

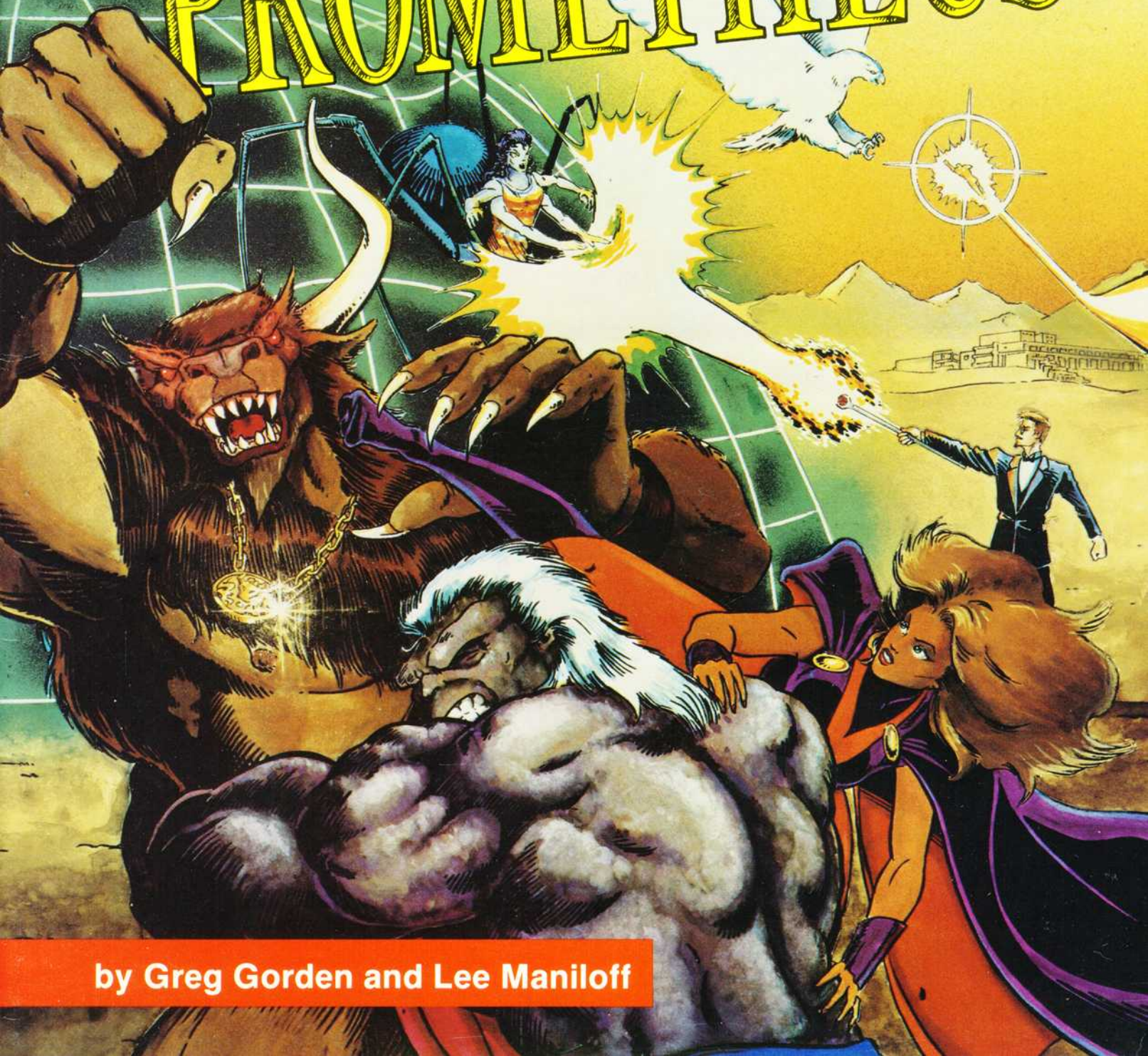


HEROES

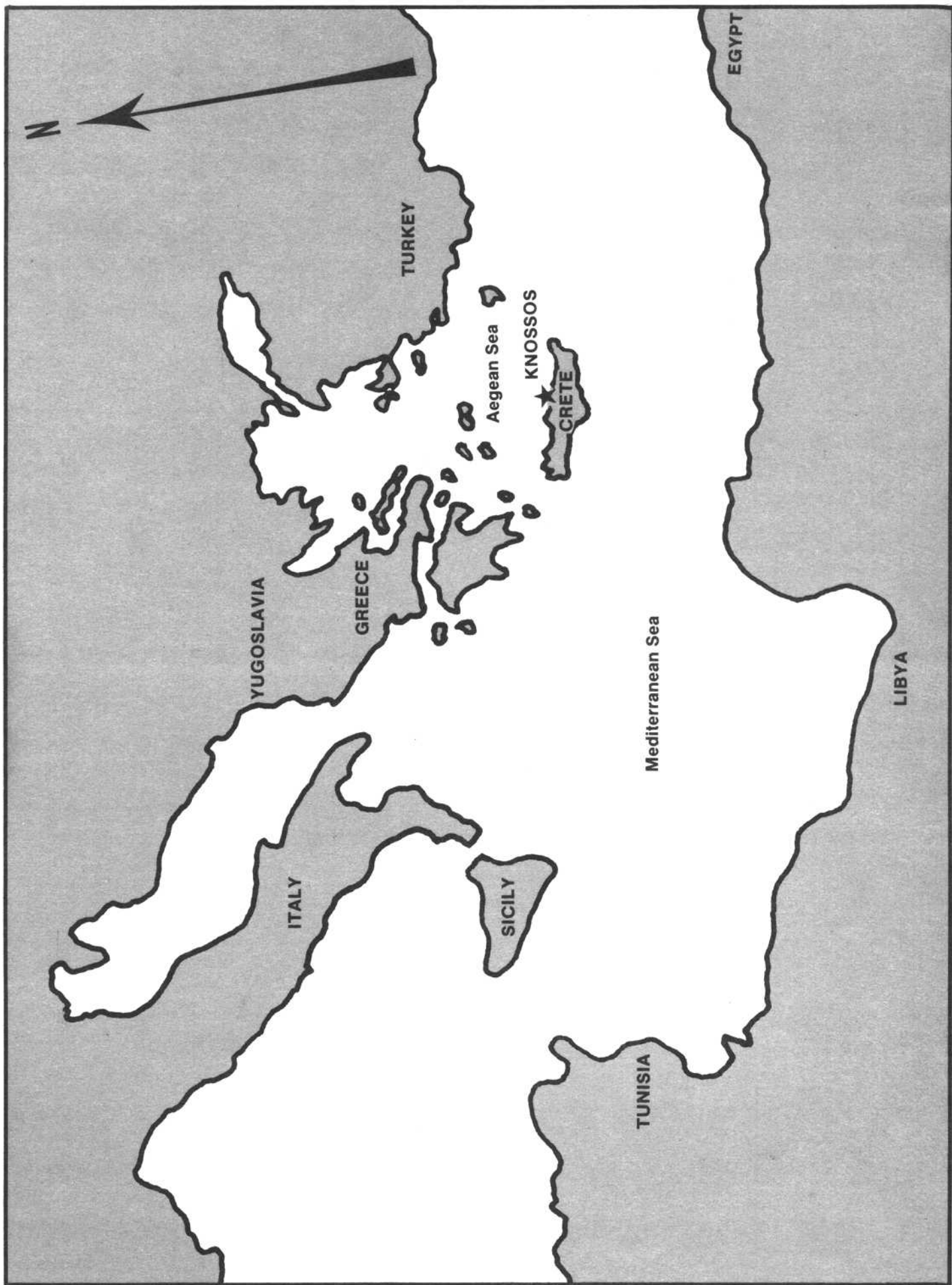
ROLE
PLAYING
MODULE



PROJECT PROMETHEUS



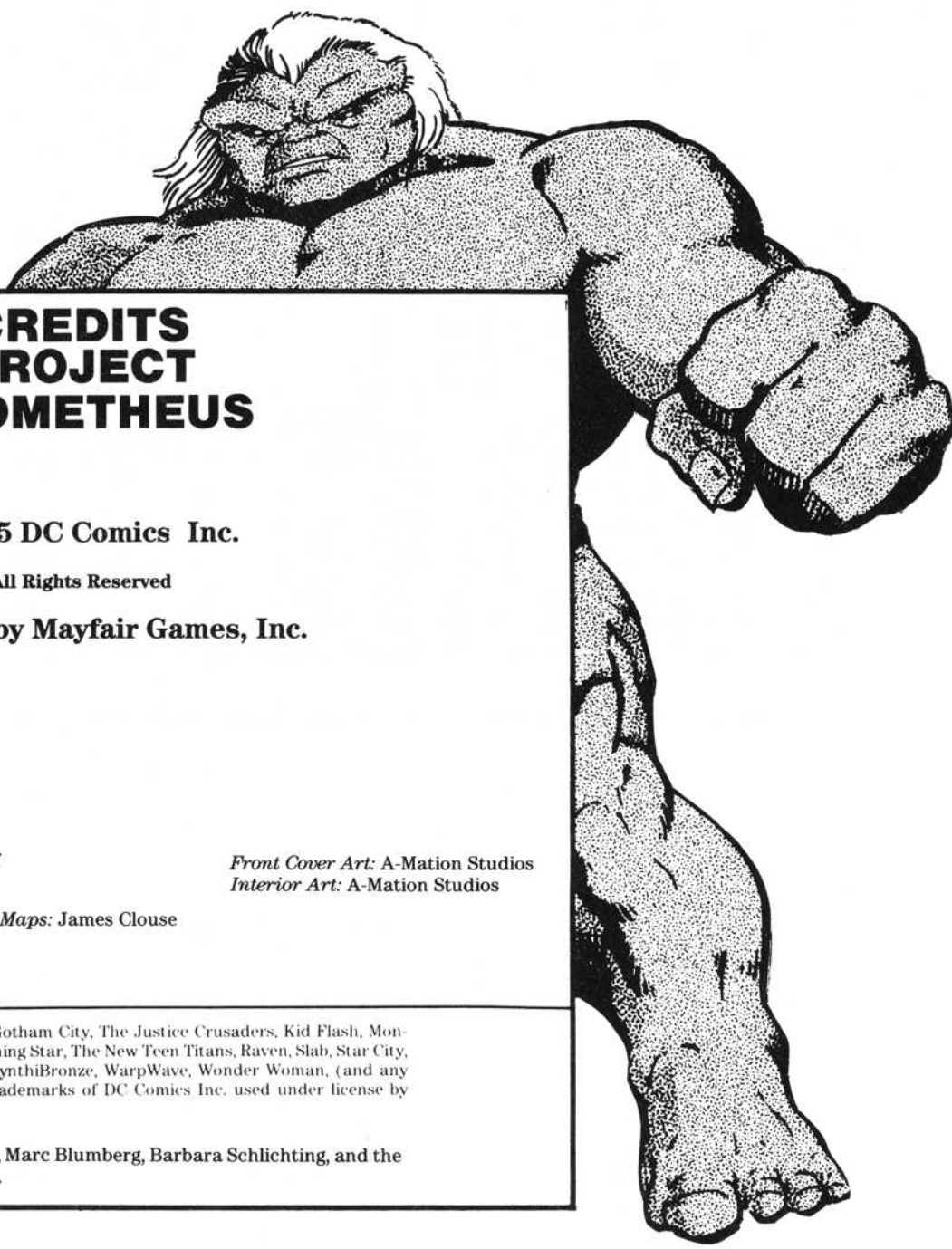
by Greg Gorden and Lee Maniloff



PROJECT PROMETHEUS

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Gamemaster Notes

HISTORICAL BACKGROUND The Myth of King Minos

There once was the mighty city of Knossos on the island of Crete. From here, ships sailed around the world to trade and bring civilization to the herders of Greece. Scholars from Egypt, Africa, and every part of the world resided here.

King Minos I was the son of Zeus and Europa. He gave wise laws to Crete which remained in force for over 1,000 years. He eventually passed the throne on to his son, King Minos II.

Mighty as he was, King Minos II found tragedy. To his wife was born the Minotaur, a creature of fury bound in flesh. King Minos hired Daedalus to build the labyrinth, a maze of a thousand rooms, to hold the Minotaur.

King Minos II had another son, Androgeus, who was a superb athlete. Androgeus won the Olympic Games at Athens, but died as a result of the schemes of the King of Athens. King Minos sent the ships of Knossos to Athens for vengeance, to gather tribute from the Greek King. He demanded seven sons and daughters of Athens, a yearly tribute of flesh for the feasting of his monstrous son, Minotaur.

One year, Athens sent Theseus among the seven men. He had already garnered glory as a warrior; he was strong, shrewd, proud, and skillful.

Ariadne, the daughter of Minos, fell in love with Theseus. She gave him a ball of thread so he might retrace his path out of the labyrinth, and armed him with a weapon. Theseus hunted the Minotaur...and the Minotaur hunted him. They found and fought each other, the winner keeping his life. The goddess of victory blessed Theseus.

Additional Myths

Talos

Talos was a bronze man of great strength forged by the smith-god Hephaestus. Talos attacked by hurling boulders at opponents or by heating his body to the temperature of a forge and then giving a lethal embrace. A small flaw in tempering left Talos vulnerable to attacks on his heel. He was defeated by Medea, an enchantress who later married the same King of Athens who had Androgeus killed.

White Eagle

The White Eagle was considered an omen from Zeus, the king of the gods. Zeus once changed himself into a white eagle in order to kidnap Ganymede, a Trojan boy, to become cupbearer to the gods.

History

The Minoan civilization was the first Aegean civilization whose achievements compared with those of the more ancient civilizations of Egypt and Sumer. Minoan traders travelled to Egypt, to Greece, to Asia Minor and North Africa, bringing back goods and knowledge which the Minoan scholars would catalog and use to increase Minoan technical prowess.

The Minoan culture was a mixture of many peoples, including Achaeans, Dorians, Eteocretans, Kydorians, and Pelasgians. The Greek philosopher Aristotle credited the invention of the Cretan caste system to King Minos.

The Minoan caste system divided societies into scholars, warriors and farmers. The scholars had the most power and prestige for they controlled the high technology of their time: the manufacture of bronze tools, civil engineering such as roads, and navigation. The warriors were second in prestige but few in number, perhaps the smallest of the Minoan castes. The great bulk of the people fell into the farmer class, which included merchants.

Crete was unusual in that it had almost continuous, peaceful development...until about 1450 B.C., when the Minoan civilization was destroyed by what was most likely an explosive eruption of a volcano on the island of Santorini. Crete now fell into the shadow of the civilizations of ancient Greece.

STORYLINE

The new King Minos has hopes of preserving a safe Crete and developing a nation free of the threat of both man-made and natural catastrophe. He believes that accomplishing this would begin a Minoan renaissance. The Prometheus Shield is his first and most important step in this direction.

King Minos has contacted Dr. Daedalus, whose expertise Minos needs to build the Solar Anti-Particle Catalysts. Daedalus has been swayed by the utopian vision of Minos; Minos and Daedalus have a "kidnapping" devised as a means of getting Dr. Daedalus away from the security forces of S.T.A.R. Labs, where the doctor is working on an important satellite defense program for the United States government.

Unknown to King Minos and Dr. Daedalus, the villains Arachnae and Minotaur have other uses for Prometheus Shield's technology. Arachnae is modifying the Prometheus Shield into a mind control device called the MindWeb, by which Arachnae and Minotaur hope to rule all of

the Mediterranean area. While ignorant of the details of the plan Minos' daughter Ariadne suspects Arachnae.

At the start of the adventure, the Player Characters are attending a football game. The White Eagle kidnaps Daedalus from the stands during this game, meeting a fast jet to take the doctor to New Knossos on Crete.

Responding to an alarm at their headquarters, the Player Characters discover Major Sam MacMurphy of United States Intelligence waiting for them. The Major tells them what he knows about King Minos and his crew, and asks the Player Characters to go in and scout out the area. An invitation to dine with King Minos arrives at this time.

The Player Characters go to Crete, taking the transportation offered by either Minos or Sam MacMurphy. Depending on the course of action they take, the Player Characters will have several encounters: a confrontation with Arachnae and her allies, a meeting with Dr. Daedalus, and a royal dinner with King Minos.

If the Player Characters do not act wisely, Daedalus will be murdered shortly after the dinner. In the scant hours between the death of Daedalus and the dawn assault of American forces, the Player Characters must find a way of defeating Arachnae's plan. Unfortunately, she is well prepared.

If the Player Characters arrive at an encounter location before the time indicated in the timeline the physical environment remains the same, but the Non-Player Characters that would normally be involved in that encounter will not be present. As GM, you should decide when the Non-Player Characters are to be brought into the encounter.



ADVENTURE TIMELINE

Monday 10 PM: Fourth Quarter of the football game.

About 10:15 PM: Lights in Stadium are blacked out. White Eagle captures Dadaelus.

10:17 PM: White Eagle arrives at get-away jet. Minoan soliders responsible for Blackout are captured.

10:17+ PM: Game ends. Fights break out in the stands.

10:30+ PM: Major MacMurphy at Player Characters' HQ.

11:00 PM: Invitation arrives.

Tuesday 5:40 AM: Invitation trip begins.

10:00 AM: United States Intelligence trip begins.

Wednesday 10:00 AM: Player Characters arrive in Rome, met by Minoan soldier. The time is in local time.

10:40 AM: Player Characters arrive on Crete if they responded to the invitation.

10:40 AM: Ariadne shows Player Characters to their quarters and offers tour of Knossos.

(Variable): Encounter with Dr. Dadaelus. Encounter with Arachnae at the Dispersion Grid.

6:00 PM: Arrival time if arriving by USI transport. Possible encounter with Arachnae and allies.

7:00 PM: Dinner with King Minos.

9:45+ PM: Arachnae and Minotaur leave the dinner to go to the Power Core.

11:00 PM: Dadaelus enters the labyrinth

to put the Damper in the Power Core.

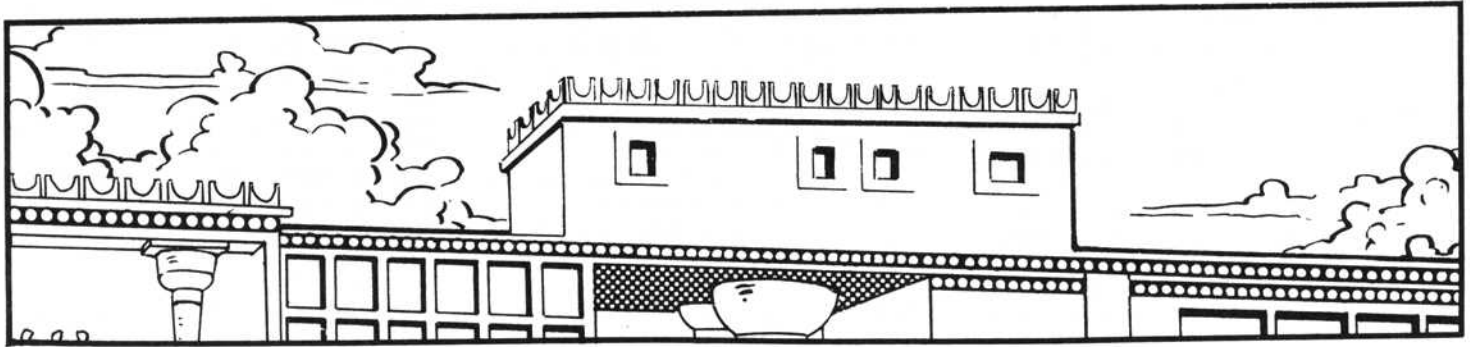
11:30 PM: Dadaelus is killed (unless Player Characters intervene).

3:30 AM: Player Characters awoken with news of Daedalus's death (if he has been killed).

4:00+ AM: Player Characters descend into labyrinth if they have not yet done so (and are free to move about New Knossos).

