



HEROES

ROLE
PLAYING
MODULE

INFINITY
BOOK 1

Eternity, Inc.



by Lawrence Schick

Eternity, Inc.

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Eternity, Inc.

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Gamemaster Only

What Has Gone Before

Hidden somewhere in darkest Africa is Gorilla City, a futuristic metropolis of telepathic super-apes. Solovar, the long-time governor of Gorilla City, was seriously injured during the Crisis on Infinite Earths, leaving the city's political leadership up for grabs.

Only a few humans know of the existence of Gorilla City, and the apes of the Isolationist Party want it to stay that way. A radical faction of the Isolationists known as the Bulwark of Strength Party believe that the only way to keep Gorilla City pure and safe from human threats is by an overwhelming defensive force of arms. In this rulership crisis, the Bulwark felt that they needed a strong leader, but the most prominent apes in Gorilla City were all committed to the larger parties. In desperation, one member proposed that they talk to Grodd, the mightiest ape Gorilla City had ever seen.

Grodd had undeniable leadership capabilities, but he was a convicted criminal who had tried to take over Gorilla City on several occasions, and many (if not most) in the Bulwark faction were not sure he could be trusted. Young Guyavar, the impetuous son of Solovar, volunteered to visit Grodd in his prison and sound him out on the subject, both verbally and telepathically.

Grodd responded favorably to Guyavar's leadership proposal, meanwhile hiding his true intentions behind strong mental barriers. Though Grodd's powers of Control and Hypnosis were suppressed by his psionic prison, Guyavar soon fell under the spell of Grodd's powerful personality and intense simian charisma. Guyavar carried his enthusiasm back to the Bulwark of Strength faction, and persuaded them to nominate Grodd as their candidate.

Candidates for the Leader of Gorilla City are exempt from legal interference, so Grodd's jailers reluctantly released him so he could campaign for the Bulwark of Strength Party. For a while Grodd appeared to be conducting a clean campaign, but he was still the same old Grodd. Soon he had corrupted several of the scientists in the Bulwark and persuaded them to help him build a device that would electronically change every vote cast to a vote for Grodd. Guyavar accidentally discovered the conspiracy, and escaped to inform the election proctors. All the parties then joined together to expel Grodd from Gorilla City for tampering with the election.

Grodd lusted for vengeance on Gorilla City and the world, but he knew he couldn't achieve it alone—he'd been defeated too many times in the past. He needed allies who were powerful and evil, but not so powerful that Grodd couldn't impose his will upon them. Grodd sent his mind questing across the world, searching for evil beings that he could twist to his own ends.

As Grodd's mental essence searched across eastern Africa, it encountered a strange intertwined pattern of evil thoughts emanating from an ancient sealed cave. These thoughts were sluggish, but incomparably wicked. After listening to them closely, Grodd knew he'd found what he wanted. Grodd made his way to eastern Africa's

great Rift Valley, located the cave, and used his great strength to open it. Within he found four evil Neanderthal sorcerers who had been in suspended animation for over 30,000 years.

As the four gradually awakened, Grodd used Hypnotism to bend them to his will. This was not difficult, for the four were animist shamans — priest/wizards of a religion that worshipped animal spirits. To them, a psionic gorilla was a sacred creature of power. The ape was the totem animal of the leader, Blue Arkono, and to him Grodd seemed like a god come to life.

Blue Arkono, Skatatak, Bear-Log-Man and Yee told Grodd how they had ruled the Neanderthal tribes as vicious despots, using terror and their ability to change men into beasts to keep their slaves in line. One day powerful outsiders had appeared, and with their help the tribes had risen against the shamans and imprisoned them in the cave, where strange gases had preserved them for millennia.

When Grodd telepathically showed the shamans images of modern Africa, they were shocked by the huge human population and the relative scarcity of free game. They spoke longingly of the world of the late Pleistocene, when men were few and animals covered the earth from horizon to horizon. It was an unspoiled, natural, almost limitless world, where a powerful and ambitious man could rule with little opposition.

This struck a responsive chord in Gorilla Grodd. How he longed to be rid of the humans, and rule a world of apes and ape-men! The more he thought about it, the better the idea seemed. As he learned more of the shamans' powers, he began to form a plan. . .

Meanwhile, back in Gorilla City, a guilt-ridden Guyavar prepared to follow Grodd out into the world of humanity. He knew the super-gorilla was up to no good, and he intended to oppose Grodd's plans, whatever they might be.

Adventure Structure

Grodd plans to harness the combined energies of the shamans' sorcery and focus it through his inventions to create a mass chrontal shape-change, metamorphosing all of earth's modern mammals into Pleistocene forms. A significant percentage of today's mammals (by mass) are humans, but there were relatively few humans and near-humans in the Pleistocene, so about 90% of the earth's human population will change into creatures such as antelopes, woolly rhinos, cave lions, aurochs, glyptodonts, etc.

Grodd isn't used to working with magic, so he plans to stage several small-scale metamorphoses as experiments. For sympathetic-magic purposes, these practice sessions will take place at sites of major Pleistocene fossil finds: Rancho La Brea in Los Angeles, the foothills of the Andes in Argentina, and the Dragon Caves in Austria. Grodd believes that none of these places are guarded by heroes, who have always derailed his schemes of conquest in the past.

Grodd's plans call for several sequential experiments, and since the Infinitors will be reacting to these incidents, the structure of the adventure is straightforward: Encounter 1 to Encounter 2 to Encounter 3, etc.

The first encounter takes place in Los Angeles. Infinity, Inc. is called in when Grodd and Skatatak start transforming people into saber-toothed tigers at the Page Museum's new La Brea Tar Pits exhibit. The heroes must defeat Grodd, the shaman and the tiger-changelings, but even if they do, Grodd and Skatatak will Teleport away safely. What Grodd won't know is that the Infinitors will then encounter Guyavar, who will be able to psionically lead them to Grodd's later experiments.

The second encounter takes place at a fossil site in Argentina, and it is very similar to the first encounter: the heroes must try to stop Grodd, shaman Yee and a number of giant sloth-changelings. Once again Grodd and the shaman will Teleport away. Grodd considered the heroes' first interference to be plain bad luck, but when they show up to ruin his second experiment, he will take steps to try to trap the Infinitors. If they show up at the third experiment, they will find a situation that appears to be similar to the first two, but if they try to attack the bear-changelings they will probably be captured in a psionic trap and taken back to the shamans' cave hideout, where the heroes will be the subjects of the fourth and final experiment: transforming modern humans into Neanderthals. Unbeknownst to Grodd, this experiment will have the result of warping the heroes' psyches back through time. The Infinitors will seemingly find themselves in the Pleistocene, where valiant Neanderthals are planning to overthrow four tyrannical shamans and replace them with a good shaman. If the Infinitors can find the shamans' soul fetishes, the keys to the shamans' power, the good Neanderthals can imprison the sorcerers in their cave and the heroes' minds will return to the present.

For the fifth encounter, the heroes will awaken to find that Grodd and the Shamans are commencing the spell of choral metamorphosis. They must escape their bonds and defeat Grodd and the shamans in a climactic final battle. They may be able to use the information gained in the "past" to help defeat the sorcerers.

Inexperienced Players

It is important that the players be familiar with the Infinity, Inc. heroes' powers and abilities. Gorilla Grodd and the Neanderthal shamans are powerful opponents; if the players cannot wield the heroes' powers effectively, they will suffer an early defeat. This is no fun for anybody. To avoid this, it may be advisable to conduct some "imaginary" practice combats against villains such as Terra, Mantis and Killer Frost. Their stats are listed in the Game-masters' Manual (cut the villains' hero points by 2/3 before using them as sparring partners). The group of villains in "A Titan, Nevermore!" (included in the basic set) is another good source of sparring partners.

Campaign Use of This Module

It is easy to involve characters from an ongoing campaign in Eternity, Inc. Infinity, Inc. is an officially-sponsored hero group whose HQ location is well known; players' characters can be visiting the Infinity headquarters when the adventure begins, and the Infinitors can "draft" them for the duration.

The player characters can be substituted for Infinity heroes who are absent. Wherever possible, such substitutions should be of characters with similar power levels. Newer characters could substitute for some of the least powerful Infinitors (such as Northwind or Nuklon), and mighty characters would take the place of more powerful Infinity heroes (e.g. Jade, Fury).

Timeline

Friday morning Grodd exiled from Gorilla City
Saturday night Grodd discovers shamans
Monday, 3 p.m. .. Encounter 1, George C. Page Museum
Tuesday, 8 a.m. Encounter 2, Argentina
Wednesday, 10 p.m. Encounter 3, Drachenhohle
Thursday, 6 a.m. Encounter 4 and 5, Shamans' cave
All times are Pacific Time.



Infinity Inc.

PI Players' Information

The player characters in this module are four to eight of the regular members of the professional hero group Infinity, Inc.: Brainwave, Fury, Jade, Northwind, Nuklon, Obsidian, the Silver Scarab and the Star-Spangled Kid. The standards given throughout this module are based on the presumption that six of these Infinitors are in play. If more or fewer of the Infinitors are being used or if other characters are substituted, the Gamemaster should adjust the villains' numbers and abilities as shown in the Villains section and the various encounters. If players plan to substitute other characters for the Infinity heroes, the Gamemaster should be informed well in advance so that he or she can adjust the scenario to accommodate the different characters.

All of the members of Infinity, Inc. are young heroes who are still growing into their abilities. The statistics used here represent the Infinitors at this early stage of their careers; their powers and skills will undoubtedly change with the passage of time.

Infinity, Inc.: General Information Organization

Infinity, Inc. is a hero group consisting mainly of children and proteges of the older heroes of the Justice Society of America. They are based in Los Angeles, and consid-

ered "Los Angeles' Official Heroes." The group was formed when Fury, the Silver Scarab, Nuklon, Northwind, Jade and Obsidian petitioned the JSA for admission to that organization, but were denied due to their youth and inexperience. The Star-Spangled Kid, a young member of the JSA, had been thinking about leaving and forming his own hero group, and this served as a perfect opportunity. Sylvester (Star-Spangled Kid) Pemberton had recently regained control of his sizable financial holdings, and he found that he owned the lease on the defunct Stellar Studios property in Los Angeles, but the city owned the land. Star worked out a deal whereby L.A. would continue to rent the land to Pemberton if he would provide the city with a hero group.

Infinity, Inc. is a corporation with headquarters at Stellar Studios. Each member of Infinity, Inc. is a "professional hero" who draws a regular paycheck from the organization. Each of their private identities is publicly known.

Standard Contacts

As Infinity, Inc. is the official hero group of the city of Los Angeles, all members have certain contacts: L.A. City Government (high level), L.A. Police Dept. (high level), and the Press (Yolanda Montez, Rock Stars magazine—low level).



BRAINWAVE *alias Henry "Hank" King, Jr.*

DEX:	6	STR:	4	BODY:	4
INT:	10	WILL:	8	MIND:	8
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	25		

POWERS:

Broadcast Empath: 2, Empathy: 4, Force Shield: 6, Illusion: 6, Mental Blast: 7, Mind Blast: 5, Telekinesis: 4 (special: can "fly" using Telekinesis at speed 4)

SKILLS:

Martial Arts: 2

LIMITATIONS:

Power Limitation: Brainwave must concentrate to maintain an illusion, using one action per phase for maintenance. He can perform automatic actions while maintaining an illusion, but if he uses a standard power or suffers damage, the illusion disappears. Minor Miscellaneous Limitation: Stress sometimes causes Brainwave to project self-directed illusions that are images of his own anxieties.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Professional Hero

RACE: Human

APPEARANCE: Brainwave is a red-haired Caucasian male. He wears a red skintight uniform with blue leg-



gings and gloves, yellow belt and headband, and light blue goggles. On his chest is a blue circle with a yellow sine-wave symbol.

Hank King, Jr., alias Brainwave, is the son of Dr. Henry King, a villain known as The Brain Wave, who opposed the Justice Society on a number of occasions. Hank's mother was Merry Pemberton King, an ex-hero who once went by the name Merry, Girl of a 1000 Gimmicks. Despite his wife's best efforts, the elder King never gave up his criminal activities, and Merry eventually died of a broken heart. Hank never forgave his father for this. After he discovered that he had inherited The Brain Wave's formidable mental powers, Hank created a costume based on his father's. He joined Infinity, Inc. in opposing The Brain Wave's attempt (with the Ultra-

Humanite) to change history. Hank originally called himself Brainwave, Jr., but after his father died protecting him from the Ultra-Humanite, he changed it to simply "Brainwave."

As The Brain Wave died, he merged his powers with his son's. This strengthened Hank's mental powers but left him feeling ambiguous about his relationship with his father and confused about his place in the world. He left Infinity, Inc., for a while to sort things out. He returned to the group during the recent Crisis on Infinite Earths, due in part to a budding romantic relationship with Jade.

Playing Brainwave: Despite his occasional self-doubts, Brainwave has a strong and forceful personality. He is extremely intelligent, and is a good planner and tactician. He has strong leadership abilities, which naturally come to the fore in combat situations (i.e. if he has a good idea, he tends to take over direction of the group). He is sensitive about being the son of a villain, and doesn't like being required by others to prove himself (probably because he feels the same pressures from within). He sometimes overreacts to threats with an excess of mental force, as if he doesn't know his own strength.

FURY *alias Hippolyta "Lyta" Trevor*

DEX:	8	STR:	24	BODY:	10
INT:	5	WILL:	5	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	25		

POWERS:

Jumping: 3, Running: 6

SKILLS:

Acrobatics: 6, Animal Handling/Training: 3, Animal Handling/Riding: 5, Martial Arts: 8, Vehicles: 5, Weaponry/Melee, Firearms and Missiles: 5

LIMITATIONS:

Miscellaneous Limitation: A very short temper.

CONNECTIONS:

Paradise Island (high level)

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Professional Hero

RACE: Human/Amazon

APPEARANCE: A blond Amazon, beautiful and powerful, Fury wears a skintight red outfit that leaves her legs bare. She has golden armor boots, gauntlets and belt, and a half-cuirass of the same metal that covers the left side of her chest. In addition, she wears a medium-length yellow cape and a red visor/tiara.



Fury is the daughter of the Golden-Age Wonder Woman and her husband, Steve Trevor (Air Force General, Ret.). As a half-Amazon, Fury has inherited much of her mother's talents and great strength. While growing up, she spent every summer on Paradise Island, learning the skills of the Amazons.

After meeting the current Wonder Woman while in high school, Lyta decided that she too wanted to become a hero, but her parents insisted that she finish college before doing anything of the sort. While studying at the University of Southern California she fell in love with Hector Hall, the son of the Golden-Age Hawkman, who had his own ideas about becoming a hero. Unwilling to wait until after graduation, Lyta and Hector created the identities of Fury and the Silver Scarab, and joined the new group called Infinity, Inc.

Playing Fury: Lyta has great confidence in her abilities and strength—perhaps even a little overconfidence. She hasn't met many enemies she can't defeat with a well-placed punch. She usually favors direct action, and has little patience with subtlety.

