scorpions" can sting for Excellent damage with Excellent Agility.

Chitinous Hide: The insects' tough outer shell provides them with Typical protection from physical attacks.

Analyzing the Control Panel

Anyone who spends two rounds analyzing the control panel during the battle and passes a Good Intensity Reason FEAT roll finds the following circuits on the panel are still active: emergency lights, warning siren, temperature control (controls the temperature inside the capsule), radio communication, and computer link. Any other circuits which might have once been on the control board are now inoperative.

Each of the operative circuits is connected to a battery socket located beneath the panel. Only one of these sockets actually contains a battery (emergency lighting), the other batteries have long since been removed. None of the operative circuits will function unless it is connected to the battery. It takes one complete round to disconnect the battery and move it to a new socket (the hero who is disconnecting the battery is unable to attack the insects during this round).

If the heroes remember the chalk drawing found in the spire depicting a warrior driving-off the insects with a horn they might suspect the insects are sensitive to loud noises and reconnect the warning siren. If they do, a loud buzzing fills the bubble and the insects retreat back through their hole. No matter what the heroes do with any of the other circuits, it will have no effect upon the insects.

Surviving the Ordeal

If the heroes kill all of the insects or drive them off using the warning siren, the amazed Ko-kri will release them from the bubble and declare them innocent. From this point on, the Ko-kri will not interfere with the heroes, but will not help them in any way either.

AFTERMATH: The next thing the heroes will probably want to do is to visit the main complex in search of clues that might lead them to a power source and the mysterious traveller. In this case, go to **Chapter 11**. If asked, none of the Ko-kri will accompany the heroes to the complex. If the heroes missed the power source clues in the spire earlier and wish to return, see **Chapter 10**.

KARMA: Surviving in the pit +15

13: THE FIRST OF MANY KANGS

SUMMARY: The heroes track down the location of the hidden power station beaming energy to the spire and main complex hoping to locate the mysterious traveller and a means of escaping the pocket dimension. Once they reach the power station, the PCs battle the Kang duplicate trapped in the pocket dimension and gain access to his fully operational "escape device" that will permit them to return to normal time and space. The heroes also capture a strange spherical object from Kang which will later prove important.

STARTING: The heroes reach this encounter by analyzing the power supplies in the spire and the main complex. At each of these areas, the heroes should have discovered pure energy was being beamed to the power supplies from a remote location and should have calculated the direction from which the power was being broadcast. By using these two directionals to triangulate, the PCs can then pinpoint the power source's exact point of origin by finding the spot at which the two directional lines intersect. The PCs will almost certainly want to investigate the power source since they know the mysterious traveller is building an escape device and they know the traveller must eventually gain direct access to a large energy source to power such a device. The source of the broadcast power is the most logical place for the PCs to find the traveller, who at present seems to be their only hope of ever escaping the pocket dimension and returning to normal time and space.

The power station lies deep in the desert, approximately 20 miles from both the spire and the Ko-kri encampment, and 15 miles from the main complex. Anyone who walks all the way out to the station must make a Good Intensity Endurance FEAT roll. If this FEAT fails, the hero suffers a -1 CS penalty to his or her Endurance rank for the duration of this chapter due to the draining effects of the desert heat. When the heroes finally reach the point where



the power station is located read the following text:

You have reached the exact point where your calculations place the alien power source, but you see nothing but desert and the occasional shrub surrounding you.

ENCOUNTER: The power source is located below ground. The ancestors of the Ko-kri built the power station underground because it generates energy by tapping the geothermic releases beneath the surface of the exotic extra-dimensional "planet."

Anyone specifically stating he or she is searching the sand at the point where the power source is supposed to be located automatically finds the hidden hatch. The sliding hatch is very large (a 25' by 25' square) and very heavy. Anyone who

examines the hatch and passes a Good Intensity Reason FEAT roll realizes the ancestors of the Ko-kri used to open the hatch by beaming a radio signal of a specific frequency to an underground transmitter which would then trigger the hatch's opening mechanism. If the heroes have some sort of radio transmitter with them, they can beam a signal that will open the hatch in ten minutes. If the heroes do not have some sort of transmitter, they must force or smash the hatch open (Remarkable weight and material strength).

Inside the Hatch

As soon as the heroes open the hatch, they will catch sight of Kang's timeship down in the power chamber. Kang opened the hatch by beaming the proper radio signal and flew his vessel down into the power station. It is a 30' drop from the hatch down to

the floor of the station, but there is a ladder that will accommodate any heroes who cannot fly or jump down.

When the heroes reach the bottom of the power station, they find themselves in a moderately sized underground chamber (four areas by ten areas). Other than Kang's timeship (which occupies two areas), the only other object that is present in the room is the huge piece of machinery tapping the geothermic power beneath the chamber, converting it into radio waves and broadcasting it out to the spire and main complex.

This machine is itself two areas long by two areas wide and rests in the middle of the chamber. Anyone who glances at the machine notices someone has recently been tampering with it (Kang just finished building a unit into the machine which will broadcast some of its power to the escape device in his timeship).

When the heroes enter the power chamber, Kang is putting the finishing touches on the escape device inside his ship. He is still unaware of the heroes' presence in the pocket dimension (unless you will be playing through Part II of the adventure, in which case this particular Kang is only pretending to be unaware of the heroes' presence, but is actually part of the conspiracy that is trying to get the PCs to duplicate the events of the "Time and Space" mini-series published in the Marvel Comics of the alternate reality).

Two rounds after the heroes enter the power chamber, the Kang duplicate will emerge from his timeship. Read the following text:

Suddenly, you hear some noise coming from inside the time capsule and a figure emerges from its doorway, a rather menacing figure you recognize as Kang the Conqueror, the super-criminal who plies the timelines. Kang seems somewhat surprised to see you.

"I don't know how you got here, heroes. But you'll soon wish you'd never seen this place."

Kang then springs to attack. This particular Kang duplicate has augmented his usual assortment of weapons with a special belt that gives him the Invisibility power at Good rank (see the Player's Manual, p. 78). Kang will fight until defeated. If you are going to be playing through Part II of the adventure, the Kang duplicate will take it easy on the heroes, knowing they must defeat him in order to fulfill the "script" and duplicate the events of the Marvel Comics.

In this case, Kang will never inflict the maximum amount of damage his blaster gauntlets will do and will even switch his invisibility belt off after the first three rounds of combat.

Escaping the Pocket Dimension

After the heroes defeat the Kang duplicate they can enter his timeship. Inside, they find the "escape device" is already fully constructed and ready for operation. Anyone with a Reason rank of Excellent or better that analyzes the device (or anyone who can pass an Excellent Intensity Reason FEAT roll) learns:

—The device has been properly constructed and seems to be fully operational. Kang has patched a unit into the heavy machinery outside in the chamber that will transmit all of the necessary energy to the device.

—The device is set to return the timeship to one particular set of coordinates in space and time. The heroes have no idea where and when these coordinates lie and do not understand enough about the machinery to alter them in any way.

—The mechanism used to link the escape device into the timeship is far too complex for the heroes to duplicate. There is no way for the heroes to remove the device from Kang's time vessel and install it in their own.

—And Kang's vessel by itself is not yet ready to make the journey back to normal time and space. The circuit which dematerializes the timeship into the temporal vortex is not energized (its energy was drained when Kang was thrown off course by the temporal disturbance). The circuit

obviously re-energizes itself every time it enters the vortex, but the heroes do not know enough about Kang's technology to figure out a way to re-energize the circuit.

Anyone with a Reason rank of Excellent or better (or anyone who can pass an Excellent Intensity Reason FEAT) realizes the only way to escape the pocket dimension is to wire Kang's timeship up to the heroes' own. The de-materialization circuit in the heroes' ship is more than adequate enough to phase both ships into the temporal vortex.

Anyone with a Reason rank of Good or better who analyzes Kang's ship can automatically figure out how to use the radio equipment aboard the ship to beam the signal that will open the hatch and pilot the vessel back to where the heroes left their own ship. Connecting the two ships together will require an Excellent Intensity Reason FEAT roll (since the heroes will never escape the pocket dimension unless they pass some of these FEATs, you should definitely encourage them to spend Karma). In addition to the escape device, the heroes will find a two foot diameter black metallic sphere lying on the control panel of Kang's ship. Anyone analyzing the device and making a successful Excellent Intensity FEAT roll learns that the sphere is a sophisticated computer remarkably similar in construction to the human brain. Unfortunately, they will be unable to access the information stored in the computer.

AFTERMATH: Ask the heroes what they would like to do with the defeated Kang. The obvious solution is to leave him stranded in the pocket dimension. After the heroes pilot Kang's vessel back to their own timeship and wire the vessels together to escape, go to Chapter 14.

KARMA:

Finding the power source	+10
Defeating Kang	+25
Figuring out how to escape the pocket dimension	+15
Finding the sphere	+5

14: THE UNCANNY X-MEN

SUMMARY: After wiring Kang's timeship up to their own timeship, the heroes return to normal space and time. They find themselves in the mansion of the Uncanny X-Men shortly after the group was founded in the mid-1960s. The timeship was programmed to bring the Kang duplicate to the X-Men mansion so he could fulfill his part of the mission to alter history by removing the X-Men from the timestream.

The PCs battle the X-Men, then are befriended by them. Charles Xavier, the benefactor of the X-Men and a powerful telepath, is then able to access the information in the computer sphere which the heroes captured from Kang earlier, thereby revealing the master criminal's plot.

STARTING: The trip out of the pocket dimension and back into normal space and time is harrowing but uneventful. After the heroes materialize, read the following text:

You seem to have materialized in some sort of gymnasium. The chronometer inside your timeship indicates that the year is 1966 and you are located somewhere in upstate New York.

ENCOUNTER: The heroes' ship materialized in the basement of the X-Men mansion. The heroes can't dematerialize and depart for a new destination for ten minutes (that's how long it takes to build up enough of a charge to energize their time machine). If the heroes step outside their timeship, they instantly set off a wailing security device.

Two rounds later, all five X-Men (see the NPC section) arrive to investigate. If the heroes do not leave the timeship and trigger the alarm, the X-Men arrive in the gymnasium after five minutes anyway (time for the daily workout).

Once the X-Men arrive on the scene, they will mistake the heroes for intruders and attack (remember the heroes are from more than 20

years in the future so the X-Men have no idea who they are). If the heroes have not exited the timeship, the X-Men will begin trying to smash their way into the timeship. Use the map of the basement located on the mapsheet to resolve the battle.

X-Men Tactics

The X-Men function as a highly trained and organized unit. While fighting the heroes they will use the following tactics:

CYCLOPS: Cyclops is the team leader. He will pick out one opponent and alternately blast and dodge the opponent's counter-attacks. He is hoping to attract all of the opponent's attention, opening him or her up for a blindside attack from Angel.

ANGEL: Angel will stay out of the main fight for the first couple of rounds hoping no one will notice him. On the third round, he will try a blindside Charging attack on Cyclops' opponent and then begin looking for blindside attacks on the Beast's opponents.

ICEMAN: If possible, Iceman will use his ice powers to form barriers which will isolate a single opponent from his or her comrades. The rest of the X-Men will then jump in and concentrate upon this one opponent while the rest of the PCs are trying to get past the ice.

THE BEAST: The Beast stays in motion throughout the battle, darting from opponent to opponent keeping everyone off guard. Anyone who chases the Beast will be in position for a blindside attack from Angel.

MARVEL GIRL: Marvel Girl will put up her force shield and use her telekinetic powers to fling the heavy weights found in the gymnasium at any convenient opponents.

Ending the Battle

The PCs will certainly recognize the X-Men as heroes and will probably attempt to convince them to stop fighting as soon as the battle begins. Have anyone trying to persuade the X-Men in this fashion attempt a Good Intensity Reason FEAT roll.

On a green result, he or she re-

ceives one "Diplomacy Point;" on a Yellow result, he or she receives two Diplomacy Points; and on a Red result, he or she receives five Diplomacy Points. Once the heroes have managed to reach a total of ten Diplomacy Points on all rolls, the X-Men will stop fighting and listen to their story. Any hero attempting to dodge or fight at the same time he or she is trying to convince the X-Men to end the battle receives a -2 CS penalty to the persuasion attempt.

If the battle is still going on after five rounds, Professor X appears in the elevator and orders everyone to cease hostilities with a powerful mental command. The heroes now have a chance to explain their presence to Professor X and his students.

Kang's Sphere

Shortly after Professor X enters the basement he informs the heroes that he senses another presence aboard their timeship. After a brief search, everyone discovers the emanations which the Professor believed were coming from another living mind are actually being produced by the small black sphere the heroes discovered in the time vessel.

The sphere is actually a sort of "time telegram." Kang implants messages in these spheres and sends them through the timestream to his duplicates. The heroes can deduce the sphere's true nature with a successful Excellent Intensity Reason FEAT. Xavier will then mind-link with the sphere and access the information in the computer, revealing the following:

—There are several duplicate Kangs running around the multiverse (since the heroes are not new to time travel they are familiar with this concept, but you still might want to read them the essay on time travel found in the Introduction). The sphere contains a message for the Kang the heroes defeated earlier that was sent by another Kang (hereafter referred to as the "master Kang"). The message is asking the Kang duplicate to participate in a mission of conquest.

Four other Kang duplicates were sent similar spheres.

—The Kangs are hoping to remove all of the heroes from Earth's 20th century in preparation for an upcoming assault. The master Kang has calculated the Kangs' assault on the century has an 85% chance of success if all of the heroes can be removed from the timeline and only a 2% chance of success if none of the heroes are removed.

In order to remove the heroes, the master Kang has included data on the origins of 12 particular heroes: the X-Men, the Fantastic Four, Spider-Man, Iron Man, and Daredevil. Also included are some temporal calculations showing how all the heroes of the 20th century will cease to exist if these 12 key heroes can be eliminated before 1970. In return for their participation in the mission, the master Kang is offering each of the duplicate Kangs complete dominion over a portion of the spoils.

—Each of the duplicate Kangs has been assigned to alter history in such a way as to prevent one hero or hero group from forming. The Kang the heroes met in the pocket dimension was assigned the task of eliminating the X-Men.

—And finally, at the end of the data contained in the sphere is an urgent message which sticks out, as though it was not implanted in the capsule at the same time as all of the other information. The message is addressed to the player heroes and reads: "WARNING. DANGER. FILENAME FIREBALL. FILENAME FIREBALL." This message was sent by one of the duplicates of the player characters captured by the Kang who is working in the alternate reality of Marvel Comics Inc. (the "Supreme" Kang; see the NPC section).

The hero duplicate managed to escape from Kang for a few minutes and implant this message in the capsule being sent out to the Kang the heroes met in the pocket dimension, encoding it in such a way as to guarantee the message would remain buried in the capsule to emerge later.

Unfortunately, the hero only had

time to enclose this brief message before he was recaptured. The filename "Fireball" is the clue that will eventually allow the heroes to locate the alternate reality and discover they are being manipulated. This message is only present in the capsule if you are playing through Part II of the adventure.

From what they know about time travel, the heroes can deduce that an operation to alter history such as the one described in Kang's sphere could very easily produce the temporal disturbance which trapped the heroes' timeship at the beginning of the adventure.

Tracking the Sphere

It is impossible to determine exactly what point in space and time the sphere was sent from, but the heroes might be able to get a fix on the direction in which the sphere was sent through the temporal vortex.