5:00 AM: Arachnae completes the Mind-Web. She will activate it as soon as she is attacked by the Player Character, or the United States Intelligence forces attack.

6:20 AM: United States Intelligence forces begin their assault on New Knossos. They release the Player Characters if they are held captive.



NOTES ON PLAYER CHARACTERS

Project Prometheus has been designed to give you and your group the opportunity to play a scenario with Player Characters that you and your group generate yourself. However, if you wish to run Project Prometheus but you don't have the time to create your own Player Characters, you may run this module using the Justice Crusaders, the group that is described in the Character Section of this book.

If your group is designing its own characters, keep in mind that this adventure has been designed for four characters generated from 500-1000 Hero Points each. The ideal character is one generated with about 500 Hero Points (or a character based on 250 Hero Points with 4 to 6 adventures behind him).

It is quite possible that you may have to make adjustments to certain parts of this adventure when using a group other than the Justice Crusaders. It may be helpful to you as the GM to use the following guidelines:

First, read the adventure through keeping both your group's characters and the Justice Crusaders' statistics handy. Whenever you come to an encounter which calls for the use of the Action and Result Table, do the following:

1—Pick the Justice Crusader who has the best chance of succeeding in the action being attempted.

2—Assuming no use of Hero Points, find the number which the Justice Crusader would have to roll to get positive RAPS.

3—Pick the Character in the campaign group who has the best chance of succeeding in the same situation.

4—Adjust the Attributes (or Opposing Values and Resistance Values) in the encounter so the campaign character would have to roll the same number as the Justice Crusader.

Balancing Attributes

EXAMPLE: There is a combat involving Minotaur. A physical attack is made. Mongoose (DEX 8 and Superspeed 8, used as Effect Value) has the best chance of damaging Minotaur (DEX 3, BODY 14). Mongoose would have to roll at least a 15 to effect Minotaur.

The campaign group has a character with 31 APs of Flame Project. Increase Minotaur's BODY into the range of 46-50 APs. Now the campaign character needs an 11 to effect Minotaur.

You should do this process for the villains too. Minotaur needs a 21 to hit Mongoose, who is the most difficult Justice Crusader to hit physically. Minotaur

should need no more than a 21 to hit the quickest member of your group; adjust his DEX accordingly.

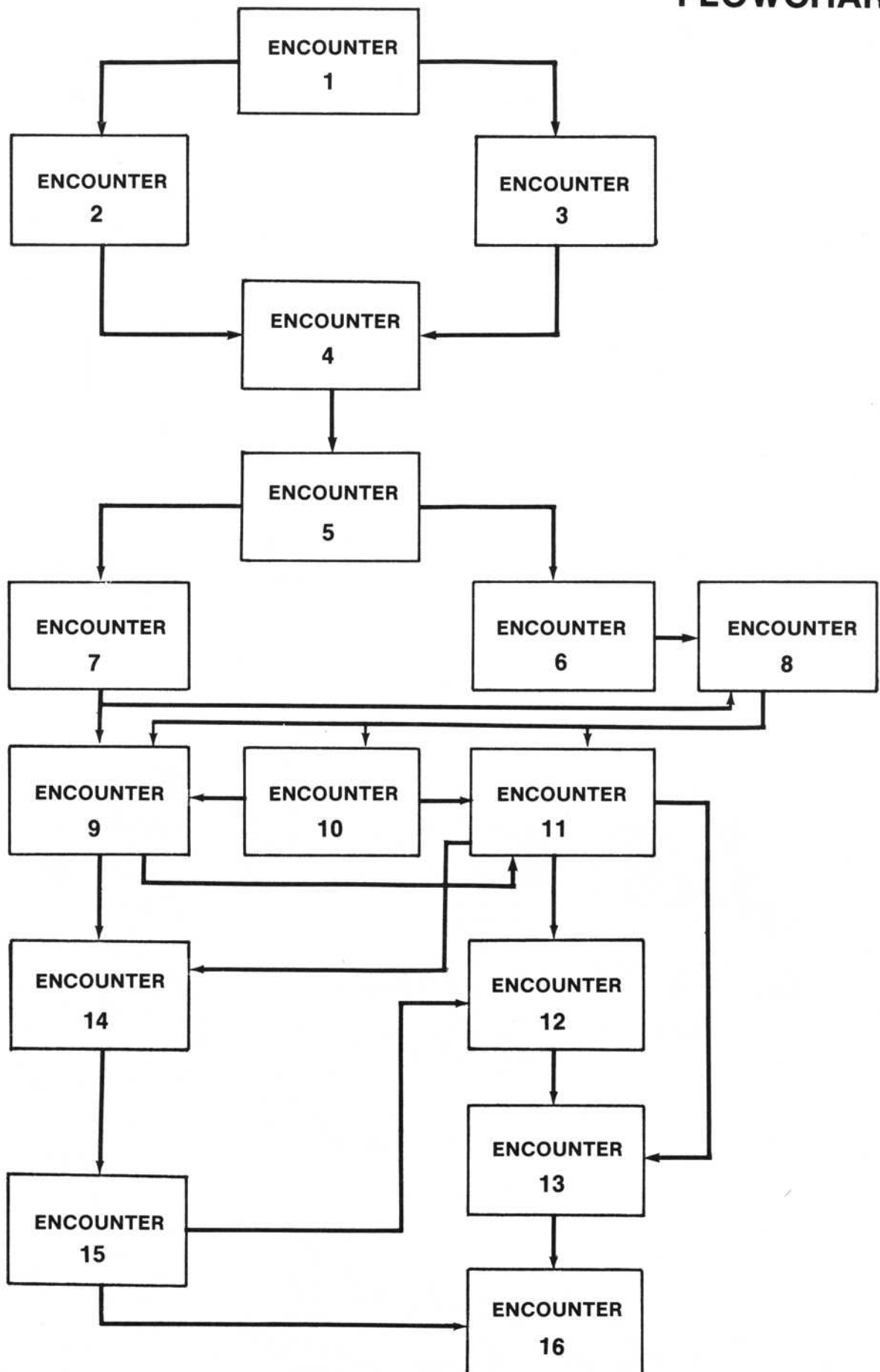
Balancing Hero Points

Forty-five is the greatest number of Hero Points of any of the Justice Crusaders. The character with the most Hero Points in your campaign group has 110 Hero Points; the campaign character has about two and a half times as many Hero Points as the Justice Crusaders' highest Hero Point total. You should multiply the Hero Points of each Non-Player Character by 2.5.

EXCEPTION: Arachnae has 170 Hero Points, but 126 of these are committed to building a gadget (the MindWeb). So actually she only has 44 Hero Points to spare. Using the method given above, this number would be increased to 110, giving her a total of $110 + 126 = 236$ Hero Points.

As no two groups of characters are identical, the above procedure will not result in an adventure identical to the one you would have if you were running the Justice Crusaders. Feel free to make your own adjustments to the adventure; keep the procedure subservient to your goal as a GM—to provide an entertaining adventure for you and the Players.

FLOWCHART



Player Characters

THE JUSTICE CRUSADERS

As stated in **Notes on Player Characters** at the beginning of this book, this adventure is designed specifically for use with your own Player Characters. However, it is quite possible that your group would actually prefer to play the group described in this section, the **Justice Crusaders**.

How the Justice Crusaders Began

The Justice Crusaders began as a loosely organized group of heroes operating in Chicago, Central City and Star City, as those cities seem to have far more villains than heroes. The Justice Crusaders were like the early bucket brigades, volunteers who got together only when some villain was already in the process of burning down the city.

After a time, Dr. Michael Faustus saw a need for a more permanently organized group. A core group was then formed in Central City, but he has not managed to organize the "Justice Crusaders" from the other areas. Central City is very enthusiastic about the new Justice Crusaders.



DR. JOHN-MICHAEL FAUSTUS

DEX:	5	STR:	2	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	17	HERO POINTS:	45		

POWERS: (* linked)

Hypnotism*: 7, Iron Will*: 7, Telekinesis*: 7

SKILLS:

Charisma*: 7, Detective*: 7, Medicine*: 7, Scholar (Asiatic 1, European 1, European 2, Philosophy, Art History, Computer Science)*: 7, Spy*: 7, Scientist*: 7

EQUIPMENT:

5 BC Omni-Gadgets: 8 APs

LIMITATIONS:

Serious Catastrophic Attraction: Art and culture

CONNECTIONS:

President of the United States (high-level)
F.B.I. (low-level)

MOTIVATION: Seeks Justice

WEALTH: Multimillionaire

JOB: Multimillionaire

RACE: Human

Dr. Faustus is a bearded aristocrat of medium height. He is never without his jewelled rings and priceless ruby-tipped cane. He speaks in a quiet but forceful manner, even when angry.

John-Michael obtained his super intelligence and his Powers when he was irradiated with cosmic radiation as a child.

When he was 21 years old, his father told him the secret behind the Faustus fortune—the family controlled a vast underworld network of illegal operations. John-Michael, disturbed by what was counter to his personal beliefs, left home.

Within a year John-Michael, determined to amass his own wealth in an honest fashion, made a fortune on the stock market, becoming a shareholder in several international corporations.

Intent on destroying his father's evil underworld connections, he eventually formed his own hero group—the Justice Crusaders. For the past three years, Dr. Faustus has led the Justice Crusaders on many adventures in combatting evil.

SLAB

DEX:	5	STR:	7	BODY:	8
INT:	6	WILL:	2	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	30		

POWERS: (* linked)

Skin Armor*: 8, Sealed Systems*: 8, Iron Will*: 2

SKILLS:

Charisma*: 5, Gadgetry*: 6

LIMITATIONS:

Serious Irrational Attraction: Science and Technology.
Has no sense of smell, touch, or taste.

CONNECTIONS:

Government Intelligence (low-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Occasional work for government.

RACE: Humanoid



Slab's parents were physicists working on a super-secret government project during which they were exposed to sufficient radiation to alter the genetic structure of their unborn child.

Both of Slab's parents died before he was a year old. He was raised by Dr. Rod Storm, who taught him much about technology amid the government complex. Slab learned to create devices from scrap metal, becoming practically able to identify and produce any device.

When Slab turned twenty, Dr. Storm died in a tragic accident. Grief stricken, Slab left the government project and began to wander about, doing occasional working for the government. It was at this time when Dr. Faustus recruited him for the Justice Crusaders.

Slab is slow and intensely perseverant; he keeps going at his own pace until he gets where he wants to go. He is outwardly friendly to everyone except Mongoose, with whom he has frequent verbal spats. Actually, this is a cover for an underlying affection between himself and Mongoose.



MONGOOSE THE MAGNIFICENT

DEX:	8	STR:	3	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	9	AURA:	4	SPIRIT:	4
INITIATIVE:	21 (29)	HERO POINTS:	45		

POWERS:

Superspeed 8

SKILLS: (* linked)

Acrobatics*: 8, Charisma: 9, Martial Artist*: 8

LIMITATIONS:

Serious Irrational Attraction: Publicity

CONNECTIONS:

Circus (high-level)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Circus Performer

RACE: Human

Mongoose is motivated by her eternal search for publicity. She is buoyant and brash, and nothing seems to get her down (except bad publicity).

She is restless and dislikes waiting for her slower compatriots (especially Slab), but she is also intensely dedicated to the group (especially to Slab).

Because she enjoys being the center of attention, frequently going to the press for an interview after the group has performed good deed, she is the "spokesperson" for the Justice Crusaders.

MORNING STAR

DEX:	3	STR:	3	BODY:	6
INT:	4	WILL:	4	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	10	HERO POINTS:	35		

POWERS:

Solar Sustenance: 8, Starbolt: 7, Force Field: 8, Flight: 8

SKILLS:

Charisma: 5

LIMITATIONS:

Catastrophic Fear of the dark
Power Limitations: Powers do not work in darkness; Powers only work for the RAPs of time equal to his RAPs of Solar Sustenance. Solar Sustenance must be used in sunlight.

MOTIVATION: Upholds Good

WEALTH: Struggling

JOB: Adventurer

RACE: Humanoid



Morning Star was born with his Powers and golden skin to perfectly normal human parents. He derives his Powers from sunlight, and he must store energy in order to use his powers in darkness.

His fear of the dark does not affect him at night while he is outdoors because he can see into the ultraviolet spectrum. The only means by which he can use his Powers at night is with a special light source with enough energy for him to function (such as a sun lamp).

Morning Star is in love with Central City Times reporter Nancy Cone, but he cannot bring himself to marry her because he fears that his involvement with the Justice Crusaders would put her in too much danger.

Morning Star is probably the best team member of the group. He is always careful, knowing that recklessness can hurt the entire group. He avoids flamboyance and is usually careful to engage the opponent that he is most suited to fight.

Non Player Characters

ARACHNAE

DEX:	7	STR:	7	BODY:	8
INT:	8	WILL:	9	MIND:	11
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	170		

POWERS:

Hypersensitive Touch*: 7, Cling*: 7, Stretching*: 7 (throwing webs), Aura of Fear*: 9, Mind Blast*: 9, Mind Drain*: 9

(Note: Arachnae may throw her webs and entangle a character. Treat this as a Grappling Attack with an Acting and Effect Value of 7.)

SKILLS:

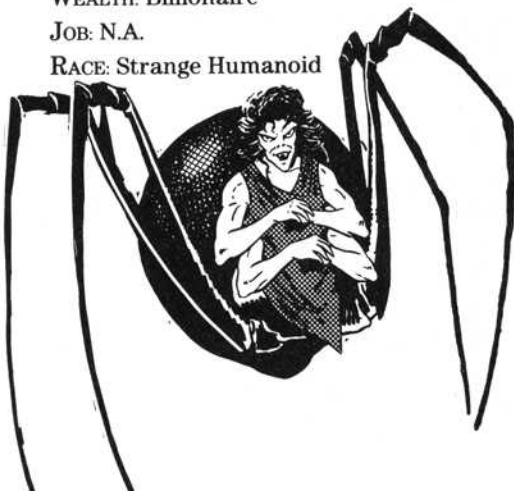
Scientist*: 8, Gadgetry*: 8

MOTIVATION: Power Lust

WEALTH: Billionaire

JOB: N.A.

RACE: Strange Humanoid



Between Arachnae and Minotaur, Arachnae is the mastermind. She has watched Dr. Daedalus develop the Dispersion Grid and understands it well enough to alter it so that it will focus its power into a device which will enhance Arachnae's own latent Control abilities.

With her amorphous face, fangs, and six extra mottled grey limbs, Arachnae strikes a vein of horror in all but the most stronghearted. She speaks with a hiss (i.e. 'yesssssss'), and has a tendency to use four limbs to gesture when she speaks.

Knowledge Points

3—Arachnae has altered the Dispersion Grid for her own uses.

5—The Dispersion Grid is being changed into a powerful Control device.

MINOTAUR

DEX:	3	STR:	16	BODY:	14
INT:	4	WILL:	4	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	12	HERO POINTS:	35		

POWERS: (* linked)

Mind Blank: 8, Invulnerability*: 14,

LIMITATIONS:

Catastrophic Irrational Attraction: Fighting

MOTIVATION: Power Lust

WEALTH: Billionaire

JOB: N.A.

RACE: Strange Humanoid

Minotaur, who has the head of a bull and the body of a human man, will blindly obey Arachnae's orders, regardless of the consequences. He is the strong arm of the pair; he will start a fight at the slightest provocation. All of Minotaur's sentences are prefaced with a dull growl.

Knowledge Points

1—Talos can be killed by striking his right heel.

2—Minotaur and Arachnae have plans to rule the entire Mediterranean area.



THE WHITE EAGLE

DEX:	7	STR:	5	BODY:	6
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	30		

POWERS:

Flight: 10

LIMITATIONS:

Serious Irrational Attraction: bright, shiny objects

EQUIPMENT:

Claws [EV: 12 in combat]

RACE: Strange Humanoid

The White Eagle was a genetic experiment of Arachnae. White Eagle still retains many original characteristics of the eagle from which he was developed; he speaks in a high, screechy voice and is always on edge. The slightest sound will cause him to jump.

Knowledge Points

- 1—The White Eagle has captured Dr. Daedalus, a S.T.A.R. Labs Scientist.
- 2—The kidnapping was made with the full consent of Dr. Daedalus.
- 3—The White Eagle serves King Minos of Crete, his benefactor.
- 4—King Minos has many powerful servants: Talos, a huge bronze giant; Arachnae, a spider-like woman; Minotaur, a half-man/half-bull behemoth.
- 5—The White Eagle doesn't trust Arachnae or Minotaur because he thinks that they have motives other than serving King Minos.

ARIADNE

DEX:	3	STR:	2	BODY:	4
INT:	7	WILL:	6	MIND:	7
INFL:	6	AURA:	8	SPIRIT:	8
INITIATIVE:	16	HERO POINTS:	30		

POWERS: (* linked through Mystic Link)

Magic Blast*: 8, Broadcast Empath*: 8

SKILLS: (* linked)

Charisma*: 6, Gadgetry*: 7, Scholar*: 7 (Archaeology, Linguistics (Middle-Eastern and European 1))

LIMITATIONS:

Serious Irrational Attraction: Fanatically devoted to her father

WEALTH: Billionaire

JOB: N.A.

RACE: Human

The beautiful, soft-spoken Ariadne would do anything to help her father, King Minos. She is helping he build the Prometheus Shield and acts as technical interpreter for him, as he knows nothing of science. If a Player Character succeeds in convincing Ariadne in any technical matters, then Minos will automatically be convinced as he trusts his daughter's judgement unconditionally.

It was her decision to seek the help of the Player Character group, to whom she will be very friendly and helpful.

Knowledge Points

- 2—The code word for the Labyrinth door is "Prometheus".
- 3—The Threader can be used to find the way through the Labyrinth.

DR. DAEDALUS

DEX:	3	STR:	2	BODY:	2
INT:	10	WILL:	5	MIND:	4
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	17	HERO POINTS:	0		

SKILLS:

Scientist*: 10, Gadgetry: 12

WEALTH: Affluent

JOB: Scientist

RACE: Human

Dr. Daedalus met King Minos at a scientific convention. King Minos was able to convince him that his plans for the use of the Prometheus Shield are worthwhile. Unfortunately, Dr. Daedalus has been involved in a top secret project for S.T.A.R. Labs and has been under tight security. Together King Minos and Dr. Daedalus devised a plan to enable Daedalus to come to Crete to work on the Shield.

Knowledge Points

- 1—Dr. Daedalus has been finishing the development and construction of a powerful shield which blocks all Physical, Mental, and Mystical attacks.
- 4—Dr. Daedalus explains the function of the parts of the Prometheus Shield.
- 5—Dr. Daedalus tells the Player Characters the code word to enter the Labyrinth ("Prometheus").

KING MINOS

DEX:	2	STR:	2	BODY:	2
INT:	10	WILL:	12	MIND:	12
INFL:	12	AURA:	11	SPIRIT:	12
INITIATIVE:	24	HERO POINTS:	90		

SKILLS: (* linked)

Artist*: 12, Charisma*: 12, Scholar*: 10 (Archaeology, Architecture, Astronomy, History, Language (Middle-Eastern, European 1), Mathematics, Philosophy)

WEALTH: Billionaire

RACE: Human

King Minos has been obsessed with restoring the past glory of ancient Crete for most of his life.

Although he is nearly 60 years old, he has all of the youthful vigor of a 20 year old. When he speaks to anyone but his daughter (to whom he speaks softly and gently) he will draw himself up to his full 6'4" in height and speak in a great, booming voice.

Knowledge Points

- 1—The way to disable Talos is to hit his heel.
- 2—The key word to open the Labyrinth is "Prometheus".



TALOS

DEX:	5	STR:	12	BODY:	3
INT:	-	WILL:	-	MIND:	-
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	5	HERO POINTS:	0		

POWERS:

Skin Armor: 25

LIMITATIONS:

Rare Fatal Vulnerability: Skin Armor will not work against being struck on the heel (treat as a Trick Shot, at +3 Opposing Columns to succeed).

