

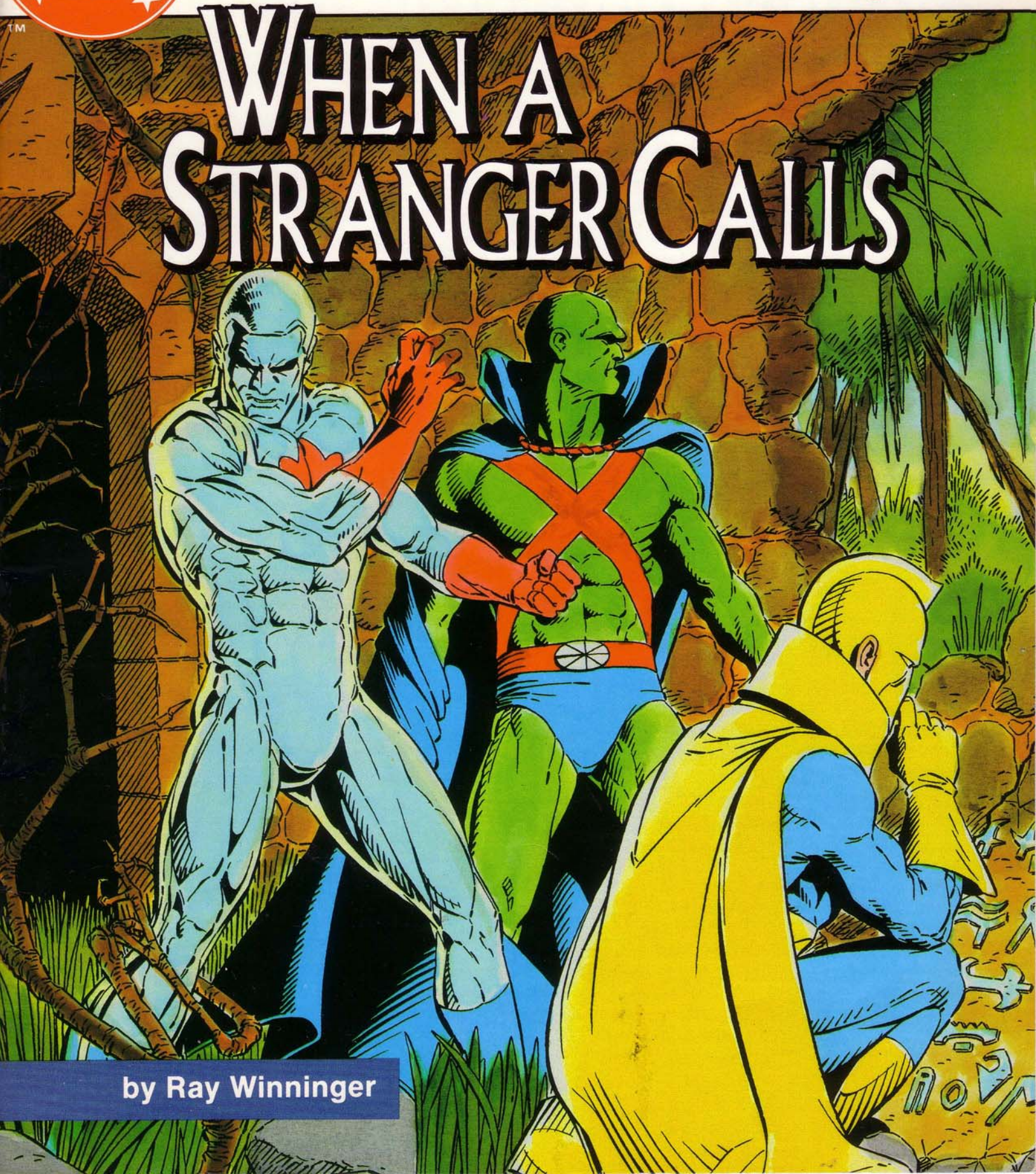


HEROES

ROLE
PLAYING
MODULE



WHEN A STRANGER CALLS



by Ray Winninger

HOW TO USE THIS BOOK

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Game Results. In any of these sections, *italicized text* is read to the Players.

GM's Introduction

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

Characters

This section contains information concerning both Player and Non-Player Characters involved in the adventure. Occasionally, only modifications to previously published Character information and Hero Points may be listed; see the full description in the Gamemaster's Manual for the rest of that Character's statistics.