Unfortunately, travel in time is so complex the heroes would need to get five such fixes on the sphere's point of origin before they can locate it. After the heroes defeat each of the other Kang duplicates, they will find the spheres that were sent out to each of them. After they have all of these spheres, the PCs can track down the location the spheres were sent from with a single Good Intensity Reason FEAT.

Kang's Timeship

Now that power is restored to Kang's timeship, the heroes can access any information in the ship's computers with a successful Good Intensity Reason FEAT roll (they might have tried to access the information after they defeated Kang in **Chapter 13** or they might wait until after they battle the X-Men). The only useful information stored in the ship's computer is the Kang duplicate's log which describes the following:

—The duplicate's skepticism about the calculations of the master Kang concerning the effects of eliminating the 12 key heroes. And a detailed account of how the duplicate spent several days meticulously checking

over the calculations, eventually confirming them before deciding to participate in the operation.

—And an account of how the duplicate became caught up in the time eddy which swept him (and the PCs) into the pocket dimension. In this account, the Kang duplicate theorizes the eddy was the result of the other Kang duplicates altering history and speculates he would not have been caught in the temporal backlash if he would have left to complete his mission at the same time the other duplicates left instead of delaying to check the calculations.

AFTERMATH: If the heroes want to put everything back to rights, they must now use the coordinates found in the sphere and travel to prevent each of the other Kang duplicates from altering history. Professor Xavier volunteers the aid of his X-Men for this mission (in fact, he will insist that they be allowed to help, though he will stay behind).

You should encourage the heroes to split up into two separate groups, each composed of a mix of PCs and X-Men. Each of the groups can then visit two of the origin points (remember, the PCs now have two time machines). Handle each of the groups separately and have any players whose characters are not present in the group you are currently handling take on the roles of X-Men.

Ask the players which group and origin point they would like to tackle first and refer to the appropriate chapter (**Chapter 15**, for example, begins the heroes' attempt to stop the Kang duplicate that is trying to eliminate the Fantastic Four).

KARMA:

Ending the battle with the X-Men	+5
Ending the battle without damaging any of the X-Men	+10
Helping Xavier find the sphere and unlock its secrets	+5
Finding the information stored in Kang's timeship computer	+5
Asking about the location from which the sphere was sent	+5
Agreeing to work with the X-Men	+5

15: THE FANTASTIC FOUR

SUMMARY: The heroes travel in time and space to the point where the Fantastic Four was created and try to prevent the Kang duplicate from changing history.

STARTING: The heroes can travel to this encounter anytime after **Chapter 15** by travelling to the time space coordinates corresponding to the Fantastic Four which were listed in Kang's computer sphere. Note that all the coordinates the heroes found in the sphere are approximations only. The pilot of the timeship must work out his or her own landing coordinates based upon Kang's calculations. You should warn the PCs there is no guarantee they will be materializing in the *exact* time and place the Kang duplicates are materializing, only that they will be materializing somewhere (and sometime) nearby.

Origin of the Fantastic Four

The Fantastic Four entry in the computer sphere contains the following information:

The original members of the Fantastic Four (Mr. Fantastic, Invisible Girl, the Human Torch, and the Thing) were actually a scientist, Reed Richards; his girlfriend, Sue Storm; her brother, Johnny Storm; and a test pilot, Ben Grimm.

Richards was working on a top secret starship for the Aerodyne Corporation, a firm sponsored by the government of the United States. When government supervisors refused to permit Richards to become one of the first passengers aboard the starship, he recruited his friend Ben Grimm to help him break into Aerodyne and steal the ship for a brief test flight. Richards was so sure of the ship's safety he even allowed Sue and Johnny Storm to accompany him on the flight.

Richards and his friends successfully broke into Aerodyne and launched the ship. But once the

ship broke the atmosphere it was pelted with cosmic radiation which mutated the cells of the passengers and endowed them with fantastic powers.

By glancing at the dates included with this information and the chronometer inside their time machine, the PCs see that Richards is set to steal the starship one night after the heroes' arrival.

When the heroes punch the proper coordinates into a time machine and materialize, read the following text:

Your time machine has materialized in some thick brush on a low ridge overlooking a fenced-in research center. Outside of the research center is a huge sign which reads "AERODYNE INC." You see a staff car pull up to the gate. A general summons the two soldiers who guard the entrance.

"Yes, General Gray?"

"Boys, I'm going to be gone for a few days. I've rented a cabin just down the road from here. If anybody needs me, you know where you can find me."

"Yes, General Gray."

"And, by the way, I think you ought to get some troops together and sweep this whole area. We've heard some rumors that there are saboteurs about."

ENCOUNTER: The two guards are armed with rifles and have the stats of a typical soldier (see the Judge's Book, p. 63). After overhearing this snatch of conversation the heroes will probably want to hide themselves and their time machine so they are not detected by the sweep. The heroes have 15 minutes to make preparations before the sweep begins.

Hiding From the Soldiers

The sweep of the area is conducted by 12 typical soldiers. They will first drive around in jeeps and search the base perimeter and then climb up on

the ridge and search the woods and over the hill. The soldiers only search the area depicted on the map of the research base, so if the heroes retreat off the map they automatically avoid detection. Otherwise, each of them must make a Good Intensity Agility FEAT roll to hide as the soldiers pass.

The real problem for the PCs is going to be hiding the time machine, which has a weight of Incredible. If the heroes are not strong enough to move the time machine out of the search area, they can attempt to cover the machine with brush and foliage and hide it from view with a Remarkable Intensity Reason FEAT roll (only one hero makes this roll).

If the heroes are in Kang's time machine, they can simply fly it out of the area. If they try to lure the searching soldiers away from the time machine or themselves with some sort of distraction or diversion, give the guards a Good Intensity Intuition FEAT roll to determine whether or not they fall for the heroes' scheme (modify the intensity based on the quality of the plan).

If the soldiers detect the PCs, they will attempt to take the heroes prisoner. If the soldiers detect the time machine and the heroes are in the area, the guards automatically detect them as well (after they see the time machine they take a closer look around). If the heroes accept capture and go quietly, see "Captured" in Chapter 16

AFTERMATH: If the heroes elude the sweep, their next order of business is to sneak into Aerodyne and take a look around. At this point, the heroes know that Kang is around somewhere, but they still do not know exactly where he is or how he is planning to alter history. The heroes materialized at 4 p.m. Ask them to formulate their plans for getting into Aerodyne, and see **Chapter 16**.

KARMA:

Avoiding capture +10
Fighting the soldiers -10

16: GETTING INTO AERODYNE

SUMMARY: The heroes break into the Aerodyne research facility hoping to find clues that will enable them to determine how the Kang duplicate is planning on eliminating the Fantastic Four from the timestream. Inside, they find such a clue which leads them back to General Gray, who they saw leaving the camp earlier.

STARTING: Ask the players to decide whether they would like to sneak into Aerodyne right away, or wait for nightfall. As they watch the camp, the PCs will notice jeeps with guards circling the encampment about once every ten minutes. Each jeep holds four soldiers. After nightfall, most of the complex goes dark and one of the soldiers leaves his post at the main gate (there is now only one soldier on duty at the gate). Patrols also seem less frequent after nightfall.

ENCOUNTER: The heroes must get past the guard at the gate, or cross over the wall. The wall is eight feet high and requires a Typical Agility FEAT roll to climb. The wall is also electrically charged and inflicts Good electrical damage upon anyone touching it. Anyone taking damage from the wall alerts the patrol who automatically arrive to investigate on the next round.

The Patrol

No matter where in the complex the heroes are, a patrol of four soldiers arrives after every five rounds. Whenever the patrol arrives, each of the heroes must pass an Excellent Intensity Agility FEAT roll in order to hide and avoid the soldiers. If the soldiers spot the heroes, they will attempt to take them prisoner.

If the PCs are taken prisoner, see "Captured," below. If the soldiers spotted the PCs during the last encounter and the heroes escaped, all guard patrols are doubled. In this case, the patrol arrives every third round and has six soldiers. If the heroes are breaking in during broad daylight, the patrol arrives one round sooner and the Intensity of the FEAT

roll to hide from the soldiers is increased to Remarkable.

Moving About the Camp

Below are descriptions of all the areas in the camp and the information the PCs can uncover in each. The number in parentheses after the area name is the number of rounds it will take to search the entire area. It takes the PCs two rounds to move from each area to the next.

ROCKET PAD (10): Sitting on the pad is Richards' starship. The heroes find no evidence of tampering.

FUEL DUMP (4): These huge canisters house the fuel to be loaded into the starship for take-off. Again, there are no signs of tampering.

MISSION CONTROL (5): This building houses equipment the Aerodyne scientists will use to track the spacecraft once it has been launched.

There is no one in the control center when the heroes enter, even if they are breaking in during the day.

Lying on one of the control tables in a pile of papers is a list of the passengers who will travel aboard the starship's first flight. The list reads: Jordan, L.; Hermann, M.; Michaels, S. Written under the list in pen is "Richards, R;" the addition is signed General Alfred Gray. This should provide the heroes with the clue they need. Kang has somehow managed to force the army to allow Richards to travel on the starship's first flight after all. This means he and his friends will not steal the craft and become the Fantastic Four.

Actually, Kang captured the real Gray, then disguised himself as the general and ordered Richards to be added to the passenger list. The heroes will rescue the real Gray and confront Kang in the next chapter.

LAB (3/4/7): There are three rooms in the lab: an entry area (three rounds to search), a small laboratory (four rounds to search), and a large laboratory (seven rounds to search). If the heroes are breaking in during the day there is a scientist present in each area (Reed Richards himself is working in the large lab).

The heroes obviously cannot

search the labs until the scientists are out of the way. If the PCs try to create some sort of diversion to remove the scientists from the building (by pulling a fire alarm, for example), each of the scientists is allowed an Excellent Intensity Intuition FEAT roll to see through the deception (Richard's Intuition is 20, both of the other scientists have Typical Intuition ranks). There is no useful information here and everything seems in order.

PARKING LOT (2): Lots of cars during the day. Few cars at night.

HILL (3): This is just a simple, carefully maintained, grassy landscape.

Captured

If the PCs are ever captured, they will be taken and locked inside the small laboratory. The soldiers will then call General Gray (actually Kang in disguise, remember) to come and interrogate the prisoners.

Gray will make some excuse and refuse to come for the time being, ordering the soldiers to keep the heroes locked up in the small lab for the time being and promising to arrive in the next couple of days. You should then improvise an encounter in which the PCs escape, possibly making use of acids or equipment found in the lab (the walls and door of the lab are made of Excellent material, and the lock is made of Remarkable material). If the PCs continue to wander around the base after they have escape, the guard is doubled as though they had been detected in the previous chapter.

AFTERMATH: After finding the memo in the mission control center, the heroes should now know that General Gray is, somehow, part of the Kang duplicate's plan. The heroes heard Gray say that he would be at a small cabin "up the road" earlier, so they will probably go out in search of him. Go to **Chapter 17**.

KARMA:

Getting into the base	+5
Finding the memo	+5
Fighting the guards	-10
Getting captured	-10

17: A TOUCH OF GRAY

SUMMARY: The heroes look for General Gray's cabin in an attempt to discover his connection with Kang.

STARTING: If the heroes travel up the road in the direction that General Gray indicated in **Chapter 15**, they find a cabin with the general's staff car parked outside two miles away from the base. Read the following text:

Up ahead you see a small cabin protruding from the thick forest. You are sure this is General Gray's cabin since you notice his staff car parked out front. The cabin is a small, one-story structure that looks as though it has about five rooms. About 50' away from the cabin is a small barn.

ENCOUNTER: There are no lights on the cabin or in the barn. The door to the cabin is unlocked. A quick search will reveal that the cabin is unoccupied, though they find the real General Gray in a closet, unconscious and tied up.

Gray is uninjured, but he won't wake up for a while. The barn cur-

rently houses the Kang duplicate's timeship. Two rounds after the heroes enter the barn (or look in through the window) Kang will emerge from the ship in his General Gray disguise. Once he sees the heroes, he will panic and attack. This particular Kang has augmented his arsenal with a hypno-gun that gives him Amazing mind control powers. Kang will use these powers to control one or two of the heroes and force them to fight their allies. Use any spare map to play out the battle.

The inside of the barn is two areas by three areas. Even though he has already made his bid to alter history, Kang is sticking around to make sure everything comes off according to plan. After the heroes finish off Kang, they can enter his timeship. Inside they find a black sphere identical to the one they found in the ship of the first Kang duplicate. The heroes will want to bring this sphere with them because they'll need it to get a fix on the location from which all of the spheres were sent out (see **Chapter 14**).

AFTERMATH: After the heroes finish off the Kang duplicate, they must

decide what to do with him and his timeship. Anyone examining the ship's control panel and passing a Typical Intensity Reason FEAT roll discovers a self-destruct mechanism, so taking care of the ship probably won't present a problem.

If the heroes decide to take the captive Kang along with them to their next destination, he won't provide them with any problems for the rest of the adventure (unless you're feeling particularly nasty). Once the heroes free the real General Gray, he rushes to Aerodyne and informs everyone that he was impersonated by an impostor.

When he finds out about Kang's order to restore Reed Richards to the flight crew he instantly countermands it. Reed, Ben, Sue, and Johnny will break into Aerodyne tomorrow night after all. When the heroes are ready to proceed to their next destination, go to the appropriate chapter.

KARMA:

Finding Kang	+10
Defeating Kang	+20
Freeing General Gray	+10

18: BACK TO SCHOOL

SUMMARY: Using the time-space coordinates they found in the black computer sphere captured from the X-Men Kang duplicate, the heroes travel back to the time and place where the Amazing Spider-Man was created and attempt to prevent another of the Kang duplicates from changing history.

STARTING: The exact order in which the PCs flit around and prevent the Kang duplicates from eliminating the key heroes isn't important. Allow the heroes to resolve their efforts in the order of their choice. Remember, at this point the heroes are likely to be teamed up with the X-Men and split into two groups. Make sure that you

and your players decide which of the two groups will be handling the Spider-Man situation.

Details on Spider-Man's Origin

The following information about Spider-Man's origin was included in the computer sphere the heroes captured from the first Kang duplicate. Read the following aloud to the players:

Spider-Man is actually a young student, Peter Parker. While Parker was enrolled in Hoover High School in New York City he attended a lecture on the safe use of nuclear power. During this lec-

ture, Parker was bitten by a spider who had absorbed a large dose of radiation from some of the demonstration equipment used in the lecture. This spider bite endowed Parker with a fantastic array of spider-based powers.

The trip through time to the coordinates included with the Spider-Man entry is uneventful. When the heroes materialize, read the following text:

You seem to have materialized in some sort of athletic storage shed. There is quite an assortment of

football tackling dummies, volleyball nets, free weights, and wrestling mats scattered about the room. All the equipment is marked with the legend, "Property of Hoover High Athletic Dept." The room's only exits are a large cargo door secured by a chain and padlock and a small, man-sized door on the opposite wall.

According to the chronometer inside the timeship and the dates included in Kang's data on Spider-Man, Parker is set to be bit by the radioactive spider on the very day the heroes have arrived.

ENCOUNTER: The heroes' timeship has materialized inside the men's locker facility at Hoover High. You should encourage the heroes to exit through the smaller man-size door. If it seems as though the heroes are thinking about smashing through the larger door, discourage them with voices outside the door, etc. The larger door leads to the outside and the football field. The smaller door leads in through the locker room. The smaller door is locked, but only from the outside.