When Talos is brought below 0 APs he is destroyed and must be repaired. He does not receive a Recovery Roll.

RACE: Artificial Life

Talos was built with a Gadgetry of 8.

Talos is a special creature. Created by Arachnae, he is a robot with limited programming. He has no Mental or Mystical Attributes, and therefore cannot be affected by such attacks unless the attacks used have a Physical effect (for example,

Telekinesis will work, but Telepathy will not).

Talos is controlled by voice commands. The hierarchy of who controls him is as follows:

- 1 - King Minos
- 2 - Ariadne-Arachnae
- 3 - The White Eagle
- 4 - Minotaur
- 5 - Dr. Daedalus

If Ariadne and Arachnae give conflicting orders, they each make an attack, using INFL as the AV and EV; the defending character for each attack uses her INFL as the OV and RV. The character with the highest RAPs has her orders obeyed.

NOTE: If a Player Character has Sonic Powers and uses them to attack Talos, it will disrupt the last order given to him, causing him to stand motionless until a new order is given. Commanding Talos is considered a simple action.

MAJOR SAM MACMURPHY

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

SKILLS:

Military Science: 4, Spy: 4, Weaponry: 4

EQUIPMENT:

Bullet-proof vest [DEX: 0, STR: 0, BODY: 5]

Gun [AV: 0, EV: 0, SR: 1-3, MR: 4-5, LR: 6-7], Charges: 12

Sam MacMurphy has been a top operative in a super-secret government agency for many years and has been involved in many international affairs. He is now involved in discovering and thwarting the plans of King Minos.

The Major is tall, with ruggedly handsome features. He speaks in short, abrupt sentences that have a tendency to leave the listener a bit off balance. He also motions with his hands a great deal while talking.

Equipment

KYLEJET

DEX:	0	STR:	8	BODY:	8
USES:	18	DURATION:	14		

Powers:

Flight 12 APs (Speed in Air)
Radar Sense 18 APs (Radar)
Heat Vision 8 APs, Range 11 APs (Turret Laser)
Black Box (ECM Jammer) 18 APs

The Kylejet is a long-range reconnaissance jet developed by S.T.A.R. Labs aviation expert Edmond Kyle. It is used in many of the Western World's intelligence services. This Kylejet is better armed than many, but lacks most of the sophisticated sensors common to CIA jets.

The Turret Laser requires one man to fire it.

The APs of the Black Box is the Opposing Value and Resistance Value to any attempt to detect the Kylejet using radar (or Radar Sense).

PROMETHEUS SHIELD

The Prometheus Shield is a protective device of immense power. If activated, it will provide a Force Field of 33 APs, an Absorption Field of 33 APs, and a Mystic Shield of 33 APs. The Prometheus Shield is football-shaped, 20 miles (15 APs) by 40 miles (16 APs) by 2 miles (11 APs), a mile above the ground and a mile below.

The shield is strong enough to take a direct hit from a nuclear blast and absorb

enough of the blow so that only minimal damage is done to the people and buildings protected by the shield.

The Prometheus Shield has the following components:

The Power Core

The Solar Anti-Particle Catalysts

The Threaders

The Dispersion Grid (MindWeb)

Power Core

The Power Core is located in the Labyrinth beneath the palace of New Knossos. It receives its power from the Solar Anti-Particle Catalysts, stores it, and generates the fields of the Prometheus Shield that are described above. It diverts some of the power to giving itself a small Force Field which is more for preventing accidental damage than withstanding a determined assault.

All portions of the Power Core have 10 uses each of a Duration of 20 APs (one month).

DEX: 0 STR: 0 BODY: 8

Power Source 35 AP

Force Field (on the Core) 5 AP

Prometheus Shield's Fields:

Force Field 33 APs

Absorption Field 33 APs

Mystic Shield 33 APs

Solar Anti-Particle Catalysts (SAPC)

If Dr. Daedalus reaches New Knossos, then he will finish building 5 solar anti-particle catalysts. Each SAPC uses solar energy to trigger a reaction, producing

anti-particles. This antimatter is used to generate power, which is then transmitted to the Power Core via Threaders (See Below). The power is stored here until it is needed. Each SAPC produces 34 APs of energy, and 4 SAPCs are in operation at any one time.

DEX: 0 STR: 0 BODY: 20

Produces 34 APs of energy and has 5 Uses with a Duration of 20 APs (one month) each.

Threaders

Threaders are thin, invisible, beams of energy which connect the Solar Anti-Particle Catalysts with the Power Core. The energy from the SAPCs is transmitted to the Power Core through the threaders. The threaders are about 50% efficient, so that only half of the energy from each SAPC actually makes it to the Power Core, but the amount of energy being transmitted is far too high to use conventional means.

Threaders have an outer Energy Absorption Field which prevents accidental contact with the energy stream.

An attachment can be placed in certain places in the labyrinth to draw a small amount of power from the Power Core. This energy is turned into a brilliant blue beam which traces the path of the threaders from the Power Core to the attachment. The threader will then be a path through the labyrinth, leading to the Power Core.

DEX: 0 STR: 0 BODY: 0
 Energy Beam 35 AP
 Energy Absorption Field 6 APs
 5 Uses with a Duration of 20 APs
 (one month) each.

Dispersion Grid

The Dispersion Grid was designed to safely disperse any unwanted energy surge in the Power Core, but Arachnae has been creating the MindWeb for 4 months and is thus modifying the Dispersion Grid to handle far more power than it was originally designed for.

The MindWeb

The MindWeb is a gadget which is designed to give Arachnae a means of controlling the nations of the Mediterranean. The MindWeb has the Control Power, which can be focused and broadcast by the Telepathy Power.

DEX: 0 STR: 0 BODY: 16

Control 21 APs

Telepathy 22 APs

10 Uses each with a Duration of 14 APs (16 hours).

NOTE: Each use of Control reduces by 1 the total number of uses of the MindWeb.

The Mindweb has a total BODY of 16 APs, but each 10' by 10' section only has a BODY of 8 APs. There are 150 such sections in the MindWeb. If the MindWeb can be cut in half (destroying 15 sections from one edge to the other), then it will stop working. Handle attacks on multiple sections as Multi-Attacks.

Arachnae will finish her work at 5 AM Thursday. She spends 126 Hero Points at this time. As all of the pieces of the Dispersion Grid were made in the Laboratory, the MindWeb is considered to have been built in a 25 AP laboratory.

Arachnae will activate the MindWeb when she is attacked by the Player Characters or when the United States Intelligence forces attack New Knossos. The Mindweb has a special capability to make Multi-Attacks on more individuals than normally possible in the rules on Multi-Attacks. Use the Table given in **Encounter 16: A Contest of Will**, if Arachnae Multi-Attacks more than 125 people.

Clotho

Clotho is an Artificially Intelligent Computer network. The Master Unit is an Artificially Intelligent S.T.A.R. Kilotrax (see *GM's Manual*) purchased from S.T.A.R. Labs with the help of Dr. Daedalus. Clotho also controls 4 Advanced Research Computers (see *GM's Manual*). Minos established Clotho to be the centerpiece for his rejuvenation plans for Crete.

Each computer in Clotho has a com-

plete set of the INT linked Skills: Detective, Gadgetry, Medicine, Military Science, Scholar, and Scientist. Clotho can converse in any Language Group (see Scholar) and has Academic Study in the History and Literature of each of these groups. In addition, Clotho has Academic Study in Archaeology, Art History, Mathematics, and Philosophy.

Naval Gunfire

[AV: 4, EV: 16]

The Acting Value assumes the Weaponry Skill 1 of the gunnery crew, as the guns alone have an Acting Value of 0. The guns are targeted at a stationary target with Opposing Value 0. They do damage as per the Explosive rules. The Naval guns have unlimited ammunition for the purpose of the adventure.

WarpWave Pistol

[AV: 0, EV: 5]

Range:

(Short 0-4, Medium, 5-6, Long 7)

Ammo: 10

This is the standard sidearm of the Minoan soldier. It works by causing small distortions in space. If a person is caught in the wave, the effect is a stunning shock, as the target becomes 'out of phase' with itself. The WarpWave pistol also has a more powerful setting which is used for Killing Combat.

When used the WarpWave pistol produces an irregular line of spherical distortions that look like an overlapping series of shimmering glass globes.

USI EQUIPMENT

USI Attack Helicopter

DEX: 0 STR: 6 BODY: 7

Uses: 6, Duration: 12

Powers: Flight 7 APs

On-Board Weaponry:

Two Air-to-air Missiles

[DEX: 0, STR: 4, BODY: 3]

Uses: 1, Duration: 6

Powers: Flight 12 APs

Guidance equipment gives missile an Acting Value of 6 APs. The explosive warhead has an Effect Value of 10.

Rapidfire Cannon

[DEX: 0, STR: 2, BODY: 3, AV: 7, EV: 7]

Uses: 1, Duration: 21

Short Range 0-6, Med. Range 7-10, Long Range 11, Ammo: 20

The Rapifire Cannon is a 20mm gun which discharges over 1,000 rounds a minute. It receives the Area Sweep bonus of -1 Column Opposing and Resistance Value modifiers.



ARACHNAE'S HERO POINTS

It is assumed in the adventure that Arachnae has sufficient Hero Points to build the MindWeb. If Arachnae ends up with fewer than the 126 Hero Points left by the time she has to build the MindWeb, you have two choices:

1) Declare the Player Characters victorious, as they have Thwarted the Villain.

2) Allow Arachnae to build an 'economy' version of the MindWeb. It requires at least 90 Hero Points to build the MindWeb. Below is the procedure for building the MindWeb. You can modify it for whatever number of Hero Points Arachnae is able to put into the gadget by eliminating or reducing the values of certain features.

Total Cost: 126 Hero Points

Time Spent: 1 year (4 months, 21 APs per part of the gadget)

Gadgetry APs: 14 (8 for Gadgetry, +6 for additional time)

	Hero Point Cost
10 charges(x3)	60
BODY: +2 AV	
+5 Effect Value	7
Control: +2 AV	
+14 EV	16
Base Cost	20
Telepathy: +2 AV	
+11 EV	13
Base Cost	10
Total Cost	126

It is assumed that Arachnae gets the following rolls for building the MindWeb:

MindWeb Part	Roll	RAPS/APs of Section
Body	13	16
Control	8	21
Telepathy	13	22

Investigations

This section can be used at the end of Encounter 5 if the Players want to spend the time between meeting Major MacMurphy and boarding the Characters' flight doing investigations using their Connections.

The times given below assume that the Investigations are done over the telephone; the time spent is the time it takes to track the right person down, to have someone answer a message left on their answering machine, and other annoyances. If the Player Characters go in person, each Investigation will take 15 minutes for No Connection, 30 minutes for Low or High Connections **PLUS** travel time.

CITY HALL

Low Connection: Capture at Stadium—the man captured was Dr. Daedalus, an important S.T.A.R. Labs scientist. Apparently the federal government is involved. (1 hour)

High Connection: Capture at Stadium—the man captured was Dr. Daedalus of S.T.A.R. Labs. S.T.A.R. and the U.S. Government are now in a spitting match over who was suppose to provide security for the doctor. (1/2 hour)

THE F.B.I.

Low Connection: "The guy captured was Dr. Daedalus. The doctor was working on a defense project which was pretty darned important. The boys at United States Intelligence are really upset right now." (1 hour)

High Connection: "The man captured was Dr. Daedalus. He is working on some space weapons system. United States Intelligence was trying to keep an eye on him, but S.T.A.R. figured it could handle its own security. Apparently the case involves some nut case in Crete, but it is pretty hush-hush right now." (1 hour)

A FOREIGN CONSULATE

All Connections: No information.

Exception: The Greek Consulate will give the following information to a character who has a Low or High Connection with them—"We understand that the kidnap victim is Dr. Daedalus. While the kidnapping was quite dramatic, we question whether or not the abduction was more than a charade. We have sources which indicate the bird who took Daedalus is White Eagle, an ally of King Minos of New Knossos. Minos and Daedalus were reputedly in agreement over an ambitious project at New Knossos. Time will uncover the truth." (1 Hour)

GOVERNMENT INTELLIGENCE

Low Connection: "S.T.A.R. Labs really mucked it up this time. Their security allowed Dr. Daedalus, a hot shot energy expert, to be captured by something out of a Saturday morning cartoon. We have people in the field working on getting him back."

(If the character with the connection asks about Major MacMurphy, his source will confirm that MacMurphy works for United States Intelligence).

High Connection: "We had a man out in Central City watching Daedalus, because we were concerned with S.T.A.R.'s lax security." (If asked if the man was Major Sam MacMurphy the source will confirm). "We are beginning retrieval operations now, although I am not at liberty to reveal what those are."

THE MILITARY

Low Connection: "I don't know what is going on, but I have heard we have one of our elite units attached to United States Intelligence, and that the unit has been given orders to move out."

High Connection: "United States Intelligence has informed me that an important S.T.A.R. Labs scientist was captured Monday night. We have a helicopter attack force, Task Group 160, which is under the authority of USI. We have been asked by USI to give logistical support to Task Group 160, as well as gunnery support, for a mission in the Mediterranean."

MAJOR TELEVISION STATION

High Connection: "United States Intelligence has asked us to sit on the film until after our last evening news broadcast. We weren't going to do it, of course, but the film disappeared between the stadium and the studio. I don't think it was a coincidence. I am sure that S.T.A.R. Labs is involved some way." (1/2 hour)

A MUSEUM

No and Low Connections: "OH! You say you are from a hero group? How terribly exciting. Is there anything I can do for you? About tonight . . . I really do not know what you mean, but if you would describe it to me . . ." [If the character cuts off the source at this point the investigation will have taken 15 minutes. If the character chats for another 15 minutes the night watchman will put the character in touch with the Museum Director, the High Connection]

High Connection: "Funny you should ask me about the events at the stadium . . . I was just badgered by a man claiming to be from United States Intelligence. He was asking me all sorts of questions about Greek and Minoan history . . . the palace at Knossos, that sort of thing."

[If the Character asks about the history, the Museum Director will give as much of it as the GM wants to relate to the Player] (15 Minutes, 30 minutes if the Director tells the character the history of Crete).

A NEWSPAPER

Low Connection: "Yeah, I caught the bird bit at the stadium. The S.T.A.R. folks wanted my film, so I told 'em I swallowed it. When I got back I developed the shots . . . got one decent one. I think the man who was carried off was a bigwig at S.T.A.R., but my sources haven't confirmed yet." (30 minutes)

High Connection: "We will be running the story for the morning edition. Don't worry, the Players will make the story. S.T.A.R. is being pretty quiet about this, but a friend of mine told me that Dr. Daedalus hasn't come home from the game, and that S.T.A.R. Labs security just about tore his home apart looking for stuff. So it seems reasonable to assume that Dr. Daedalus was the one who was kidnapped."

THE POLICE

Low Connection: "Yeah, we got a call from the stadium about some guys in costume armor. . . I guess you know about them."

[If the Players or Player Character group were successful at quelling the fan riots]

"Hey thanks for your help at the stadium, it made it a lot easier on us grunts. The Feds have gotten all secretive on this one, and S.T.A.R. Labs has refused to give us any information. If the bird got one of them, and they don't want our help, I say let the arrogant sons of pinheads handle it themselves." (30 Minutes)

High Connection: "S.T.A.R. has requested that we keep our noses out of their business, and a Major from United States Intelligence called me to tell me he would handle it. I understand that the kidnap victim is out of the country already, but I still don't like tin soldiers and S.T.A.R. Labs four-eyes telling me what to do in my jurisdiction. If there is anything I can do to help you, count me in." (30 Minutes)

A RADIO STATION

Low Connection: "The news desk is pretty baffled. Our announcers gave the play-by-play of the bird coming down on the stadium, and we know it took someone from the box seats which are reserved for S.T.A.R. labs. Hey you guys know more than I do, you were there. Heck of a game, huh, Carski getting the TD in the dark?" (15 minutes)

High Connection: "I am golfing with S.T.A.R.'s Research Coordinator in the morning. He is usually pretty tight lipped, but I may be able to get something out of him then." (1 hour)

If the Player Characters wait for the report they will get the information from the S.T.A.R. Labs High Connection, but they will miss the opportunities to go to Crete.

S.T.A.R. LABS

Low Connection: "Hey, I really can't talk much right now. Things are getting scary around here. Listen up, 'cause I probably won't be getting to a phone over the next couple of days. The man kidnapped was Dr. Daedalus. He was developing something called a Solar Anti-Particle Catalyst, a tremendous energy source for use in space weapons. United States Intelligence and S.T.A.R. security are really going at one another over this one, and I—" (a recorded voice cuts in, saying, "The number you have

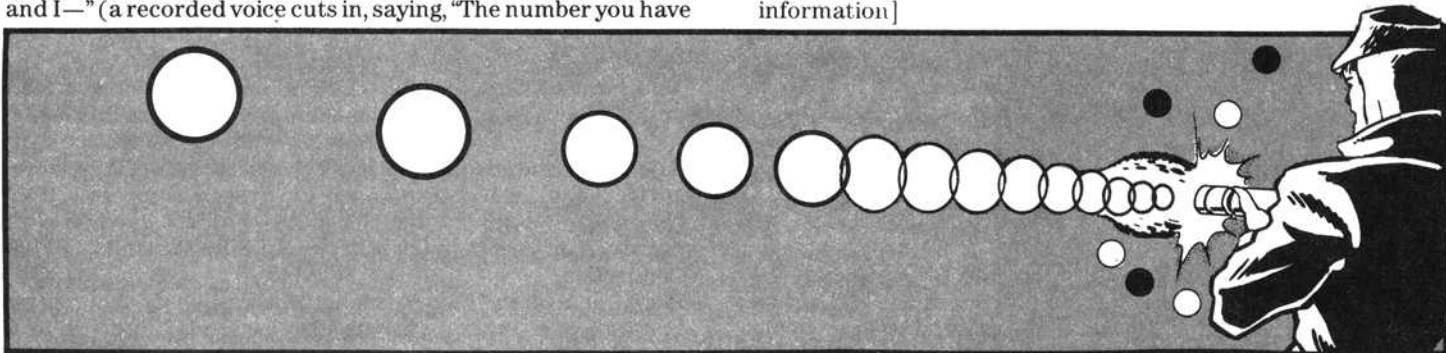
dialled has been disconnected. No further information is available about 3-6-3-1-6-1-4", then repeats). (30 minutes).

High Connection: "United States Intelligence has been harassing us for weeks over security, complaining it was not tight enough in Central City. I bugs me that they are probably right. We lost Dr. Daedalus at the Blackjack's game tonight... a giant white eagle snatched him out of the stands before our security officers could react. I can't go into details, but an important defense program stops cold unless we get Daedalus back. I guess it is out of S.T.A.R.'s hands now. Major Sam MacMurphy is in charge of the rescue attempt."

THE UNIVERSITY:

All Connections: All connections will mutter something about giant white birds and mythology, then recall that S.T.A.R. Labs had a scientist name Dadaelus. Perhaps the myths concerning Dadealus and the labyrinth? The character will then be instructed to call the University library, where a sleepy graduate student will research the myth and then call them back, giving the characters the summary of the myth.

[1 hour, 15 minutes if characters decide not to wait for the myth information]



Chase Section

The chart here is for use as a graphic aid in **Encounter 2** and **Encounter 7**. During a chase, find the character's APs of speed on the Chase Table. Below the APs of speed is the number of circles which you cross off on the appropriate Encounter Chart. For example, if White Eagle is travelling at 9 APs of speed in **Encounter 2**, you would cross two of his circles on the **Encounter 2** Chart. When White Eagle has all of his circles crossed off he has reached his destination.

A pursuing character has his circles crossed off under Character One. A second pursuer uses Character Two. If a pursuer has crossed off as many or more circles than White Eagle he has caught up with White Eagle. A pursuer may also choose to cross off fewer circles than listed under APs of Speed in order to have the same number of circles crossed off as White Eagle.