Encounters

The DC Heroes Role-Playing system is based on encounters. That is, Player Characters go from situation to situation instead of location to location. Each encounter is broken up into at least three sections: Setup, Player Information, and GM Information. When necessary, there are also Troubleshooting sections, Rules sections, and/or Sidebars to help the GM run the adventure.

Encounters indicate which descriptions and maps are pertinent to each situation. Brief descriptions, including game statistics and incidental character locations, are often included with maps.

Game Results

Usually called Endgame or Aftermath, this section explains the outcome of the adventure and the awards given to Player Characters. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios, if desired.

A Note on the Module Difficulty Rating System

Each module published by Mayfair includes an estimate of the Hero Points required to create Characters powerful enough to complete the adventure. This estimate is given on the front cover in the form: **For 5-7 Characters Generated Using 1000-2000 Hero Points.**

To decide whether Characters are powerful enough to complete a module, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation

of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets	Typical Groups or Characters
250-500 ...	The Watchmen, Beginning Level Characters
501-1000	The New Teen Titans, Infinity Inc, Young All Stars
1001-2000	The Outsiders
2001-4000	Justice League International without Dr. Fate
4001-8000	Justice League with Dr. Fate, Green Lantern Corps.
8000-16000 ...	Superman, Wonder Woman (post-crisis)

ABBREVIATIONS

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

WHEN A STRANGER CALLS

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When a Stranger Calls

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BE PART
OF THE
LEGEND!
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Gamemaster's Introduction

NOTE: The events depicted in this module occur prior to the JLI's discovery of Maxwell Lord's secrets in *Justice League International* #12. Also note that the sorcerer Wotan was originally freed from limbo by the Spectre and Zatanna.

(Diary of Ethan Warren, Bayside Community Hospital Ward Tech.)

July 14

Today is a big day at Bayside. A new guest is arriving: Little Kenny Sherman; five-foot ten, one hundred sixty-five pounds of pure terror. Of course, the doctors have placed Kenny in Bayside's maximum security wing, where I work. You see, Kenny was a lieutenant in the Mutants, that new "youth organization" which has been mushrooming around Gotham's Bowery district. They brought him in when his gang safehouse was crashed by the Batman.

In the police holding tank, I guess Kenny was real unusual. Not because he refused to answer their simplest questions, or 'cause he kept babbling. Lots of so-called "street toughs" break down the first time they get arrested, especially the ones with the privilege of meeting the Batman. But what they wrote on his admits? Kenny was babbling about "arcane forces," and "eldritch horrors," according to the arresting officer. Seems the dude thinks he's some sort of sorcerer!

Fortunately for Kenny, the court psychologist determined that he was a viable candidate for psychiatric care when he finally came up for trial. Anybody will tell you that Arkham beats Gotham State Penitentiary by a long shot. Of course, Arkham's full just now. So they shunted him down here to Bayside with the rest of the criminal overflow. Red tape being what it is, he'll be here a while. Probably, a long while.

July 16

Today the doctors at Bayside ordered special security precautions for Kenny. They have him charted as *somewhat less than cooperative with the hospital staff*. Accidents seem to happen whenever Kenny is in the vicinity, and most inmates are afraid to be in the same room with him.

August 3

Today Kenny just stopped fighting. All of a sudden he has become completely non-violent, almost docile. His doctors are very impressed; they call it progress.

August 12

Kenny is making lots of progress. Today he requested to see some ancient books they got over at the Gotham University Library. His doctors figure that's progress with a capital 'P', so they brought him the stuff.

August 13

Tonight Kenny performed the Spell of the Ancients, bringing Wotan and his followers to Bayside. Now all the staff and inmates of Bayside serve Wotan, an ancient sorcerer and the arch-enemy of Dr. Fate. Wotan knows I am writing about him, and he is flattered. He likes the idea of having a public record of his triumph.

That sudden change in Kenny's attitude his doctors were so pleased by was actually his first mental contact with Wotan. After their last struggle, Dr. Fate, one of those mystical Lords of Order, left Wotan trapped in limbo. Unable to escape on his own, Wotan began probing the Earth dimension with his consciousness, finally managing to link minds with Kenny. Wotan instructed Kenny to get ahold of that book from the library at the U. because it held the Spell of the Ancients, Wotan's key to freedom.