When the heroes leave the storage shed, they find themselves in a nar-

row corridor that runs down for approximately 30'. There is one room located just off the corridor immediately after the storage shed, and several chambers that connect to the corridor farther down. There is no one in sight.

The room closest to the storage shed is the coaches' office. The door is not locked and the only furniture inside the office is a desk and chair. The chambers connecting with the corridor farther down are locker rooms. At the end of the hall, the heroes notice a stairway that leads up and out of the locker area. Each locker room contains scores of individual gym lockers. It is probable that the heroes will want to break into the lockers and look for clothes that will enable them to blend in with the staff and students. This will allow them to look around a bit and try to find Kang (point out to them, if necessary, that the heroes should be trying to attract as little attention as possible).

Each of the lockers are made of Excellent Strength material, and their locks can be picked with Excellent Intensity Agility FEAT rolls. All of the heroes have no problem finding clothes of the proper size in the lockers. Of course, since this is the men's locker room, female heroes might have to pose as men or try to cobble something together.

If the heroes don't find a way to disguise themselves as students, they will have a tough time getting around the school without attracting all sorts of attention. Just after the heroes get dressed up in their 1960s high school duds, one of the coaches approaches them.

"Shouldn't all of you be in the cafeteria now? I suggest you get down there on the double."

As the heroes leave the locker room, they notice a sign that reads "Football Try-Outs Today, 3 p.m. at the field."

AFTERMATH: The next step is for the heroes to proceed to the cafeteria and look for Peter Parker and signs of trouble. If the heroes try to look for Parker elsewhere in the building they won't find him for the time being (most of the students are in the cafeteria) and will continue to receive warnings from various teachers and administrators ("Shouldn't you be in the cafeteria, young man?"). When the heroes go on to the cafeteria, proceed to **Chapter 19**.

KARMA:

Arriving at Hoover	+5
Disguising themselves as students	+10

19: LUNCH TIME

SUMMARY: The heroes head into the Hoover High cafeteria trying to find Peter Parker or some clues that might tip them off as to what Kang is planning

STARTING: The heroes can find the cafeteria easily. When they finally reach it, read the following text aloud:

It must be lunch time. The cafeteria is jam-packed with students of every description.

ENCOUNTER: The heroes are going to have a hard time finding Peter Parker in the crowd since none of them has any idea what he looks like. Their most obvious course of action is to begin asking around for him. There are basically three groups of people that the heroes can talk to in the cafeteria. Ask them to select one:

The Girls: The girls all giggle when Peter Parker's name is mentioned ("That nerd!"). But, one of them relates what seems to be an amazing story: Parker will actually be escorting Jenny Carson (one of the

most popular girls in the school) to a dance tonight. It seems that Jenny was supposed to go with Flash Thompson, the local football hero, but Flash suddenly disappeared and stood her up. Parker's offer was the only other available, and Jenny would rather suffer the embarrassment of showing up with Parker the humiliation of not attending the dance at all. The other girls are all amazed by this tale since Jenny has never dated anyone who was not on the football team. Jenny cannot resist football players, she goes to every practice!

The girls also have a copy of the high school yearbook, in which the heroes can find a pictures of Peter Parker and Jenny Carson. The girls also know that Parker often hangs out in the science labs.

The Normal Boys: The boys give the heroes the same information as the girls, only they do not have the yearbook and they seem a little more friendly towards Peter.

The Tough Guys: The tough guys laugh when Peter Parker's name is mentioned.

"That wimp Parker? Hey guys, these people know Parker. Whaddya say we show'em what we do to wimps?"

Two of the tough guys then begin picking a fight (all of their ability ranks are rated at Typical). Use any spare map to play out the battle. If the heroes can't finish off the tough guys in five rounds, a group of teachers shows up and demands an explanation. All of the other students in

the cafeteria will cluster around to watch the fight. After it is over, one of the other two groups mentioned above will recognize the players as newcomers and walk over to introduce themselves (*"I saw you handle those bullies. It was great!"*).

AFTERMATH: The heroes have just picked up some valuable clues.

If Parker is attending the dance tonight there is no way he can attend the lecture and get bitten by the radioactive spider. Kang's plan obviously involves the disappearance of Flash Thompson and in order to prevent Kang from changing history, the heroes must somehow see that Parker does not go to the dance with Jenny Carson.

There is really only one obvious method of doing this: One of the heroes can pose as a student, try out for the football team (remember the sign in the locker room?), and then ask Jenny to the dance (remember,

Jenny can't resist football players and she'll almost certainly be present at the tryouts). Jenny would most likely dump Parker leaving him free to attend the lecture. If one of the heroes does decide to attend the football tryout, go to **Chapter 20**.

If the heroes come up with some other method for breaking up the unhappy couple, you'll have to improvise a bit. All the important clues that the heroes will need to find Kang are in **Chapters 21** and **22**. All of the clues can easily be moved elsewhere and presented to the heroes in different forms. If some of the heroes go to the science labs in search of Parker, go to **Chapter 21**.

KARMA:

Finding out about Parker and Jenny Carson	+5
Defeating the bullies	+5
Hurting any of the bullies	-15
Dragging out the fight with the bullies until the teachers arrive	-10

20: BIG MAN ON CAMPUS

SUMMARY: One or more of the heroes attends the Hoover High football tryouts.

STARTING: As the sign in the locker room said, the tryouts begin at 3 p.m. Read the following text:

You're not the only one thinking about joining the football team. Approximately ten others are interested as well. Sitting out in the stands watching the tryouts is a small group of students. One of the students catches your eye. You're almost certain that she must be Jenny Carson.

A coach comes forward and explains the procedure:

"There are four tests: running, blocking, tackling, and passing. Anyone who wants to be a member of this team must pass three of these tests. Good luck, gentlemen."

ENCOUNTER: The coach wasn't kidding. The hero or heroes who are trying out for the team must pass three of the four tests. Fortunately, their extraordinary abilities should make these tests seem like child's play. Simulate each of the tests as follows:

RUNNING: In order to pass the running test, the hero must cover eight areas in four turns or less. This shouldn't prove much of a problem for most PCs.

BLOCKING: The hero is paired off with one of the other candidates and are ordered to block each other. Resolve the blocking test in rounds, just like combat. Both characters begin in the same area and make Endurance FEAT rolls each round. The Intensity of the Endurance FEAT is equal to the opponent's Endurance rank (the hero's opponent has Good Endurance). Every time one of the characters receives a Yellow or Red

result on an Endurance roll, he pushes the opponent back one area. As soon as one character has pushed his opponent back a total of two areas, he has won the struggle and passed the test.

TACKLING: One of the other candidates is given the ball and the hero is told to tackle him. Make a map eight areas long and one area wide. The hero begins in one of the end areas and the character with the ball begins in the adjacent area. Handle the tackling test in rounds, like combat. During each round, the character with the ball moves two areas toward the other end of the map and the hero is given an opportunity to follow him. At the end of each round, after both characters have moved, the hero is given an opportunity to tackle the character with the ball. Tackling the ball carrier from an adjacent area requires an Excellent Intensity Strength FEAT.

Tackling the ball-carrier from the same area requires a Good Intensity Strength FEAT. If the hero must tackle the ball carrier before he can carry the ball into the last area on the map in order to pass the test.

PASSING: In order to pass the test, the hero must throw a football through a suspended tire three times in five attempts. Throwing the ball through the tire is a Good Intensity Agility FEAT.

Passing the Tests

If the hero passes three of the four tests the coaches welcome him to the team and present him with a Hoover High letter sweater. The

coaches also ask the hero for his name and address (the heroes won't be around long enough for the coaches to discover that the hero that just made the football team is obviously not a student, but you shouldn't tell the players this; let them sweat).

If the hero passes the test he is also greeted by Jenny Carson, who rushes out onto the field to complement him. If the hero asks Jenny to the dance at this point she will gleefully accept and run off to call Peter Parker and cancel out on him. (Poor Peter.) If the hero asks Jenny or the football coaches about Flash Thompson, they will all admit that he has

disappeared, but no one knows any more details.

AFTERMATH: Jenny gives the hero her address and asks him to pick her up at 8 p.m. In order to guarantee nothing goes wrong, the hero has little choice but to go ahead and accompany Jenny to the dance that night. Nothing interesting happens between the end of tryouts and the beginning of the dance. When you are ready to run the action at the dance, go to **Chapter 22**.

KARMA:

Trying out for the football team	+15
Asking Jenny to the dance	+10

21: PETER PARKER

SUMMARY: The heroes head to the Hoover High science labs in order to find Peter Parker and hopefully discover some clues that will help them uncover the Kang duplicate's plans.

STARTING: Finding the science labs is easy and Parker is the only student in the labs when the heroes arrive. Even if the PCs don't know what he looks like, it won't be hard to find him. Read the following text:

You walk around through the high school science labs for a while until you come upon a lone student poring over some algebra homework. You're sure he must be Peter Parker, the boy who will one day become Spider-Man.

ENCOUNTER: Peter is friendly and will gladly chat with the heroes. He can't give them any clues about what Kang is planning, but he will confirm the fact that he is going to the school dance with Jenny Carson that evening. Peter knows Flash Thompson disappeared recently, but doesn't know any of the details. If asked about a nuclear science lecture,

Peter will admit he knows about the lecture scheduled for this evening and will express regret that he will not be able to attend. If any of the heroes tries to trick Peter into foregoing the dance for the lecture during this encounter, you should give Peter the appropriate Intuition roll to determine whether or not he sees through the ruse or use your own judgement to determine the results.

When the heroes encounter him, Peter is stuck on a tricky algebra problem: " $4x/2 + 2x = 16$." If the heroes can help him with this problem, Peter will be more than grateful (in this case, give the heroes a few column shifts in their favor if they are trying to trick Peter). If none of the players can solve the problem, their characters can find a solution with a Good Intensity Reason FEAT roll. The correct answer is $x = +2$.

AFTERMATH: The heroes can't really gain any useful information in this encounter but the interaction between the heroes and the fledgling Spider-Man should prove to be a lot of fun. If one of the heroes successfully asked Jenny to the dance earlier, she will call Peter shortly after

this encounter and cancel out on him (Peter takes it well though, he is used to it). He will then decide to attend the lecture that evening. If any of the heroes follows Peter in order to make sure that he attends the lecture, or asks Parker to accompany him to the lecture, they encounter nothing out of the ordinary. If one of the heroes is taking Jenny to the dance, go to **Chapter 22**.

KARMA:

Talking to Peter	+10
Solving his algebra problem without a FEAT roll	+10
Solving the problem with a FEAT roll	+5
Tricking Peter into foregoing the dance	+15

22: THE BIG DANCE

SUMMARY: One of the heroes takes Jenny Carson to the big Hoover High dance in order to insure that Peter Parker attends the nuclear science lecture and is bitten by the radioactive spider.

STARTING: You'll be coming to this chapter sometime after playing through **Chapter 20**. This is probably as good a place as any to point out that Jenny will not agree to accompany any of the heroes to the dance unless he has managed to qualify for the football team.

The hero has no problem getting to Jenny's house and walking her down to the Hoover gym where the dance is being held. Before you play through this chapter you might want to improvise a comic relief encounter in which the hero tries to get his hands on a formal suit to wear to the dance. Otherwise, you can rule that the heroes have several changes of clothes aboard their time machine (getting back to the time machine to pick up the clothes is not a problem). If any of the other heroes would like to attend the dance (perhaps anticipating trouble), they should feel free. Read the following text:

You finally arrive at the Hoover High dance. As you enter the gym, you see hundreds of teenagers dancing and laughing.

ENCOUNTER: Nothing out of the ordinary happens at the dance, but this is a chance for some great role playing. Throw in any roleplaying encounters that would be appropriate at a 1960s high school dance.

In addition to any encounters you improvise, there is one additional encounter that takes place, and another encounter that may take place.

Mandatory Encounter

At some point during the dance, one of Jenny's friends comes up and asks her why she isn't with Flash Thompson. When Jenny replies that no one has seen Flash all day, her friend replies, *"That's strange. I saw Flash this morning and he told me that Coach Cook had asked him to stop by his house this afternoon to pick up some game films. Maybe he never showed up."*

This should give the heroes the clue they need to find Flash and

Kang (Coach Cook's address is posted on the wall of the coaches' office in the locker room).

Optional Encounter

If the heroes tangled with the bullies in the cafeteria, they will meet up with them again at the dance. This time the bullies are back in force. Four of the thugs will try to pick a fight with the hero escorting Jenny. If it takes the hero longer than five rounds to finish the bullies off, the chaperones will arrive and demand an explanation.

AFTERMATH: The heroes can now head to Coach Cook's house in search of Kang. When they do so, proceed to **Chapter 23**.

KARMA:

Attending the dance	+10
Making some effort to show Jenny a good time (joking, dancing, etc.)	+5
Leaving the dance early and stranding Jenny	-5
Defeating the bullies	+5
Hurting any of the bullies	-15
Dragging the fight with the bullies out over more than five rounds	-5

23: AGAIN, KANG

SUMMARY: After picking up some clues at the dance, the heroes head to Coach Cook's house, hoping to find some clues that will lead them to Flash and end up finding Kang himself.

STARTING: Coach Cook's house is easy to find. If the heroes did not copy down his address the first time they were in the locker room, they can return and get the address without a problem. When the heroes reach the coach's house, read the following text:

Coach Cook lives in a simple two-story home in the St. Albans

neighborhood in Queens. As you approach the house, you notice all the lights are out and everything is strangely quiet.

ENCOUNTER: After the Kang duplicate arrived in this time zone, he piloted his timeship to a place of safety and observed the situation. Eventually he discovered a subtle way of preventing Peter Parker from becoming Spider-Man. By getting rid of Flash Thompson. Kang travelled to the home of Thomas Cook, one of Flash's football coaches, knocked Cook and his family unconscious, secreted them away, and called

Thompson's home using his 30th century technology to duplicate Cook's voice.

As Cook, Kang told Thompson to drop by his home later in the afternoon. When Thompson arrived, Kang knocked him unconscious and hid him away in order to guarantee that Jenny Carson would go to the Hoover High dance with Peter Parker. Kang is still waiting around in this time zone in order to make sure everything comes out okay. If something goes wrong, he has a contingency plan to kill Parker shortly after he gets his spider powers.

If the heroes approach the Cook house and knock or ring the bell, no

one answers. The drapes are drawn so it is impossible to look into the windows of the house, but anyone looking into the windows of the garage notices one of Kang's time capsules parked inside! All of the entrance's to the Cook home are locked, but the heroes can break down the door with an Excellent FEAT or break a window leading into the house with a Feeble FEAT. Inside the house, the heroes will find the Kang duplicate sitting in the living room, patiently waiting for his scheme to come to fruition.

Unless the heroes knocked on the door or rang the bell earlier, they will catch Kang by surprise when they enter and receive one round of free attacks if they so choose. Use any spare map to play out the ensuing combat.

This Kang duplicate also has a secret weapon. Two rounds after the

battle begins, he will press a button on his belt. On the following round, two humanoid "battle robots" will emerge from Kang's timeship in the garage and join in the battle. The robots will fight until they are destroyed, and have the following attributes:

F	A	S	E	R	I	P
20	20	30	40	6	6	6
Ex	Ex	Rm	In	Ty	Ty	Ty
Health: 90						
Karma: 18						

Armor: The robots' tough metallic skin provides them with Excellent protection from physical attacks and Good protection from energy attacks.