Circles and Distance

To find the APs of Distance separating White Eagle and another character, look on the "Circles" line of the Chase Table and find the smallest entry which is equal to or larger than the number of circles separating the characters. The number on the "APs of Speed" line is the APs of distance between the two characters.

CHASE TABLE

APs of Speed	8	9	10	11	12	13+
Circles	1	2	4	8	15	30

ENCOUNTER 2

White Eagle	Character One	Character Two
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000

ENCOUNTER 7

White Eagle	Character One	Character Two
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000

Encounter One: Fourth and Long

Monday, 10:10 PM

S

Setup

It is a cold, autumn Monday night in Central City's Evans Stadium. The Central City Blackjacks are playing the Gotham City Goliath's in a grudge match. The Goliath's kept the Blackjacks out of the play-offs last season with a 41-10 slaughter. Central City has been waiting a year for this game.

PI Players' Information

The mayor of Central City has invited you, the Player Characters, to the game between the Blackjacks and the Gotham Goliaths. The Mayor hopes that your group enjoys the game, but he is also hoping that you will be able to stop any fan violence from erupting at this tense game. The fans are supercharged, and in the fourth quarter the score is 28-24, Blackjacks.

GM NOTE: You may use the following description of the game to add excitement. Go ahead, be a sports announcer! You may want to roll dice during the descriptions to give the sense that the football game is really being played. If you want to skip the game portion of this section, feel free to do so and continue with the last paragraph of this section.

The Blackjacks have the ball on their own 31, after a 22 yard return on the kickoff. Bloomquist hands off to Carski, he pounds ahead for 8 yards, there are less than 45 seconds left, and the Blackjacks call a time out...I can hardly hear myself over this crowd.

Now Bloomquist is back on the field, pleading with the crowd for silence so he call the signals...the snap, the drop back...the blocking breaks down! Bloomquist gets rid of it in a hurry, in the rough vicinity of Reid, the tight end. Bloomquist brings them right back without a huddle, the snap...Sherk just flew

around the center, and Bloomquist cannot dodge him! A sack, loss of 5!

Time out is called by the Blackjacks with 11 seconds left to play. The ball is on the Blackjacks' 34. It is fourth down and a long, long way to the touchdown the Blackjacks need. Bloomquist takes the ball and back-peddles into the pocket. There is only a three man rush, all the deep receivers are well covered. Sherk breaks through again! Bloomquist is twisting away, but Sherk is pulling him down by his jersey...

Just now, three things happen in the same phase, almost simultaneously:

- 1) Bloomquist wobbles a pass to Carski in the flat.
- 2) All of the lights in the stadium go out, except for those in the scoreboard.
- 3) A creature which resembles a giant white eagle swoops down and snatches a fan in the upper deck above the Player Characters' section.

GM GM Information

The creature is White Eagle and the fan is Dr. Daedalus. The "kidnapping" is a plan concocted by King Minos and Daedalus to take Daedalus away from S.T.A.R. Labs; Dr. Daedalus is working on a top-secret weapons project, and he is not allowed to go anywhere outside of Central City without S.T.A.R. Security accompanying him, and "kidnapping" seems to be the easiest way to spring Daedalus from S.T.A.R. Labs.

If any Player Character decides to fly after White Eagle, go to **Encounter 2**.

If any Player Character decides to check out the blackout, go to **Encounter 3**.

If the Players decide to do nothing go to **Encounter 4**.



Encounter Two: Faster than

Monday, 10:15 PM

A Goodyear Blimp

S

Setup

White Eagle is winging his way toward a hovering Kylejet stationed one mile up (10 APs) and 6 miles away from the stadium (a total distance of 13 APs). White Eagle is currently flying at a speed of 8 APs. At that speed, it will take White Eagle 30 phases (5 APs of time) to reach the Kylejet.

PI Players' Information

Ahead you see a giant white eagle, flying faster than any eagle you have ever seen. The moonlight makes the bird shine like silver, and the man it holds captive looks like a shadow between the eagle's claws.

GM GM Information

If any Players decide to pursue White Eagle and you need a visual representation, use the **Chase Section**. If you would rather run the chase by the "whatever makes a good story" procedure, feel free to do so.

NOTE: Warn the Players specifically against doing anything that would cause Dr. Daedalus to be killed.

If a Player Character is gaining on White Eagle, White Eagle will scream: "Go back to your gladiatorial games! The only harm which will come to the doctor is if you attack me and force me to drop him." It is obvious the eagle is using its own body to shield his captive from any attacks made by the Player Character(s).

There are two pilots in the Kylejet:

PILOTS

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	1
INITIATIVE:	8	HERO POINTS:	10		

SKILLS:

Weaponry 4 (all except Exotic Weapons), Vehicles (air) 5 APs, Vehicles (ground) 3 APs

EQUIPMENT:

WarpWave™ Pistols (Acting Value 0, Effect Value 5, Short Range 0-4, Medium Range 5-6, Long Range 7, Ammo 10)

Note that the Air Vehicles skill is used to fire the laser turret when flying the Kylejet. The pilots will use the laser turret as soon as a Player Character is 11 APs away.

White Eagle will attempt to escape, avoiding combat to the best of his ability. He will use Hero Points to increase his Opposing Value so that a Player will have to roll 13 or better to hit him. White Eagle will increase his speed to 11 APs the phase after a Player Character successfully attacks him.

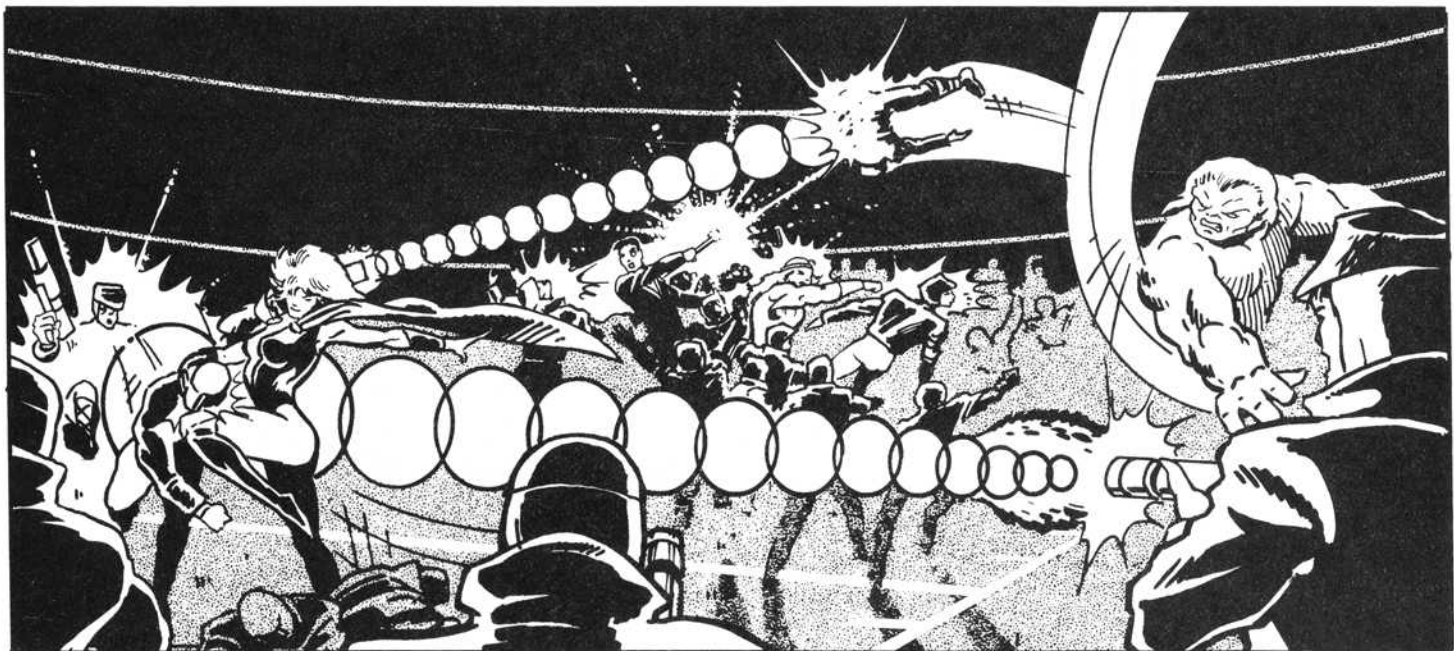
The Kylejet will leave the scene at top speed as soon as Dr. Daedalus is on board.

T

Troubleshooting

If Dr. Daedalus is killed, the Player Characters will have a more difficult time discovering the plan of Arachne and Minotaur. Player Characters in Encounter 2 will lose the Saving the Innocent award if Daedalus is killed during it. They will also have **Encounter 9** as soon as they go to Crete.

If the Player Characters capture the Kylejet, they may use it to go to Crete before U.S. Intelligence asks them for the plane (the vehicle is still too secret to be commonly used by civilians, even superheroic ones).



Encounter Three: Turn Out The Lights . . .

Monday, 10:16 PM

S

Setup

There is absolute chaos after the sudden blackout in the stadium. Comments of "did you see that white thing fly into the upper deck" and "there's something strange here" abound. There is one fan in particular that makes a comment about the fact that the scoreboard lights are still on. He thinks that someone is still tampering with the lights.

PI Players' Information

Shortly after the lights go out in the stadium you hear a fan who is seated behind you remark, "The scoreboard is still on. Some jerks must be goofing with the lights."

(If the Players wish to go downstairs and investigate, continue reading. It is assumed that the Player Characters know where the light room is):

You race down the stairs, dodging fans and condiment tables. Security guards run in the same direction on the steps above you. Just as you stop in front of a door marked "KEEP OUT", you hear a startled but firm voice:

"Okay you 'Julius Caesar' rejects, step away from those circuit breakers and put your hands up!" In the room is a security guard, his .38 drawn, trying to arrest five men. The men are dressed in what looks like bronze breastplate and helmet, greaves (armor protecting the front of the leg below the knee) and gauntlets. Each is armed with a pistol that looks like a guard on a fencing foil attached to a pistol grip.

GM GM Information

The light room is 12 feet by 20 feet (1 AP by 1 AP). The west wall has five banks of circuit breakers, all of which have been thrown. The only entrance is in the south wall. The door has 4 APs of BODY, each 10' x 10' section of concrete wall has 10 APs of BODY.

SECURITY CHIEF CARL ROGERS

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

SKILLS:

Detective 1, Weaponry (except Exotic Weapons) 2

EQUIPMENT:

.38 revolver Acting Value 0, Effect Value 3, Short Range 0-2, Medium Range 3, Long Range 4, Ammo 6

Carl is good at what he does. He has the courage to try to do his job, even when he is faced with opposition that is out of his league. He will defend himself or any of the Player Characters as long as he is able.

MINOAN SOLDIERS

DEX:	3	STR:	2	BODY:	2
INT:	2	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	1
INITIATIVE:	8	HERO POINTS:	0		

SKILLS:

Military Science 2, Weaponry (Except Exotic) 3, Vehicles (ground) 3

EQUIPMENT:

Armor - BODY 5 APs; A successful Trick Shot will hit an unarmored portion of a Minoan Soldier, WarpWave™ Pistols (Acting Value 0, Effect Value 5, Short Range 0-4, Medium Range 5-6, Long Range 7, Ammo 10)

The Minoan Soldiers will attack the Player Characters and Carl Rogers until the Player Characters have all been dealt with. They will make Team Attacks where possible, with two soldiers per Team Attack, as long as all present Player Characters are being attacked. These soldiers will use their WarpWave pistols.

After the 2nd phase of combat, three more security guards arrive. Unless one of the Player Characters has been knocked unconscious, the Minoans will consider the situation hopeless and surrender. If they have KO'd a Player Character, the Minoans will fight until they defeat all of their opponents or are defeated themselves.

Clue Points known to Minoan soldiers in Encounter 3:

The soldiers only speak their native language, which is akin to Greek and in the Middle Eastern language group (see Scholar). Any Player Characters with at least 3 APs of Scholar in this language group will be able to understand the following that is said by one of the soldiers:

"We apologize for the violence. We must take risks for King Minos so that our people may have a future of peace. We congratulate you, costumed warriors, for showing great prowess in battle."

Carl Rogers will be grateful for the help the Player Characters have given him. He has a brother, Scot, who works in the City Planning Commission, and who has the Mayor's confidence. If the Player Characters contact Carl, they can have a **ONE TIME ONLY** High Connection with City Hall in Central City.

The security guards will take the captured Minoans into custody. They will promise to get the lights back on, and will suggest that the Characters return to their seats to see what is happening with the crowd and the game.

T

Troubleshooting

If the Player Characters do not go to the light room, Security Chief Carl Rogers will be blasted unconscious, and the Minoans will make their escape. If the Players dawdle, spending time discussing whether or not to investigate the blackout instead of leaping into action, have their Characters encounter the Minoans as they are leaving the stadium.

If the Characters lose to the Minoans, the Minoans will escape, taking any unconscious comrades with them. The security guards will also be defeated. If the majority of Minoans are unconscious, two of them will conveniently regain consciousness in time help in the escape. Note: You may also choose to just have each conscious Minoan carry one unconscious soldier, and leave the rest to be captured.

Encounter Four: The Party's Over

Monday, 10:17+ PM

S Setup

The Player Characters have returned to their seats after dispatching the Minoan soldiers. They are just settling in when the lights go back on.

PI Players' Information

The sound from the crowd is a rolling, restless murmur in the dark. In rapid sequence the banks of stadium lights come on, illuminating the playing field. The buzz of the crowd increases as the field comes into view. The clock on the scoreboard shows 00:00 left to play. There are 21 players and 6 officials milling about the middle of the field . . . and there is Carski with the football, alone in the end zone. The play was never whistled dead during the blackout. The crowd noise crescendos; the officials hesitate, then signal a touchdown . . . and the Central City fans go completely crazy.

Players from both benches are screaming and yelling, but for different reasons. After a moment, both the Blackjacks and the Goliaths field their point after touchdown special teams. The kick is good. The final score is 31-28, in favor of the Central City Blackjacks.

A fight is breaking out in the Red Deck, Section R, where most of the Gotham fans are seated. These fans and a few Blackjack fans have gone from verbal exchanges to fisticuffs, and now the individual skirmishes are turning into a vicious mob brawl. The situation is now threatening to reach riot proportions as more fans join in the fracas, attacking one another with fists, bottles, bats, and tire irons.

GM GM Information

The key for the Player Characters is to calm all of the fans involved in fights and to separate the two groups.

If a fan is Persuaded or Intimidated to stop brawling, he will stay out of the fight, regardless of the duration of the Intimidation. The reputation of the Player Character group reduces any fan's Opposing and Resistance Value to a Persuasion or Intimidation attempt to get him to stop fighting by 1 column. The 1 column reduction also applies to a Multi-Attack using Charisma, but the total reduction is still only 1 column. There is an additional 1 column reduction to the Opposing and Resistance Value of a Persuasion or Intimidation attempt if, in the preceding phase, the Player Characters have taken 8 or more combatants out of the fight.

The fight currently involves 20 Gothamites and 25 Central City fans. Each phase the fight continues, 5 Gothamites and 5 Central City fans join the fight. Some fans may have gone into Killing Combat (see the Combat Note below). They will not attack the Player Characters unless attacked by them, and only those fans subject to the attack will counter attack. The rest of their friends are too busy beating up other fans.

COMBAT NOTE: To run the fan combat, the easiest way is to run them as Team Attacks of 8 Fans making Multi-Attacks against 8 fans. The remainders will attack each other. If the Player Characters did not intervene, the next round would be 25 Gothamites and 30 Central City folk, which would be three 8-against-8 attacks, and one 6-against-1 attack.

Running this combat can be lengthy. If you would prefer, you can abstract the fight by saying that 5 combatants drop out each round due to injuries, and that on a roll of 18 or more, one of the fans has been killed.

Once the Player Characters have stopped the fights, one of the Player Characters' alarm is activated. Someone has broken into the Player Character group's Headquarters!

T Troubleshooting

If the Player Characters do not intervene in the fights (for whatever reason), the press will crucify them the next morning. Central City government will be angry that the Player Characters did nothing (or that they did not do enough). For the next two game sessions and the remainder of this session, ANY Connections to city government, press, and the Central City branch of the F.B.I. will be useless. Once the anger fades, the Connections will return to normal.

If the Player Characters intervene, but are defeated by the crowd, a police riot team will finally show up to make arrests and to disperse the crowd. As long as the Player Characters try to stop the mob action, and do not quit before the mob is dispersed or the mob defeats them, city authorities will appreciate their help. Any Connections with the Central City government will remain strong. During this adventure, City Hall and Police Department Connections may be used at any time of the day or night as a sign of the city's gratitude. The newspaper reports will be favorable, and if the Player Characters succeed in quelling the mob, the press will put the action in the best light.

Encounter Five: The Briefing

Monday, 10:40 PM

S Setup

The Player Characters have returned to their headquarters. The alarm shows that someone has broken into the building.

PI Players' Information

One room in the headquarters is lit. The lock on the front door has been picked, and it stands ajar.

If a Player Character goes into that room or looks into a window from outside, give him the following information:

Sitting in a chair reading a magazine is a man in a drab wool coat, cut in the military style. The man has dark brown hair with a streak of gray, broad shoulders, and would stand about 6 feet 2 inches. He seems unconcerned that he has trespassed onto the property of your heroes.

GM GM Information

The intruder is Major Sam MacMurphy of U.S. Intelligence. He is here to obtain the cooperation of the Player Characters; his methods are just a tad inconsiderate. He does have government ID, and checking with some local Connections will reveal that there is a Mr. MacMurphy from Washington, while Connections at the Federal level will reveal (after two hours) that MacMurphy holds the rank of Major, and he is involved in a secretive government agency. (See **Investigation Section** for information given.)

As soon as MacMurphy is aware of the Player Characters, he will say the following (the sections in bold italics are actions that the NPC makes):

"I am sorry for the breaking and entering, but I didn't know your whereabouts and had to contact you as soon as I could. The Company will pay for any damage I have caused. Will you listen to what I have to say?"

If the Player Characters answer yes, MacMurphy will continue: *"I am Major Sam MacMurphy of United States Intelligence. I am stationed in Washington, but I have been in Central City to [tilts his right from side to side while searching for the right phrase]—check up on a S.T.A.R. Labs defense program which involves space weapons that depend on a new form of solar technology. This is being developed by a Dr. Daedalus.*

"This man was kidnapped during tonight's football game by what appeared to be a large white eagle. It seems that this eagle then met up with a mother ship that was able to avoid all tracking radar. A Visual Surveillance Satellite did get pictures of it, and computer projections of its current course put it on route to the Mediterranean." [MacMurphy will pause for questions before continuing].

"We've known for a few months that Dr. Daedalus has been corresponding with a Mediterranean madhatter who calls himself the new King Minos. He seems to be obsessed with rebuilding the glorious civilization of ancient Crete. He wrote to Daedalus for no other reason than the Doctor had the same name as the engineer of the myths. The pair met briefly at a scientific conference in Vienna ten weeks ago, but Daedalus was deeply involved with the S.T.A.R. project by then, so he did not have time to devote to Minos's schemes." [At this point MacMurphy puts a photo of Minos on the table, which includes Ariadne and Arachne in the background].

"As you can see, Minos keeps some pretty interesting company. We have solid information that he also keeps an eagle-like creature which could fit the description of the beast which took

Daedalus this evening. We could use your help. [He waits for a response]

"We are assembling the elite assault force Task Group 160 in the Mediterranean so that we can recover Dr. Daedalus. It will take us 40 hours to have everything in position for an attack on Minos' encampment. U.S. Intelligence would like you to land on Minos' grounds as a recon element. Your first priority would be to get Daedalus out. If you get the doctor, then a lot of lives will be spared. If you cannot free the doctor, we could use your help in taking out any powerful beings prior to our assault."