(In fact, she has little patience, period, and this is probably her greatest character flaw. It doesn't take much to make her mad, and when Fury gets mad, somebody better duck. This can cause serious problems when the rest of Infinity is trying to negotiate with someone whom Fury considers an enemy.

JADE *alias Jennie-Lynn Hayden*

DEX: 6	STR: 3	BODY: 12
INT: 4	WILL: 15	MIND: 10
INFL: 4	AURA: 4	SPIRIT: 3
INITIATIVE: 14	HERO POINTS: 25	

POWERS:

Flight: 15, Force Manipulation: 17, Invulnerability: 15, Recall: 4, Regeneration: 10, Skin Armor: 10

SKILLS:

Artist/Actor: 4

LIMITATIONS:

Power Limitations: Force Manipulation and Skin Armor are ineffective against anything made of wood.

MOTIVATION: Thrill of Adventure**WEALTH:** Comfortable**JOB:** Professional Hero; Aspiring Actress**RACE:** Human

APPEARANCE: Jade is an attractive woman of medium height with green skin and dark green hair. She has a glowing green birthmark on the palm of her left hand. She wears a white and green skintight costume that leaves her arms and head bare. The costume has an eight-pointed green star symbol on the chest.

Jennie-Lynn Hayden is the fraternal twin sister of Todd (Obsidian)



Rice. The pair were separated as infants, and adopted and raised by different families. Their true parents are Alan Scott, the Golden Age Green Lantern, and Rose Canton, who was the original villain known as Thorn. Jennie-Lynn was raised by Julian and Myrna Hayden as a normal child (except for her strange green birthmark). The powers she inherited from her father did not manifest themselves until her first year in junior college, when one day her skin changed to its current green color. She discovered that she could revert to her old pink coloration by an effort of will, and eventually she learned that she could do anything Green Lantern could do. At about this time, Obsidian was discovering his shadow powers, and his telepathic rapport with Jade led her to be reunited with her twin. They

deduced their true parentage from Jade's powers, and together they joined Infinity, Inc.

Jade calls the mystical green energy emanating from the birthmark on her hand her "power pulse." She is potentially the most powerful member of Infinity, Inc., but utilizing the full power of the green energy will take years of experience.

Playing Jade: As you might expect from an aspiring actress, Jade likes to be the center of attention, and revels in the publicity surrounding Infinity, Inc. She wants to be popular, and would love to be a member of fashionable society. She is occasionally reckless and headstrong, feigning sureness to cover up for her secret lack of confidence. In combat, she is not as aggressive as the trained fighters like Fury and the Star-Spangled Kid, but she makes up for it by her determination to prove herself.

Jade is strongly attracted to Brain-wave, and tends to side with him in arguments. She understands her brother's resentment of some of the other Infinitors, and intervenes to defend him and prevent unpleasantness whenever possible.

NORTHWIND *alias Norda*

DEX: 8	STR: 5	BODY: 6
INT: 5	WILL: 4	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 18	HERO POINTS: 25	

POWERS:

Animal Control: 3, Flight: 8, Speak with Animals: 4, Migra-Power: 8 (automatic mental power. Link: Mind. Enables Northwind to fly unerringly to any destination of which he has studied the coordinates.)

EQUIPMENT:

Globlass Gun [DEX: 0, STR: 0, BODY: 8]

Uses: 6, Duration: 10

Range: 2, Acting Value: 6, Effect: Removes 8 points from target's DEX while target is within gun's beam effect area.

LIMITATIONS:

Power Limitations: Speak with Animals and Animal Control are only effective on birds

CONNECTIONS:

New Feithera (high level)

MOTIVATION: Thrill of Adventure/ Responsibility of Power

WEALTH: Comfortable**JOB:** Professional Hero**RACE:** Human/Humanoid

APPEARANCE: Physically, Norda combines features of both the human and



Feitheran races. He is a strong, handsome black man whose arms are fringed with large golden wings. These wings are fully functional, with a maximum wingspan of about 16 feet. Feathered crests that act as stabilizers sprout from the top of his head to the backs of his calves. His eyes are completely black, with no visible iris or sclera.

Feithera, the city of the bird-people, lay hidden in a valley north of the arctic circle for thousands of years until it was discovered in the 1940's. The Golden-Age Hawkman helped

keep the city of the beaked and winged bird-people a secret. He befriended Worla, the ruler of Feithera, and his daughter, Princess Osoro. Eventually Dr. Fred Cantrell, a black American archeologist, came upon Feithera, and he and Osoro fell in love and married. Their only child was Norda, who grew up in Feithera favored by visits from his godfather, Hawkman. As a halfbreed human/Feitheran, Norda felt out of place in the city of his mother, and he left to make a home in the world of humans.

Norda joined Infinity, Inc. soon after leaving Feithera, taking the name Northwind. He is still learning about human society, and often exhibits a charming naivete. Northwind has an unexpectedly wry sense of humor. His voice has a lilting, melodic quality to it.

Playing Northwind: Northwind is not as aggressive as some of his partners. He is slow to anger, and would rather talk things over than fight. This does not mean that he will hang back when team members need him. The keys to Northwind's behavior are duty, loyalty and striving to do what is right.

NUKLON *alias Albert Rothstein*

DEX: 7 STR: 8*
 INT: 5 WILL: 5
 INFL: 3 AURA: 3
 INITIATIVE: 15 HERO POINTS: 25

*See Powers for Special Information

POWERS:

Density Increase: 2, Dispersal: 10,
 Growth: 2 (special: if Nuklon grows 1
 AP to 15', his STR increases to 9. If he
 grows 2 APs to 20', his STR increases
 to 10)

SKILLS:

Gadgetry: 6, Martial Arts: 6, Vehicles /
 Air and Land: 5

LIMITATIONS:

Power Limitation: Nuklon's Dispersal is
 standard, not automatic.

CONNECTIONS:

NASA (high level)

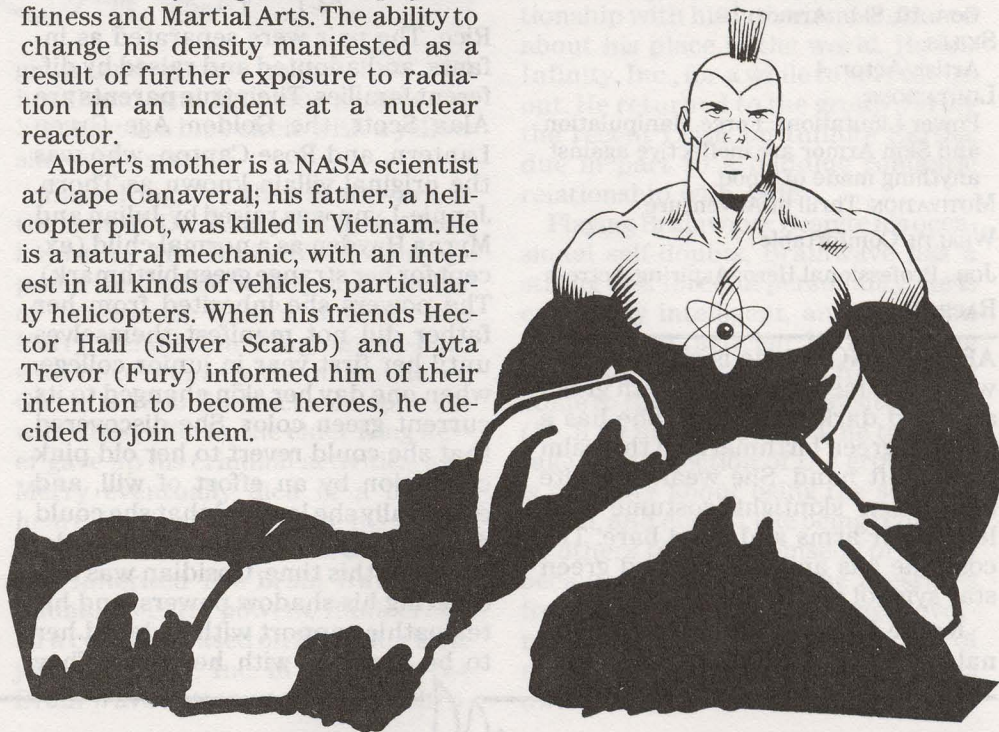
MOTIVATION: Upholding the Good**WEALTH:** Comfortable**JOB:** Professional Hero**RACE:** Human

APPEARANCE: Nuklon is a 7'6" Cauca-
 sian male with bright red hair in a
 Mohawk cut. His skintight costume is
 red except for the upper arms, abdo-
 men, lower legs and feet, which are
 black. His chest sports a yellow atom-
 ic symbol.

Nuklon is the grandson of Terry
 Curtis, a villain who was known as
 Cyclotron in the 1940's. Nuklon's
 powers are the result of genetic mu-
 tation due to his mother's exposure
 to Cyclotron's radiation. The Golden-
 Age Atom has been a friend of the
 family since Cyclotron's death, and he
 trained the young Albert in physical
 fitness and Martial Arts. The ability to
 change his density manifested as a
 result of further exposure to radi-
 ation in an incident at a nuclear
 reactor.

Albert's mother is a NASA scientist
 at Cape Canaveral; his father, a heli-
 copter pilot, was killed in Vietnam. He
 is a natural mechanic, with an inter-
 est in all kinds of vehicles, particu-
 larly helicopters. When his friends Hec-
 tor Hall (Silver Scarab) and Lyta
 Trevor (Fury) informed him of their
 intention to become heroes, he de-
 cided to join them.

Playing Nuklon: Albert has always
 been a bit of a loner. He is shy and still
 a little unsure of himself socially. He is
 attracted to Fury, but feels he hasn't
 got a chance while his friend Hector is
 in the picture. He is eager to prove
 himself in combat, and will not hesi-
 tate to put himself in danger if one of
 his teammates is in trouble.

**OBSIDIAN** *alias Todd Rice***Normal Stats**

DEX: 3 STR: 3 BODY: 3
 INT: 4 WILL: 3 MIND: 3
 INFL: 3 AURA: 3 SPIRIT: 3
 INIT: 10 (13) HERO POINTS: 25

Stats when in Shadow Form

DEX: 6 STR: 5* BODY: 3
 INT: 4 WILL: 6 MIND: 6
 INFL: 6 AURA: 6 SPIRIT: 6
 INIT: 16 (19) HERO POINTS: 25

*See Powers for Special Details

POWERS:

(All occur in Shadow Form only)
 Aura of Fear: 5, Dispersal: 12, Energy
 Absorption: Beams/Blasts: 14, Energy
 Absorption: Projectiles/Punches: 5,
 Flight: 4, Growth: 3 (special: 1 AP of
 growth increases STR to 6; 2 APs in-
 creases STR to 7; 3 APs increases STR
 to 8), Invisibility: 6, Telepathy: 20, Two-
 Dimensional: 6

SKILLS:

Acrobatics: 4, Gadgetry: 2,
 Martial Arts: 3, Weaponry: 2

LIMITATIONS:

Power Limitation: Aura of Fear affects
 only one target. It is ineffective on
 wholly evil beings such as Darkseid,
 Brainiac, etc. (Gamemaster must use
 judgment.)

Power Limitation: Telepathy only effec-
 tive with Jade.

Powers Limitation: All of Obsidian's
 shadow powers are cut by approxi-
 mately 25% in full sunlight (maximum
 levels before addition of Hero Points —
 Aura of Fear: 3, Dispersal: 8, Energy
 Absorption: Beams/Blasts: 10, Energy
 Absorption: Projectiles/Punches: 3,
 Flight: 3, Growth: 2, Invisibility: 4, Tele-
 pathy: 15, Two-Dimensional: 4).

MOTIVATION: Upholding the Good**WEALTH:** Struggling**JOB:** Professional Hero**RACE:** Human

APPEARANCE: Obsidian's costume is
 dark blue, and consists of trunks, a
 sleeveless vest cut in at the sides, a

cowl, boots and over-the-elbow gloves.
 He wears a gray cape with a high col-
 lar, and a belt and necklace of dark
 gray rounded disks. When he is in
 "normal" form he appears as a dark-
 haired Caucasian, but in shadow form
 his skin is dead black, with his eyes
 and mouth appearing only as glowing
 slits.

Notes on Obsidian's Shadow Powers:

Obsidian's powers and heightened
 attributes only apply when he is in
 Shadow form. If Obsidian is rendered
 unconscious, he returns to his nor-
 mal form. Obsidian's powers are those
 of a living shadow. He can merge with
 shadows and go anywhere a shadow
 goes (a combination of the powers
 Two-Dimensional and Invisibility).
 Obsidian's Aura of Fear causes the
 target to confront his own inner hor-
 rors. It is enacted by throwing his
 own shadow over an opponent.

Todd Rice is Jennie-Lynn Hayden's
 (Jade's) fraternal twin brother. The
 pair were separated as infants, and
 adopted and raised by different fami-
 lies. Their true parents are Alan Scott,
 the Golden-Age Green Lantern, and
 Rose Canton, who was the original
 villain known as Thorn. Todd was

raised as a normal child in a working-class family by James and Shirley Rice. Several years ago his father was laid off and began to drink, which led to the Rices' divorce. After graduating from high school, Todd had planned to attend Marquette, but personal and financial reasons caused him to withdraw and take a full-time job in a machine shop. Shortly after his powers first appeared, his telepathic rap-

port with Jade brought the twins together again. Todd took the identity of Obsidian, and together they joined Infinity, Inc.

Playing Obsidian: Jade and Obsidian both inherited their powers from Green Lantern, but where Jade represents the bright side of the mystic energy, Obsidian seems to represent the darker side of that power. He may be a little afraid of his own powers,

especially the Aura of Fear. Obsidian tends to be pessimistic, and he often seems to have a chip on his shoulder, particularly toward the wealthier members of the team (such as Fury, Star and especially the Silver Scarab). Todd is protective of his sister, sometimes overly so — he senses that she is not as mature as most of the others, and needs to be protected from her own mistakes.