Blasters: Each robot features a built-in blaster that strikes for Excellent energy damage.

After the heroes have defeated Kang and his androids they can

search the house and the garage. In Kang's timeship they'll find a black sphere identical to those they have captured so far (there is no other useful information in the timesphere), and hidden down in the basement of the Cook home they find the unconscious bodies of Flash Thompson, Coach Cook, and his family.

AFTERMATH: Before moving on, the heroes should think about what they are going to do with the Kang duplicate and his timeship. See **Chapter 17** for guidelines on handling this situation. After everything is squared away, the heroes can head on to their next destination.

KARMA:

Reaching the house	+5
Defeating Kang and his androids	+20
Rescuing Kang's captives	+10

24: THE MAN WITHOUT FEAR

SUMMARY: Using the coordinates contained in Kang's sphere the heroes travel back through space and time in order to prevent one of the Kang duplicates from removing Daredevil from the timeline.

STARTING: The following details about Daredevil's origin were provided in Kang's sphere. Read the following text to the players:

Daredevil is better known to the public as the blind lawyer, Matt Murdock. Throughout his early years, Murdock, the son of a small-time prizefighter, spent a lot of time in Hogan's Gym located in Hell's Kitchen, a neighborhood of New York City. There he honed his combat skills and developed the fearlessness that would one day serve him as a crime fighter.

While in college, Murdock saw a truck about to run over a blind man. Hurling himself in front of the truck, Murdock managed to

prevent the old man from being struck. As the truck swerved to avoid the man, a canister of radioactive materials it was carrying fell onto the ground and burst open, striking Murdock blind, but imbuing him with extra-human senses and abilities.

The trip to the coordinates which correspond with Daredevil is uneventful. When the heroes arrive and materialize, read the following text:

You have materialized in the storage room of a tailor shop. There are half finished suits, bundles of cloth, and sewing mannequins scattered around the room. The only exit leads out into the front of the store. Oddly enough, the tailor shop seems rather quiet. Almost too quiet.

Judging by the chronometer reading inside the time capsule, and the dates included in the Daredevil entry in Kang's sphere, the heroes have materialized several years before the accident which gave Matt Murdock his powers.

ENCOUNTER: When the heroes finally move out of the storage room, they find the tailor shop completely deserted. Anyone passing a Typical Intensity Intuition FEAT roll or specifically examines the shop window sees a sign that reads: "CLOSED. ON VACATION UNTIL NEXT WEEK."

Looking outside the shop, the heroes can see a gaudy neon sign that reads "HOGAN'S GYM" hanging over a large building situated across the street.

At some point, the heroes will head over to the gym to look for Matt Murdock and try to figure out what the Kang duplicate is planning. Before they leave the tailor shop,

they will probably want to "borrow" some clothes so they can walk around outside without attracting any attention.

Inside Hogan's are several would-be boxers, bodybuilders, and martial artists clustered about a battery of training bags and free weights. Since the heroes have no idea what Matt Murdock looks like, they will have to ask around for him. Ask the players which group of athletes they would like to interview (boxers, weightlifters, or martial artists) and refer to the notes below.

WEIGHTLIFTERS: "Murdock. Yeah, I've heard the name, but I can't place the face. You might want to ask some of the fighters."

BOXERS: "Murdock, huh? Who wants to know?" The boxers, many of whom are friends of Matt's father "Battling Jack" Murdock, seem quite reluctant to share any information with the heroes. It takes a successful Remarkable Intensity Reason FEAT roll or an appropriate bribe (Typical Intensity Resource FEAT) to convince the boxers to talk. Successfully interrogating the boxers reveals the following information:

"Matt just left here a few minutes ago, heading to Perlmann's drug

store. If you hurry, you can catch him. Go easy on the kid, though. He's had a terrible day. Some young new fighter kicked his butt this morning. Matt took it hard. He was talking like he was never gonna step into a ring again."

The boxers don't know who the new fighter is, but they will inform the heroes that he seems to turn up at the gym at about 3 p.m. every day (it is currently 11:30 a.m.).

MARTIAL ARTISTS: There is nothing the PCs can say to get their attention. The students are currently attempting to break a stack of three bricks, a feat which none of them can accomplish. If one of the heroes steps forward and breaks the bricks (Remarkable Intensity Fighting or Strength FEAT), the martial artists will suddenly sit up and take notice, answering all of the PCs' questions with the same information they could have learned from the boxers.

The Back Rooms

Hogan's also features limited locker room and office facilities. If the heroes want to visit these back rooms, they must pass Typical Intensity Agility FEAT rolls to sneak back without attracting the attention of Mike

Hogan, the gym's owner (one of the weightlifters).

If Hogan catches sight of the heroes sneaking back toward the rooms, he will refuse to allow them to enter (only gym members are allowed into these areas; laying out the cash to join the gym requires a Good Intensity Resource FEAT).

Nothing in the back rooms is out of the ordinary. In the office, the heroes find a membership list in a desk drawer (Matt Murdock is listed as a member); in the locker room there is a piece of paper posted on the wall listing the names and addresses of all the local boxing managers.

AFTERMATH: The next logical step is to head out to Perlmann's drug store in search of Matt Murdock.

Anyone in the gym will give the PCs direction to the drug store if asked: "Yeah, go two buildings down and cut through the alley and you can't miss it. Be careful, though. This is a tough neighborhood."

KARMA:

Reaching this chapter	+5
Talking to the boxers	+10
Talking to the martial artists	+10
Visiting the back rooms	+5

25: DOWN THROUGH THE ALLEY

SUMMARY: The heroes go out looking for Matt Murdock. Finding him in the alley between Hogan's Gym and Perlmann's drug store, the heroes rescue Matt from a gang of muggers and gain some valuable clues to the Kang duplicate's plan.

STARTING: This chapter immediately follows Chapter 24. The heroes should have a good idea as to where Matt Murdock has gone from talking to the patrons of Hogan's Gym. When the heroes head out into the alley, read the following text:

As you step into the alley you get a first-hand glimpse of the sort of

conditions it takes to produce someone like Daredevil. There is no doubt about it. This is Hell's Kitchen, the toughest neighborhood in New York City. Through the maze of trash cans and refuse, you can barely make out the silhouette of a high school youth kicking his way down through the alley toward the drugstore. Something tells you that the boy must be young Matt Murdock.

ENCOUNTER: Just before the heroes approach Murdock, a group of thugs jump out from behind a pile of trash cans. "All right kid, give us your

money and you won't get hurt."

There are five of the thugs in all, and each is armed with a baseball bat. The thugs have the following abilities:

F	A	S	E	R	I	P
6	6	6	10	4	6	6
Ty	Ty	Ty	Gd	Pr	Ty	Ty
Health: 28						
Karma: 16						

Baseball Bats: The bats strike for Good Blunt damage.

It is almost certain the heroes will intervene during the mugging. Use any convenient map to play out the battle. You can assume the alley is two areas wide and three areas long.

There are several trash cans in each of the areas that make up the alley that can be used as impromptu weapons or shields. The trash cans are made of Good strength material and can be thrown a number of areas equal to the thrower's Strength rank divided by ten. Thrown cans strike for Blunt damage equal to the thrower's strength rank number.

THUGS' TACTICS: The thugs are rather stupid and have yet to come across anyone who has ever given them a good fight. Consequently, they are overconfident in combat. If there are more thugs than heroes, only one of the thugs attacks each hero. The remaining thugs sit around and scream encouragement to their fellows. As soon as half the thugs have been defeated, the other half flee. During the fight, Murdock will join in and aid the PCs. After the battle, he introduces himself, thanks the heroes, and offers to buy them all ice cream sodas at Perlmann's for their help.

Interacting with Murdock

Eventually, the PCs will probably try to turn the conversation around to boxing in order to get Matt talking about the day's events, suspecting this might have something to do with the Kang duplicate's plot.

When the conversation does finally come around to boxing, Matt will announce that *"Up until today, I was training to be a fighter. But now I've decided to follow my dad's advice and give up boxing. I guess I just don't have what it takes. This guy walked into the gym today and whipped me like I was nothing. I'll never be that good."*

The heroes should now be starting to form a picture of exactly what is happening. If Matt Murdock gives up his boxing training this early in his life, there is no way that he will ever develop the skills that will later allow him to become Daredevil. The Kang duplicate must somehow be behind all of this. If Murdock is going to continue working out, something must

restore his faith and show him that the fighter who beat him might not be as good as he had thought.

AFTERMATH: One method of restoring Matt's confidence is to take him back to the gym and have one of the PCs offer to box the mysterious fighter. If the PC wins, Matt will reassess the mystery fighter and realize he is giving up too easily. If the heroes return to the gym to box the stranger, go to **Chapter 26**.

If the heroes come up with some other plan for restoring Matt's confidence, it's up to you to judge the results. In any case, they will probably want to investigate the mysterious fighter, looking for Kang. See **Chapter 26** for guidelines.

KARMA:

Finding Matt	+5
Defeating the thugs	+5
Talking to Matt about his future	+10

26: TITLE FIGHT

SUMMARY: The heroes return to Hogan's Gym with Matt Murdock in tow, hoping to arrange a match with the mysterious new boxer.

STARTING: In order to meet up with the fighter, all the heroes must do is make sure they're at the gym by 3 p.m. When the heroes and Murdock return to Hogan's, read the following text:

Shortly after you enter the gym, a large young man carrying a black gym bag follows you inside. Judging from the look on Matt Murdock's face, this must be the new boxer.

"Anybody care to go a few rounds this afternoon?"

ENCOUNTER: If one of the PCs accepts the offer to box, the newcomer gladly accepts the challenge.

The newcomer introduces himself as Mike Franklin, but won't sustain a conversation. One of the boxers who frequents the gym agrees to referee the bout. If none of the PCs are boxing in this chapter, one of the fighters who hangs out in the gym will go up against Franklin, giving the PCs a chance to notice that Franklin is drugged (see below) as well as an opportunity to search his gym bag.

You can resolve the boxing match using these special rules: The boxing match is fought in three "rounds." Each boxing round lasts three combat rounds.

THE RING: Assume the ring is two areas long and two areas wide.

WINNING: To win, one of the boxers must knock his opponent unconscious by reducing his Health to zero or by receiving a successful Stun result. If neither boxer has knocked the other unconscious at the end of the bout, the match is decided on

"points." In this case, whoever did the most Health damage to his opponent is the winner.

GLOVES: Both boxers wear gloves which cut the damage inflicted by their punches in half (round fractions down).

MANEUVERS: At the beginning of each combat round, before the initiative is rolled, each boxer must either secretly choose one of the boxing maneuvers listed below or one of the following maneuvers described in the Players' Book: Evade, Block, and Catch. After the initiative is rolled, both fighters reveal their maneuvers for the upcoming round.

Haymaker: This is an all-out punch aimed at knocking the opponent unconscious. The fighter receives a +1 CS to his Strength rank for the purposes of determining the damage inflicted by the haymaker, but the opponent automatically receives a +2 CS bonus to his or her chance to

strike back during this round.

Jab: This is a quick punch aimed at the head. The fighter receives a +2 bonus to his initiative die roll during this round, but his Strength rank is reduced by 1 CS for the purposes of determining the amount of damage the punch inflicts.

High Hook: This is a solid punch to the head. The fighter selecting the High Hook receives a +1 CS to strike his opponent if the opponent selected Block and Hook. The opponent receives a +1 CS to strike back during this round if he has selected either Body Punch or Duck and Go.

Body Punch: This is a punch aimed at the body. The opponent receives a +1 CS to strike back during this round if he has selected either High Hook or Block and Hook.

Uppercut: This is an upward punch aimed at the target's chin. Uppercuts can only be thrown if the opponent successfully clinches. If there is no clinch, the fighter takes no action during the round.

Coverup: An all-out defensive effort. A fighter who covers up cannot throw a punch during the round, but is at -1 CS to be hit and reduces the damage that all punches inflict upon him by one half.

Duck and Go: This is a quick duck followed up by a Body Punch. The fighter receives a +1 CS bonus to hit and is at -1 CS to be hit if his opponent selected Hook or Block and Hook.

Block and Hook: This is a downward block followed by a High Hook. The fighter receives a +1 CS bonus to hit and is at -1 CS to be hit if his opponent selected Body Punch or Duck and Go.

Clinch: An attempt to grab the opponent and prevent him from punching. A fighter selecting Clinch cannot punch during this round. If the clinching fighter wins the initiative, his opponent can only punch this round if he selected Uppercut.

Mike Franklin has the following statistics:

F	A	S	E	R	I	P
30	30	20	40	6	6	2
Rm	Rm	Ex	In	Ty	Ty	Fe

Health: 120
Karma: 18

Mike's abilities are obviously super-human. This is because Kang has given him a complex booster drug that augments all of his natural abilities, pushing them far beyond their normal limits. After the Kang duplicate materialized in this time period and studied the situation, he decided the best way to prevent Matt Murdock from becoming Daredevil was to break his confidence by insuring he would suffer a horrible defeat in the ring. The easiest way to do this was to take control of a local boxing trainer, Tom Tyler, and through Tyler offer the futuristic wonder drug to a young fighter with the stipulation his first opponent must be young Matt Murdock over at Hogan's Gym.

The wonder drug will enhance Mike's fighting abilities for the next week. Since the outcome of this boxing match might well affect the fate of the entire planet, you should encourage the hero to spend the Karma necessary to guarantee a victory.

The PC who is boxing Franklin notices he is on some sort of boosting drug with a successful Good Intensity Intuition FEAT roll. Any PCs watching the bout notice Franklin is drugged with successful Excellent Intensity Intuition FEAT rolls.

The Gym Bag

Mike Franklin leaves his gym bag on the floor next to the ring while fighting. Any PC who can pass a Typical Intensity Agility FEAT roll can sneak a peek into the bag without being noticed. The bag contains only the usual boxing gear, but all of Mike's gear is labelled "Tyler Management."

Talking to Franklin After the Bout

Win or lose, Franklin will refuse to discuss boxing after the bout and will not reveal the name of his trainer (these were some of the conditions that he agreed to when he accepted the wonder drug from Tyler and the Kang duplicate).

AFTERMATH: If the heroes visited the back rooms earlier and found the list of trainers in the locker room, they now have all the information they need to head out to the offices of Tyler Management. If the heroes have not found the list and ask Murdock about Tyler, Matt will take them back into the locker room and show them the list, but none of the other boxers will help them find Tyler unless one of the PCs has just beaten Mike Franklin in the ring.

When the heroes go to see Tyler, go to **Chapter 27**. If the heroes missed the Tyler clue, you can have them meet up with a boxer who knows that Franklin was being trained by Tyler, but in this case, you should penalize the players a few Karma points for not being on their toes. Instructions on how to handle things if the PC loses to Franklin are given in the next chapter.

KARMA:

Winning the match	+20
Searching the gym bag	+10
Missing the gym bag clue	-5

27:GOODAFTERNOON,MISTERTYLER

SUMMARY: The heroes head to the offices of Tyler Management Inc. in an effort to find out how Mike Franklin got his hands on the booster drug. At Tyler they meet up with the Kang duplicate.