At this point there is a tentative knock at the door. A young man from RapiServ, "The World-Wide Courier Service", nervously hands one of the Player Characters an envelope. It has an elaborate earthenware seal with a stylized "M" in the center.

The envelope contains a printed invitation (see below).

Included in the envelope are four round-trip tickets from Central City to Kennedy Airport in New York, departing on Central Airways 5:40 AM, Tuesday, arriving 8:50 AM eastern time. There are also 4 round-trip tickets to Rome, departing New York at 10:10 AM, Tuesday, on Pan Am.

If MacMurphy sees the seal on the envelope, he will recognize it and ask about the envelope's contents. Once the issue of the envelope is settled, MacMurphy will tell the Player Characters that he has arranged for a chartered jet to take them to a waiting spy boat which he will slip them onto during Wednesday night. The jet leaves at 10:00 AM Tuesday. Major MacMurphy needs to know by 8:00 AM Tuesday whether or not the Player Characters will be using the jet.

The characters will have to choose their transportation: accept the offer from Ariadne, or accept the offer from Major MacMurphy.

T Troubleshooting

Major MacMurphy will wait until the Player Characters return from the stadium. If they return after 11:00 PM they will find the invitation sitting unopened on the coffee table. If they return after 2:00 AM, MacMurphy will be asleep on the floor. The invitation will be under MacMurphy's head, but it will still be unopened.

If the characters manage to completely miss this encounter, (by ignoring the alarm until it is too late to catch even the charter jet, or killing MacMurphy and then burning the envelope before opening it) then they are in trouble. They will have to find their own way to Crete or sit out the rest of the adventure.

NOTE: The Players may use the time between this encounter and the flight that they choose to take to have their Characters contact any Connections they might have (See **Investigation Section** for the results of various contacts).



King Minos, restorer of Minoan glory, cordially invites the heroes of Centralopolis to dinner this Wednesday, 7:00 PM. his liege and his honored guest, Dr. Stephen Daedalus, will personally receive you.

No R.S.V.P. necessary

I hope you choose to attend. Crete is now in need of heroes. Father shall have one of his personal guards meet you in time. You will be shown to quarters by private jet. I will meet you there.

Please come
Sincerely,
Ariadne

GM NOTE: You may photocopy this picture to hand out to your group.

Encounter Six: By

Wednesday, 10:00 AM (local time)

Invitation Only

S

Setup

The Player Characters have spent over twenty hours on, or waiting for, an airplane. Their Pan Am flight has just arrived at the Aeroporto Intercontinentale Leonardi Da Vinci. King Minos has sent a guard to guide them to his aircraft.

PI Players' Information

The crowd debarking pushes and shoves, as many airline passengers do, in a hurry to go wait for their luggage. The flight was smooth and uneventful, but the group is nonetheless glad to deplane.

In the waiting area is a man in SynthiBronze armor. The crowd stares in obvious amusement, and a child timidly touches the butt of his WarpWave pistol. The guard motions for you to follow.

GM GM Information

The guard speaks only the Minoan tongue common to all of the guards. He will lead the group through a bewildering variety of escalators and corridors, finally exiting onto the Tarmac. He walks toward a Kylejet (the same one which carried Dr. Daedalus to Minos), boarding as soon as the ramp is lowered.

There are two pilots in the Kylejet. One of them, Niko Logothedis, has been studying English. Niko is 5'8", balding, with a friendly round face. His dark eyes are alert, his expression full of energy. He gestures when he speaks, which can be disconcerting when he is supposed to be flying the Kylejet.

Niko will be excited at the chance to practice his English and

will converse with the Player Characters for the duration of the 35 minute flight, unless he is dissuaded. He will volunteer the following information by Knowledge Points:

1—King Minos considers the Player Characters to be heroes and believes that heroes would fit in with his plans for Crete. His daughter, Ariadne, suggested that he invite the group to see what great progress has been made towards resurrecting the glory of the Minoan civilization, so the Player Characters should find themselves welcome.

2—Not everybody is ecstatic to see the Player Characters. Arachnae has made public her distaste for inviting outsiders to New Knossos. Ariadne won the debate with Arachnae, however, and the group was invited.

3—Now that Dr. Daedalus is on site working for them, the great goal of Minos, a secure and peaceful Crete, will be realized within a day or so.

Once Niko has landed the Kylejet, Ariadne will meet them at the airstrip in **Encounter 8: Touring the Town**.

T

Troubleshooting

If the Player Characters take over the aircraft, Niko will tell them nothing except "I was wrong about you. No heroes would act as you do." Instead of going to **Encounter 8**, go to **Encounter 9**. Arachnae and her allies will now be waiting at the airstrip, as Niko did not give the proper landing authorization in Minoan. If the Player Characters land elsewhere, their first encounter upon reaching New Knossos will be **Encounter 9**.

If the Player Characters become suspicious (for whatever reason) and do not board the Kylejet, the pilots will wait 30 minutes and then take off for New Knossos without the Player Characters.

Encounter Seven: Hitting

Wednesday, 6:00 PM (local time)

The Beach

S

Setup

The Player Characters have taken the U.S. Intelligence charter jet to the Mediterranean. They have been paradropped to a spy boat 30 miles north of Crete. The boat captain gives the Characters a transmitter which will allow them to make radio contact with Task Group 160 (Major Sam MacMurphy is aboard). The boat drops them off in a rubber raft a half mile from shore. The assault is scheduled for dawn tomorrow.

PI Players' Information

The paddle to shore is quiet and tense. You stay low to avoid any sentries. The sun has set, the sky is dark...suddenly you see a glint of white in the sky, against the clouds. It is the White Eagle, who wheels with a cry and heads for the mainland.

GM GM Information

The White Eagle has spotted the Player Characters and is on

his way to warn Arachnae. He is one mile (10 APs) above the group. White Eagle will use Hero Points to push his Flight if it appears that one of the Player Characters will catch him. The distance to Arachnae is 13 APs. (See the **Chase Section** for a graphic aid for running the chases. Alternately you can 'wing it', using the chase as a story element rather than using the Chase Section for visual aid.)

If White Eagle makes it to Arachnae, then **Encounter 9: A Bruising Welcome** will occur as soon as the Player Characters enter the boundaries of New Knossos. If they stop White Eagle, **Encounter 8** will occur at the Dispersion Grid or the Laboratory. If they go elsewhere, a Minoan soldier will recognize them, assume they have responded to the invitation, and offer to lead them to Ariadne and **Encounter 8**.

T

Troubleshooting

If the Player Characters manage to prevent White Eagle from escaping, then **Encounter 8** will be modified (see the first GM's **NOTE** in the **Players Information** in **Encounter 8**).

Encounter Eight: Touring The Town

Wednesday, 10:40+ AM

S

Setup

The heroes have arrived in New Knossos by Kylejet. As they walk down the ramp, they are met by Ariadne. She will escort them to their quarters.

PI Players' Information

Descending the ramp into the bright sunshine, you are struck by the difference between New Knossos and the dreary late autumn mornings of Central City. Waiting for you is a dark-haired woman in a gabardine split-skirt and a wind breaker. Her dark eyes move constantly as she sizes your group up. As the last of you descends the ramp, she relaxes.

GM's NOTE: If the Player Characters have come from **Encounter 7**, give only the description of Ariadne; she will welcome the Player Characters hesitantly, for she knows they did not come in response to her invitation.

"New Knossos welcomes the heroes of Centralopolis. I am Ariadne, the daughter of Minos. He has instructed me to escort you around our facilities. First, I would like to show you to your rooms and give you a chance to freshen up after your trip." She then walks over to a vehicle which looks like an oversize golf cart and climbs into the driver's seat, saying that it is just over a mile to the new palace.

The new palace is a sprawling collection of tenuously connected buildings, surrounding meticulously arranged flower and rock gardens. The columns in front of the main entrance appear upside down, with the base not half the width of the top. Two large agate seals, depicting an agile man somersaulting over the horns of a bull, stand head high, one on either side of the entranceway.

Ariadne leads you through the entrance, turns left and leads you through a seemingly haphazard collections of corridors. Ariadne finally stops in front of large interior door, which is flanked by two agate circles: the left seal has a three-quarter view of two Player Characters, the right seal has a similar view of the other Player Characters. Ariadne says, "To set the lock, touch your image. Your palmprint and fingerprints are recorded by the device. Once recorded, the door will unlock whenever you touch your palm to your image. I will give you time to get settled and be back in half an hour."

The room is a suite, a large common room connected to four bedrooms. There are two bathrooms between the bedrooms. The common room has a large picture window overlooking the central court and its hanging gardens. A quick look suggests the Player Characters' quarters are perhaps 30 feet above the level of the court. The other three walls are covered with elaborate frescos in the style of ancient Crete.

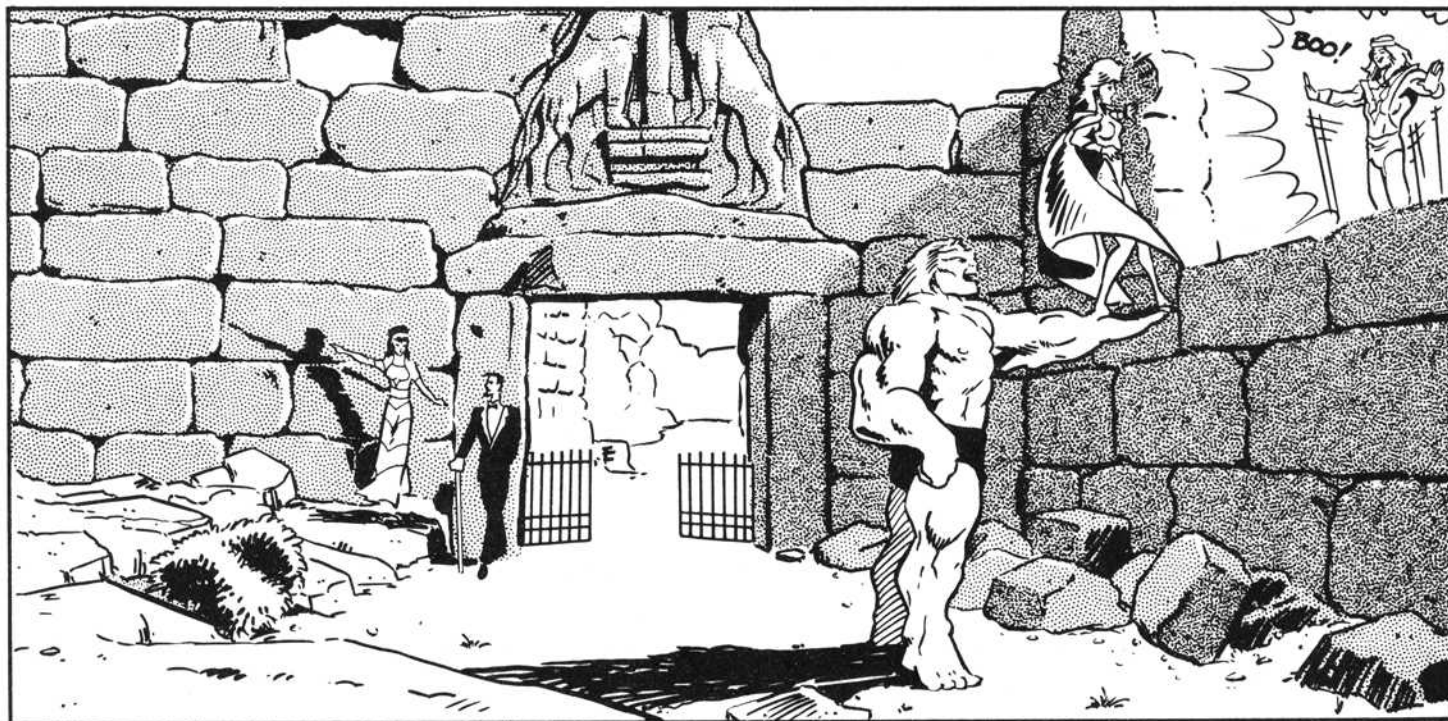
*Each bedroom has a bed, dresser and mirror, closet and a writing table and chair. There is also a micro-computer in each room which is tied into Clotho, the central computer system of New Knossos (See **Equipment Section**).*

The Ruins of Old Knossos:

GM's NOTE: If the group comes from **Encounter 7**, Ariadne will not give them the tour of Old Knossos. There is not enough time between the heroes arrival and the dinner with Minos. Instead, she will offer to take them to see Dr. Daedalus at **Encounter 10**.

Ariadne will be happy to guide the Player Characters through the ruins, narrating the following:

"King Minos I was a giver of law; he devised legislation which lasted thousands of years and helped found the democratic principles which flourished during the Golden Age of Greece. During the lifetime of his son, King Minos II, the fabulous palace of Knossos was built."



GM GM Information

Once in the cart, Ariadne will make the offer to take the Player Characters to see Dr. Daedalus at work, once they have settled into their rooms in new Knossos. She would also like to show the Player Characters the Knossos ruins if they are so inclined.

The Ruins:

In passing by the southern entrance of the old palace, Ariadne will take the Player Characters by the gleaming circular plug which is the Labyrinth's emergency exit.

The emergency exit to the Labyrinth has a BODY of 11 APs and a weight of 7 APs. It is opened by a servo-mechanism which is activated by keying in the proper word ("Prometheus"). It may be over-ridden by someone with Security Systems (Thief Sub-Skill), Gadgetry, or Scientist. The Opposing and Resistance Value to tampering is 12. Such tampering **MAY ONLY BE ATTEMPTED ONCE**. If the attempt fails, then the servo-mechanisms fail,

and the door may only be opened through brute force (remember that the door has a BODY of 11 APs if it must be opened this way).

The locks in any of the apartments in the New Knossos Palace may be over-ridden by a Character with Security Systems (Thief Sub-Skill), Gadgetry or Scientist.

The Opposing and Resistance Value to override attempts is 16. An over-ride attempt may be made more than once here.

The description of the micro-computers in the rooms are listed in the Gamemaster's Guide under *Home Computer*. They are online with the computer network known as Clotho (see *Equipment Section* for complete description).

If the Player Characters wander around on their own, or if they go to the Dispersion Grid, go to **Encounter 9: A Bruising Welcome**.

If the Player Characters agreed to see Daedalus, go to **Encounter 10: The Good Doctor Daedalus**.

Encounter Nine: A Bruising Welcome

Wednesday (variable)

S

Setup

The Player Characters are beginning to look around New Knossos. They find that not everyone welcomes them to Crete. They will either encounter or see Arachnae, Minotaur, Talos and a number of Minoan soldiers (depending on whether or not White Eagle was stopped in Encounter 7).

PI Players' Information

As you travel across New Knossos [or as you approach the Dispersion Grid] you see a few men and three unusual figures. One appears to be a 9 foot tall bronze man, clad in bronze sandals, loincloth, and a bronze helmet in the classical Greek style. Another has the torso of a woman, her face an amorphous ugliness with fangs. The rest of her body is that of a spider. The third looks like the mythological Minotaur; he is over seven feet tall, with a brawny, burly man's body and the head of a bull. His head is pure white, his eyes the distilled black found in caverns beneath the earth.

[Unless White Eagle was stopped in Encounter 7, continue reading]

The woman-spider notices your group first and says menacingly, "Minos may be filled with fantasy visions of heroes from across the sea, but to me you are nothing more than barbarians, outlanders who do not belong. Leave me to my important work and I will tolerate your presence in New Knossos. Distract me from the project, or show any disrespect to me or my colleagues, and you will have abused King Minos's hospitality. I think he will little care what I then do to you."

GM GM Information

If the Player Characters come from **Encounter 7** and White Eagle was not stopped, then Combat is automatically initiated by Arachnae and company. There will be 8 Minoan soldiers on patrol with these powered Non-Player Characters.

If the Player Characters come from **Encounter 8** or **10**, Arachnae will warn the characters to stay out of her way. If the Characters are at the Dispersion Grid, Arachnae will order an attack if the Player Characters do not leave within a minute of being told to go away. She will also start Combat if the Player Characters make any flippant remarks.

If Arachnae and her companions are encountered while the Players are wandering the grounds, Arachnae will be heading for the Dispersion Grid with her crew. If they are not spotted by the White Eagle in **Encounter 7** or by Arachnae, or if White Eagle was stopped, they will see Arachnae place a circuit board into the computer console of the Dispersion Grid. There will be 4 Minoan Soldiers accompanying the powered Non-Player Characters.

If Ariadne is not already with the Player Characters, she will show up on the scene when the Player Characters are victorious. She will be outraged and puzzled by the attack, apologizing for the behavior of her countrymen. She will then accompany the Player Characters back to their room in the New Palace, giving them time to clean up before the dinner with King Minos. Go to **Encounter 11: Dinner with the King**.

NOTE: Ariadne will seem much cooler towards the group if they have come from **Encounter 7**, but her actions will be the same.

If the Player Characters are victorious, and they have not yet seen Dr. Daedalus, Ariadne will take them to **Encounter 10: The Good Doctor Daedalus**.

If the Player Characters are captured, Go to **Encounter 14: Prison Walls**.

T Troubleshooting

If Ariadne accompanies the Player Characters, she will do nothing for the first two phases, as she is surprised by the attack. She will then recover and try to end the fight. She will do this by:

1 - Making a Persuasion attempt on any remaining Minoan soldiers. The soldiers are Awestruck/Enamored of Minos' daughter, so Ariadne has a -2 column Opposing Value modifier on the attempt.

2 - Making a "Persuasion" attempt on Talos as explained in Talos' character description, by using Ariadne's INFL against Arachnae's INFL.

If the Player Characters have means of avoiding detection: The Player Characters will spot Arachnae and her crew as they patrol, but if Arachnae or Minotaur does not spot the Player Characters, the Encounter happens only if the Player Characters initiate it. Go to **Encounter 10: The Good Doctor Dadaelus**.

Encounter Ten: The Good Doctor Daedalus

Wednesday (variable)

S

Setup

Taking advantage of Ariadne's offer to show them around, the Player Characters enter the laboratory to see Dr. Daedalus.

If the characters approach the laboratory without Ariadne, they will be denied admittance by the laboratory guards. (See **Encounter 3** and use Minoan soldier's stats.)

PI Players' Information

The door into the laboratory is made of a polished Beryllium alloy. Ariadne looks into one of the cameras and says, "Hecate leads the hunt". The camera pans your group, then the door slowly slides open. Six soldiers stand at attention, saluting you as you pass. Two more swing in step from the sides, leading you through the laboratory which looks like a cross between a bunker and an aircraft hanger.

The ceiling looms sixty feet overhead, catwalks and cross-beams lacing the upper stories. The walls and floors are concrete, and the space is divided by a series of thin partitions that section off individual work areas.

There is the sound of the inhumanly intense buzz of equip-

ment being put through tremendous stress. The air is cool, and the most prevalent odor is reminiscent of a aerosol cleaner.