SILVER SCARAB *alias Hector Hall*

DEX:	5	STR:	4	BODY:	5
INT:	8	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INIT:	17 (21)*	HERO POINTS:	25		

*INIT of 19 (23) in Armor

SKILLS:

Acrobatics: 5, Gadgetry: 8, Martial Arts: 4, Scientist: 7, Vehicles: 5, Weaponry /Melee: 6

EQUIPMENT:

Solar Armor [DEX: 7, STR: 6, BODY: 10]
Uses: 20, Duration: 12
Energy Absorption: 10, Flight: 8, Starbolt ("Solar Blast"): 10

LIMITATIONS:

Equipment Power Limitation: Energy Absorption is Standard, not Automatic

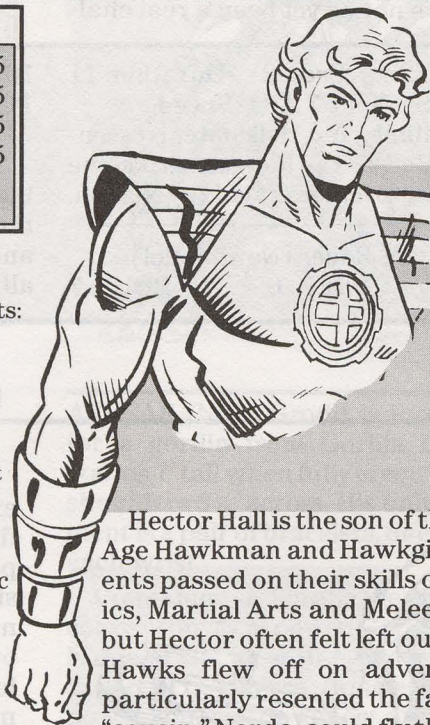
MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Professional Hero

RACE: Human

APPEARANCE: The Silver Scarab is a blond Caucasian, handsome and muscular. His Solar Armor is mainly silver in color, with metallic blue gauntlets, belt and oversized shoulder flanges. He has a blue scarab symbol on his chest.



Hector Hall is the son of the Golden-Age Hawkman and Hawkgirl. His parents passed on their skills of Acrobatics, Martial Arts and Melee Weapons, but Hector often felt left out when the Hawks flew off on adventures. He particularly resented the fact that his "cousin," Norda, could fly through the air with his parents, while he, their natural son, could not.

Hec was interested in science from an early age, particularly in the emerging science of solar power. By the time he was in college, his private research in this area was already far in ad-

vance of the state of the art. By combining his solar power research with his father's discovery of the anti-gravity "ninth metal" and a natural aptitude for Gadgetry, Hector built his Solar Armor. This armored exoskeleton enables him to fly, and project and absorb energy.

In college, Hec was reunited with his childhood friend, Lyta Trevor. The two became lovers, and each discovered that the other wanted to become a hero. They decided to go ahead despite their parents' wishes. Hector adopted the identity of the Silver Scarab, Lyta became Fury, and the two joined the newly-formed Infinity, Inc.

Lyta and Hec recently announced their engagement.

Playing the Silver Scarab: The Silver Scarab has a short temper, though not as short as Fury's. He seems to feel he has a lot to prove, to himself, to his parents and to the world. He exhibits an almost open dislike of Northwind. He has strong leadership capabilities, and he is well aware of them. He is willing to defer the leadership to the Star-Spangled Kid for the time being, but secretly he sees himself as the natural leader of the team.

STAR-SPANGLED KID *alias Sylvester Pemberton*

DEX:	7	STR:	4	BODY:	6
INT:	5	WILL:	7	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INIT:	17 (25)	HERO POINTS:	55		

SKILLS:

Acrobatics: 4, Martial Arts: 8, Vehicles/Land and Air: 5

EQUIPMENT:

Cosmic Converter Belt [DEX: 0, STR: 0, BODY: 8]
Uses: 10, Duration: 8
Energy Absorption: 6, Flight: 9, Force Field: 6, Starbolt ("Cosmi-burst"): 9

LIMITATIONS:

Equipment Power Limitation: Energy Absorption is Standard, not Automatic

MOTIVATION: Seeks Justice

WEALTH: Multimillionaire

JOB: Professional Hero

RACE: Human



APPEARANCE: Star wears a skintight costume that is all blue except for the leggings, which are red. The blue suit is spangled with white stars on his torso, arms and cowl. Around his waist he wears the red Cosmic Converter Belt.

Sylvester Pemberton, kid millionaire, originally became the crimefighting Star-Spangled Kid back in the 1940's. With Stripsey, his adult partner, he was a member of the Seven Soldiers of Victory, an early hero group. At the end of the forties the Seven Soldiers were caught in a warp and trapped in a timeless limbo, where they remained until recently, when they were released by the Justice Society of America.

The Seven Soldiers were out of place in the present-day world, and they felt their displacement keenly. Star eventually gained his rightful legal control of the Pemberton fortune, and made a place for himself in the modern-day Justice Society. When an injury put the hero Starman out of action, he lent his Cosmic Rod to the

Star-Spangled Kid, who eventually improved it into its present form, the Cosmic Converter Belt.

Star felt somewhat uncomfortable as a member of the Justice Society, since because of the time warp he was several decades younger than most of the JSA heroes. He decided to use his fortune to establish a younger, more vital hero group, so he secretly laid the groundwork for a group to be called Infinity, Inc. When a number of the children and proteges of the JSA

were denied admission to that group, Star invited them to become members of Infinity.

Star is the nominal leader of Infinity, Inc., and while he has a definite knack for the requisite organization and administrative duties, he doesn't seem to have what it takes to function as an effective combat team leader. However, the others respect him for his knowledge and experience, and he does sign the paychecks, so there has not as yet been a real chal-

lenge to his authority.

Playing the Star-Spangled Kid: Star loves playing the role of hero, and he is proud of "his" group. As a businessman and administrator, he is more conscious of the group's public image and its relationship with the authorities than the others. If the Infinitors start to act in ways that will damage property or public opinion, Star will be the first one to tell them to cool it.

VEHICLES

The Infinity, Inc. vehicles are kept in a large hangar at their Stellar Studios headquarters. The hangar has a roof hatch that opens automatically for take-off or landing.

Infinity, Inc. Helicopter
STR: 7 DEX: 0

BODY: 5

HP Cost: 37 Uses: 2 Duration: 11
POWERS: Flight 7 APs (Speed)

The Infinity, Inc. Helicopter is essentially a Bell Texas Ranger with some minor improvements made by Nuklon.

Star-Rocket Racer (New Model)

STR: 9 DEX: 0 BODY: 7

HP Cost: 55 Uses: 6 Duration: 13
POWERS: Flight 11 APs (Speed)

The Star-Rocket Racer is a small highly-maneuverable cargo jet with retractable wings and vertical take-off and landing capabilities. It can carry all of the Infinitors.

Friendly Non-Player Character

GUYAVAR

DEX: 4	STR: 7	BODY: 8
INT: 6	WILL: 7	MIND: 5
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 13	HERO POINTS: 10	

POWERS:

Life Sense: 10, Teleportation: 16

LIMITATIONS:

Power Limitation: Guyavar's Life Sense can only detect gorillas who are using mental powers, but it can determine direction to such from any range.

CONNECTIONS:

Gorilla City (high level)

MOTIVATION:

Seeks Justice

WEALTH:

Affluent

JOB:

N.A.

RACE:

Humanoid

APPEARANCE: Like the other gorillas of Gorilla City, Guyavar resembles a mountain gorilla, except he is larger, stands more erect, and has a larger skull above the brows. Guyavar is a handsome young gorilla, with dark, shiny fur.

Guyavar is the teen-aged son of Solovar, leader of Gorilla City, and Boka, his wife. He has always been hidden in his father's shadow; he feels an acute need to prove himself to be someone other than "Solovar's son." He is sometimes impetuous, even reckless.



Guyavar is determined to stop Grodd from completing his evil plan, whatever it is. He will do whatever he can to enlist Infinity, Inc. in his crusade, and will offer to Teleport them to Grodd's locale whenever he starts

exerting his mental powers. If the Infinitors elect to fly rather than Teleport to confront Grodd, Guy will insist on being taken along. Though normally highly intelligent, Guy's guilt over being responsible for Grodd's release is interfering with his thinking, making him respond emotionally rather than rationally. Whenever he encounters the villains, Guyavar will immediately attempt to attack Grodd, regardless of what the heroes are doing.

Guyavar has never been in the world of humans before, and is fascinated by their strange customs and primitive technology. If left alone with Infinity, Inc. equipment for any length of time, he will probably start to take it apart to see how it works. Unfortunately, due to a lack of mechanical skill, he won't be able to put it back together.

None of the Infinitors know about Gorilla City. Guyavar will tell the heroes that he is from the same place as Grodd, and wants to make sure that Grodd is returned to prison in that place, but he will not tell them about Gorilla City for less than 6 RAPs of Persuasion. Guyavar will not take the heroes to Gorilla City, even if they insist that it is necessary to repair the Psionic Suppressor (see Encounter 1). Guy is determined not to shame himself by returning to Gorilla City to ask for help.

Eternity Inc.

GORILLA GRODD

DEX: 7	STR: 38	BODY: 20
INT: 10	WILL: 8	MIND: 6
INFL: 4	AURA: 4	SPIRIT: 5
INITIATIVE: 21	HERO PTS: 95*	

*See note Below

(NOTE: Number of Hero Points varies with the number of player heroes: 4 heroes = 75 Hero Points, 5 = 80, 6 = 85, 7 = 90, 8 = 95)

POWERS:

Control: 12, Hypnotism: 8, Mental Blast: 7, Mind Probe: 11

SKILLS:

Gadgets: 12, Scientist: 12

EQUIPMENT:

Teleport Bracelet [DEX: 0, STR: 0, BODY: 6]
Uses: 6, Duration: NA, Teleportation: 15
Psionic Suppressor Jamming Bracelet
[DEX: 0, STR: 0, BODY: 6]
Uses: 10, Duration: 8, OV/RV against
Psionic Suppressor: 8

CONNECTIONS:

Gorilla City (low level)

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: NA

RACE: Humanoid



APPEARANCE: Grodd is large, even for a gorilla from Gorilla City. He stands 7' tall when fully erect, and has shoulders 3½' across. His only adornment is a pair of bracelets, one around each wrist.

Combining scientific genius with colossal physical power, Gorilla Grodd is one of the most dangerous villains in the DC Universe. He lives only for power, and will do almost anything to

get it. Grodd prefers to rely upon his mighty mental powers, but he will create and use super-scientific devices if he feels he needs them. This time he has created two for himself: a Teleportation Bracelet, so that he and the shamans can move freely to and from the experiment sites; and a Psionic Suppressor Jamming Bracelet to ensure that he will not again be subject to the mental damping effect that kept him a prisoner in Gorilla City. The two bracelets look identical.

He has also created the shamans' Animal Transformation Boosters.

GM: Playing Gorilla Grodd: Grodd speaks in a deep, cultured voice, while hunching over and making broad gestures with his huge hands. He knows himself to be superior to any mere human—contempt oozes from his voice as he mocks their feeble efforts to stop his plans. Grodd will always do the most intelligent thing the GM can think of (given Grodd's limited knowledge of the heroes' powers and intentions). Grodd's fatal flaw is overconfidence. He is usually defeated by his counting the heroes out before they have really lost.

SKATATAK

DEX: 5	STR: 4	BODY: 5
INT: 3	WILL: 4	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 5
INITIATIVE: 14	HERO POINTS: 25*	

*See note below

(NOTE: Number of Hero Points varies with the number of player heroes. 4 heroes = 15 Hero Points, 5 or 6 = 20, 7 or 8 = 25)

POWERS:

Animal Transformation: 8, Invisibility: 4, Jumping: 4, Locate Animal: 7, Speak with Animals: 5

SKILLS:

Acrobatics: 6, Animal Handling: 5, Weaponry/Melee Weapons: 5

EQUIPMENT:

Animal Transformation Booster [DEX: 0, STR: 0, BODY: 4]
Uses: 20, Duration: 10
Automatically makes user's Animal Transformation power effective against intelligent creatures
Mystic Saber-Toothed Sword (AV: 0, EV: 6)

LIMITATIONS:

All powers are ineffective if his soul fetish is controlled by an enemy.

MOTIVATION: Power Lust

WEALTH: NA

JOB: NA

RACE: Human (Neanderthal)

APPEARANCE: Skatatak wears trousers and a jerkin made of some sort of spotted hide. This outfit is decorated with hundreds of loosely attached bones, teeth and nails that clack and rattle when he moves. His eyesockets

are blackened with charcoal to give the effect of eyes peering from deep pits. His teeth are filed to points.

Skatatak's totem animal is the cave lion (and its relatives: leopards, cheetahs and saber-toothed tigers). He admires savagery and ferocity, and loves to fight, emulating the pouncing attack of his totem.



YEE

DEX:	4	STR:	7	BODY:	9
INT:	3	WILL:	3	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	4
INIT:	12 (17)	HERO POINTS:	25*		

*See Note below

(NOTE: Number of Hero Points varies with number of player heroes. 4 heroes = 15 Hero Points, 5 or 6 = 20, 7 or 8 = 25.)

POWERS:

Animal Transformation: 8, Skin Armor: 12, Locate Animal: 6, Speak with Animals: 4

SKILLS:

Animal Handling: 4, Martial Arts: 5

EQUIPMENT:

Animal Transformation Booster [DEX: 0, STR: 0, BODY: 8]

Uses: 20, Duration: 10

Automatically makes user's Animal Transformation power effective against intelligent creatures

Claws of Yee [DEX: 0, STR: 0, BODY: 5]

Uses: 8, Duration: 3, Lightning: 9

**LIMITATIONS:**

Power Limitation: All powers are ineffective if his soul fetish is controlled by an enemy.

MOTIVATION: Power Lust

WEALTH: NA

JOB: NA

RACE: Human (Neanderthal)

APPEARANCE: Yee is a grotesque, grinning goliath, six-foot-six and at least 350 pounds of muscle, fat and bone. He is draped in an apparently random collection of evil-smelling hides, and wears gauntlets mounted with long claws. The tips of the claws crackle with blue sparks.

Yee is the type who enjoys inflicting pain on small, helpless creatures. His totems are the digging animals: shovel-tusked deinotheriums, giant armadillos, the rhino-sized pigs called afrochoerus.

BLUE ARKONO

DEX:	8	STR:	3	BODY:	7
INT:	5	WILL:	5	MIND:	3
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	35*		

*See Note below

(NOTE: Number of Hero Points varies with number of player heroes. 4 heroes = 25 Hero Points, 5 or 6 = 30, 7 or 8 = 35.)

POWERS:

Animal Transformation: 8, Shape Change: 8, Locate Animals: 4, Speak with Animals: 6

SKILLS:

Animal Handling: 5

EQUIPMENT:

Animal Transformation Booster

[DEX: 0, STR: 0, BODY: 8]

Uses: 20, Duration: 10

Automatically makes user's Animal Transformation power effective against intelligent creatures
Spirit Club (AV: 0, EV: 7, Attacks Mystical Attributes only, Auto Return 2: can be thrown — Range: 2 APs, automatically returns to hand)

LIMITATIONS:

Power Limitation: All powers are ineffective if his soul fetish is controlled by an enemy.

Power Limitation: Results of Shape Change are always blue animals

MOTIVATION: Power Lust

WEALTH: NA

JOB: NA

RACE: Human (Neanderthal)

APPEARANCE: Blue Arkono is a lithe, athletic man, almost handsome — for a Neanderthal. His skin is light blue in

color, and nearly every inch is covered by dark blue tattoos of Pleistocene animals.