STARTING: The heroes have no problem locating Tyler's office from the address they found in the wall of the locker room in the gym. Like Hogan's, Tyler's office is located in Hell's Kitchen, approximately two blocks away from the tailor shop where the heroes' timeship materialized. When the heroes reach Tyler's building, read the following text:

Tyler's management office seems to be located in another gym, located a couple of blocks away from Hogan's. Tyler's gym is located on the second floor of a four-story building. Every once and a while you see a young athlete head up into the gym.

ENCOUNTER: When the heroes finally make their way up to Tyler's gym on the second floor, they find the area dominated by a huge karate class. There are 23 people in the gym; 19 are attending this class.

If the heroes ask one of the four athletes who are not karate pupils about Mr. Tyler they are directed to a back office. Tyler and an assistant are both in the back office when the heroes arrive. If the heroes ask Tyler about Mike Franklin he denies he has ever met the lad. If the heroes persist, Tyler's assistant slams the office door shut and begins to shimmer metamorphosing into the Kang duplicate.

This particular Kang used his 30th century technology to build a device that will allow him to alter his appearance at will. Kang is still hanging around in this time zone in order to guarantee that everything goes as planned. If Murdock somehow begins boxing again, Kang is prepared with a contingency plan.

Once Kang reveals himself he

draws a laser pistol (Remarkable Energy damage) and tries to kill the heroes. Tyler, who has taken the same booster drug that was given to Mike Franklin, joins in the struggle against the heroes. Tyler has the following abilities:

F	A	S	E	R	I	P
30	20	20	30	10	6	2
Rm	Ex	Ex	Rm	Gd	Ty	Fe

Health: 100
Karma: 22

Tyler's office occupies two areas. No one from outside the office will notice the struggle over the loud yells of the karate class as long as the heroes try to keep the battle within the office. If the battle spreads outside the office, the karate students flee the building.

Defeating Kang

Once Tyler and the Kang duplicate

have been defeated, the heroes can search their unconscious bodies. Tyler has nothing of interest on his person except for a small metallic disk stuck to the back of his head behind his right ear. This disk is a mind-control device Kang was using to dominate Tyler. The Kang duplicate has three items of interest on his person: a sample of the booster drug, a sample of an antidote for the booster drug, and a small radio direction finder which is obviously zeroing in on the location of some object.

Following the Homer

If the heroes follow the homer that they found on the Kang duplicate, it will lead them right to Kang's timeship which is currently located in the sewers beneath Hell's Kitchen, approximately three blocks away from Tyler's gym.



This Kang duplicate made some modifications to the timeship and installed a laser defense screen identical to the defense screen installed in the Kang duplicate's ship that the heroes found in **Chapter 2**. Once inside Kang's timeship, the heroes have no problem locating a black sphere identical to those that they have already found in the possession of the other Kang duplicates, but even an exhaustive search will turn up no other usable information.

What If the PC Lost the Boxing Match?

In this case, the heroes must still find

a way to restore Matt Murdock's waning confidence to restore the integrity of the timestream, even though they have already found and defeated the Kang duplicate. Remember the heroes now have a sample of the antidote to the booster drug. This means that they can return to Hogan's gym, slip the antidote into some water (perhaps requiring an Agility FEAT roll to do so unnoticed), and fight Franklin again. Use the guidelines in **Chapter 26** to handle the second boxing match. If Murdock sees the hero succeed, he resumes his training.

AFTERMATH: Before the heroes continue on to their next destination, have them decide what they would like to do with Kang and his timeship (one possibility is to program the timeship to strand Kang in the temporal vortex). Once Kang has been disposed of, proceed on to the next section.

KARMA:

Finding Tyler's Gym	+5
Defeating Kang and Tyler	+15
Finding Kang's ship	+5
Bypassing the security system without taking damage	+5

28: THE NAM

SUMMARY: The heroes head into the past to the time and place where the Invincible Iron Man was created in order to stop one of the Kang duplicates from altering the timestream.

STARTING: The following information on Iron Man's origin was included inside of Kang's sphere. Read the following text:

Iron Man is better known as Anthony Stark, an American industrialist and inventor. While visiting Vietnam to supervise the field testing of a weapons system he designed during the late 1960s, Stark tripped a Viet Cong booby trap which lodged a piece of shrapnel in his heart and slowly began to kill him.

Shortly after he triggered the trap, Stark was captured by a Viet Cong leader named Wong-Chu and placed in a prison camp, where he was offered a deal: If Stark would agree to design a powerful weapon for the North Vietnamese a surgeon would be summoned to operate upon him and save his life. Stark agreed, hoping to gain time and access to tools. Inside the prison camp, Stark met up with oriental physi-

cist Ho Yinsen and together the two men built the first suit of Iron Man armor which fulfilled the dual function of keeping Stark alive and providing him with enough power to escape the VC and head back to America, where he became a crime fighter.

The trip to the Iron Man coordinates is uneventful. When the heroes materialize, read the following text:

You have materialized deep in the Southeast Asian jungle in the middle of the night.

Judging from the noise, you get the idea that a major offensive is underway nearby. Mortar shells and rockets burst overhead and you can hear the sound of helicopters wailing away in the distance.

Your timeship is located behind a high ridge that looks out onto a marshy path that cuts into the jungle. According to the dates included with the data in Kang's sphere and the timeship's chronometer, the heroes have materialized three days after Tony Stark was captured by the Viet Cong.

ENCOUNTER: As soon as the heroes step out of the timeship, the entire area is hit by a North Vietnamese mortar barrage. Simulate the mortar attack using the following procedure. Have each of the heroes select a number between one and ten. This number abstractly represents the hero's position (more than one hero can select the same number). After all of the heroes have selected their positions, roll 3D10. Anyone who selected one of the three numbers that came up is attacked by the mortar (Excellent Shooting damage. Assume the mortar's Agility is Good).

Anyone "adjacent" to one of the numbers that came up (occupies a position one number higher or lower than one of the numbers that came up) is attacked with Typical Agility for Good Shooting damage (assume positions "1" and "10" are adjacent to each other). Anyone attacked by the mortar can dodge the blast with a successful Agility FEAT roll. The Intensity of this Dodging FEAT is equal to the Agility with which the mortar is attacking its target (Good if the blast is landing in your area, Typical if the blast is landing in an adjacent area). After two such mortar attacks, a huge assault begins.

The Assault

Just after the mortar barrage ends, nine American soldiers rush up and take cover behind the ridge with the PCs, and begin setting up a .30 caliber machine gun to cover the path.

"I don't know who you guys are, but you've sure managed to buy yourselves some trouble. A huge wave of VC is expected to come through here at any minute!"

Two rounds after the American soldiers arrive, the VC assault begins just as the soldier had predicted. 15 Viet Cong guerrillas come bolting down the path toward the American position.

All the Viet Cong and American troops are armed with assault rifles

and have the statistics and abilities of the typical soldier described in the Judge's Book, p. 63. If the heroes try to keep out of sight and stay out of the battle, the American soldiers trade shots with the Cong for a few rounds, eventually become encircled and surrender. At this point, the heroes might surrender as well, hoping the Viet Cong will take them to the prison camp where Stark is being held. The heroes might also try to follow the VC to see where they will take their prisoners. In this case, each must pass a Good Intensity Agility FEAT roll to slip into the jungle without being noticed by any of the enemy soldiers.

AFTERMATH: If the heroes defeated the Viet Cong, they will probably want to find out where their nearest prison camp is located. They can gain this information from any of the captured enemy soldiers. When the heroes head out to the camp, proceed to **Chapter 30**. Also go to **Chapter 30** if the heroes followed the VC as they led away the prisoners. If the heroes were captured by the Viet Cong, they are taken to Wong Chu's nearby prison camp; go to **Chapter 29**.

KARMA:

Defeating the VC	+20
Getting captured by the VC	+10
Following the VC	+15

29: MISTER STARK, I PRESUME

SUMMARY: The heroes are taken to Wong Chu's prison camp where they meet Tony Stark and Ho Yinsen.

STARTING: After the heroes are captured, the Viet Cong walk them out to the prison camp located approximately two miles away. The walk takes about 45 minutes. Read the following text to the players:

The walk out to the Viet Cong prison camp is very unpleasant. The enemy soldiers prod and poke you all the way to the camp. *"I almost pity you Americans," one of the Viet Cong says. "You are in the hands of Wong Chu now!"*

ENCOUNTER: After they are searched and stripped of all weapons, the heroes are dumped into a large prisoner holding pen. Sitting inside the pen are 40 American soldiers and two civilians, a young American man and an older oriental. The two civilians are obviously Tony Stark and Professor Yinsen.

Interacting With Stark

Stark and Yinsen will be leery about speaking with the PCs at all. Both of

them are aware of a common Viet Cong trick: Inserting spies disguised as prisoners into POW camps in order to discover and crush any escape attempts. Before either Stark or Yinsen will share any real information with the heroes, Stark will first give them a quiz he has designed to ferret out Viet Cong spies. Read the following questions to the players and ask for answers:

Who played Dorothy in the *Wizard of Oz*?—Judy Garland

Where is Disneyland?—California

Who were the last three Presidents of the United States?—Johnson, Kennedy, and Eisenhower.

Who are the four Beatles?—John Lennon, Paul McCartney, George Harrison, and Ringo Starr.

Any of these questions the players themselves don't know, their characters can answer with a successful Typical Intensity Reason FEAT roll.

If the heroes answer all of Stark's questions correctly, he will begin to trust them. Stark will then relate his story: How he came to Viet Nam to test a weapons system he had designed; how he had accidentally set off the Viet Cong mine; how the Vietnamese have asked him to build them a super-weapon. Stark also

tells the heroes he and Professor Yinsen were planning on double crossing the Viet Cong and building a powerful weapon that they were going to use to escape the prison camp (the Iron Man armor).

Yesterday, however, a Viet Cong warlord named Lao Ye came to examine their laboratory and confiscated the secret power unit they built for the armor and hid away. What was odd is that Lao Ye apparently refrained from telling Wong Chu and the other Viet Cong about Stark's treachery, since Wong Chu still sends them to the laboratory to work on the Viet Cong weapon every single day. However, there is no way they can complete their weapon without the power unit.

AFTERMATH: The heroes should now have a good idea how the duplicate Kang is planning to get rid of Iron Man. The next order of business should be to somehow escape the prison camp and go looking for the warlord Lao Ye. Go to **Chapter 30**.

KARMA:

Each quiz question answered without a FEAT roll	+3
Talking to Stark	+5

30: WONG CHU'S CAMP

SUMMARY: The heroes either find Wong Chu's camp and break in to find Stark, or break out looking for the warlord Lao Ye.

STARTING: You should be coming to this chapter in one of two situations.

Either the heroes have just found the location of Wong Chu's prison camp by interrogating a Viet Cong soldier or following the VC as they lead off their American prisoners, or the heroes have already been taken prisoner themselves and are now making plans to escape. Note that it is still dark out when the heroes arrive at the camp.

ENCOUNTER: Below is a complete description of Wong Chu's camp and guidelines for handling any action inside the camp. Refer to the map of the camp included on the pullout mapsheet.

Sneaking about the Camp

The prison camp is patrolled by two teams of three soldiers who constantly circulate through the complex every five turns. The heroes can hide from the patrols by passing Typical Intensity Agility FEAT rolls.

In addition to dodging the patrols, the heroes must also make sure they are not seen by the guards up in the guard towers. Anytime the heroes move through an open area in the camp each of them must pass Good Intensity Agility FEAT rolls to avoid the guards in the towers. There are two guards in each tower.

If the heroes are detected by the patrols or the tower guards an alarm is sounded on the following round and ten soldiers come to investigate. All of the soldiers in the camp are armed with assault rifles and have the statistics and abilities of the typical soldier described in the Judge's

63. If the heroes are captured by the VC, they are dumped into the Prisoner Holding Area.

CAMP AREAS

The Wall: Surrounding the camp is a thick bamboo stockade topped by barbed wire (Excellent material

strength). It takes a Good Intensity Agility FEAT roll to climb the wall.

Prisoner Holding Area: This is the giant cage where all of the American prisoners are kept, including Tony Stark and Professor Yinsen. There are approximately 40 prisoners in the cage in all. Two Viet Cong soldiers stand guard outside the cage. If the heroes break into the cage to talk to Tony Stark, refer to the "Interacting with Stark" section of **Chapter 29**.

If the heroes are breaking out of the cage, they can either use their powers to free themselves (the cage is made of Excellent Strength material), or lure the two guards inside by faking a fight or setting up some other sort of diversion. Give the guards a Remarkable Intensity Intuition FEAT roll to see through such a scam, but allow the heroes to spend Karma to influence the results of the guards' roll. Once the guards are inside the cage, the heroes can grab the guards' weapons and let themselves out.

Breaking out of the cage is a little trickier than you might think since the heroes must make sure that none of the other prisoners escape along with them. If there was a mass jailbreak, Stark wouldn't be in the prison camp to finish building the Iron Man armor and the timestream would suffer irreparable damage.

Laboratory: Two guards bring Stark and Yinsen from the holding area to this laboratory every morning and return them every night. When the heroes arrive there is no one present here. Inside the laboratory are some of Stark's notes for the weapon he and Yinsen are supposedly building for the Viet Cong, as well as all of the parts and tools the heroes would need for any kit-bashing attempts they care to try, and a few little pieces of what will eventually become the Iron Man armor.

Barracks: This large building houses 65 Viet Cong soldiers. There are 40 soldiers sleeping in the barracks when the heroes arrive. The heroes must pass Excellent Intensity Agility FEAT rolls to sneak through the barracks without waking any of the sol-

diers. If any of the heroes fails this FEAT, five of the soldiers will awake and attack each round until all of the soldiers are active.

Weapons Depot: This unguarded building contains a number of assault rifles, explosive parcels, and submachine guns. In addition, any weapons or pieces of equipment taken from the heroes when (and if) they were captured are found here.

Command Post: This is Wong Chu's command center. When the PCs arrive there are two men on duty here. The Command Post houses a radio transceiver and all of Wong Chu's military records and files. The only item of note the heroes can locate here is a map of the region that indicates where all of the local Viet Cong warlords are located. It takes seven rounds to search the command post and find the map.

Wong Chu's Hut: Wong Chu (stats of a typical soldier) and four of his men are playing cards in the main room when the heroes arrive. In addition to the main room, the hut features a bed room, a study, and a bath. The heroes can sneak into the other rooms in the hut without attracting the attention of Wong Chu and his men with an Excellent Intensity Agility FEAT. In the study, the heroes find a map identical to the map located in the command post.

Motor Pool: Two trucks and four jeeps are parked here. Starting any of the vehicles raises the alarm.

Gate: The main gate is guarded by two soldiers.

AFTERMATH: After talking to Stark and wandering about the camp, the heroes should have everything they need to track down Lao Ye, who is almost certainly involved with the Kang duplicate. When they do so, proceed to **Chapter 31**.

KARMA:

Breaking in to see Stark	+15
Talking to Stark	+5
Breaking out of the prisoner area	+10
Finding one of the area maps	+10

31: YET ANOTHER KANG

SUMMARY: Using the map they found in Wong Chu's camp the heroes head to Lao Ye's command post where they discover the Kang duplicate is trying to remove Iron Man from the timestream.