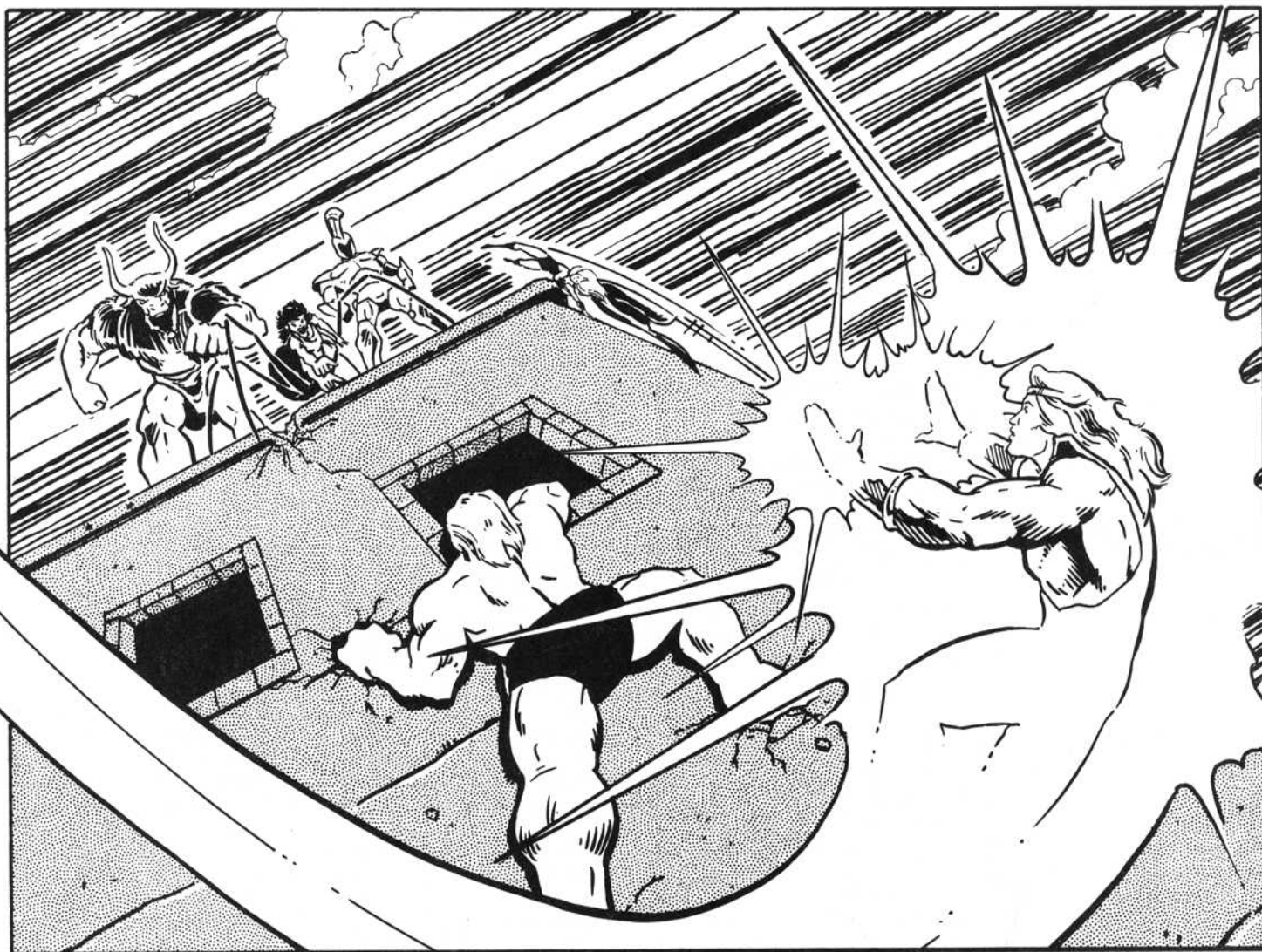
In the central area there is a large jumble of multi-colored wires leading to a crystal rod about two feet long and four inches across. A sharp-featured, bearded man, wearing Hush-puppies, corduroy pants, dress shirt, and a lab coat, is inspecting a projected display. His hands move like independent entities across a keyboard, and other images are projected into the image tank. He raises his left hand, and one of the four technicians starts throwing switches in sequence.

Orange flame seems to be flaring around the crystal. The images in the tank align into a symmetric pattern. The process is finished in less than four seconds. The man looks up from the image tank, a smile broadening across his face.

"Ariadne, this is it! I may have my doubts about Arachnae's intentions, but her technical abilities are flawless. With this Power Damper, Project Prometheus can go on-line an hour after the Damper is placed in the Power Core."

GM GM Information

At this point, Ariadne will introduce the Player Characters, but Dr. Daedalus will wave off the introduction, saying he has



followed their exploits. Dr. Daedalus is eager to talk about the Prometheus Project, yielding his Knowledge Points on the subject if the Player Characters ask him anything about it.

If the Player Characters ask about Dr. Daedalus' kidnapping, Dr. Daedalus will deny being kidnapped, explaining that there was no other way to leave S.T.A.R. Labs for this project:

"S.T.A.R. is the finest scientific organization I have ever worked with, but sometimes they can't see the implications of what they are building. The space weapon platform was an example. It is a defensive weapon which I felt had too many offensive uses. The beam we were building was more than 50 times as powerful as is needed to destroy a missile in flight...in fact, a little bit stronger and it could destroy missiles in their silos [shakes his head]...of course, something this powerful can do a lot of damage to people in buildings...I just felt that Minos had a better idea with Project Prometheus than S.T.A.R. had with their 'Strategic Defense Initiative'."

If the Player Characters ask about Arachnae: Dr. Daedalus will talk more slowly, giving obvious thought to the wording of each phrase. He will state that Arachnae seems to have her own agenda, that she is working on Project Prometheus only because her ends happen to coincide with Minos' goals...for now. He will also say that she seems very cynical about the effectiveness of Project Prometheus.

Dr. Daedalus will mention to Ariadne that he will go down into the Labyrinth tonight to put the Power Damper in place so that Project Prometheus can be activated at dawn.

THE LAB

The Beryllium Alloy door weighs 4 APs and has a BODY of 8 APs. Each ten foot square section of wall has a BODY of 10. Each ten foot section of interior dividing section has a BODY of 2. The support beams have a BODY of 13, while each 10 foot section of catwalk has a BODY of 4. Laboratory is rated as a 25 AP laboratory.

T Troubleshooting

If the Player Characters attempt to recapture Daedalus, he will object. Ariadne and the soldiers will try to prevent the capture and an alarm will sound. In five phases White Eagle, Talos, Arachnae, and Minotaur (make Desperation Recovery Checks for those Non-Player Characters not yet recovered from **Encounter 9**) will appear to do battle.

If the Player Characters are captured go to **Encounter 14: Prison Walls**.

If the Player Characters escape New Knossos with Dr. Daedalus, Sam MacMurphy will contact them and ask them to rendezvous with Task Group 160. Go to **Encounter 16: A Contest of Will**.

Encounter Eleven: Dinner With The King

Wednesday 7:00 PM

S Setup

The Player Characters are attending the dinner given by King Minos in their honor.

The group is given the opportunity to dress in traditional Cretan costume. If the Player Characters returned to their rooms before the banquet, they will find the costumes hanging on a mobile rack outside their door. If the Player Characters have been captured, the jailer will offer them the costumes if they affirm that they still want to have dinner with the King (see **Encounter 14: Prison Walls**).

For men, the traditional costume is a brightly colored 'kilt', with a decorated leather covering. This is worn with a hat with three large feathers, sandals, and anklets.

For women, the traditional costume is a five-tiered skirt of cloth and leather. A wide, jewelled belt supports the waist. The heads are capped with something which looked like a tall fez.

PI Players' Information

The hanging gardens of the central court provide the backdrop for the banquet. 14 teak tables, each holding eight diners, are arranged in a rough semi-circular pattern. In the center of the semi-circle is a V-shaped table. At the point of the V sits King Minos, who is talking in a low tone with Ariadne on his left. Adjacent to Ariadne are empty seats for the Player Characters.

To the right of Minos sits a bearded man in a ruffled shirt (Dr. Daedalus). Next is the spider shape of Arachnae, then the unmistakable form of Minotaur. The White Eagle stares at the gathering, his head moving quickly from side to side. The bronze giant Talos sits unmoving at that end of the table.

[Read this section to the Players only if the Player Characters were captured]:

The gentle rise and fall of conversations ends in abrupt, embarrassed silence as you enter the courtyard. King Minos and Ariadne signal for you to join them at the head table. As you thread your way through to the table, you notice that m/st of the

diners are avoiding looking at you (although some nod with approval at those who are wearing Cretan costumes). You didn't think it was possible for a bull to leer, but Minotaur's face is set in just such an expression. As you take your seats, Minos looks at you, raises a glass and says, "A toast to welcome the heroes of Centralopolis to the house of Minos".

As the gathered throng raises their glasses in a toast, they become noticeably friendlier.

[Read this to the Players only if the Player Characters have not been captured]:

The low sound of restrained conversation becomes an excited buzz as you enter the courtyard. The guests point excitedly at those in traditional costume, and smiles spread out from your position in a noticeable wave. King Minos's eyes are bright, and even his severe face finds room for a small smile. Ariadne gestures to indicate that the group is to sit on her side of the table.

As you make your way through to the high table, a few clapping hands become enthusiastic applause. As you take your seats, the clear voice of Minos cuts through and stops the applause; "A toast, my friends, to the heroes of Centralopolis!" Chairs scrape as the guests stand and raise their glasses in salute, adding their voices to that of King Minos. "Hail to our heroes!" The glasses come together with a dappled ring, and then everyone sits back down.

[Continue to read to the Players]:

The meal is served as many small courses. Servants silently clear away the old courses and present the new with a flourish. The aromas of the food mix well with the scents of the gardens. The guests are in harmony with each other and their surroundings. Minotaur spends most of the dinner glaring at the Player Characters.

During the dinner Dr. Daedalus says, "I will put the Damper into the Power Core this evening, after my meal has settled." Arachnae looks up from her plate, focusing two sets of eyes on Daedalus.

"I can install it right after dinner, Doctor Daedalus, no need to trouble yourself."

Doctor Dadaelus nervously wipes his mouth with his napkin; "No thank you, I think I should check things myself. I am sure you have better things to do."

Arachnae nods her head slowly, with a bobbing motion, "I sssupposse you are right."

Later Ariadne whispers to the Player Character next to her, "Please be careful of Arachnae. I don't trust her, and she seems to resent your presence here."

King Minos stands up as the dessert fruits are being presented. The gathering quiets almost instantly.

"Dear friends and fellow workers, I am very pleased to tell you that Dr. Daedalus has completed his work with the Damp-ing Crystal [a low murmur can be heard from the guests] and so, at dawn tomorrow, we can expect Project Prometheus to go on-line." The guests then break into cheers.

"The fire of Prometheus shall protect New Knossos from any form of attack. The Prometheus Shield is the culmination of years of design effort, and billions of Drachma in research funds. Yet, we were dependent upon the brilliance of an American researcher, Dr. Daedalus, to finish the work by designing the Solar Anti-Particle Catalysts which feed the Power Core. With the help of Dr. Daedalus, New Knossos shall be a place of unparalleled peace and harmony."

The gathered guests cheer wholeheartedly. Minos basks in the approval for a few moments, and then gestures for quiet.

"We do, however, have one serious remaining problem. S.T.A.R. Labs and the American Government desperately want Dr. Daedalus back. They have sent a Task Group to reclaim him. Our sources indicate that the attack will occur at dawn, most likely a few minutes before we can ready the Prometheus Shield. They have many more soldiers than do we, and far more destructive weapons. Even with the help our heroes [he indicates the Non-Player Characters, including Arachnae and Minotaur] they would likely destroy New Knossos. This is why I have asked the heroes of Centralopolis to join us to help save New Knossos [all eyes turn to the Player Characters] in saving the world's best hope for tomorrow."

Minos looks directly at you; the entire room waits for your reply.

GM GM Information

If the Player Characters decide to attack, then the Non-Player Characters will go all out to capture them. Ariadne will stay neutral the first round, but will join in the fray (on her father's side) on the 2nd phase of Combat. There are 20 soldiers (same stats as the Minoan Soldiers in **Encounter 3**) among the guests, and while they are not armed, they will try to Team Attack the Players.

The chairs have a BODY of 1, each of the teak tables have a BODY of 2, while the "V" table has a BODY of 4. The rest of the guests will scatter when the fight starts.

If the Player Characters are defeated after attacking, go to **Encounter 14: Prison Walls**. If the Player Characters are victorious, they can do whatever they want as long as it does not require the aid of anyone in New Knossos. All regular Non-Player Characters will be Opposed (Persuasion Modifier and the Personality Non-Player Characters will have a Personal Vendetta against the group).

If the Player Characters wish to talk to Minos, Ariadne, or Daedalus during the banquet, there will be ample time to do so.

If the Player Characters try to Persuade Minos of Arachnae's treachery and they have evidence of her plan (discovering in **Encounter 9** that the Dispersion Grid has been tampered with), Minos will be Suspicious (+1 Opposing Value Column Modifier). Unless the RAPs of Persuasion exceed Minos' 12 APs of SPIRIT, or unless the group's suspicions are confirmed by Ariadne, he will not be totally convinced. If he is not convinced and the RAPs are positive, he will take the command of Talos from Arachnae and instruct White Eagle to obey only his or Ariadne's orders.

Once the dinner is finished, Arachnae will scurry to the Labyrinth (**Encounter 13**) along with Minotaur and a few soldiers. Dr. Daedalus will retire to his room after an hour, and then go fit the Damper to the Power Core (see **Encounter 12**).



Encounter Twelve: The Death of The Doctor

Thursday, 3:30 AM

S

Setup

The Player Characters have been asleep for some time after the dinner when they are awakened by someone at their door.

PI Players' Information

The door chimes to the VIP apartment are ringing continuously. You answer the door and a servant, visibly shaken, is stammering, "Excuse me...please...come with me...the laboratory..." The servant, Eumedes, will then start toward the laboratory, but he will wait for you if you ask him to.

When you get to the lab, Dr. Daedalus is lying on the cold floor. Above him, a piece of a catwalk dangles precariously. Ariadne, who looks bleary-eyed from a combination of fatigue and stress, and a few guards are present.

"Apparently, Dr. Daedalus was walking overhead when the catwalk gave way. Gravity and the floor did the rest," says Ariadne, "I cannot believe this is simply a stroke of bad luck."

GM GM Information

Dr. Daedalus was murdered in the Labyrinth by Arachnae after he checked the Power Core and discovered that all of its power was being diverted to the Dispersion Grid. Arachnae dispatched Minotaur to cover up the murder while she fixed the Power Core.

If the Player Characters question the guards in the laboratory (see **Minoan Soldiers in Encounter 3**, only these guards speak English) read the following:

"Skeleton crew is only two guards, and Kristatos and I were on duty here. I saw a red alert for the Dispersion Grid on our security board. We called it in, but since Prometheus is finished,

the Grid has a higher security priority than the laboratory, and we were instructed to get to the Grid. When we got there, we found no sign of the guards (GM Note: Those guards are loyal to Arachnae and are with her) and one of the security sensors was obliterated. We radioed base, thinking the American attack had started. We stayed at that post until we received reinforcements from the palace. We then came back here to discover Dr. Daedalus. He must have used his pass to get into the laboratory, and then gone up on the catwalk.

T Troubleshooting

If the Player Characters come up with any Knowledge Points that names Minotaur in the murder, Ariadne will awaken Minos. After a brief discussion with her father, Ariadne will announce that Talos will now obey instructions given by the Player Characters. Unless the group has a pressing need for him, Talos will remain on patrol this evening.

The New Palace is now on full alert. White Eagle is patrolling the skies to keep New Knossos informed of Task Group 160's eventual attack.

The New Palace will radio the laboratory to say that a servant spotted Minotaur descending into the Labyrinth. If the Player Characters follow, go to **Encounter 13: In the Labyrinth**.

Troubleshooting

If the Player Characters decided to accompany Dr. Daedalus after dinner to the Power Core, this Encounter is nullified. Go directly to **Encounter 13** instead.

If the Player Characters decide not to follow Minotaur, go to **Encounter 16**. If the Player Characters are alert it will be possible to ambush Arachnae before she gets to the MindWeb.

CLUES TO DR. DAEDALUS' DEATH

WHAT MINOTAUR DID

Minotaur smashed the security sensor, knowing the laboratory guards would be the first to respond. He then went back to the laboratory, used Dr. Daedalus's pass to open the lock, and carried the already dead Daedalus up the catwalk. Minotaur easily twisted the catwalk support beams apart. His natural aggression caused him to make his one big mistake...he hurled Daedalus down rather than just dropping him, causing the force of impact to be much greater than if Daedalus had simply fallen. Minotaur then slipped out of the laboratory to rejoin Arachnae in the labyrinth.

Eligible Skills for investigating the body: Detective, Medicine, Scientist. The Opposing Value is 4 and the Resistance Value is 6 (the INT and MIND of Minotaur) for the investigation attempts.

KNOWLEDGE POINTS

1 - The impact was much greater than would have been produced by falling fifty feet from the catwalk.

3 - There is tissue that is bruised in such a way that indicates that the body was carried after Daedalus was dead; whoever carried Daedalus was quite strong.

Eligible Skills for investigating the catwalk: Detective and Scientist. The Opposing Value is 4 and the Resistance Value is 6, the INT and MIND of Minotaur.

KNOWLEDGE POINTS

2 - There is no sign of metal fatigue on the catwalk. The break was obviously due to a great deal of torque being applied to the catwalk supports.

3 - Marks near the break on the catwalk match the grip of Minotaur.

Eligible skill for inspecting Dr. Daedalus' pass is Detective. The Opposing Value is 4 the Resistance Value is 6, the INT and MIND of Minotaur.

KNOWLEDGE POINTS

1 - The pass has been wiped clean of prints.

2 - The coloration of the card has been changed slightly, as if it had been exposed to an intense source of light. [It was discolored in the flash of the Power Core when Dr. Daedalus tried to stop the power from going to the Dispersion Grid].

4 - Abrasion marks on the card match those which would be made by the wiry hair on Minotaur.

Encounter Thirteen: In the Labyrinth

Wednesday, 11:00 PM, or
Thursday, 4:00+ AM

S

Setup

The Player Characters have entered the Labyrinth. They are either in pursuit of Minotaur or else they have accompanied Dr. Daedalus down into the maze.

PI Players' Information

[If the Player Characters are accompanying Daedalus] Daedalus goes to the Labyrinth entrance in the New Palace. He keys in the word "Prometheus" into the lock mechanism, and the hum of electric motors is heard as the door begins to swing open. Stairs lead down into damp darkness.

As he descends the stairs, he holds up an oblong-shaped device and says, "This is a threader. It draws upon energy in the Power Core to fire a pencil-beam of light from relay point to relay point. Following the light thread will lead you to the Power Core so you do not get lost in the Labyrinth. Be careful of the relay points...they are fragile, and if you break one, you extinguish the beam along the entire path."

Daedalus places the threader in a specially carved niche, attaches a power cable, and activates the threader. A brilliant beam of yellow light flashes from the threader... and then turns a corner. Daedalus grins. "Photon magnets. Not really magnets at all, but they do attract and bend beams of light. A lot less obtrusive and a lot more efficient than mirrors."

If Player Characters are descending on their own, Ariadne will give them the information above, as well as open the lock

mechanism to the labyrinth door. She will not accompany the Player Characters unless a successful Persuasion is made.

Once you reach the Power Core you see Arachnae, wearing some sort of goggles. She is idly playing with a tangle of wires, standing near the relay point by the Power Core.

[If the Player Characters take any action against Arachnae, her first action will be to destroy the Relay Point, plunging the labyrinth into darkness.]

"It is good to see all of the barbarians have such an interest in my work. It is a pity you could not have waited until the Mind-Web was completed. But, [four of her shoulders shrug] one cannot have everything." With this, Arachnae destroys the relay point, hissing, "Death to the barbarians!"

GM GM Information

The relay points are assumed to be evenly spaced throughout the Labyrinth, and there is also one at the Power Core. Each of these has a BODY of 1 AP. If a relay point is destroyed, see *Labyrinth Movement* to enable the Characters to find their way out. As long as the relay points are intact, the group is assumed to be able to find the way out automatically.

Minotaur and 10 soldiers are hiding near the Power Core and will attack as soon as the Labyrinth is dark or Arachnae is attacked. The soldiers are equipped with WarpWave pistols and Radar Goggles (DEX: 0, STR: 0, BODY: 0, Radar Sense: 5 APs, 5 charges, Duration 10 APs (1 hour)) to allow them to see in the



dark. Arachnae is also equipped with Radar Goggles. If Arachnae is attacked before it is dark, one soldier will fire at the Power Core relay point to knock it out.