Blue Arkono is the acknowledged leader of the shamans, and with his Shape Change power he is easily the

most dangerous. His totem is the great ape, but he considers all the animal kingdom as his familiars. His animal shape repertoire includes the following Pleistocene creatures:

WOOLLY MAMMOTH

DEX:	3	STR:	11	BODY:	9
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	4	HERO POINTS:	0		

GIGANTOPITHECUS (GIANT APE)

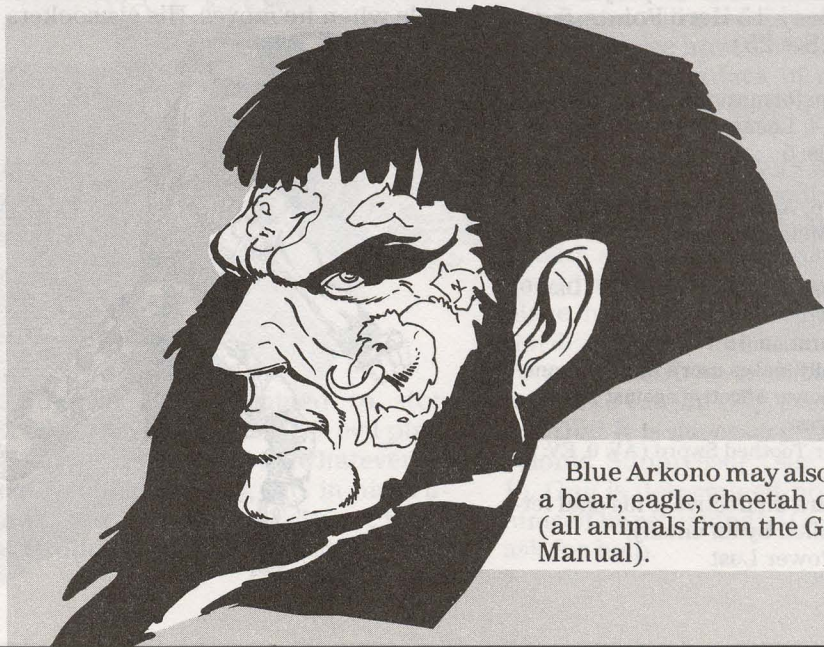
DEX:	3	STR:	6	BODY:	5
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	5	HERO POINTS:	0		

CAVE LION

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

RHAMPHOSUCHUS (GIANT CROCODILE)

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



Blue Arkono may also change into a bear, eagle, cheetah or cockroach (all animals from the Gamemaster's Manual).

BEAR-LOG-MAN

DEX: 4 STR: 6 BODY: 7
 INT: 4 WILL: 5 MIND: 5
 INFL: 5 AURA: 6 SPIRIT: 6
 INITIATIVE: 13 HERO POINTS: 25*

*See Note below

(NOTE: Number of Hero Points varies with number of player heroes. 4 heroes = 15 Hero points, 5 or 6 = 20, 7 or 8 = 25.)

POWERS:

Animal Transformation: 8, Density Increase: 6, Locate Animal: 7, Speak with Animals: 5

SKILLS:

Animal Handling: 4, Weaponry/Melee Weapons: 6

EQUIPMENT:

Animal Transformation Booster

[DEX: 0, STR: 0, BODY: 8]

Uses: 20, Duration: 10

Automatically makes user's Animal Transformation power effective against intelligent creatures.

Spirit Club (AV: 0, EV: 7, Attacks Mystical Attributes only, Auto Return 2: can be thrown — Range 2 APs, automatically returns to hand).

LIMITATIONS:

Power Limitation: All powers are ineffective if his soul fetish is controlled by an enemy.

MOTIVATION: Power Lust



WEALTH: NA

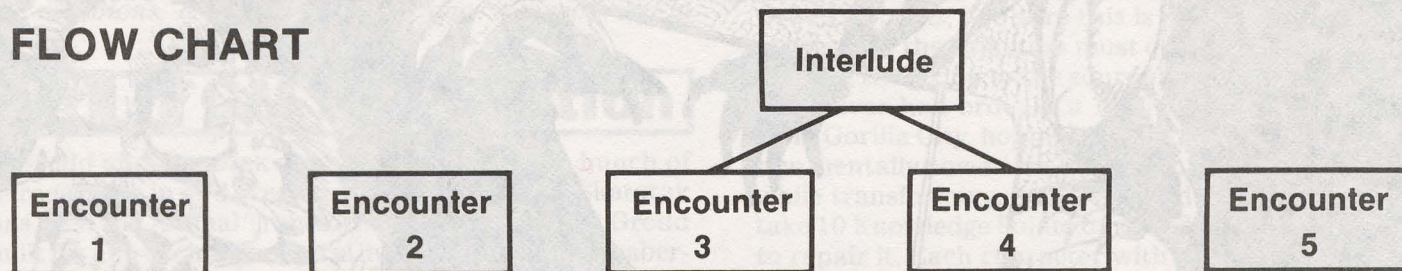
JOB: NA

RACE: Human (Neanderthal)

APPEARANCE: Bear-Log-Man wears a ceremonial suit of wood and bark that covers him from head to foot. It is dyed red with berries and blood, and has images of angry bears drawn in black outlines on all the flat surfaces.

What Bear-Log-Man lacks in ferocity compared to Yee and Skatatak, he more than makes up in cunning. It was Bear-Log-Man who devised the calculated campaign of terror that kept the shamans in power in the Pleistocene. Bear-Log-Man's totem animal is the bear, but he also has a mystic relationship with the oak tree. His thin wooden suit provides no armor protection, but it does protect him from Jade's Force Manipulation.

FLOW CHART



NPC Information

In Encounters 1, 2 and 3, it is possible for the heroes to capture a shaman, especially if the shaman is not within ten feet of Grodd when he Teleports away. All of the shamans know the same information about Grodd's plan and location. If the players make an Interrogation or Mind Probe Action Check against a shaman, read to the players every section where the RAPs are greater than or equal to the indicated Knowledge Points.

1 Knowledge Point:

"Grodd has taught us your slippery speech. You are doomed, humans. Your time is over. Almighty Grodd has shown us the way."

2 Knowledge Points:

The above information and *"I am but one of four. Together with the Sacred Simian we will restore our long-lost glory."*

3-4 Knowledge Points:

The above information and *"These are only experiments, mere trials of our power. If you are lucky, you may be allowed to participate in one of the four experiments (heh, heh)."*

5-6 Knowledge Points:

The above information and *"You humans are blasphemers against the animal lords—you violate the Laws of the Jungle! We will give you more pleasing forms."*

7-8 Knowledge Points:

The above information and *"With Grodd's holy might and our magic, we will combine to change the whole world! The glorious past will return, and humanity will be transformed!"*

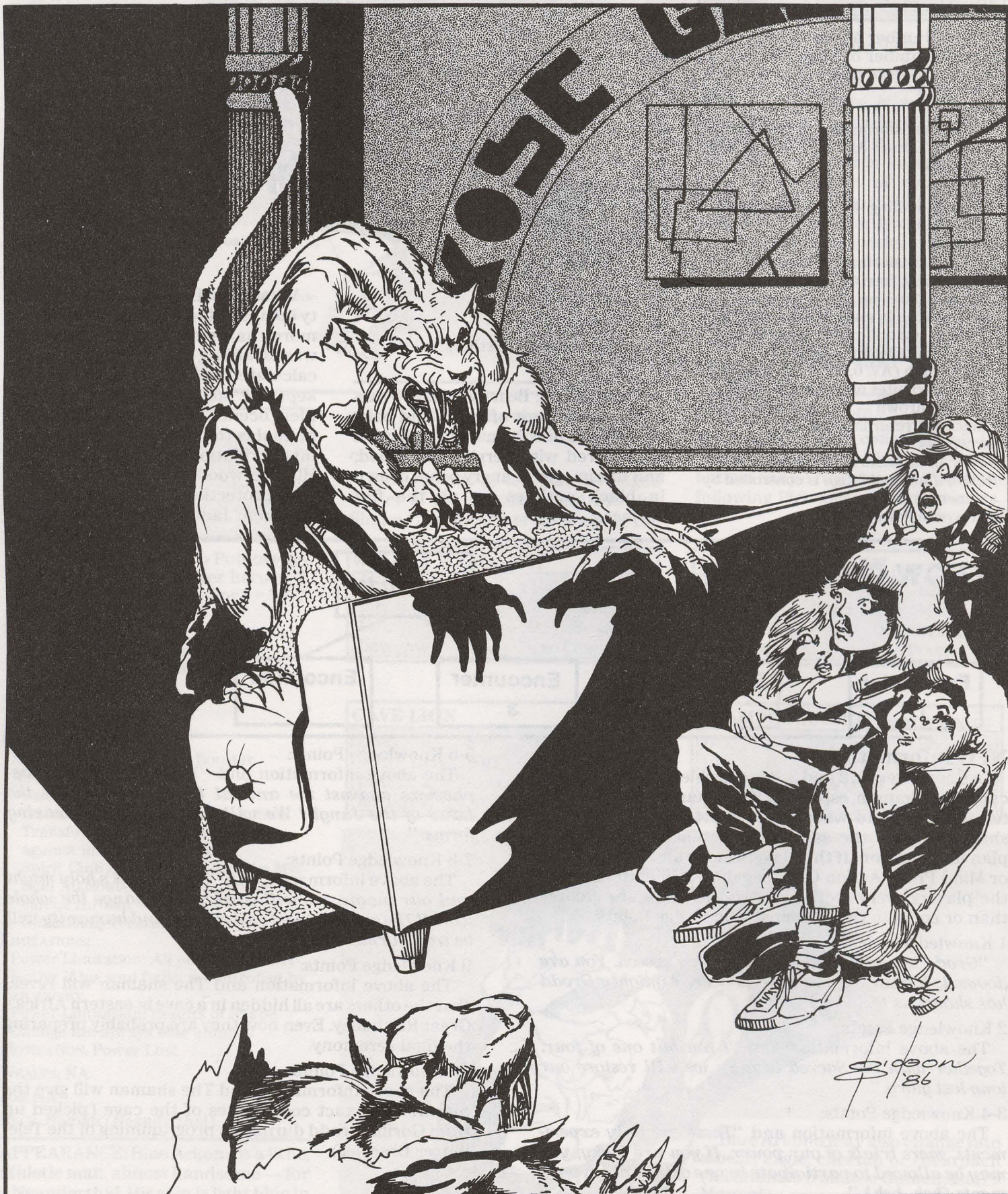
9 Knowledge Points:

The above information and The shaman will reveal that the others are all hidden in a cave in eastern Africa's Great Rift Valley. Even now they are probably preparing the final ceremony.

10 Knowledge Points:

The above information and The shaman will give the players the exact coordinates of the cave (picked up from Gorilla Grodd during his programming of the Teleporter Bracelet).

Encounter One: **Panic in the Museum**



The adventure begins with this encounter. The L.A. Police call Infinity, Inc. to ask for their help with a weird incident at the museum. The GM should try to get all the players to go there immediately.

Players' Information

All of the Infinitors are in the briefing room, discussing the advisability of getting group dental insurance, when the phone rings. Star turns on the speakerphone, and everyone hears the voice of the Los Angeles Chief of Police:

"Hello, Infinity? We've got a big problem at the new exhibit hall of the Page Museum. There are some sort of wild animals loose in there, and the whole building's glowing blue, and... well, this just looks to us like your sort of problem. We've barricaded the building. There may be tourists still in there, so take it easy with your lasers or whatever, okay? Gotta go—the mayor's on the other line."

The new exhibit hall at the Page Museum is separate from the rest of the museum complex, connected only by an enclosed walkway that leads to the hall's main entrance. Blue light streams out from the door, the second-story windows and the large skylight. A curious crowd presses against the hastily-constructed police barricade.

Once inside, you see a large gorilla and a caveman at the head of the second-story stairs, and several tiger cambions (changelings) prowling about on the floor below. The blue glow emanates from a device held by the Neanderthal. Several mauled tourists lie unconscious on the floor. At one side of the room, four children cover behind a sofa as three tiger cambions sneak up on them. One of the cambions, a dark and hairy one, is preparing to spring.

GM Information

Grodd and Skatatak are not pleased to see a bunch of heroes come in and break up their experiment. Skatatak has used the Animal Transformation Booster that Grodd built for him to change several innocent people into saber-toothed tiger cambions. These cambions look like super-muscled humans with Smilodon heads and paws. All cambions must follow the orders of their Transformer. The number of cambions equals the number of heroes (maximum 7 cambions).

Tiger Cambion

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

POWERS:

Energy Absorption: 5, Jumping: 2, Running: 3

Whenever a cambion is reduced to unconsciousness, the artificially-boosted Animal Transformation wears off and the person reverts to human form. If the booster is destroyed, all cambions immediately revert to human.

Grodd's Combat Tactics: Grodd will first try to Control the most dangerous-looking hero. (Note: If Grodd sees a hero using mental powers such as Mental Blast, Mind Blast, Telekinesis, etc., he will not try Control on that

hero—he knows Control works best against less mentally powerful opponents.) Once successful, he will turn that hero against his or her allies, Controlling the hero with one action and using Mental Blast (for range attacks) or his great strength to attack with a second action.

If Grodd and Skatatak start to lose, or if the Teleport Bracelet is damaged, Grodd will call for the Neanderthal to return to him if he is more than ten feet from the gorilla. If necessary, Grodd will go to Skatatak. When his ally is within range, Grodd will Teleport them away to safety.

Skatatak's Combat Tactics: Once the heroes have seen him, Skatatak will become Invisible, then Jump to attack the rearmost hero with his sabre-toothed sword. This is a hardened wooden shaft mounted with two rows of lion teeth and charged with mystic energy. If he is badly wounded or sees that Grodd is in trouble, he will try to return to within Teleport range of the super-gorilla.

The Wrap-Up: When the dark, hairy cambion is defeated, he will change from a half-tiger to a gorilla, for this is Guyavar, son of Solovar, leader of Gorilla City. He Teleported in when Grodd began this "experiment" and got caught in the Animal Transformation effect.



Guyavar will tell the characters that he knows Grodd is up to something big, and though he doesn't know what Grodd's plan is, he's sure this is no isolated incident. He insists that the Infinitors must oppose Grodd, and offers to bring the group to the source of the next disturbance.

Guyavar had brought a Psionic Suppressor with him from Gorilla City, hoping to turn it on Grodd and render him mentally powerless, but he dropped it in the fountain while transforming, and it shorted out violently. (It will take 10 Knowledge Points on the Identify Gadget subskill to repair it. Each character with Gadgetry may try only once.)