STARTING: Using one of the maps recovered from Wong Chu's camp, the heroes can find Lao Ye's command post with little difficulty. The CP is located approximately one mile away from the prison camp. Read the following text to the players:

Lao Ye's command post is a small plantation house located on a gently sloping highland overlooking the thick jungle. Fortunately, Lao Ye's command post does not house all of the troops present back at Wong Chu's. There seem to be only four soldiers on duty. In addition to the plantation house, there is a small prefab shed that makes up part of the estate.

ENCOUNTER: The heroes must get past the guards before they can enter the plantation house. Two guards are stationed outside the only entrance to the house and two guards are stationed outside the shed. The guards are all armed with assault rifles and have all of the abilities and statistics of the typical soldier listed in the Judge's Book, p. 63. Once the guards are out of the way, the heroes can move about at will.

Only two people are actually inside the plantation house: Lao Ye and Kang. The Kang duplicate used a hypnodisk (similar to the device used by the Kang duplicate that was after Daredevil) to take control over Lao Ye shortly after arriving in this time zone and used him to confiscate Stark and Yinsen's secret power unit (Lao Ye outranks Wong Chu and Kang chose him as a pawn because he was more accessible).

Kang is hanging around to make sure everything turns out the way he plans. If Stark and Yinsen manage to build the Iron Man armor despite the

loss of the power unit, Kang has several contingency plans he can implement.

As soon as the heroes enter the house, both Kang and Lao Ye will be waiting for them in ambush (the heroes must pass Excellent Intensity Intuition FEAT rolls as they enter the house or lose a round due to surprise). Lao Ye has all of the abilities of a typical soldier, and attacks the heroes with an assault rifle. Kang uses his usual equipment plus an unusual weapon that is unique to this particular Kang duplicate.

Kang has constructed a belt which throws three mirror image illusions of himself up around him (these illusions are of Remarkable quality). Each round each of the heroes must indicate which of the "Kangs" he or she is attacking (#1-4) and you should secretly select which of the Kangs is genuine article before all such announcements are made. Attacking an illusory Kang causes the illusion to temporarily disappear, allowing any heroes that have yet to act to switch their attacks toward a different Kang if they so choose. Kang is so proficient at using this device and can move so well, that you should add to the heroes' confusion by changing the real Kang around each round (say #3 the first round, #2 the second, #4 the third, etc). Any dissipated illusions automatically spring up again at the beginning of each new round. Note that the illusory Kang's cannot make any real attacks of any sort, but all appear to, meaning that the heroes cannot discover the real Kang by simply looking around for the one that is attacking.

Once Kang is defeated, the heroes can search the plantation house and the surrounding area. On Lao Ye they find a hypnodisk planted behind his right ear and in Lao Ye's desk drawer they find Stark's secret power unit. Kang carries no interesting items. The pre-fab shed behind the plantation house currently houses Kang's timeship. Inside the timeship is one of the black spheres.

AFTERMATH: Have the heroes decide what to do with Kang and his timeship before moving on using the guidelines presented earlier. In order to completely repair the timestream, the heroes must still see that Stark gets his power unit back so that he can finish the Iron Man armor. This means they will have to sneak back into Wong Chu's camp and give the unit back to Stark or hide it in his laboratory. Go back to **Chapter 30** and use the guidelines for sneaking about the camp.

KARMA:

Defeating Kang and Lao Ye	+20
Finding the power unit	+10
Giving the power unit back to Stark	+10

32: THE MASTER KANG

SUMMARY: Using the five spheres they have captured from the various Kang duplicates, the heroes track down the Master Kang and crash into his fortress. The master Kang escapes, but the heroes find a clue as to where he is headed.

STARTING: Way back in Chapter 14 the heroes most likely learned they could track down the location from which all of Kang's "time telegram" spheres were sent once they had accumulated five of the spheres, allowing them to "triangulate" (similar to the process the heroes used to discover the location of the Ko-kri power source in Chapter 13 only in an additional three dimensions). Once all the Kang duplicates have been defeated and the heroes have assembled the five spheres they will probably rendezvous somewhere (most likely the X-Men mansion) and begin to analyze their spoils.

With a single Good Intensity Reason FEAT roll the heroes can track down the approximate point from which all five spheres were sent through the temporal vortex (the outcome of the adventure depends upon this roll, so encourage the heroes to spend Karma). After analyzing the spheres, the heroes learn that their point of origin lies on Earth, somewhere in the late 50th century.

Just before the heroes are ready to leave for the 50th century, Professor X uses his psychic powers to summon the X-Men. Professor X has just learned that the villain known as Magneto has taken over a missile base on Cape Citadel and the Professor wants the X-Men to stop him (this is the team's first official case as chronicled in X-Men #1). This means the heroes will have to part company with their newfound friends and tackle the 50th century on their own.

After the PCs leave, Professor X uses his psychic powers to remove all memories of this adventure from the minds of the X-Men, afraid such knowledge might later lead them to inadvertently violate the timestream. Professor X also uses his powers to destroy Kang's timeship should the

heroes decide to leave back in the 1960s.

When the heroes materialize in the 50th century, read the following text:

Your timeship has materialized on top of a narrow rock outcropping in the desolate 50th century. Judging from your surroundings, it seems that man has ceased to exist long ago. Ahead of you is a dark foreboding castle. A castle that undoubtedly houses Kang.

ENCOUNTER: The castle is in fact the Master Kang's secret fortress near the edge of time. Refer to the map of the fortress located on the pullout mapsheet and allow the players to wander about at will. Each of the major areas is described below: **MAIN ENTRANCE:** This is a huge set of iron double doors (Incredible

strength material). It takes a Remarkable Intensity Strength or power FEAT to open the doors and gain entrance to the castle (the castle walls are made of Unearthly strength material). Once the doors have been opened, Kang's highly advanced security systems instantly warn him of the heroes' presence. Kang flees to his timeship and leaves to implement his contingency plan (see below). There is nothing the heroes can do to stop him. Just before Kang leaves, he throws a switch that arms the castle's formidable automated defense systems.

LOBBY: This is simply a huge entry way that provides access to the remaining rooms in the castle. Since Kang threw the security switch before he fled, four panels in the floor slide open the instant the heroes enter the lobby to reveal four powerful security robots. Each of the ro-



bots has the following statistics and abilities:

F	A	S	E	R	I	P
30	20	30	40	6	4	4
Rm	Ex	Rm	In	Ty	Pr	Pr
Health: 120			Karma: 14			

Armor: The robots have the equivalent of Excellent body armor. This armor provides them with Good protection against energy attacks.

Plasma Cannons: Each robot has a built in plasma cannon that strikes with Excellent Agility for Excellent energy damage.

Entwining Nets: Each robot can launch a single net which will grapple a target with Good Strength. The nets are made of an Excellent strength material. Once an opponent has been ensnared, the security robots close in for the kill with the plasma cannons.

LABORATORY: This room features Kang's collection of super-scientific equipment. All the items and equipment the heroes will need for any kit-bashing attempt they might care to try can be found here. If you will be playing through Part II of the adventure, anyone that looks around the lab and passes an Excellent Intensity Reason FEAT roll realizes that Kang was recently working on some sort of sophisticated robot here.

TRAP ROOM: This room exists solely to trap any intruders who might attack Kang's castle. It was primed when Kang threw the security switch before he left. Just after the hero or heroes enter this room, the ceiling suddenly rushes to the ground, inflicting Amazing crushing damage upon everyone in the room. Anyone who can pass an Amazing Intensity Intuition FEAT notices the ceiling is falling in time to try to jump out of the room (requires an Excellent Intensity Agility FEAT). Anyone who can pass an Amazing Intensity Strength or power FEAT can catch the ceiling and prevent everyone from taking damage.

TIMESHIP CHAMBER: This is where the Master Kang moors his timeship while visiting his castle. When the

heroes enter the room, the timeship is gone (Kang just left).

Anyone who examines the computers that Kang hooks up to the timeship while it is docked and passes an Excellent Intensity Reason FEAT roll realizes that the timeship has left within the last few minutes. There is no way to determine exactly where the timeship was headed.

MUSEUM #1: This room houses a few of the artifacts Kang has acquired during his many jaunts through time. Included in the room are: a German Pzkw IV tank, a cannon from the American Civil War, an original Rembrandt, and some gold jewelry from ancient Egypt. If any of the heroes are in the room for more than a single round one of the machine guns on the tank suddenly draws a bead upon them and fires (this is part of the defense system that Kang activated earlier). The machine gun strikes with Good Agility for Excellent Shooting damage and will keep firing until all of the heroes are dead, all of the heroes have left the room or the heroes inflict 20 or more points of damage upon it (the machine gun has the equivalent of Excellent body armor).

If the heroes take a close look at the gun after knocking it out, they find that it was fired by an automated heat sensing unit.

MUSEUM #2: Among the items stored here are: a complete dinosaur skeleton, a map that was drawn by Christopher Columbus himself, a suit of Maximillian plate mail armor, and a spy glass that once belonged to Napoleon. There are no special defensive measures in place in the room and no other items of interest.

KANG'S CHAMBER: This room features a large throne, a table, and some simple computers. Spread out across the table are papers which contain some of Kang's time-space figures. By glancing over the figures, the PCs can see how Kang determined that all of the heroes would be eliminated from the late 20th century if the 12 key heroes could be removed from the timestream.

Anyone who glances at the figures can see that Kang has obviously spent the last several years researching the twentieth century and its heroes. Another pile of papers on the table contains complex temporal calculations that trace out the destinies of all twelve of the key heroes and note how they all overlap at one common point somewhere in the late 1960s (the approximate time space coordinates of this point are included in the scribblings).

Anyone who passes a Good Intensity Reason FEAT immediately notices that this latter set of figures was scrawled out much more recently than the second set. Anyone who passes an Excellent Intensity Reason FEAT realizes that the figures were scrawled out within the last hour. Actually, shortly before the heroes invaded his fortress, Kang used his temporal supercomputers to check on the progress of his duplicates, noting that they had all failed in their missions (they were stopped by the PCs). Kang then began searching for a contingency plan, finally discovering that all 12 of the key heroes would be together at one place and time in the late 1960s. When the heroes arrived, Kang took off for this point in his timeship, hoping to see what he can do about getting rid of all 12 heroes in one shot.

Analyzing the computers in the room won't yield any useful information (though anyone who does analyze the computers notices that the heroes triggered an "Intruder Alert" alarm when they entered the castle).

AFTERMATH: The heroes should have all the clues they need to figure out that Kang is going to make one last ditch effort at taking out all 12 of the key heroes at one time. They must now obviously travel to the coordinates that they discovered embedded within Kang's figures and try to stop him. Go to **Chapter 33**.

KARMA:

Reaching the fortress	+10
Getting into Kang's chamber	+15
Finding the coordinates	+5

33: HERE COMES THE BRIDE

SUMMARY: The heroes head to the coordinates they found in the Master Kang's palace and find themselves at the wedding of Reed Richards and Sue Storm. Kang has calculated that all 12 of the "key" historical heroes will be present at this event at the same time, and hopes to take all of them out at once (his contingency plan). If you are playing through Part II of the adventure, the heroes find an important clue that will lead them into the alternate "reality" of Marvel Comics Inc. after they defeat the Master Kang.

STARTING: After the heroes materialize, read the following text:

Your time machine has materialized across the street from a tall skyscraper, a skyscraper you recognize as the famous Baxter Building. The chronometer on your control console indicates that you have travelled to the late 1960s. There is a huge, happy crowd assembled outside the Baxter Building. The "Fast Eddie's" catering truck you notice parked outside and the priest you glimpse standing in front of the building's entrance are your only clues as to what is happening.

ENCOUNTER: The heroes' timeship has materialized within an isolated alley way. As soon as the heroes move out of the alley, they begin to notice huge banners that read "CONGRATULATIONS REED AND SUE ON THE EVE OF YOUR WEDDING" posted all over the Manhattan streets. The heroes have obviously materialized at the site of the historic wedding of Reed Richards and Sue Storm. Like just about every other resident of the Marvel Universe, the heroes are all aware that Reed and Sue's wedding was attended by almost all of New York's costumed heroes and attacked by a huge army of super-villains who were brainwashed by the insidious Doctor Doom (all of this happened in

Fantastic Four Annual #3 for anyone who is interested).

Eventually, the heroes will head for the Baxter Building in order to look for signs of Kang. Just before the PCs reach the building a huge portion of Doctor Doom's army arrives and begins attacking the crowds of innocent bystanders gathered outside the Baxter Building in order to attract the attention of the heroes inside. The villainous army consists of: the Super-Skrull, the Mad Thinker, the Executioner, the Unicorn, the Melter, the Mandarin, the Black Knight, Electro, the Beetle, Diablo, Attuma, and ten of Attuma's legions. Get out the city map that came with the Marvel Superheroes Advanced Set and designate any convenient building toward the center of the map as the Baxter Building. The crowd occupies every area within two areas of the building. For the first couple of rounds of the battle, it is up to the PC heroes to do what they can to protect the crowds (everyone in the crowd has all attributes rated at Typical, assume there are 100 bystanders in each area). During these opening rounds, only one villain (your choice) will attack each of the heroes while the rest concentrate on harassing the bystanders.

Attuma and his legions enter from one end of the map while all of the other villains enter from the opposite edge. The heroes begin three areas away from the Baxter Building. On the third round of the struggle, the following heroes emerge from the Baxter Building and join in against the villains: Spider-Man, Mr. Fantastic, the Thing, the Human Torch, the Beast, Cyclops, Ice Man, Angel, Daredevil, and Iron Man. Have fun with the ensuing free-for-all. To make life easier for yourself, you should divide up all of the NPC heroes who are present amongst the players and control only the villains yourself. A handy reference table of the ability and power ranks of all the heroes and villains is provided on the back of the cardstock cover.

By the time the NPC heroes arrive, the crowd will have dispersed to the

point that it is no longer a factor. Since all of the villains are being mind controlled by Doctor Doom (who, of course, is hoping to wipe out the Fantastic Four), they will fight until they have been knocked unconscious. Doom himself is hidden a short distance away from the Baxter Building (off the map) and there is no way the heroes can reach him during the battle. Because the super-villains are all unwitting pawns in Doom's attack none of them will spend ANY Karma during the attack. During the battle, you should roleplay any interaction between the PC and NPC heroes. Remember, many of the NPC heroes might recognize one or more of the PCs from their activities earlier in the adventure (Spider-Man, for instance, might tell one of the heroes that "You remind of a guy I met when I was still in high school, a real jerk. He stole my date," etc).

On the seventh round of the struggle, the Watcher suddenly appears and teleports Reed Richards away. Richards suddenly returns to the scene two rounds later with an incredible technological device which he uses to teleport all of the villains out of the area. Read the following text:

You see Richards activate his strange weapon and all of the villains suddenly disappear.

"It's okay everybody. This device is a sort of 'wedding present' from Uatu, the Watcher. I've just used it to displace all of the villains in time to the points they occupied just before they attacked. Doctor Doom was behind this, he seized mental control over all of the villains and forced them to attack, hoping to wipe us out. The device took care of him, as well. Well, now we can get on with the ceremony. There's just one more thing. Uatu also gave me a cryptic warning. 'Beware the threat from beyond time itself,' he said, so everyone be on your toes."