IMPORTANT: Warn the Players that Minotaur has gone into a frenzy, and has now entered Killing Combat. Despite Arachnae's words, however, none of the soldiers will enter Killing Combat.

Arachnae will fight for one phase. The next phase she will lock the Power Core on full power. The third phase she will scuttle for the emergency exit. Arachnae has long ago memorized the intricacies of the Labyrinth. She is on her way to **Encounter 16:** A Contest of Will.

Once the villains are dealt with the Character group has three important options:

I. Breaking the Electronic Lock—A Security Systems, Gadgetry or Scientist Skill may be used to open the lock, **BUT MAY ONLY BE ATTEMPTED ONCE PER PERSON.** The Opposing and Resistance Value is 8, the Gadgetry APs of electronic lock. If the lock is opened, the power level may be adjusted as desired.

II. Analyzing the Power Core—This is where Arachnae has diverted all of the power to the Dispersion Grid. Eligible Skills are Gadgetry and Scientist. The Opposing and Resistance Value is 8, which is the Gadgetry APs of Arachnae.

Knowledge Points

1-2 The power is being diverted to the Dispersion Grid rather than the Prometheus Shield. The character may try to operate the Power Core—shut it down completely, redirect the energy to the Prometheus Shield, or cause the Power Core to explode. The Opposing Value to operating the Power Core is 10 (the Power Core is a specialized piece of equipment which usually has an Opposing Value of 2. There is a +4 Column modifier in addition, as per the Gadgetry and Scientist subskill Analysis rules).

3-6 The power has 3 characteristic types—Physical, Mental, and Mystical. The operating Character may manipulate any one (or

all) of these energies. For example, he could shut down the Mental energy portion, leaving the Physical and Mystical energies intact. He may also do any of the options listed under 1-2 Knowledge Points. The Opposing Value to operating the Power Core is 6 (2, +2 Column Shifts).

7-8 As above, except that the Opposing Value to operating the Power Core is 2 APs.

The Resistance Value to all operating attempts is 2 APs. Positive RAPs indicate the Power Core worked as the Player Character desired it to work.

III. Destroy the Power Core—The Power Core has a Dexterity of 0, a Body of 8 and a Force Field of 5 (for a Resistance Value of 13). If the Core has a Body of less than 0, it stops functioning. The MindWeb will have no Power. 10 or more APs of damage from a single attack will explode the Core (35 APs Explosive Attack). The Core will explode in 7 APs of time (8 minutes), but the Characters may set a delay of up to 9 APs (32 minutes). You should warn your Players, however, that exploding the Core will destroy Old and New Knossos and that this would qualify as **KILLING COMBAT.**

T Troubleshooting

If the Player Characters are losing, Ariadne and Talos will appear to help out the characters, BUT Minotaur knows of Talos' weakness. If the Player Characters are still defeated, then they have lost the adventure; if Minotaur has not been taken care of before this, then the Player Characters are killed.

If the Player Characters are victorious but do not know what to do about the Power Core, Daedalus will help them out if he is still alive. He has 3 Knowledge Points about the Power Core.

If the Players dawdle around, have the dull **KRUUMMMP!!** of an artillery shell announce the beginning of **Encounter 16.**

If the Player Characters have not fixed the relay point, then see *Labyrinth Movement*.

Encounter Fourteen: Prison Walls

Wednesday or
Thursday (variable)

S Setup

The Player Characters have been captured and put in a cell beneath the palace of New Knossos.

PI Players' Information

The main room of the cell is 20' x 20'; there is also a bathroom. There are no windows here; the cell is lit by two garish neon lights. The walls are solid stone.

The door to the cell is a specially reinforced vault door. The middle of this door has a one meter wide hole covered with a translucent 30 AP Energy Absorption field through which you can see a tube in the vault door. The tube is also lined with a Force Field, and is capped on the other side with another Energy Absorption field.

One of the cell walls has a speaker set into it. There is a ventilation grid set in the ceiling. The floor is slightly sloped to a 9-inch drain in the center.

GM GM Information

The walls between the Player Characters and the outside world have a BODY of 35 APs. The door has a BODY of 18, reinforced by the central Force Field to a Resistance Value of 35 APs. The Energy Absorption Fields capping the ends of the tube are 45 APs each, but have no BODY APs. The speaker grid has a BODY of 4. The ventilation grid has a BODY of 7 APs, but the

shaft is too small for anyone larger than a small child to fit through.

The Jailer, David Siklos (see Minoan Soldier for Attributes, Skill and equipment), is lonely at his post. He will talk to the Player Characters as soon as they regain consciousness.

"Greetings, prisoners, I am David Siklos, your jailer. Minos has empowered me to consider any request excepting your release. Although I regret that you're here, there's really nothing that I could do right now without causing problems."

"Oh, if you are thinking of trying to escape, this cell was designed to hold Minotaur in the event he ever became uncontrollable. Press the speaker when you wish to talk with me."

If the Player Characters were captured before the Dinner with the King, Minos will send word to Siklos to release the prisoners. Siklos will excitedly relay the message to the group, extending the offer of traditional costume to the Player Characters (See **Encounter 11:** Dinner with the King). He will warn the group against skipping the dinner and to be wary of Arachnae and Minotaur.

If the Player Characters were captured after (or during) the dinner, they will have to escape to go free. Go to **Encounter 15:** Long Shot for Freedom.

T Troubleshooting

The Player Characters may have abilities which could get them out. If you are using the Justice Crusaders, for example, Dr. Faustus might use an Omni-Gadget to create the Control Power and take over Siklos. If the Players come up with any other ideas on getting out, give them the benefit of the doubt.

Encounter Fifteen: Long Shot for Freedom

Wednesday, 7:00 PM or later

S Setup

The Player Characters have been imprisoned, and the opportunity for Dinner with the King (and freedom) have passed. They have only their own resources to free themselves. Fortunately, Arachnae's manipulation of the Power Core causes a power flux which weakens the defenses of the cell.

PI Players' Information

Your jailer is using the speaker to chat idly with you, when the lights of your cell flicker, then dim. Moments later, three of the lights burst with a flash, while the fields around the cell door release a cascade of orange sparks. Blinking, you adjust your eyes to the new lighting conditions in the cell.

A quick investigation reveals that the Force Field is intact, but the Energy Absorption fields look weakened. You do not have much time...some technician somewhere is doubtlessly trying to reroute power to the Energy Absorption field; you hear Siklos' voice over the speaker, requesting emergency power reserves be employed to strengthen the fields. This is your one chance for freedom.

GM GM Information

The Energy Absorption fields are reduced to 30 APs for three phases. The field has an Opposing and Resistance Values of 0. If the Player Characters burn a lot of Hero Points they should be able to disable both fields in the three phases of time they have.

Encounter Sixteen: A Contest of Will

Thursday, 6:23 AM

S Setup

USI's Task Group 160 is starting its assault on New Knossos. Arachnae has put the finishing touches on the MindWeb (she would have made her Gadgetry roll at the end of **Encounter 13** or **15**) and intends to use it.

PI Players' Information

Player Information (read as much as is appropriate for your group and their situation):

USI attack helicopters skim in over the hills, spewing hundreds of rounds of ammunition. USI troops, armed with automatic rifles, are pressing the Minoans back towards New Knossos. The laboratory has already fallen to American soldiers.

Off the coast, USI ships fire salvo after salvo, collapsing parts of Old Knossos. Small groups of Minoan soldiers try to delay the USI assault long enough to allow others to make it to the palace, while American soldiers press into the barrage of WarpWave fire to try to take the palace.

King Minos, dressed in his most resplendent robes, is doing what he can to help both American and Minoan wounded into New Knossos.

Remember that the Energy Absorption fields can only absorb 30 APs of damage from ALL attacks in a single phase—if they absorb 31 or more APs in a phase the field will stop working. The Player Characters can then escape through the food tube in the middle of the cell door. Go to **Encounter 12: The Death of the Doctor**.

Five Minoan soldiers will try to prevent the heroes from escaping, but they will most likely be little more than a moment's distraction to the Player Characters. The guards descended an access ramp to reach the cell area. Following the ramp up will lead the Player Characters to the grounds just south of New Knossos. There the angry, buzzing echo of attack helicopters will announce the beginning of **Encounter 16: A Contest of Will**.

T Troubleshooting

If the heroes fail to escape during the allotted time, they will have to contend with the full Force Field and Energy and Absorption fields. If they try and fail, have them hear the sounds of battle outside their cell. A minute or so after the gunfire stops, USI soldiers will appear in front of the food tube.

As soon as the officer in charge sees that the Player Characters are imprisoned, he will radio his men in the jailer's room to lower the Energy Absorption fields. He will then tell the group that Arachnae was seen heading for the Dispersion Grid. Go to **Encounter 16**.

If the Players do not even **TRY** to escape from their cell, you may choose to have them rescued as above. If you decide to leave them in the cell, Arachnae will triumph. In this case, go to the **Aftermath** section.

[Read if Talos is in action, but not controlled by the Player Characters]:

As ammo bounces harmlessly off of Talos' armored skin, troops scatter in all directions. One attack helicopter hovers just out of his reach. A spot of laser light appears on Talos' heel, and a missile rides the beam down to the giant's weak spot. Talos collapses in a billow of smoky fire and the shriek of torn metal.

[If Ariadne is not with the heroes]:

Ariadne takes a WarpWave pistol from a fallen soldier and commands a group of six Minoan Soldiers to follow her. They stay low, trying to make it to the labyrinth's emergency exit. The daughter of Minos and two soldiers are the only ones to make it, but the entrance's mechanism has been damaged.

Ariadne is determined to save what is left of New and Old Knossos by getting into the Labyrinth and raising the Prometheus Shield. But the entrance's damaged wires and the overheated, smashed metal say no. Feeble current strains through patchwork parts, lifting the door but a fraction. The guns fire again. Ariadne has her answer.

A lone, white figure contends for control of the air against more than a dozen USI choppers. White Eagle climbs, twists, dives, and forces the pilots to abort an attack run by flying straight at them. A USI pilot then spots Arachnae in the MindWeb and begins an attack run. White Eagle turns, then starts after the attacking helicopter. Close now—the pilot targets the

rapi-cannon for Arachnae. Closer—White Eagle issues a challenging scream to the pilot, then brings his talons forward. Still Closer—White Eagle will not swerve. The pilot stays on target. Too Close—the fireball from the collision can be seen for miles around.

Arachnae sits in the cold metal MindWeb, feeling the warm pulse of energy from the Power Core. As the battle erupts around her, she calmly initiates the final step of her plan.

GM GM Information

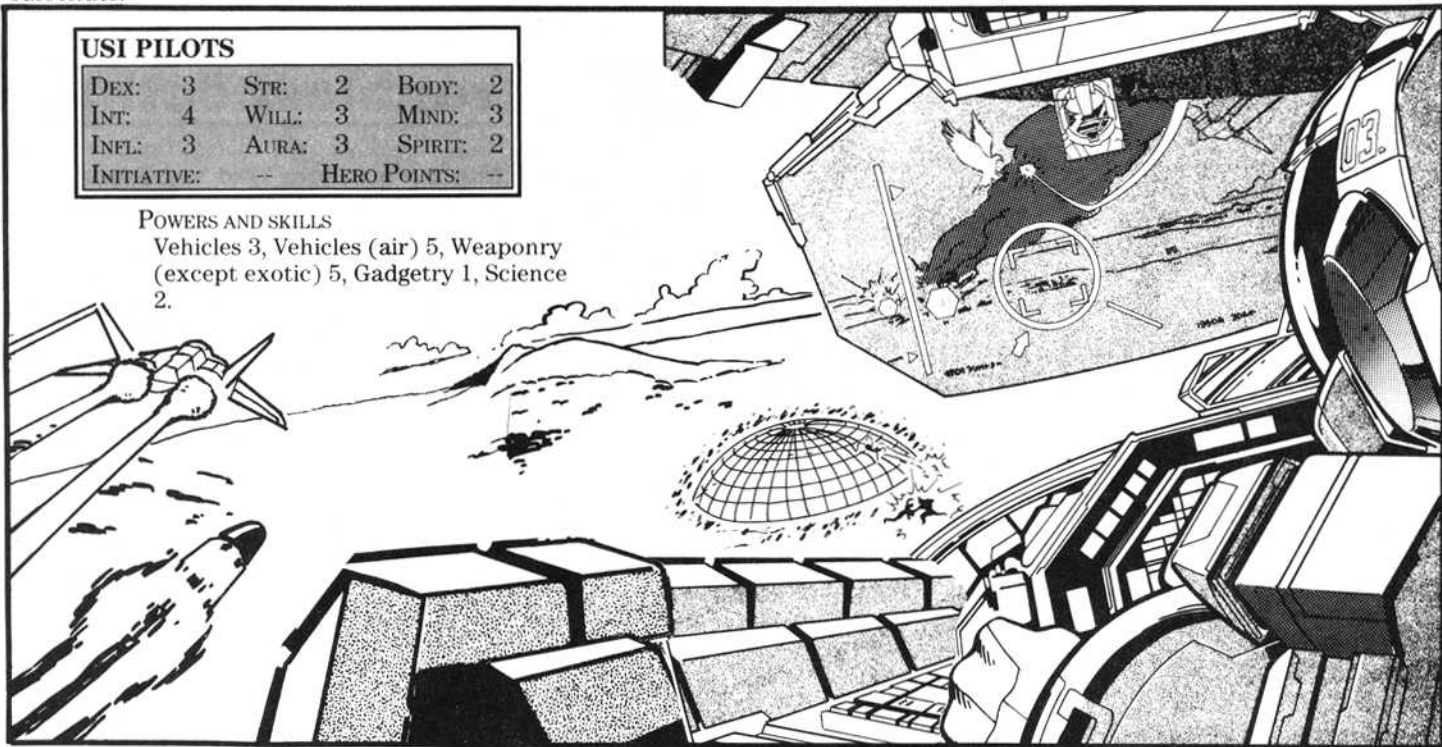
The above descriptions are intended to convey the sense of heroism and desperation in the battle for New Knossos. Talos and White Eagle can be presumed slain if you think it appropriate. If you wish to have Ariadne make it into the Labyrinth, then do so. King Minos will probably not be killed...USI guessed (correctly) that capturing Minos will cause all of his soldiers to surrender.

USI PILOTS

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

POWERS AND SKILLS

Vehicles 3, Vehicles (air) 5, Weaponry (except exotic) 5, Gadgets 1, Science 2.



If Minotaur is still around by **Encounter 15**, he will guard the Power Core until Arachnae tells him to do otherwise.

T Troubleshooting

If Ariadne makes it to the Labyrinth, you may have her send for the group.

If Arachnae succeeds in controlling all of the Player Characters, they may each attempt to fight off the Control as described in the Powers and Skills book (p.11). You may also choose to end the scenario here on the idea that once she has control over the Player Characters, she will soon have control over Crete as well.

Arachnae will then send the Player Characters back to the United States. Once they are out of range of the MindWeb, reduce the APs of Control by 1, so that in 24 hours the APs of Control are reduced by 24.

ARACHNAE AND THE MINDWEB

Arachnae has spent considerable time modifying the Dispersion Grid. The Control Power is transmitted via Telepathy, giving it a range greater than 1 AP, but not more than 22 APS.

SPECIAL RULE: MindWeb Multi-Attack

The MindWeb is capable of attacking more than 125 people at once. The procedure is the same as for a normal Multi-Attack except for the Opposing and Resistance modifiers listed below.

Number of Targets	Opposing Value Column Modifier	Resistance Value Column Modifier
126-250	+8	+8
251-500	+9	+9
501-1000	+10	+10
1001-2000	+11	+11
2001-4000	+12	+12
4001-8000	+13	+13

Arachnae will use the MindWeb in the following way:

1st Phase: Take over all of Task Group 160 with one Multi-Attack (+10 Column Modifier). Sam MacMurphy has the highest Opposing and Resistance Values, unless a Player Character is with the Task Group. Arachnae will spend enough Hero Points

on the Opposing and Resistance Values to succeed on a 7. She will then have the USI troops guard her position at the MindWeb.

2nd Phase: Take over all of the Minoans, except for the Non-Player Characters, in one Multi-Attack.

3rd Phase: Use a Multi-Attack to take over the Non-Player Characters (except Minotaur). She will expend enough Hero Points to succeed on a 7.

4th Phase: Take over the Player Characters with a Multi-Attack. The first times she attacks she will underestimate the Player Characters and spend no Hero Points on the attempt to take over the group.

If the Player Characters are still uncontrolled for the second round, she will try taking over one Character and cause that Character to attack the rest of the group. She will then try a Multi-Attack, using as many Hero Points as necessary to succeed on a 7. She will continue to try this until she runs out of Hero Points.

During the battle she will use as many Hero Points as necessary to defend herself, including using Desperation Recovery.

NOTE: Arachnae will skip any of the first three phases in order to attack any Player Characters who can threaten the MindWeb.

Aftermath

There are three distinct outcomes to **Project Prometheus**:

- 1) The Player Characters are victorious, stopping Arachnae while aiding the USI.
- 2) The Player Characters stop Arachnae while helping Minos and Ariadne.
- 3) Arachnae succeeds in the first step of her plan.

CASE 1: If the Player Characters help USI and stop Arachnae, then USI will disassemble all technical equipment at New Knossos and take it back to America. If Dr. Daedalus is still alive, he will be returned to S.T.A.R. Labs a broken man. If Minos, Ariadne or White Eagle are alive, they will feel betrayed by the group. Minos and Ariadne may forgive eventually, but it is doubtful whether White Eagle will ever forgive the Player Characters.

Arachnae and Minotaur are taken to a S.T.A.R. Labs high security prison.

Sam MacMurphy will be very pleased with the outcome of the expedition. In MacMurphy, the Player Characters will have a High Connection with USI.

CASE 2: If the Player Characters stop Arachnae and help Minos (either by convincing the USI not to attack, defending New Knossos, or activating the Prometheus Shield in time to protect New Knossos), King Minos and Ariadne will be very grateful. The Player Characters will have a High Connection with New Knossos.

New Knossos will become a cosmopolitan cultural center where Science and Art will flourish. In a year, New Knossos will be a 32 AP laboratory (see *GM's Manual* p.37), second only to the mammoth S.T.A.R. Complex in Metropolis.

If Dr. Daedalus is alive to tell the USI that he wants to stay in New Knossos (and that the kidnapping was just a cover), there will be only some ruffled feathers at the USI. If Daedalus is dead, MacMurphy and the rest of USI will feel the Player Characters have betrayed America's defense interests. The Player Characters now have a Subplot: the enmity of USI.

Arachnae and Minotaur will seek revenge for the destruction of their plan of conquest.

CASE 3: If Arachnae wins, she will send the Player Characters as envoys to America to warn the United States against interfering with her. The effects are as described in **Encounter 15: Troubleshooting**.

Arachnae will receive 215 Hero Points for succeeding in taking over New Knossos, the Player Characters and the USI forces. Her chances are now excellent for taking over all of the Mediterranean nations; she will do this within three months of the end of this scenario, gaining an additional 129 Hero Points when she completes the task.

Arachnae will expend Hero Points in order to recharge the MindWeb. Her Hero Point totals will look like this:

1st Month: 200 Hero Points

2nd Month: 150 Hero Points

3rd Month (just prior to take over): 100 Hero Points

3rd Month (after takeover): 229 Hero Points

At this rate of expenditure, she will always have a Recharge Pack available for the MindWeb.

STANDARD AWARD

The Standard Award for this adventure is calculated as follows:

Opposition

If the Player Characters do not make any unnecessary enemies they will be fighting Minotaur and Arachnae (once with Talos). The Opposition is Equal, for a value of **20 Hero Points**.