EQUIPMENT:

PSIONIC SUPPRESSOR [DEX: 0, STR: 0, BODY: 2]

Uses: 6, Duration: 10

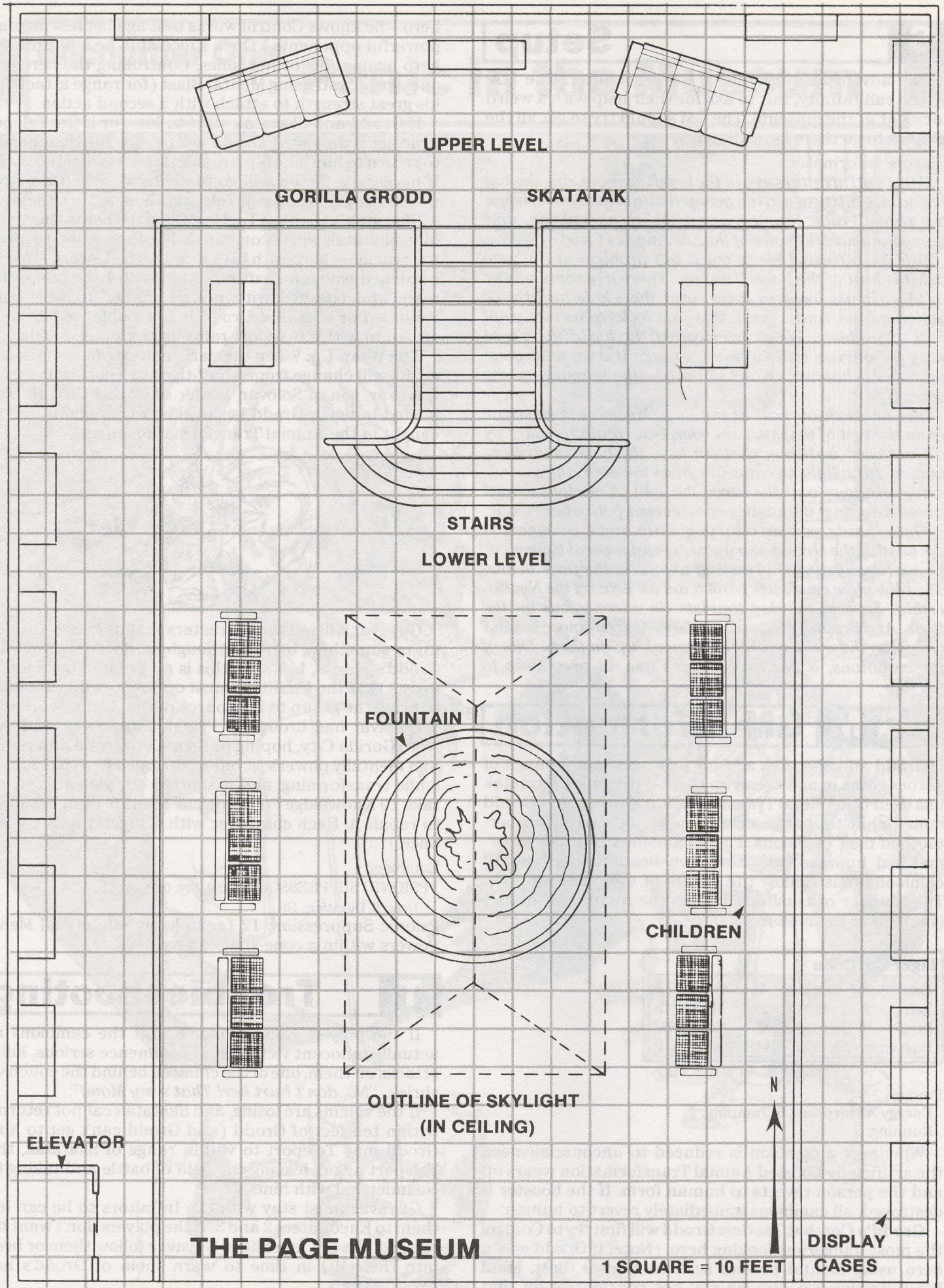
Psionic Suppression: 12 (completely inhibits all Mental Powers within a cone-shaped area)

T Troubleshooting

If the players don't perceive that the cambions are actually innocent victims and commence serious, killing attacks on them, one of the children behind the couch will shriek, "No, don't hurt her! That's my Mom!"

If the villains are losing, and Skatatak cannot return to within ten feet of Grodd (and Grodd can't get to him), Grodd may Teleport to within range of Skatatak, then Teleport again, leaving the field of battle and taking the Neanderthal with him.

Guyavar must stay with the Infinitors so he can lead them to Encounters 2 and 3. If the players don't want him around, the GM must have Guyavar follow them or break into their HQ in time to warn them of Grodd's next experiment.



Encounter Two: Patagonian Peril





GM GM Information

Grodd and Yee have chosen an Argentine archeological dig for the site of their second experiment because the low cave contains numerous remains of the giant ground sloth, Megatherium. Yee has used his Animal Transformation Booster to change a professor and his students into giant sloth-cambions. All cambions obey the orders of their Transformer. The number of cambions is equal to the number of heroes, minus one (example: 5 heroes = 4 cambions).

Sloth Cambion

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

POWERS:

Lightning: 5 (except for one, which has Dispersal: 6 instead)

APPEARANCE: A sloth-cambion stands about 8 feet tall at the shoulder (they always hunch over). They are shaggy, jowly, barely human in appearance, with long sharp claws on their paws.

The cambion with Dispersal power is tearing up the camp. All of the cambions with Lightning power are digging at the base of the dam. (Grodd thought it would be amusing to have the cambions destroy their camp and themselves by breaking the dam.) Dam: DEX: 0, STR: 0, BODY: 20. If the dam breaks, the ravine will be swept by a water wave of DEX: 5, STR: 15, BODY: N.A. (Grodd and Yee will Teleport away if this happens.)

Grodd's Combat Tactics: Once again, Grodd will first attempt Control of a hero. (If he got to see Jade in action in Encounter 1, he will identify her as the most dangerous opponent and will attempt to Control her if he can.) He will then fight physically with Mental Blasts or mighty punches while Controlling his puppet hero. If the villains start to lose, or the Teleportation Bracelet is damaged, Grodd will Teleport himself and Yee to safety.

Next to Grodd is the expedition's jeep (Speed: 6, STR: 8, BODY: 7, Weight: 6). If sufficiently annoyed by long-range attacks, Grodd will respond by throwing this jeep at his attacker.

Yee's Combat Tactics: Yee will first order the sloth-cambions to attack the heroes. Then he will fight back with Lightning from his claws. If his Animal Transformation Booster is attacked, he will grab it and retreat into the cave.

Cambions' Combat Tactics: If any of the heroes (such as Obsidian or Nuklon) go into a Dispersed form, the cambion with Dispersal will sense it and will Disperse itself. It will then attack the Dispersed hero.

The other cambions will only use Lightning as long as the heroes remain at a distance. If they close with the cambions, the human-sloths will fight with their claws (standard physical attack).

When a cambion is knocked unconscious, it returns to its original human form. The former cambions will be able to tell the Infinitors that they are in Argentina, at a dig sponsored by the University of Buenos Aires located near the mouth of Argentina's Colorado River.

S Setup

This is Grodd's second experiment. Guyavar must persuade the Infinitors that he is able to detect Grodd's activity and Teleport the heroes to the site so they can stop him.

PI Players' Information

It is about 8 a.m. the next morning when Guyavar starts shrieking and howling. "Ook! Ook! Grodd's at it again! He's thataway, thataway!" The excited young gorilla points off to the south. "Get everybody together and I'll take us there!"

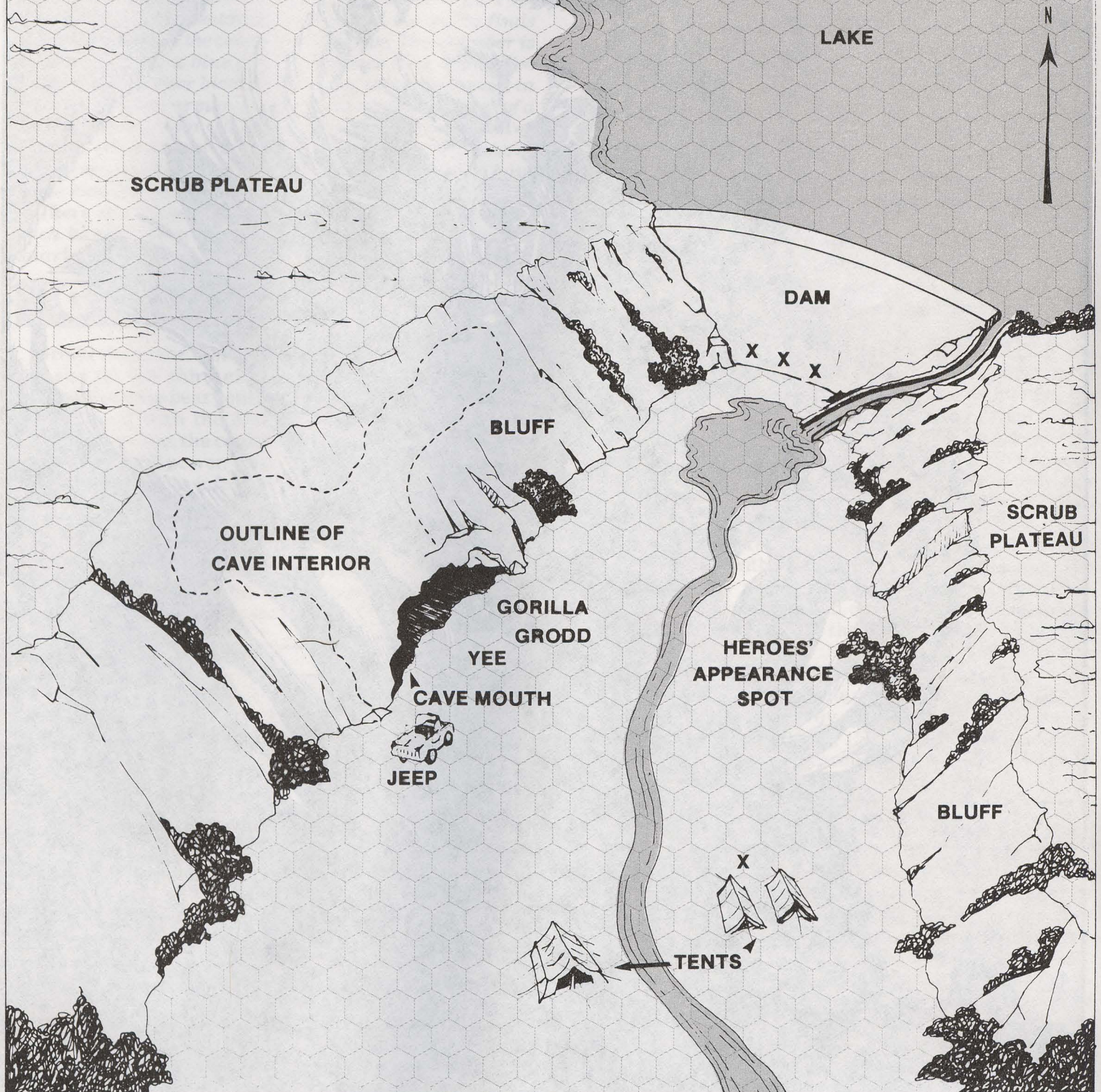
Once the players agree to go, continue: *Pop! There's a moment of disorientation, then you are all standing next to a stream in a small ravine. The rising sun illuminates a tall mountain range to the west. To the left is a small, neat camp, being torn apart by a large, shaggy, heavy humanoid with long claws. To the right is an earthen dam, and more of the humanoids, who seem to be digging into the dam's base. Huge clods of dirt and stones are being ripped up and tossed behind them.*

Across the stream, in front of you, is a low, wide cave mouth. Standing in front of the cave and within the lines and stakes of an architectural dig are Gorilla Grodd and another Neanderthal, this one big, fat and ugly. He is manipulating a glowing blue device like the one the first Neanderthal had at the museum.

ARGENTINE DIG

1 HEX = 10 FEET

X = CAMBION



Encounter Three: **The Dragon Caves**



S

Setup

Grodd has gotten the idea that the heroes are going to keep interfering with his plans, so he has set up the third experiment as a trap to capture them.

PI Players' Information

Late the next evening, about 10 p.m., Guyavar announces that Grodd is at it again, this time off to the east. He insists that the heroes gather together so he can Teleport them to the site.

Once the players are organized and agree to go: Pop! There's that disorientation again, and the party finds itself standing in the center of a low cave. The chamber is illuminated by a blue glow that comes from the device held by yet another bizarre caveman, this one dressed in a sort of wooden armor. He stands in a niche in front of a heavy wooden door. Next to him is the hulking form of Gorilla Grodd, and in front of them both are several growling cave bears, or bear-people, as they seem to have some human facial features.

There are three other apparent exits from the room, each blocked by a bear-person. The man in the armor snarls out an order, and all the bears lurch to the attack.

GM GM Information

Grodd chose the vast Drachenhohle caves in Austria as the site for his third experiment because of the great numbers of cave bear bones found there. This time Grodd has tinkered with the Animal Transformation Booster, altering it so that the cambions possess a variant form of Grodd's Control power. Whenever a bear-cambion strikes a hero, that hero is infected with a psionic virus that will cause him or her to fall unconscious in a number of phases equal to the character's MIND score. (Unfortunately for Grodd this effort has temporarily weakened him—see Grodd's Combat Tactics below.) Any Dispersed character who passes through or is passed through by a bear-cambion will also be infected.

Bear Cambion

DEX:	5	STR:	6	BODY:	6
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	0		

POWERS:

Control variant (see above). Force Field: 6

LIMITATIONS:

Power limitation: Force Field is a variant, a globe that encircles the cambion with a radius of ten feet. Any creature can push or be pushed through the globe by moving slowly (speed 2 or less). It does not protect the cambion from attacks made within the globe; conversely, the cambion can attack any creature within the globe.

(GM note: The effect of this is to make range attacks ineffective, forcing the heroes to close with the cambions.)

The number of bear-cambions is equal to the number of heroes in the party, maximum 7 cambions.

Grodd's Combat Tactics: due to investing so much power in this Animal Transformation, Grodd finds himself temporarily without his Mental Blast power, and with his STR reduced to 30. For him, this makes his Control power more important than ever. He plans to Control a number of heroes in succession, one by one forcing them into contact with bear-cambions. He is determined that none of the heroes shall escape, so he will first attempt to Control any hero whom he has seen use Dispersal in the previous encounters (most likely Obsidian, if he is present, but maybe Nuklon). Once the hero is Controlled, Grodd will force him or her into contact with a bear-cambion.

(NOTE: If a character contacts a cambion, then Disperses and tries to escape through the rock around the cave, when the hero falls unconscious he or she will drift back into a cave or tunnel, then return to solid form.)

If Grodd is personally hard pressed, he will give up his attempts at Control and just bash his most bothersome attacker. As usual, if the villains are in serious danger of losing, or if the Teleporter Bracelet is damaged, Grodd will collect Bear-Log-Man and Teleport away to the safety of the African cave.

Playing Grodd: Grodd will waste no opportunity to taunt the heroes in this encounter, openly gloating whenever one of them falls to a cambion's Control-virus. GM, this is your chance to be really arrogant and nasty to the "mere humans" — play it to the hilt.