(Incidentally, this is how Richards and his friends actually defeated the army of super-villains in Annual #3.) The PC heroes will almost certainly realize that Uatu's warning is referring to the Master Kang, who is undoubtedly lurking about somewhere waiting to make a move. Just after the battle Mr. Fantastic will approach the heroes, compliment them on their skills, thank them for defending his well-wishers, and invite them to his wedding, an invitation the heroes are sure to accept since they still have no idea where and when the Master Kang plans to strike. The heroes will then be ushered inside the Baxter Building to mingle with the other guests while everyone waits for the wedding to begin.

Mingling With Reed and Sue's Guests

Here is a perfect opportunity for some heavy duty roleplaying. Gathered in one room with the PCs are: Dr. Strange, Nick Fury, Dum Dum Dugan, Gabe Jones, Quicksilver, Spider-Man, Patsy Walker, Hedy Wolfe, Karen Page, Foggy Nelson, Matt Murdock (Daredevil), Wasp, Giant Man (Henry Pym), the X-Men, Iron Man, Thor, Charles Xavier, Captain America, and Millie the Model.

You should improvise as many amusing little encounters between the NPCs and PCs as possible. Remember, many of the NPCs might recognize some of the PCs due to their actions earlier in the adventure as noted above. None of the X-Men remember any of the player heroes (their memories of the entire adventure were erased in order to prevent them from inadvertently violating the timestream), but Professor X remembers all of the preceding events and may even be able to help the heroes if asked. Just before the wedding starts, the Beast will ask, *"Hey, does anybody know where any of the Fantastic Four people are? A guy from Leo's Catering just showed up. I sent him downstairs."*

If the players are on their toes this should register quite odd. One of the first things the heroes saw when they



arrived was a truck from Fast Eddie's catering parked outside the building. One of the caterers is obviously an impostor! If the players don't catch on to this inconsistency give all of their characters Typical Intensity Intuition FEAT rolls to notice it. The heroes will probably rush down to the basement in order to check out the caterer. None of the NPC heroes will accompany them.

Once in the basement, the heroes find the Master Kang quickly assembling a giant bomb (remember the Master Kang has a star imprinted on his helmet for identification purposes). This particular Kang has an advanced technological device that allows him to mimic the appearance of another with Incredible ability. He used this device to impersonate a caterer and gain access to the Baxter Building.

The bomb he is assembling is

powerful enough to destroy the entire Baxter Building and should take out all of the heroes clustered inside without any problem. As soon as Kang catches sight of the heroes, he flees out one of the building's emergency exits and tries to run back to his timeship which is parked in a nearby alley. Kang battles the heroes as he runs (the Master Kang has no special weapons just the usual armor and gauntlets). Assume the timeship is located eleven areas away from the Baxter Building on the street map of Manhattan.

As the heroes pass Kang's bomb, they realize that the bomb is fully armed and will detonate in thirty seconds. Some of the heroes, therefore, must stay behind and attempt to defuse the bomb while their compatriots chase down Kang.

Defusing the Bomb

There are four wires that lead to the bomb's detonator: a red wire, a blue wire, a yellow wire, and a white wire. Cutting one of these wires will diffuse the bomb. Anyone who examines the bomb for 15 seconds and passes an Excellent Intensity Reason FEAT roll realizes the yellow wire is not the correct wire with a Green Result, that both the yellow and the white wires are not correct with a Yellow result, and that the red, yellow, and white wires are all incorrect with a Red result. It takes five seconds to cut each of the wires. Cutting the blue wire disarms the bomb. Cutting the red wire, however, automatically detonates the bomb. Give any hero that is about to cut the red wire a Good Intensity Reason FEAT to notice his mistake at the last minute.

If the bomb goes off, the heroes fail in their mission and Kang is victorious. Explain all of this to the heroes and encourage the appropriate Karma expenditures.

Chasing Down Kang

Kang should last long enough to make it back to his timeship where he will make his last stand. Once the heroes defeat the Master Kang they notice they were not battling Kang at all but a highly complex android who was impersonating him. Once the android is out of the way, the PCs can enter the timeship and look around. There are no obvious clues inside the timeship but anyone who passes a Good Intensity Intuition FEAT roll notices that one of Kang's computers is currently displaying a screen that reads "FILENAME?". If the heroes walk over to the screen and type in "Fireball" (the filename that was included in the first time sphere that they analyzed way back in **Chapter 14**), they receive a lengthy report. The report includes:

—The story of how one of the Kangs accidentally discovered an alternate reality several months ago when he was caught up in an odd temporal phenomenon (see the Introduction) and notes on how to reach this reality using a timeship.

—A few smatterings about the revolutionary theories on the nature of reality authored by a scientist in the alternate reality (Kleinberg).

—A memo indicating that several of the duplicate Kangs are working as part of some gigantic conspiracy. A note exhorts the other Kangs, "Do not worry about being defeated by the heroes, you will be rescued from whatever fate they subject you to at a later time".

—Notes on various things that had to be done in order to set the first two adventures in this trilogy into motion (i.e., ensure that an Orphu time vessel crashlands in Nazi Germany; make sure that a chronovore is unleashed into the 1870s of the Marvel timestream, etc).

—And the complete script for this adventure (You have been keeping up with the script, haven't you?). However, the last scene of the script has the PC heroes defeating the real Kang, not an android. Appended to the script are notes that read: "Subjects have been analyzed and their responses gauged. No deviation from this script is permissible if the masterplan is to succeed."

Of course, all of the information the heroes find in Kang's timeship is only present if you are planning on playing through Part II of the adventure. If you are not going to be playing through Part II, the heroes defeat the real Master Kang here (ignore all references to the android above) and the adventure ends.

What Is Really Going On

If you are playing through Part II of the adventure, things are starting to get sticky. If the players are thoroughly confused as to what is going on, you've got them right where you want them. In order to make sure that you are not confused, here is a quick rundown of what is really happening:

The "Fireball" clue was planted in the first time sphere by a duplicate of one of the PCs heroes (captured from another timestream) who the Supreme Kang has captive in the other reality. This duplicate escaped

from Kang just long enough to insert this warning into the time sphere the Supreme Kang was preparing to send out to his cronies who would then make sure that the heroes got their hands on it and catapulting them through the rest of the adventure and allowing Kang to extend his synchronicity chain (all of the events of this adventure up until the present have also occurred in an issue of Marvel's "Time and Space" series in the other reality).

In order to complete the script for the adventure, the heroes were supposed to defeat the Master Kang, but instead the Master Kang built an android of himself to take his place and attack the wedding of Reed and Sue. The real Master Kang is now heading into the alternate reality where he plans to double-cross the Supreme Kang and take control over the Marvel Universe himself once the master plan succeeds.

AFTERMATH: The dumbfounded heroes' next move should be to enter the alternate reality using the instructions found in Kang's computer. When they do so, go to **Chapter 34**.

KARMA:

Reaching the wedding	+10
Refusing to help the bystanders when the villain army arrived	-25
Battling the supervillain army	+50
Mingling with the guests	+10
Recognizing the impostor without a FEATroll	+15
Defusing the bomb without having to make the FEAT roll before cutting the red wire	+10
Defeating the Master Kang (Master Kang android)	+25

PART II — The Man Who Would Be Kang

Part Two of the adventure begins with **Chapter 34**. Remember that Part II is optional. You should only play through Part II if you have played through the earlier adventures in the MT series.

34: A BRAVE, NEW WORLD

SUMMARY: The heroes enter the alternate reality in which they normally exist only as characters in comic books published by a firm known as Marvel Comics Inc. Upon entering the alternate reality the heroes find themselves at the scene of a liquor store holdup where they meet Marty Jenkins, the writer of their comic series, and gain some important clues.

STARTING: The trip to the alternate reality is not difficult once the heroes read the instructions in Kang's computer. All they need to do is exit the temporal vortex at a certain trajectory and they find themselves removed from the Marvel Universe. When they materialize, read this text:

The "alternate reality" described in Kang's computers seems nearly identical to the "normal" universe with which you are accustomed. You have materialized in a desolate New York alley in the middle of the night. Across the street is an all-night liquor store. Just after you notice the store you catch sight of a group of thugs wearing nylon masks hurrying inside.

ENCOUNTER: The heroes will certainly want to do something about the holdup. There are four thugs and each is armed with a shotgun (use the stats for a typical thug found in the Judge's Book). There are two bystanders inside the store: the clerk (all abilities Typical) and Marty Jenkins. The inside of the store is three areas square. During the battle, everyone reacts with extreme surprise upon glimpsing the heroes and their abilities (there are no super-humans in the alternate reality). After the PCs take out the thugs, Marty will yell, "Oh my god, it's the (Fill in the appropriate team name). Are you for real? I write about you guys!" Marty hands the PCs the first issue of the Time and Space series which is a complete account of their adventures in the *All This and World*

War Two adventure which began the series. Marty also asks if the heroes have anywhere to stay and invites them back to his apartment.

AFTERMATH: Marty has heard of Kang the Conqueror, but only as a comic book character. Marty will explain to the heroes that he works for Marvel Comics Inc. where he writes a comic book series ("Time and Space") starring the player heroes. Marty has already written the *All This and World War Two* and *Weird, Weird West* segments of the book and can recount everything that happened in both adventures. He also knows everything about the heroes including all of their secret identities and origins (Marty thought he made all of this up).

The heroes have no problem convincing Marty they actually exist (the super-powers they no doubt dis-

played during the liquor store holdup will take care of that), and Marty is perfectly willing to accept any explanation they offer. Since they have no leads as to what Kang is up to and where he is located, the heroes have little choice but to trust Marty and see if he might be able to provide them with any information. When they reach his apartment, Marty will provide all of the heroes with clothes that will allow them to wander around the city inconspicuously. He will also offer to take them to Marvel Comics in the morning on the off-chance they might be able to discover a couple of clues. When the heroes are ready to take him up on this offer, go to **Chapter 35**.

KARMA:

Reaching the alternate reality	+10
Defeating the thugs	+10
Befriending Marty	+10



35: THE HOUSE OF IDEAS

SUMMARY: The heroes visit the offices of Marvel Comics Inc., where they learn of scientist Rolf Kleinberg and discover Kleinberg has recently turned up missing.

STARTING: Jenkins will take the heroes with him over to the Marvel offices the next morning. When the heroes arrive, read the following text:

Marty shows you into the offices of Marvel Comics Inc. Inside, you see teams of artists, writers, inkers, letterers, and colorists busily preparing the next month's books. As Marty arrives, his editor, a man name O'Malley, shouts, "*Marty, I put the proofs for Time and Space #3 in the bottom drawer of the filing cabinet in my office. It goes to the printers at 4:00 p.m.*"

ENCOUNTER: This is another great opportunity for some roleplaying. All over the office are writers and artists drawing up adventures of some of the PCs' friends and enemies. Throw in any comic relief roleplaying encounters that suit you (for example, the artist of the "Time and Space" series might notice how much the PCs look like his characters, etc). Marty introduces the heroes to everyone as his "cousins." Shortly after the heroes enter the offices, a copy boy enters and announces: "*Anybody want to see a newspaper?*" If the heroes answer in the affirmative the copy boy gives them a paper. The headline reads "TOP SCIENTIST MISSING," and the lead story goes on to discuss how Rolf Kleinberg, an expert on so-called "extra-dimensional physics" has recently turned up missing. Kleinberg is famous, the paper

notes, for his theories on the nature of reality. He was last seen at his penthouse apartment in Manhattan (the address is given). After glimpsing this report, the heroes will probably smell Kang's involvement in Kleinberg's disappearance, all of the "reality" and "extra-dimensional" clues should tip them off that Kleinberg might be important in the adventure.

AFTERMATH: The next logical step is to check out Kleinberg's penthouse and look for clues. If the heroes didn't ask for a newspaper, Marty gets one and points the story out to them. When you are ready to proceed, go to **Chapter 36**.

KARMA:
Going to Marvel +10
Reading the newspaper (without Marty pointing out the story) +10

36: KLEINBERG'S PENTHOUSE

SUMMARY: The heroes go to the house of Rolf Kleinberg where they find the clue they need to locate Kang.

STARTING: Note that Marty will not accompany the heroes to Kleinberg's (he has work to do). The trip across town to the penthouse doesn't take long. When the heroes arrive, read the following text:

Kleinberg lived in an exclusive high-rise located in mid-town Manhattan. According to the placards located in the lobby, Kleinberg's penthouse was located on the 30th floor.

ENCOUNTER: When the heroes reach the 30th floor, they find a New York City Police officer posted outside of Kleinberg's door (use the stats for a typical policemen found in the Judge's Book). No one is being allowed to enter the penthouse lest they disturb evidence needed for the

case. The heroes must somehow get past the guard in order to search for clues. If the heroes simply knock the guard unconscious, use the normal combat rules. If the heroes try to lure the guard away from the door with some sort of diversion, give the guard an Excellent Intensity Intuition FEAT roll to see through the deception.

Once the guard is gone, the door is not locked. The inside of Kleinberg's penthouse is exactly what you would expect from a famous scientist: rich, lush, and lavish. Spread out all over Kleinberg's desk is a pile of notes on his latest project. The notes describe Kleinberg's new theory which states there are an infinite number of possible realities. The notes also describe the relationship between these realities: If a chain of "synchronicity," or an overlapping of events can be set up, two of the realities can be bound together and their destinies intertwined as long as energy waves of the proper frequency were being broadcast into the tempo-

ral vortex in order to stabilize the connection (the frequency is also provided).

AFTERMATH: Once the heroes glimpse Kleinberg's notes they might begin to piece things together. Inform the heroes they can use the equipment in their time capsule to determine whether or not any waves of the frequency found in Kleinberg's notes are being broadcast from anywhere in the area. Once return to the timeship and search for such emanations, go to **Chapter 37**.

KARMA:
Getting past the police guard without harming him +10
Finding the notes +15

SUMMARY: The heroes discover someone in the area is broadcasting energy at the frequency Kleinberg described in his notes. The heroes trace down the emanations to the basement of the building that houses Marvel Comics Inc. There they confront both the Supreme and Master Kangs; discover Kleinberg and the duplicates of themselves that Kang captured from another timestream.

STARTING: The heroes have no problems making their way back to the timeship and using its equipment to try to hone in on Kleinberg's frequency. Doing so immediately reveals a powerful broadcast emanating from the basement of the Marvel Comics building. When the heroes return there and reach the basement, read the following text:

In addition to the low moan of the building's heating and cooling systems, you also detect a slick whine coming from around a nearby corner.

ENCOUNTER: When the heroes head around the corner, they find themselves face-to-face with the Supreme Kang. Kang selected the seldom-used basement of the Marvel building as an ideal base of operations and moved here some time ago. Show the heroes the map of the Supreme Kang's laboratory located on the pullout mapsheet. Also present are Rolf Kleinberg (the heroes recognize him from his picture in the paper) and the duplicates of the PCs (whose heads are covered by the stasis machinery that Kang is keeping them in, preventing the heroes from recognizing them).

When Kang sees the heroes enter, he makes a gloating speech.

Kang's Speech

"You are too late. My master plan is complete! I have forever linked the destiny of this reality to that of our own. I can now manipulate our own world by manipulating the events in

this world.

"My duplicates and I easily manipulated you into duplicating the efforts of your comic-book counterparts. With Rolf's help, I was able to build this machine which then cemented the two realities together. The events being published in your comic book in this reality now immediately come true in our own reality. It proved simple to take control over the editor of your book and use him to change the outcome of your series to one which I find far more favorable!