Critical Task

The Critical Task for success is disabling the MindWeb. This can be done in a number of ways:

Physically destroying the web either before or after it is activated, or rerouting or cutting off the power from the Power Core. These tasks fall somewhere in the Even Odds to Seldom Works range and are given a value of **6 Hero Points**.

Area Of Consequence

The area of consequence is the Mediterranean nations, an international area worth **7 Hero Points**.

Severity

If Arachnae succeeds, the effects will not fade away for a long time. Some force must correct the problem. The Severity is Permanent Non-Fatal for **10 Hero Points**.

TOTAL STANDARD AWARD for this adventure is **43 HPs**.

AWARDING HERO POINTS

Participation Award

If they sat at the table they get this one.

Role-Playing Award

Using the Justice Crusaders as an example, How does Mon-goose respond to the adulation of the Minoans? Does Slab want to poke around the laboratory, the Dispersion Grid and the Power Core? Does Dr. Faustus respond with elegance and grace when meeting another aristocrat, King Minos? How does Morningstar react when faced with the possibility of having to descend into the labyrinth?

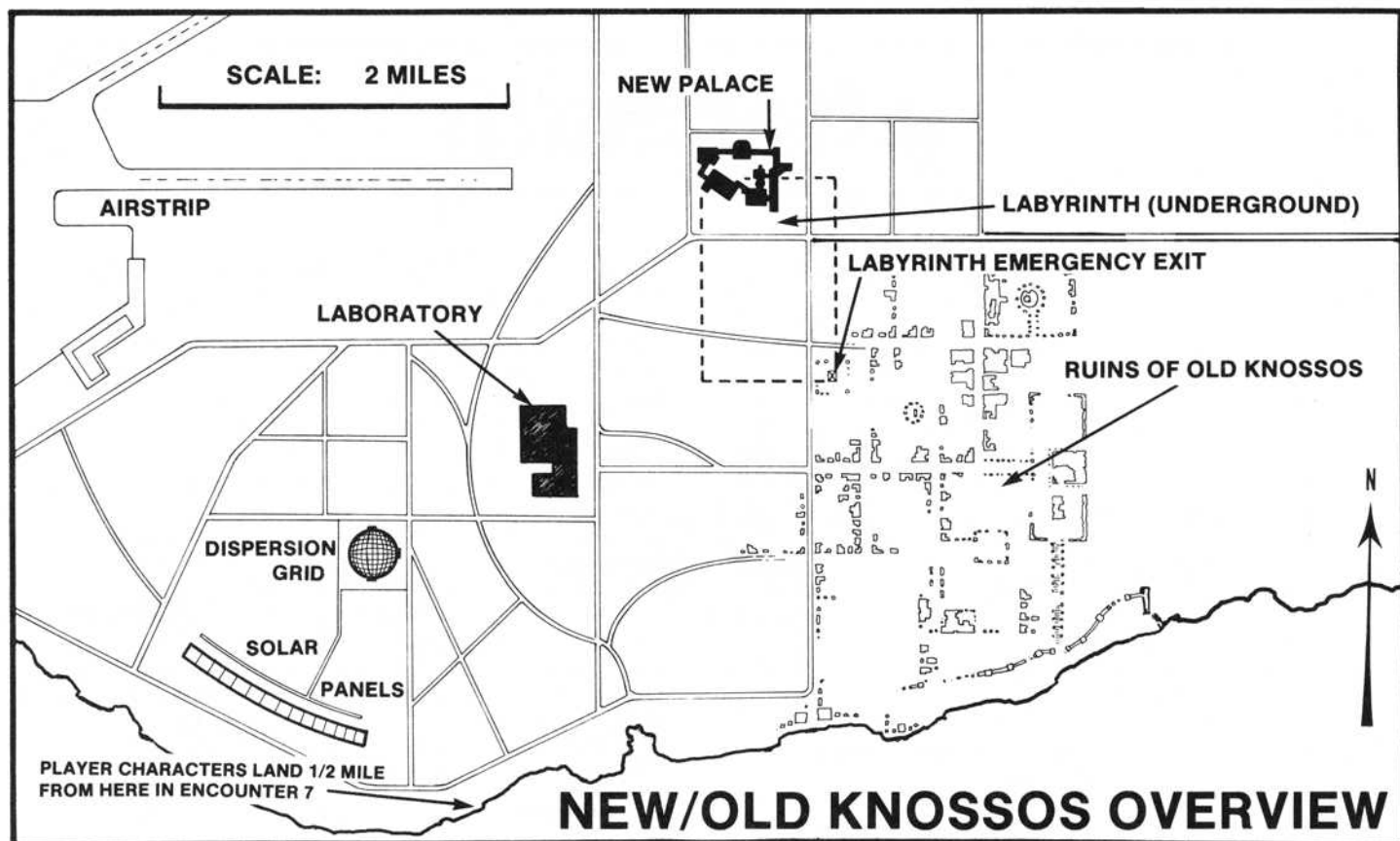
Use your own instincts in gauging the extent of role-playing if you are using your own Player Character group.

Saving Innocent By-Standers

King Minos, Ariadne, and Dr. Daedalus must all be saved in order to get this award. If the other Technicians and servants (such as White Eagle) have been saved as well, you might consider giving them the Miscellaneous Award.

Thwarting the Villain

Stopping Arachnae from using the MindWeb to take over New Knossos and the USI forces.

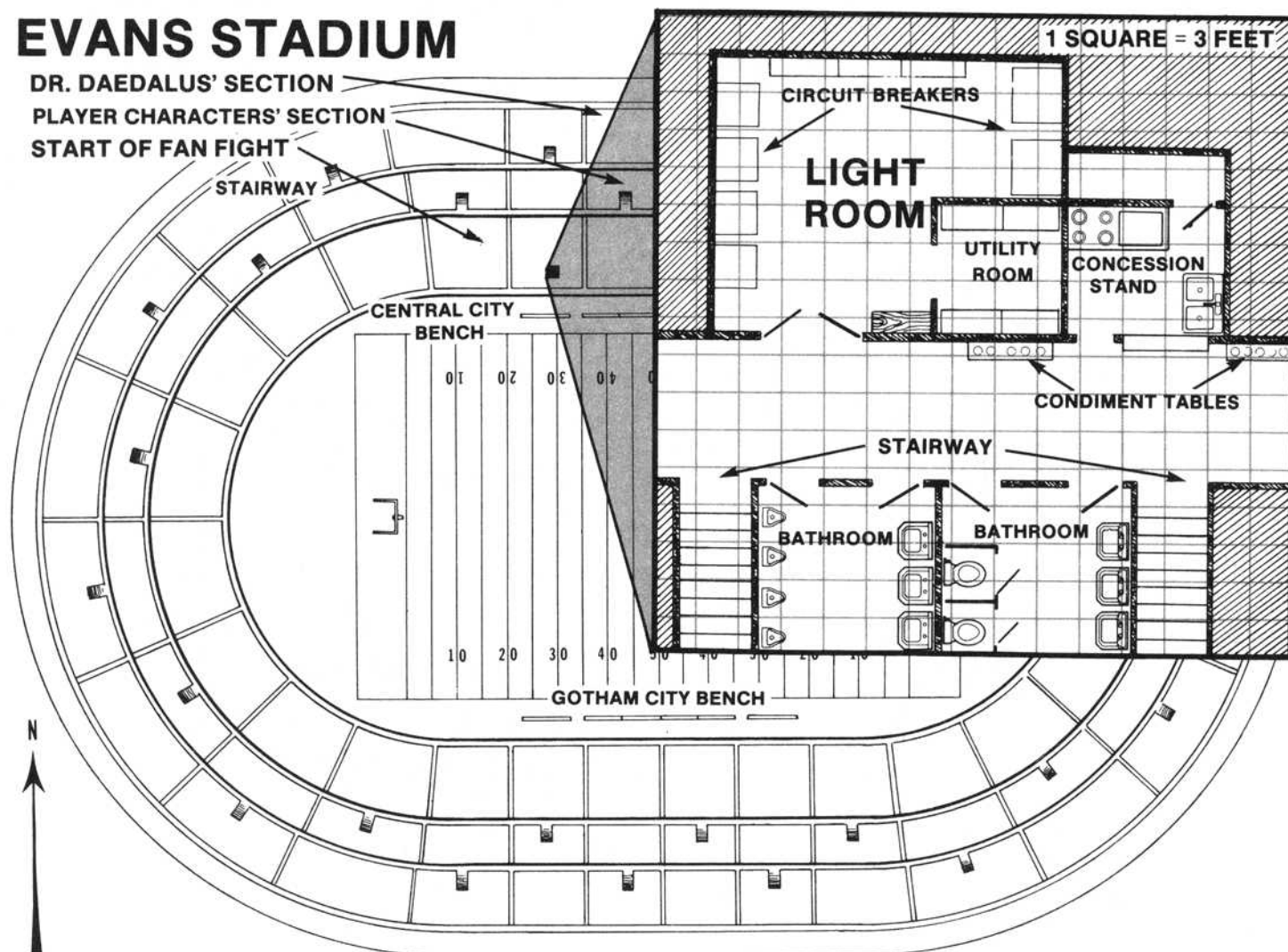


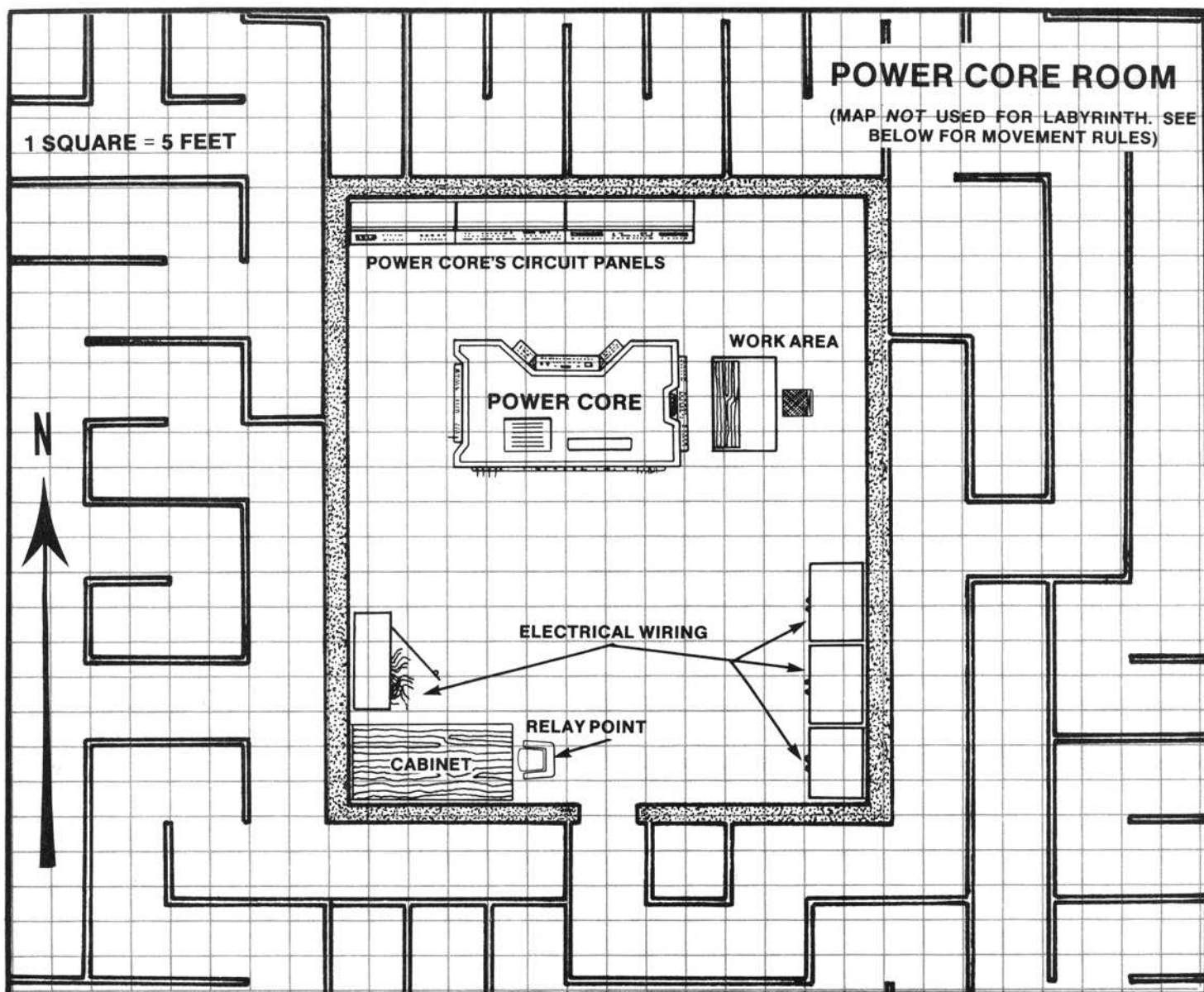
EVANS STADIUM

DR. DAEDALUS' SECTION

PLAYER CHARACTERS' SECTION

START OF FAN FIGHT





LABYRINTH MOVEMENT

Due to the maze-like arrangement of the Labyrinth, using an actual map to move through it once the relay points have been destroyed is more time consuming than the method given here. In the event that the relay points have been destroyed, conduct Labyrinth movement in the following manner:

1. Do an Action Check for each Player Character, using each Character's INT as the Acting Value and his WILL as the Effect Value. Use 9 as the Opposing and Resistance Values.
2. Any Players having 2 or more RAPs will be getting the correct series of directions from the **1st Roll** column of the Labyrinth Chart; any Players failing their roll will receive an incorrect set of directions from the same column, but DO NOT reveal to the Players which is the correct set of directions or the results of the die roll.
3. Have the Players decide amongst themselves which set of directions to follow; it is quite possible for more than one

Player to receive the same set of directions at once.

Repeat the above process, using the directions from the **2nd Roll**, then the **3rd Roll** columns, then resuming with the **1st Roll** column until the Players choose the correct set of directions *three times in a row*; when this happens, the Player Characters are considered out of the Labyrinth.

LABYRINTH DIRECTIONS

	1st Roll	2nd Roll	3rd Roll
Correct	LLRR	LRLR	LLL
Incorrect	RRRR	RLRL	RRL

EXAMPLE: Dr. Faustus, with an INT of 7, needs to roll a 13 and get at least one column shift. He does this easily, getting an 18. His Player is therefore given LLRR, the correct directions from the **1st Roll** column.

Slab has an INT of 6, and Mongoose and Morning Star both have an INT of 4. Slab needs to roll at least 15, and Mongoose and Morning Star needs at least 18. None of these character make this roll, so each of them are given the incorrect directions,

POWER CORE ROOM

(MAP NOT USED FOR LABYRINTH. SEE BELOW FOR MOVEMENT RULES)

which is RRRR. Since more Characters are given RRRR, the Players decide on those directions for this roll.

For the next two rolls, Dr. Faustus succeeded in his Action Checks, while the other characters did not. Consequently, Dr. Faustus' Player was given the correct directions from the **2nd Roll** and **3rd Roll** columns, and the other three Players were given the same (incorrect) directions from those columns.

Since the Players decided to take what was the incorrect directions on the first die roll, they decide to try the directions that Dr. Faustus was given, realizing that he was given different directions from the rest of the characters. They do this for the next roll also.

On the fourth Action Check the **1st Roll** column is used. Again, Dr. Faustus is the only Character to make the Action Check. The Players decide to take Dr. Faustus' directions, choosing the correct directions three times in a row and enabling their Characters to leave the Labyrinth.

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-

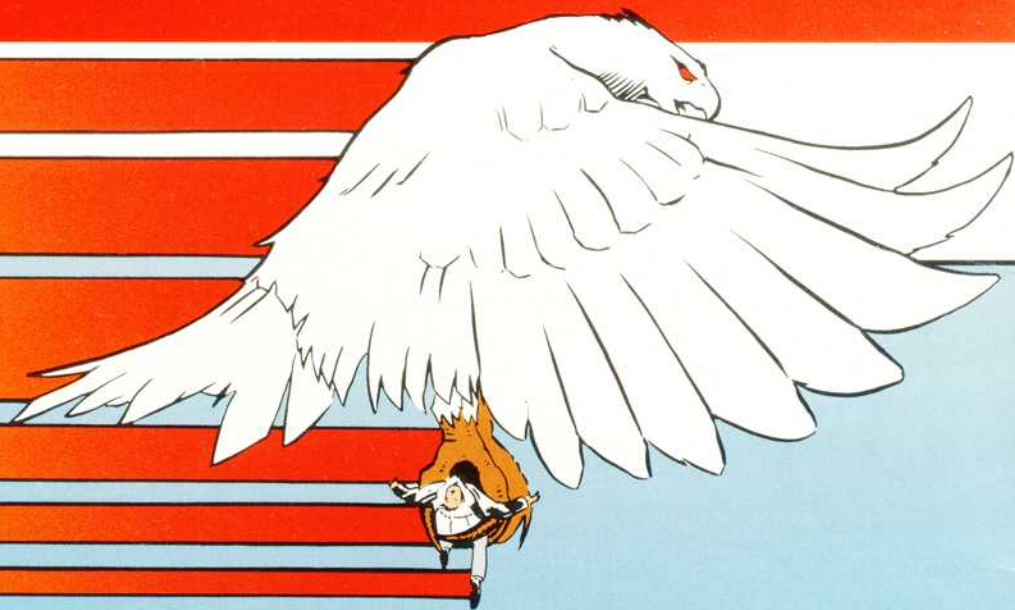
chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

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.

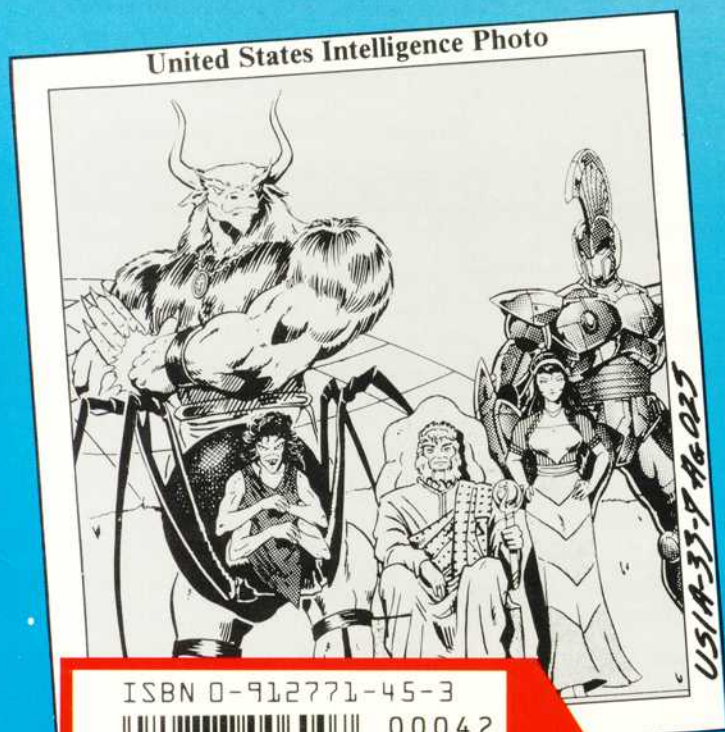
Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
500-1000	The New Teen Titans without Raven and Kid Flash
1000-2000	The New Teen Titans with Raven and Kid Flash
2000-4000	Justice League without Superman
4000-8000	Justice League with Superman
8000-16000	Wonder Woman
16000+	Superman

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



VISIONS OF A NEW AGE? or A PLOT TO CONTROL THE WORLD?



With the help of a kidnapped scientist, the new King Minos of Crete has developed a powerful device called the *Prometheus Shield*.

Minos claims that the shield will be used in restoring Crete to its former glory. U.S. Intelligence sources have linked him to some suspicious characters.

Now, it is up to you to go to Crete and find out just what the situation *really* is!

**For use with your own
500-1000 Hero Point
Characters.**

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