Bear-Log-Man's Combat Tactics: Bear-Log-Man will use his Spirit Club as a thrown weapon to attack any of the heroes that try to stand off and attack him from a distance. His Spirit Club is the only one of the villains' attacks that affects Spirit, so in order to be effective he will have to attack the same hero repeatedly to accumulate significant Spirit damage. Bear-Log-Man will stay with Grodd in the vicinity of the wooden door to try to prevent the heroes' escape.

The Physical Cave: This part of Drachenhohle is a dry limestone cave, with an irregular floor and ceiling. The floor is covered with thousands of bones, with lime-encrusted sticks, stones and charcoal chunks mixed in. The outside surface above the cave is 4 APs straight up through solid rock.

The wooden door is (DEX: 0, STR: 0, BODY: 7).

Unbeknownst to Grodd, the wall at the end of the dead-end tunnel is only blocked by a relatively thin slab of fallen stone (DEX: 0, STR: 0, BODY: 15). If the heroes deduce or guess this, they can bash through the wall and escape or hit Grodd from behind.

T

Troubleshooting

If Grodd's trap fails and he escapes, or if the trap is only partly successful and some of the heroes escape, the GM should persuade the players to return to the cave (if they have left) in order to make sure that the victims of the Animal Transformation are all right. In the cave, the players will find a group of Austrian spelunkers (cave explorers) who were trapped in Grodd's experiment. Some may need medical attention, but the leader of the group, Eric Schmidt, is all right. He is very curious about the whole affair, having never seen costumed heroes or talking gorillas before. One question he will ask the heroes is: "Why did the big gorilla talk to his left bracelet?"

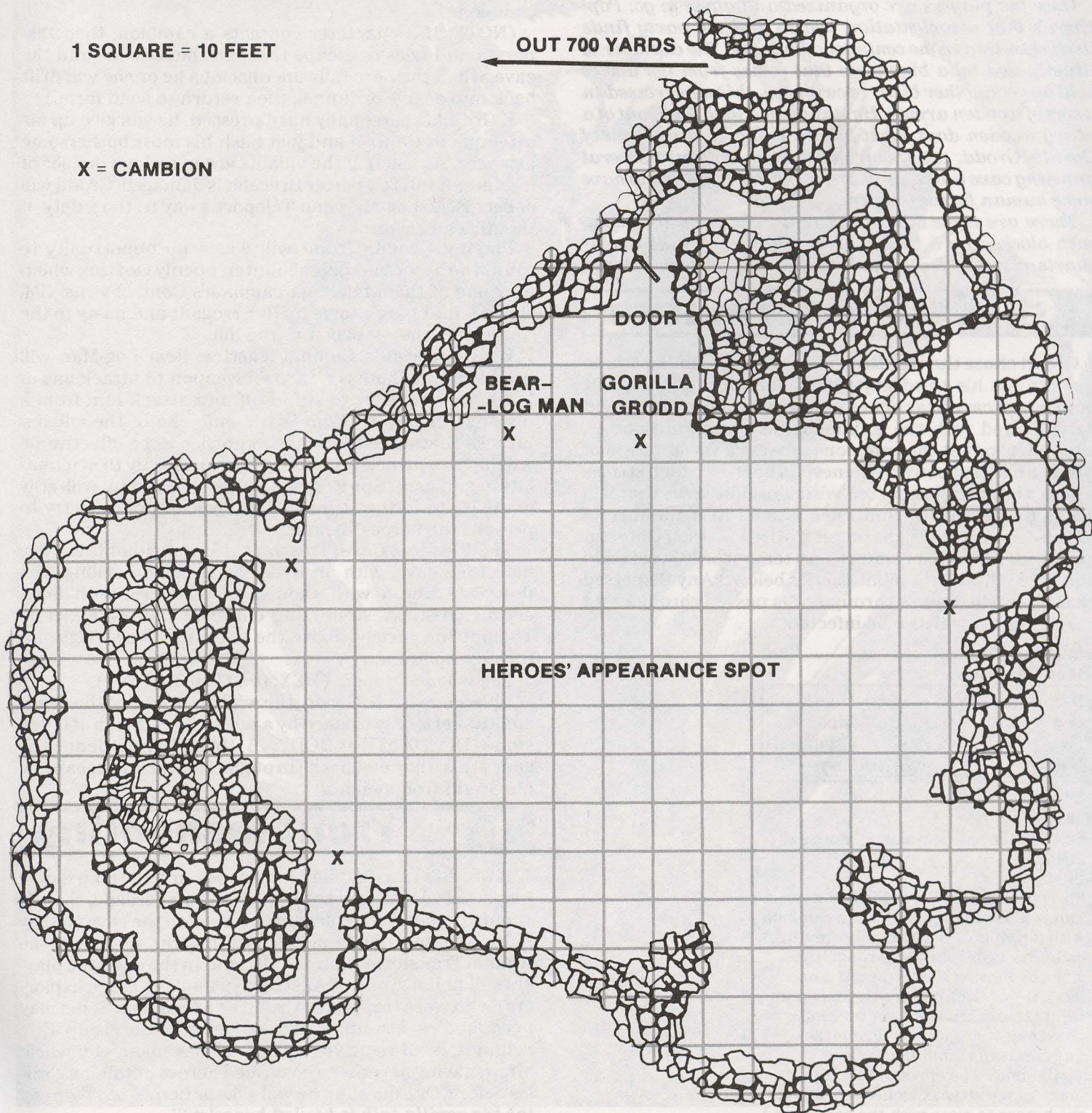
If pressed (OV/RV: 2), he will say that before the group fell under the spell of the glowing blue device, he noticed the big gorilla talking very clearly into his left bracelet. Eric has a good memory, and he remembers that the gorilla said the following: *"Programming for next jump. Destination two and forty-five minutes south, thirty-five and eleven minutes east."*

The players should be able to figure out that this is the latitude and longitude of Grodd's headquarters. Uncaptured heroes will skip Encounter 4 and go straight to Encounter 5. (Captured heroes must still play through Encounter 4.)

DRACHENHOHLE CAVES

1 SQUARE = 10 FEET

X = CAMBION



Interlude



The captured heroes have been taken to Grodd's African cave headquarters, where they will be awakened just long enough to hear Grodd tell them his plans. When returned to unconsciousness, they will be visited by the spirit of Moon Woman, who will take them on a symbolic trip back to the Pleistocene to confront the shamans on their own ground.

PI Players' Information

The captured heroes awaken to find themselves in a granite cave chamber. All of the heroes are tied hand and foot with ropes, and strangely, they find they cannot break loose, no matter how they struggle. Gloating over the heroes' futile attempts to escape their bonds are Gorilla Grodd, the three Neanderthal shamans previously seen, and a fourth one, painted all in blue, who holds one of those glowing blue devices.

Grodd's speech: "Ho, ho, hor! Mighty heroes! Not so mighty now, are you? Now you are as weak and helpless as all the rest of your annoying, doomed race. Infinity, Inc.? Such a pretentious name. Your powers seem all too finite now.

"I have never been so insecure as to need childish costumes or a pretentious name to proclaim my power. I am



Grodd, and that is enough! But in mockery of your feeble attempts to halt my plans, I have decided to name our little alliance Eternity, Inc. You will appreciate the irony of that cognomen when I tell you what I have in store for you and all of your wretched species.

"My associates Skatatak, Yee, Bear-Log-Man and Blue Arkono have come out of the past to show me the answer to human dominance of this planet, and to give me the tools to end that dominance and make me the world's rightful ruler. With their aid, I shall turn back the tide of time and restore the world to the natural balance of the Pleistocene period, the early Stone Age, when humanity was but an unimportant naked ape on the fringes of the evolutionary mainstream!

"You see, the shamans have long had the ability to transform one type of animal into another, but they have never been able to exercise this power upon thinking animals, like humans and gorillas. Never, that is, until they met me. With the shamans' assistance, I have created Animal Transformation Boosters that enable them to extend their power of metamorphosis to intelligent creatures. In order to fine-tune and fully understand this process, I scheduled several experiments, which you so-called 'heroes' stumbled upon and nearly ruined. But no matter. After the fourth experiment, we of Eternity, Inc. should have sufficient understanding of this process to enable us to achieve our final goal: permanent transformation of all modern earthly mammals, including humans, into Pleistocene forms! Your teeming cities will soon be inhabited by nothing but cave bears, glyptodonts and woolly rhinos!

"I have spoken enough. Arkono, you may transform them now."

At the end of Grodd's speech, Blue Arkono steps forward, places both hands on the glowing blue sphere at the top of the booster device, and begins a loud chant in an unknown tongue. The blue light swirls around the chamber, faster and faster. Then there is a sudden flash, and you are blinded for a moment. You feel a wrenching strain, as if all your muscles are cramping simultaneously. Then the blue glow dies and vision returns. In the flickering azure light you can see that you have been altered —changed into Neanderthals!

Grodd speaks again: "A complete success! Heh, heh. How sad that I Hypnotized you while unconscious into believing you were normal nonpowered humans. It would have been amusing to defeat you one more time. However, now the experiments are completed, so there is no reason why we should not go and prepare for the Great Transformation. Arkono, put them to sleep again."

Blue Arkono growls, "Sleep, Transformed Ones."

GM GM Information

The hero-cambions must follow the orders of their Transformer, so all immediately fall asleep.

While the heroes were under his Control power, Grodd Hypnotized them into believing that they were average humans (all Attribute scores 2). Those heroes who have Equipment cannot remember how it works. Grodd will answer no questions, and cannot be enticed into conversation. The heroes will not have enough time during Grodd's speech to work their way out of their bonds. Guyavar is held in a different room.

Encounter Four:

Paradox in the Pleistocene



The sleeping heroes are sent "back through time" to confront the shamans at the source of their power. If they are successful, they will gain the key to the defeat of Eternity, Inc.

PI Players' Information

You dream of an elderly Neanderthal woman with long white hair and milky cataracts in her eyes. She approaches you and says: "I am the spirit of Moon Woman. I knew the evil of the four could not be contained forever, so long and along I waited to oppose them. Perhaps you have been sent to act for Moon against the four. Are you strong enough? Are you good enough? I must know. You shall be tested and if you succeed you will be filled with the righteousness of Moon. Now the test! Moon! Moon! Awaken them into the test!"

Moon Woman disappears, leaving the heroes standing on a barren desert. A brilliant full moon rises over the horizon, then rushes toward the heroes, growing larger and brighter all the time. Brighter than the sun, but with a cold, white light, it bursts overhead, and the heroes awaken to find themselves standing under a tree on an African hillside in the pelting rain.

The heroes are wearing their costumes, and they have their powers back—but they are still Neanderthals. In addition, each hero has a white crescent moon mark in the middle of his or her forehead.

A burly Neanderthal with a spear appears on the crest of the hill and says, "Who are you?" To the heroes' surprise, they can understand his language.

GM GM Information

The spirit of Moon Woman has sent the psyches of the heroes to a facsimile of her time and place of origin, the Central Rift Valley in the Pleistocene. Everything that happens during this collective dream will seem real to the heroes, so much so that the effects of this episode are real and lasting.

Stout Man: The man who has discovered the heroes is aptly named Stout Man. He is on picket (guard) duty around his tribe's camp, and he is surprised to see the heroes. If the heroes treat him as an equal, or pretend to be friendly gods or spirits, Stout Man will be fully cooperative. He will be impressed by the mark of Moon each hero wears on his or her face. If they try to intimidate or bully him, he will be surly and will only be as helpful as he has to be. If he is attacked, he will defend himself.

Stout Man

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

SKILLS:

Weaponry/Melee: 5

EQUIPMENT:

Spear [DEX: 0, STR: 4, BODY: 1]

If the heroes are friendly to Stout Man, he will urge them not to go into the tribe's camp, or the Four Shamans will come out of their cave and make the heroes their slaves. If the heroes make an enemy of Stout Man, he will urge them to go to his camp immediately.

Information: Stout Man can provide the following information. (GM Note: Please remember that the ease of getting this information varies depending upon whether the heroes' actions have made Stout Man friendly or hostile.)

Knowledge Points & Information Revealed

- 1-2 His name is Stout Man; he is a hunter and guard of the Ballek tribe; the tribe is camped over the hill, near Fast Brook, below the Deep Cave.
- 3 The Tribe is ruled by four powerful and cruel shamans; their names are Blue Arkono, Skatatak, Yee and Bear-Log-Man; they do not like strangers.
- 4 Once the tribe was ruled by a wise and good shaman named Moon Woman, and things were better then, but the four shamans stole her power; they dare not kill her for fear of the Moon's vengeance, so they keep her in a guarded cage in the middle of the camp.
- 5 There are some members of the tribe who secretly oppose the four shamans; they would like to depose them and reinstate Moon Woman, but they cannot as long as the shamans possess Moon Woman's soul fetish. Stout Man is a member of the opposition.
- 6 The soul fetishes of Moon Woman and all four shamans are hidden somewhere in the fog-shrouded Fetid Swamp, where it is said they are guarded by terrible monsters. If all the soul fetishes could be stolen from the swamp and given to Moon Woman, she could quickly overthrow the four shamans.

The Neanderthals' Camp: This semipermanent camp is occupied throughout the rainy season. In residence are 47 men, 56 women and 33 children. Thirty-six of the men are hunter-warriors; the rest of the population can be considered noncombatants (unless their lives are threatened). At any given time there are nine men on picket duty, plus four guarding Moon Woman's cage.

Neanderthal Hunter-Warrior

All Attribute scores are 2.

Initiative: 6

Hero Points: 0

SKILLS: Weaponry/Melee Weapons: 4

EQUIPMENT: Spear (DEX: 0, STR: 0, BODY: 1, EV: 4)

Almost half of the hunters are members of the opposition, but they must act as if they are loyal, and they will fight the heroes if ordered to do so by the shamans. If approached singly, however, there is an even chance that a hunter will be an opposition member or loyal to the shamans (roll one die: 1-5 means opposition, 6-0 means loyal). The hunters guarding Moon Woman are always loyal to the shamans.

All members of the tribe have the same knowledge as Stout Man (except for the fact that Stout Man is a member of the opposition). An individual's eagerness to give information to the heroes depends upon the person's loyalty to the shamans and how he or she is treated. None of the tribespeople will be willing to help the heroes fight the shamans until Moon Woman's soul fetish is returned to her.

Moon Woman: Moon Woman will not do anything to help the heroes against the shamans until they bring her soul fetish to her. If they free her from the cage (DEX: 0, STR: 0, BODY: 5), she will gladly lead them to the edge of the Fetid Swamp, but that is as far as she will go. If the heroes defeat the shamans without first stealing their soul fetishes, Moon Woman will tell them that she can return them to the present if her power is restored, so they must first retrieve her soul fetish from the Swamp.

Moon Woman

DEX:	5	STR:	2	BODY:	3
INT:	4	WILL:	5	MIND:	4
INFL:	9	AURA:	8	SPIRIT:	9
INITIATIVE:	18	HERO POINTS:	60		

POWERS:

Animal Transformation: 5, Animal Mimicry: 3, Broadcast Empath: 4, Mystic Link: 6, Precognition: 4, Recall: 8, Spirit Travel: 10, Telekinesis: 10

LIMITATIONS:

Power Limitations: Moon Woman's Soul Fetish must be hidden in a place of her own choosing, or all her powers are ineffective.