"But enough talk, and enough of this machine; its work is done. (Kang switches off the machine that was broadcasting the power.) Now all I need do is wait for my ultimate triumph. I will rule the multiverse!"

As Kang is talking, a hooded figure suddenly emerges and walks up behind him.

"You mean I will rule!"

"What?" Kang responds. The figure removes his hood to reveal that he is the Master Kang (who tracked down the Supreme Kang by using the same clues the PCs found).

"What are you doing here? I told you that you would be well rewarded for your cooperation," the Supreme Kang says.

"That is not good enough. I want to rule it all. I will take your place."

"Then you must suffer the same fate as the heroes. DIE!"

The Supreme Kang flips a switch on the console in front of him and eight battle robots suddenly shimmer into being and begin attacking the heroes and the Master Kang. Each robot has the following statistics:

F	A	S	E	R	I	P
30	30	40	30	6	6	6
Rm	Rm	In	Rm	Ty	Ty	Ty
Health: 130			Karma: 18			

Armor: The robots have Excellent body armor.

Blasters: Each robot is armed with a blaster that strikes for Remarkable energy damage.

After the robots appear, the Supreme Kang leaps into his timeship and disappears (back to his own

reality). The heroes cannot stop him. During the battle, anyone within one area of the table holding the PC duplicates notices a red lever on the table. Throwing this lever revives the PC duplicates who will then aid their counterparts against the robots. Each of the players now controls two copies of his character in battle!

Master Kang will fight the heroes along with the robots. Kleinberg will cower in a corner.

AFTERMATH: Once the battle is over, the heroes can revive their duplicates if they have not already done so. Once the duplicates are revived, one of them will say, "I see you got our message," referring to the "Fireball" warning inserted into Kang's capsule earlier in the adventure. The duplicates will then fill in the heroes on what they know (they were captured from another timestream, Kang analyzed them so he could figure out how to guide them through a series of adventures identical to those published in the comics, etc.). Kleinberg says that he was captured by Kang and forced to help build the machine against his will.

From what Kang said in his speech, the heroes should be able to figure out that Kang's brainwashed editor has cut the ending of the third issue of the Time and Space series and replaced it with one in which Kang rules the multiverse. If the heroes can get to the proofs for the issue (they should remember where they are being kept from what they overheard at Marvel) and change the ending around before it goes to the printers, they might be able to defeat Kang after all. If the players don't think of this on their own, Kleinberg will suggest it. It is now 3:45 p.m. Go to **Chapter 38**.

KARMA:

Finding the Supreme Kang	+15
Defeating the robots and the Master Kang	+40
Reviving the duplicates	+20
Deciding to get hold of the last issue of Time and Space without Kleinberg suggesting it	+20

38: WRAPPING IT ALL UP

SUMMARY: The heroes try to get their hands on the proofs for the third issue of Time and Space in order to prevent Kang from taking over the entire multiverse.

STARTING: The heroes have 15 minutes to get up to the Marvel offices on the 15th floor of the building and get hold of the proofs. At 4 p.m., the issue goes to the printers and all is lost. On the way up to the Marvel offices (whether via the stairs or via the elevator), the heroes encounter Marty Jenkins who informs them that editor O'Malley has allowed the entire staff to leave early this afternoon (Marty and the rest of the Marvel staff work until 5 p.m. on most days). Note that the heroes' duplicates from the alternate timestream WILL accompany their counterparts up to the Marvel office. Read the following text:

You get up to the Marvel offices at about ten minutes to four. As you enter the door, you hear a loud scream echoing out from behind you. Whirling about, you see that the source of the scream is an enraged O'Malley. Apparently Kang hasn't relinquished his control over the editor just yet.

ENCOUNTER: Just before he left to return to his own reality in the middle of Chapter 38, Kang ordered O'Malley to send the other Marvel workers home and guard the proofs, just in case the heroes escaped his trap and tried something.

In addition to seizing mental control over O'Malley, Kang also shot him full of a booster drug similar to the one used by the Kang duplicate who was attacking Daredevil earlier in the adventure (though far more potent). O'Malley (in his augmented form) has the following statistics:

F	A	S	E	R	I	P
40	40	40	40	6	6	6
In	In	In	In	Ty	Ty	Ty
Health: 160			Karma: 18			

The heroes must defeat O'Malley before they can get the proofs. Once O'Malley is out of the way, the heroes have no problem getting their hands on the proofs (as long as they remember that they are in the lower drawer of O'Malley's file cabinet, otherwise they must spend two minutes searching for them). Pencil the following dialogue into the word balloons of the comic proof prop found in the back of this booklet:

PANEL ONE: "Now I shall rid myself of those meddling heroes."

PANEL TWO: (caption) Suddenly, a strange force lashes out through space and the heroes' timeship explodes!

PANEL THREE: "Calculating these final coordinates is the only task standing between me and complete domination of the multiverse."

PANEL FOUR: "There! At last, I've done it!"

PANEL FIVE: "Now all I need do is return to my kingdom"

PANEL SIX: "My master plan has succeeded! The multiverse is mine"

O'Malley obviously substituted this ending (prepared by Kang) for the one Marty Jenkins had originally written. The heroes now have ten minutes (minus 1 minute for every ten rounds the battle with O'Malley lasted and minus an additional two minutes if the PCs couldn't remember where the proofs were stored) to rearrange the ending into something more agreeable. (This is real time. Get out a watch and time the players.)

Photocopy the comic page, then cut apart the individual panels and lay them out on the table in front of the players in their proper sequence. The players can rearrange the panels in any order and change the dialogue and captions by rewriting. At exactly 4 p.m., the messenger from the printer arrives to pick up the proofs. You should encourage the players to arrange the panels in a way that makes sense. In the heroes revised ending, Kang will almost certainly be defeated, captured, or stranded.

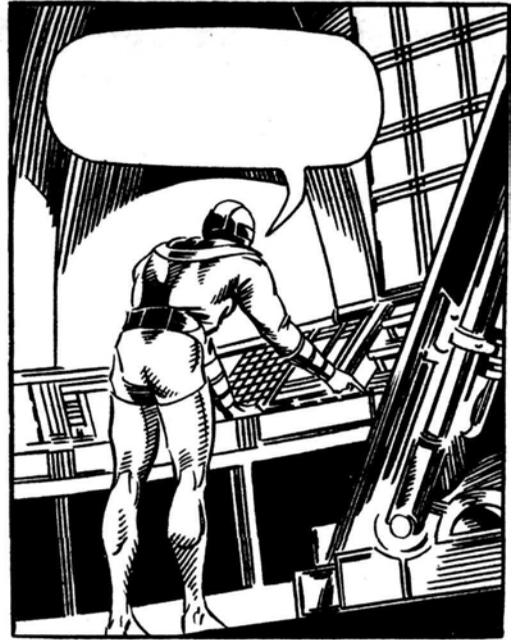
AFTERMATH: If the heroes take a look at O'Malley after they defeat him they will notice one of Kang's hypno control disks behind his right ear. If the heroes remove the disk, O'Malley will be just fine when he wakes up. The PC duplicates will thank their counterparts and bid them farewell. They will then return to the basement and use Kang's equipment to return home making sure that the rest of the equipment self-destructs after they leave so that no one from the alternate reality will have access to its advanced technology. The PC duplicates will also take care of the defeated Master Kang.

Returning Home

The heroes have no problem setting their timeship for a course that will take them back to their own reality, but en route the ship is buffeted about by an immensely powerful temporal disturbance which automatically knocks all of the PCs unconscious. This disturbance is the result of reality itself being manipulated through the comic story. The timeship automatically materializes safely, but when the heroes awake they have no memory of the entire adventure (and thus no longer the origins and secret identities of Spider-Man, Daredevil, et al). Also, this last disturbance was of such a magnitude that it permanently shorted out the circuits in the heroes' timeship rendering it useless (though you can ignore this last result if you'd like to keep the timeship in the campaign for a while and get a little bit more adventuring mileage out of it).

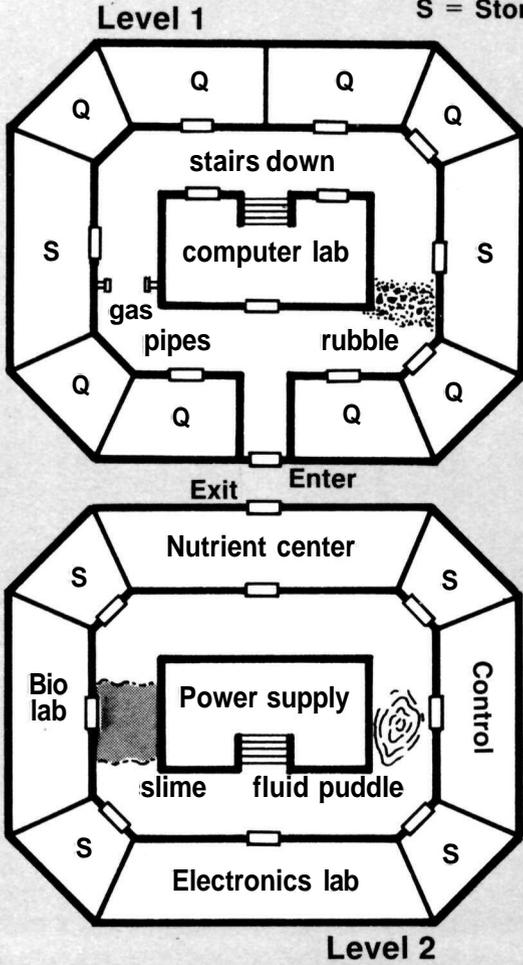
KARMA:

Defeating O'Malley	+15
Re-arranging the comic panels into a story that makes sense and removes the threat of the Supreme Kang (by stranding him in time somewhere, etc.)	+75

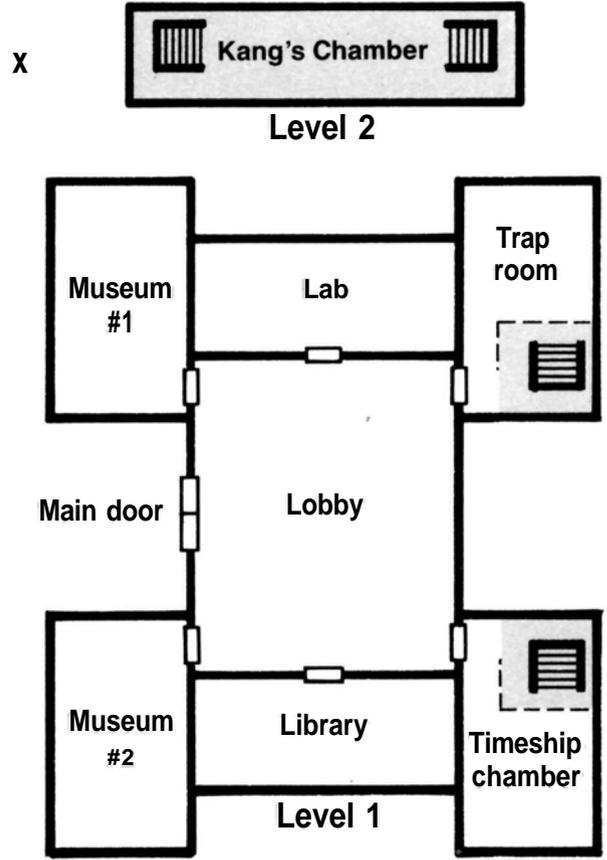


Main Complex

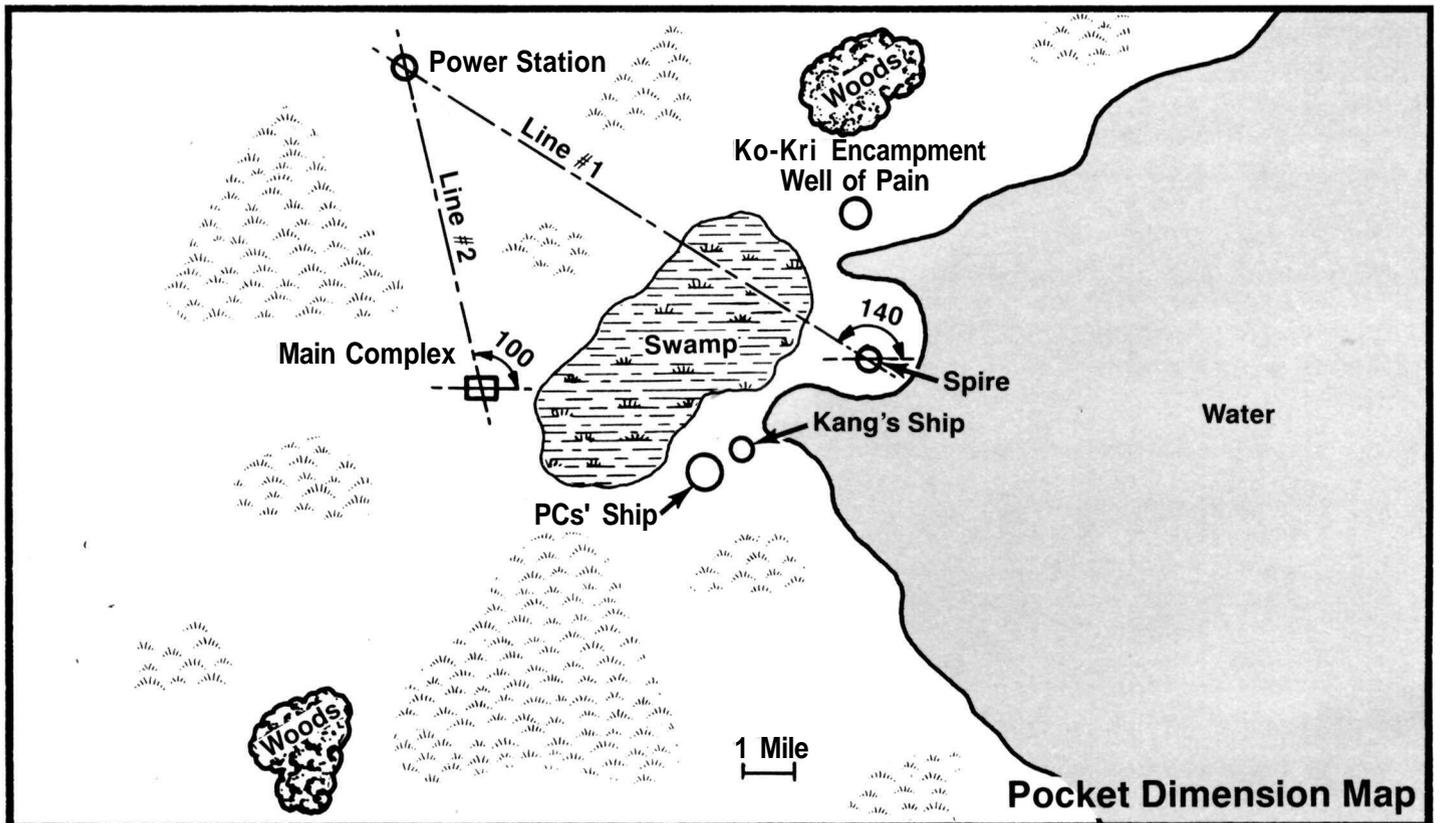
Q = Quarters
S = Storage



Kang's Fortress



X = Heroes' timeship



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