The Shamans: The shamans are inside their cave, plotting the conquest of the whole race of Neanderthals. If the camp or the guards are attacked and the alarm is raised, the shamans will come out of their cave and assault the heroes, ordering all the hunter-warriors to join in. If they are attacked in the cave, they will defend themselves (use the map for Encounter 5 for the outline of the cave).

The shamans will behave as if they've never met the heroes. No wounds or losses taken in previous encounters will affect the shamans in this one; they are completely fresh, with their Hero Point totals at the maximum possible for each shaman. If they are defeated, nothing short of a Mind Probe can force them to talk about where the soul fetishes are hidden or what guards them.

The Fetid Swamp: This malodorous marsh is completely enshrouded in a permanent Fog of 4 APs. It is generally about 5 feet deep, with scattered deeper spots, so it is possible for most characters to wade it. However, the bottom is so mucky, and the water is so thick with rotting organic matter, that no wader could move faster than one-quarter normal speed. Furthermore, each wader will be attacked once every 4 APs of time by a rhamphosuchus.

Rhamphosuchus (Giant Crocodile)

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

There is a submerged causeway leading from the far edge of the swamp to the island where the fetishes are hidden. It cannot be spotted just by looking at the surface of the water—only probing (or X-Ray Vision) will reveal it. The causeway is a safe path to the island. The water on the causeway is only 3 to 4 inches deep, and the rhamphosuchuses avoid it.

The Decoy Island: Both of the islands in the swamp are covered with moss and lichen, but only this island has an obvious cave mouth near its center. This cave is a decoy;

the tunnel goes in ten feet, turns a corner and dead-ends. The island itself acts as a sort of magical trap. Any person who sets foot on the island will be stuck to the ground as if by a glue of STR: 8. It will take in excess of 8 RAPs to remove the character from the island's surface.

The Fetish Island: There is a cave entrance on this island in the same place as on the Decoy Island, but this one is hidden by a screen of moss and lichen. The entrance is small, only three feet in diameter; Inside, the tunnel widens out to a diameter of ten feet.

The Guardians of the Fetishes: The tunnel ends in a roughly circular chamber. The last 15 feet of the tunnel radiate a permanent Aura of Fear of 6 APs; each character who attempts to pass through this part of the tunnel must check once to see if he or she falls victim to the fear.

In the center of the floor of the chamber is a shallow grave pit, and in the pit lies a withered Neanderthal mummy. This is actually a vampire who guards the fetishes. She wears the soul fetishes of Moon Woman and all four shamans tied to a belt around her waist. When the first character enters the chamber, she will sit up and say, "Greetings, Food." She will then attack.

Vampire

DEX:	5	STR:	6	BODY:	7
INT:	3	WILL:	5	MIND:	4
INFL:	8	AURA:	7	SPIRIT:	8
INITIATIVE:	16	HERO POINTS:	10		

POWERS:

Dispersal: 6, Phobia: 5, Regeneration: 8, Vampirism: 8

LIMITATIONS:

Power Limitation: If exposed to direct sunlight, all powers are ineffective.

(GM NOTE: It's not sunny on the surface of the island due to the Fog, which extends to a height of 2 APs. Besides, it's probably raining.)

If she is opposed to more than one hero, she will summon revenants (undead spirits) to help her. There will be a number of revenants equal to the number of heroes. The revenants will appear out of the floor as blue smoke, then solidify into physical forms and attack (this materialization process takes one phase).

Revenant

DEX:	4	STR:	5	BODY:	4
INT:	2	WILL:	1	MIND:	1
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:	0		

POWERS:

Magic Blast: 4

LIMITATIONS:

When the vampire who summoned them is defeated, they dematerialize and vanish.

The Soul Fetishes: These strange little objects are the foci that draw power from the netherworlds for Neanderthal shamans. If another gains control of his soul fetish, a shaman loses all his powers. If a soul fetish is destroyed, then the shaman loses his powers until the next new moon, when he can construct a new fetish (at which time his powers are regained).

Skatatak's soul fetish is a small leather bag containing various carnivores' teeth and dried aromatic herbs. Yee's fetish is a mummified human heart skewered with ornamental bone pins. Bear-Log-Man's fetish is a conch-shell rattle mounted on a knobby stick. Blue Arkono's fetish is a small blue ape-man of fired clay. Moon Woman's soul fetish is the shrunken head of an albino child, complete with hair. The child is smiling.

If Moon Woman's soul fetish is returned to her, all her powers will come back, and she will move to defeat the shamans.

If she is given the fetishes, or the fetishes have been destroyed, this will be no problem. If still in her cage, she will use her Telekinesis to burst out of it. (The Neanderthal tribespeople all cheer — even the ones formerly loyal to the shamans, who are no dummies.) She will then move up to the cave. The shamans, having lost their powers, will be cowering inside. She will Telekinetically cause a landslide above the cave mouth that will bury the cave and seal the shamans within (where weird volcanic gases will put them into suspended animation). She will then place the shamans' soul fetishes (if undestroyed) in a niche outside the cave, under a spindle-shaped boulder, where they will be ready for use against the shamans should they ever try to break out in the future.

If the heroes have for some reason brought back only her soul fetish, leaving the shamans' fetishes behind, the shamans will still have their powers and Moon Woman

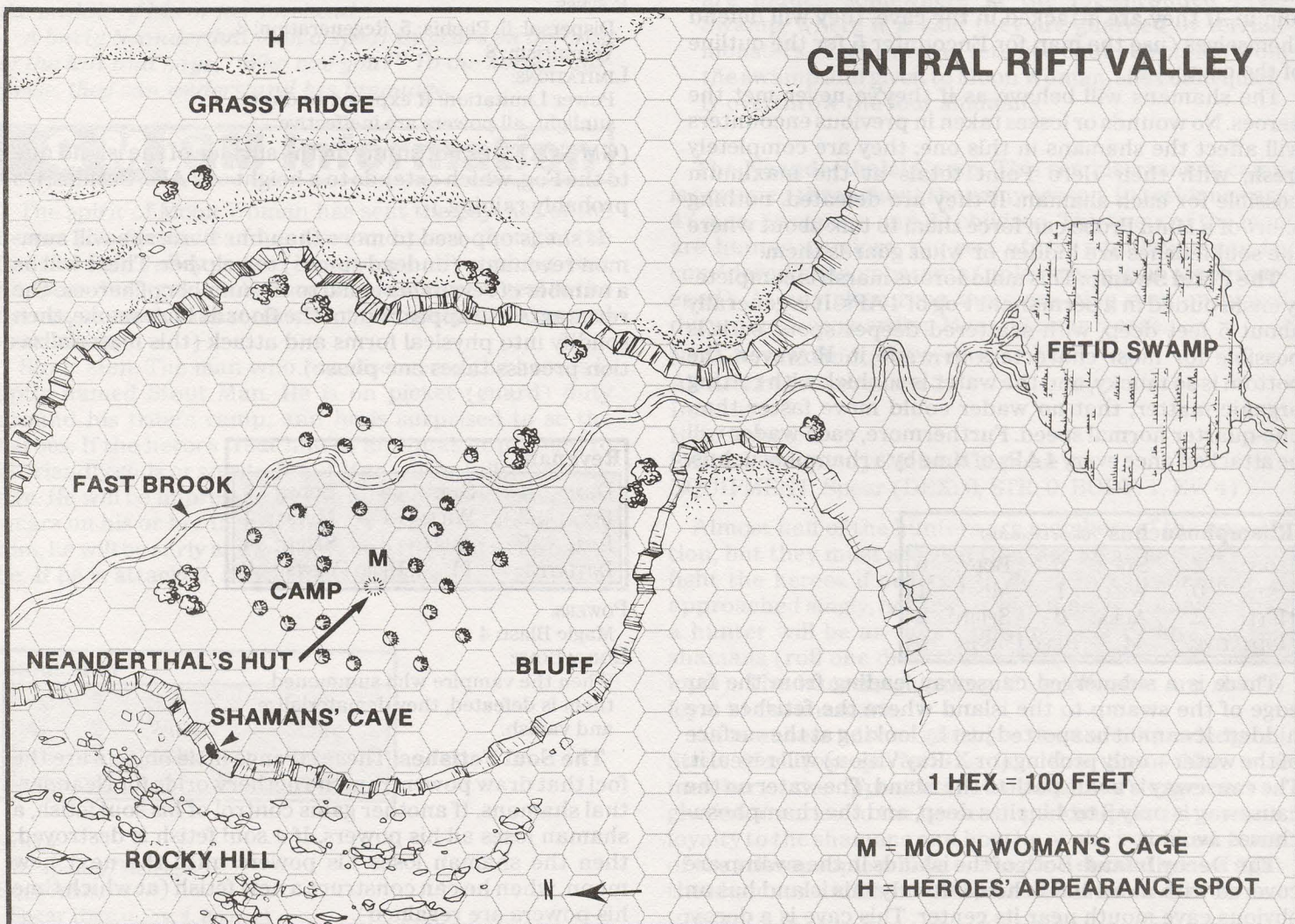
will ask the heroes to join her in fighting them. If the shamans are then defeated, Moon Woman will require the heroes to go back to the swamp and get their fetishes before she will agree to send them back to the future. She will then bury the shamans in their cave and hide the fetishes as described above.

Once the shamans are defeated and buried, and the fetishes are hidden, Moon Woman will summon the moon-flash and send the heroes back to their own time period. (Go to Encounter Five.)

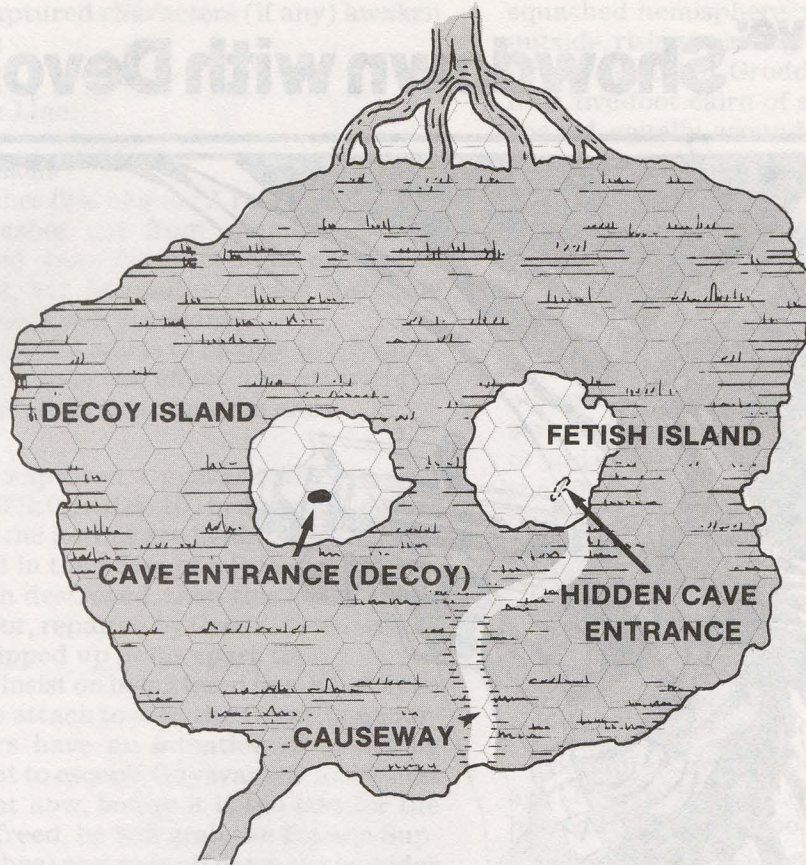
T Troubleshooting

When the heroes first arrive in this dream of the Pleistocene, they may assume that all the Neanderthals are their enemies and immediately attack them. The GM cannot afford to allow them to alienate the entire tribe—they must befriend one Neanderthal at some point if they are to find out at least some of the information about Moon Woman and the fetishes. If the players are incurious about the local situation and ask no questions, it may be necessary to lead them on a bit with hints from tribespeople about “the sacred prisoner” and how things used to be better, and may be better again.

If the heroes somehow destroy all of the soul fetishes, including Moon Woman's, they'll just have to do all the work of defeating the shamans themselves. They will then have to wait three weeks until the new moon (when Moon Woman can dedicate a new fetish) before they can be sent back.

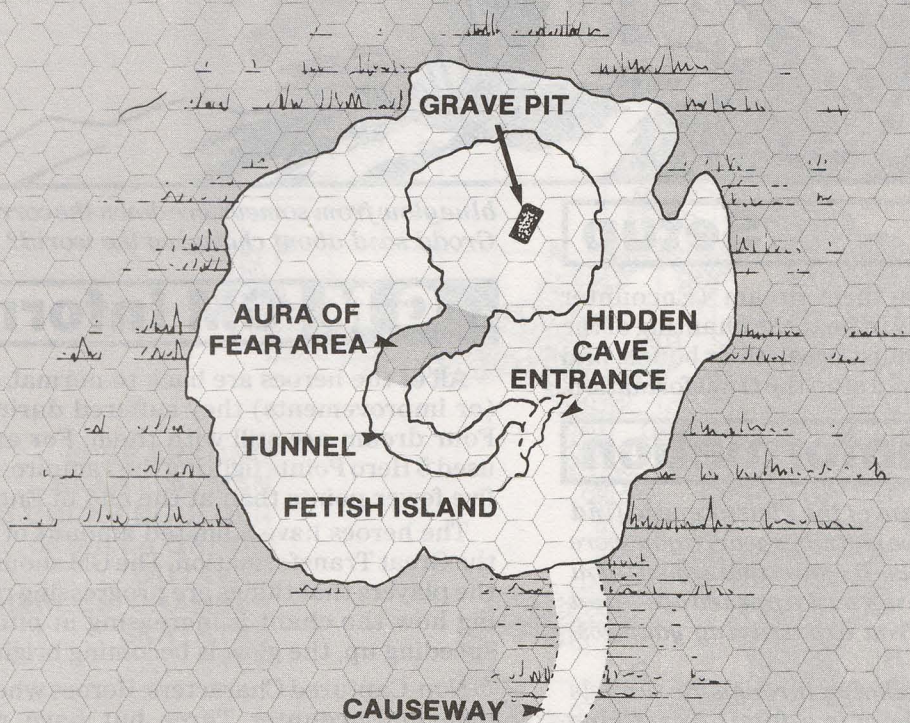


FETID SWAMP



1 HEX = 40 FEET

FETISH ISLAND



1 HEX = 10 FEET

Encounter Five: Showdown with Devolution



S

Setup

The players awaken from their dream (Encounter Four) restored to normal, only to hear the chanting of the Great Transformation. They must break their bonds, find their way to the Dome Room and stop the transformation.

PI Players' Information

You awaken from your dream of the Pleistocene to find yourself still bound in the cave chamber where you were transformed into Neanderthals. To your amazement, you see that you are back to your normal appearance—and your powers have returned! You are wearing your costumes and equipment.

You hear a guttural chant echoing through the tunnels from some distance away. There is a familiar pulsing

blue glow from somewhere down the corridor. What was it Grodd said about changing the world?

GM GM Information

All of the heroes are back to normal, but any damages (or improvements) they suffered during the Encounter Four dream are still with them. For example, if a hero used 5 Hero Points fighting the vampire, he or she now has five fewer points than at the end of Encounter Three.

The heroes have a limited amount of time to break up the Great Transformation. The GM should make it clear to the players that things are progressing rapidly by describing how the chant is increasing in pitch, the rhythm is speeding up, the glow is becoming brighter, etc.

Non-Captured Characters: Heroes who escaped Grodd's trap in Encounter Three but have managed to find

Grodd's lair will arrive at the entrance to the cave at Phase 1, just as the captured characters (if any) awaken in their chamber.

Encounter Five Time Line:

Phase	Occurrence
1	Heroes awaken.
10	Chant reaches first climax: A rolling blue wave of light washes out from shamans; heroes transformed into Neanderthals again (all Powers lost, but Attributes remain the same and equipment still functions).
13	Treachery: Grodd starts to change to a Neanderthal, but resists the effect and attacks the shamans; Great Transformation ends.

Guyavar: If he was captured, Guyavar is tied up with steel cables (DEX: 0, STR: 0, BODY: 10) in a small chamber near the room where the heroes are held. To prevent his Teleporting, he is held in the beam of a Psionic Suppressor. (If it has not been destroyed, then this is Guyavar's own Psionic Suppressor, repaired by Grodd. Otherwise, it is one that Grodd whipped up in his spare time.)

Guyavar will loudly insist on being freed immediately so that he can join in the attack to stop the Great Transformation. If the players have no intention of attacking Grodd but merely want to escape, Guyavar will insist that they must attack right now, before it is too late for the whole world. If he is freed, he will grab the Psionic Suppressor (if no one else has) and race off down the corridor toward the Dome Room. Once in the Dome Room Guyavar will attack Grodd, preferably with the Psionic Suppressor.

The Dome Room: This large chamber is shaped like a squashed hemisphere, with ceilings ten feet high at the outside, rising to a height of thirty feet at the apex, above Grodd's position. Grodd stands in the center of the room on a five-foot cairn of small boulders. The shamans are spaced equally around the edge of the chamber, each hunched over his glowing Animal Transformation Booster. All of them are chanting.

Thousands of flowing blue images of Stone Age animals whirl around the room in a counterclockwise maelstrom. The spinning spectral creatures look like luminescent cave drawings. Some of them are solid-looking, some are mere outlines. They apparently pass right through solid objects without slowing or being affected in any way. Each object or person in the room is touched by these things several times per phase. These images temporarily drain or add energy to whatever they touch, with the result that the effect of any action in the room may be strengthened or weakened:

Every time a standard action (such as an attack) is performed, determine the effect of the attack, then determine whether it has been altered by the images.

Roll one die (1D10):

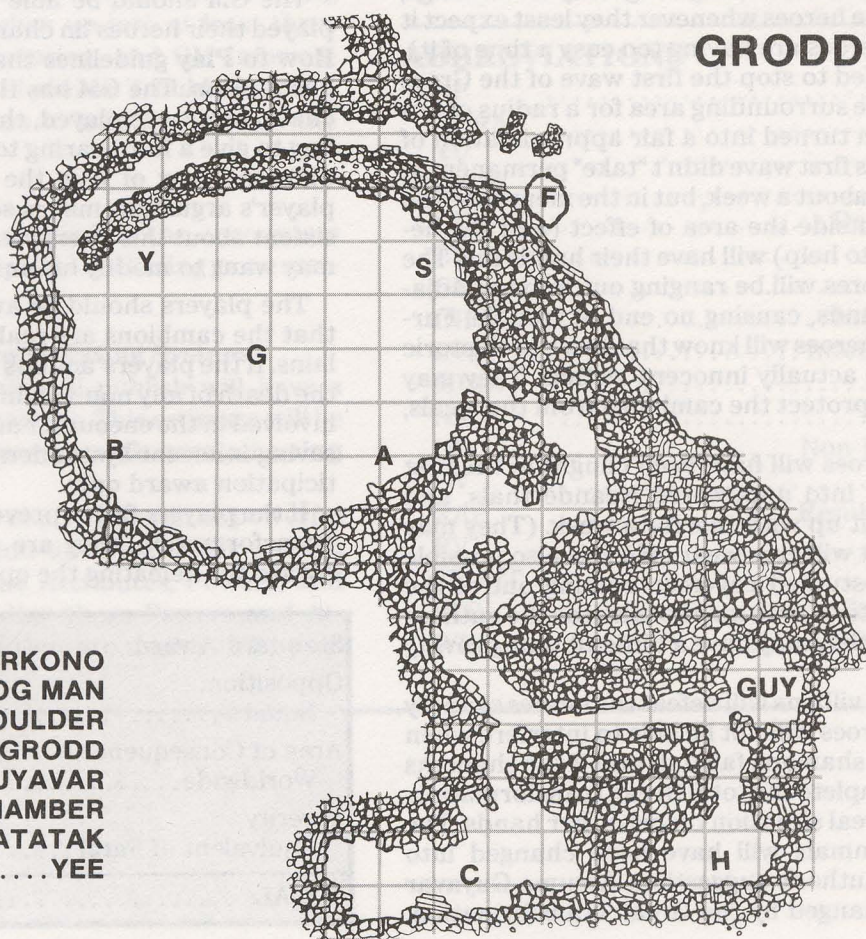
- 1 or 2 The effect is halved
- 3 to 8 Normal effect
- 9 or 0 The effect is doubled

Example: Grodd punches Nuklon for six APs of damage. The die is rolled, and comes up 2, so the effect is halved to only three points of damage.

Stopping the Transformation: There are two ways to stop the Great Transformation. One is to destroy at least two of the Animal Transformation Boosters. Now that

GRODD'S CAVE

SQUARE = 10 FEET



- A BLUE ARKONO
- B BEAR LOG MAN
- F ... FETISHES UNDER BOULDER
- G GORILLA GRODD
- GUY GUYAVAR
- H HEROES' CHAMBER
- S SKATATAK
- Y YEE

they are started, these devices will continue to run by themselves unless they are interfered with.

The second way is to make all four shamans powerless. This can be done by rendering them all unconscious, or by getting hold of their soul fetishes, which are still hidden in the niche under the spindle-shaped boulder outside the cave entrance (if they were not previously destroyed in Encounter Four).

Eternity, Inc.'s Tactics: Grodd will attack the heroes (or Guyavar) as soon as he is aware of them. He will use Control first, then physical power, possibly throwing boulders from the cairn beneath him if this seems like a good idea.

The shamans will try to protect their Animal Transformation Boosters, attacking from a distance when possible rather than leaving the Boosters.

GM NOTE: The shamans are affected by any damages or loss of Hero Points suffered in Encounters 1-3. They are not affected by anything that happened to their dream versions in Encounter 4.

T Troubleshooting

If the players fail to stop the Great Transformation before phase 10, the first wave of Transformation will roll out of the chamber in a great blue pulse, moving outside into the valley and starting its work of metamorphosing the world's mammals. The heroes will change back into Neanderthals, losing most of their powers. They will get a second chance to stop the effect at phase 13, when Grodd will realize that the shamans are trying to transform him into a powerless Neanderthal. The villains will start fighting each other, giving the heroes one last opportunity to redeem themselves.

Endgame

Aftermath

If the players have been completely successful, they will have captured Grodd and all five shamans. Guyavar will relieve them of the problem of what to do with the villains by offering to Teleport them all back to "where he came from" (Gorilla City), where they will be imprisoned and, if possible, rehabilitated.

If the players were successful in stopping the Transformation, but some of the villains escaped, the GM may find it useful to keep them waiting vengefully in the wings, ready to strike at the heroes whenever they least expect it (i.e. whenever the heroes are having too easy a time of it).

If the players failed to stop the first wave of the Great Transformation, the surrounding area for a radius of ten miles will have been turned into a fair approximation of the Pleistocene. This first wave didn't "take" permanently, and will wear off in about a week, but in the meantime the local people just outside the area of effect (and the heroes, if they decide to help) will have their hands full. The Pleistocene carnivores will be ranging out into the adjacent agricultural lands, causing no end of trouble. Furthermore, only the heroes will know that these prehistoric killer cambions are actually innocent victims. They may feel duty-bound to protect the cambions from the locals, and vice-versa.

Note that the heroes will have been caught in the first wave and changed into unpowered Neanderthals, and they will have to put up with this for a week. (They may begin to wonder if it will ever wear off.) It is also possible that a bunch of costumed cavemen coming out of the center of the prehistoric area may be taken as the authors of the catastrophe; they may have a difficult time proving their innocence.

It may be that the villains will defeat the heroes soundly enough that the heroes will not be able to interfere when Grodd and the shamans fall out; and if the shamans beat Grodd and complete the total Great Transformation, the GM will have a real situation on his or her hands. The whole world's mammals will have been changed into Stone Age forms. Author's suggestion: Assume Guyavar was relatively unchanged by the Great Transformation.

Have him Teleport the heroes to Gorilla City, where they can gather together a number of super-scientific devices (abandoned when most of the gorillas changed into camelpards, or whatever). These devices can compensate for the heroes' loss of powers. Then they can go back and try to capture the four shamans. If successful, they can force the shamans to reverse the Transformation process, and everything will be (almost) back to normal.

Awards

The GM should be able to decide if the players roleplayed their heroes "in character" by checking against the **How to Play** guidelines that accompany each character description. The GM has the final word on how well the characters were played, though he or she should be willing to give a fair hearing to a player who sincerely had a different view of how the character should act. If the player's argument makes sense, and the player was consistent about this interpretation of the character, the GM may want to modify his or her decision.

The players should be aware from Encounter One on that the cambions are really innocent victims of the villains. If the players' actions (or inaction) directly result in the death of any non-villain NPCs or cambions, the heroes involved in the encounter are not entitled to the award for saving innocent bystanders; they are eligible for the participation award only.

If the players fail to prevent the first wave of the Great Transformation, they are not eligible for the Standard Award for defeating the opposition.

Standard Award	
Opposition:	
Equal	20
Area of Consequence:	
Worldwide	15
Severity	
Equivalent of Fatal	15
TOTAL:	50

How to Use This Book

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

Gamemaster's Introduction

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

Characters

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

Encounters

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

Places

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

A Note on the Module Difficulty Rating System

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

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

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

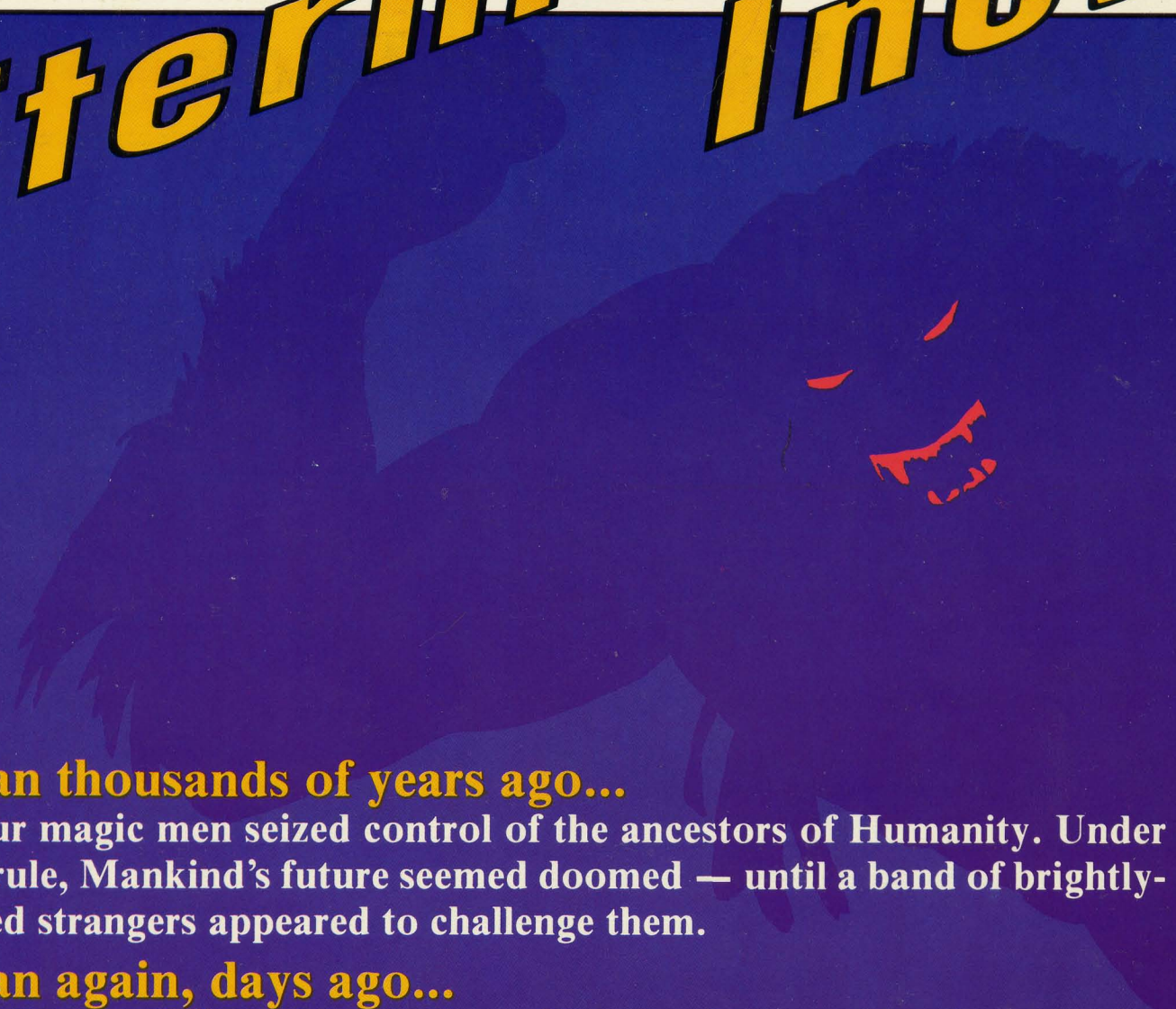
Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters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

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

ABBREVIATIONS

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

Eternity, Inc.



It began thousands of years ago...

Four magic men seized control of the ancestors of Humanity. Under their rule, Mankind's future seemed doomed — until a band of brightly-dressed strangers appeared to challenge them.

It began again, days ago...

Gorilla Grodd[™], searching for new allies after his expulsion from Gorilla City[™], discovers the bodies of the four magic men — frozen in time!

They have waited an eternity for their revival. Now, with Grodd's leadership and technology, they will have their revenge.

And Infinity, Inc.[™] must stop them before the world is thrown into its darkest age!

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