No one suspected was that there actually was something to Kenny's claims! But Wotan has made it clear. You see, Kenny's family has a long history of mysticism, being partly descended from the *homo magi*, an ancient race of magic-wielders. Kenny's powers came to him at thirteen, shortly after he joined the Mutants as an orphan. The powers allowed him to move up real quick within the Mutant organization, and in turn to draw the Mutants up among Gotham's bigwig criminal syndicates.

Wotan is angry, and he will have revenge. During his long exile in limbo, he discovered the Cauldron of Nemin-Badre, a powerful mystical device capable of bringing the essences of the ancient demons onto the Earth dimension. Wotan will use the cauldron

to bring the spirits of Rath and Ghast, two of the most powerful of the ancients, onto the Earth plane.

Once here, they can locate for him the four segments of the Vengeance Gate, a huge talisman the ancient race of demons constructed, then disassembled and hid on Earth before their defeat. Properly reconstructed and activated, the Vengeance Gate will free all of the ancient demons from their extra-dimensional prisons, allowing them to return to the Earth dimension and smash the forces of Order forever.

Retrieving the gate pieces may be a minor difficulty for my lord Wotan. The segments had to be hidden well indeed to keep them safe from the forces of Order. But Wotan is not troubled by the prospect of a search, for he can call upon the resources of the many-talented inmates of Bayside. The villains here can be of immeasurable help in acquiring the gate pieces once they have been detected.

Once Wotan has restored the gate, he will use sorcery to control the demons' essences as they enter the Earth plane. With this force he will defeat the Lords of Order, and crown himself ruler of the Earth dimension. But one detail remains—Rath and Ghast need a human host body.

August 15

Rumors of strange goings on at Bayside brought the Batman around to investigate. Under Wotan's control, we at Bayside *captured the Caped Crusader!* In the Batman, Wotan has the perfect solution to those last minor details that were still unsettled. The Darknight Detective makes an excellent host for the demons Rath and Ghast.

In his body, they have access to specialized equipment which makes pinpointing the exact locations of the gate pieces much easier. Also, the Batman is a member of the new Justice League International, a group that often includes Dr. Fate. With the demons controlling the Batman, Wotan can keep a close eye on his arch-enemy and possibly even influence his actions.

Now all that remains is to send the enslaved Batman back to the JLI embassy to use the powerful equipment there and locate the gate pieces.

The Adventure Synopsis

The adventure begins on August 16, one day after Wotan has implanted the spirits of Rath and Ghastr within the mind of the Batman. In the **Introductory Encounter**, the secretly enslaved Batman directs the other Justice League members in a clean-up of the JLI embassy.

In **Encounter One**, the Phantom Stranger, an ally of the old Justice League, arrives and delivers a cryptic warning. Danger seems centered around a ruined ancient Mayan temple. The Batman excuses himself from the investigations, but asks the team to report in and keep him up-to-date on their progress.

In **Encounter Two**, the heroes arrive at the ruined temple, where they find signs of a mysterious struggle. While at the site, the heroes can discern that an object of great importance was recently taken from its temple resting place. Also, Dr. Fate recognizes the mystical runes that adorn the structure (**Encounter Three**) as similar to those found in the *Book of the Lictors*, an ancient mystical tome in the Cambridge University Library.

In **Encounter Four**, the heroes race to Cambridge to consult the *Book of the Lictors*. If the heroes reported back to the Batman after **Encounter Three** and told him about the book, the Batman will inform Wotan of

their destination, and the demon will destroy the book.

In **Encounter Five** the heroes can speak with the scholar who was translating the book and look at his notes, which contain a small portion of the text fully translated. From the book (if it was not destroyed in **Encounter Four**) or the notes, the heroes can learn the story of the Vengeance Gate, realize that the ancient Mayan temple must have contained its first segment, and they must find the remaining pieces before their mysterious adversary. Another clue found in the book/notes is that Rubibat, a powerful mystical oracle and briefly an ally of the Lords of Order, was one of the principal figures involved in the demons' defeat many millennia ago.

In **Encounter Six**, Dr. Fate can take the heroes to Rubibat's mystic dimension so they can question him about the Gate. The oracle presents the heroes with three riddles (**Encounter Seven**), the answers to which are the resting places of the remaining gate segments.

After deciphering the riddles, the heroes can proceed to the three resting places of the segments (**Encounters Eight through Thirteen**) to recover or destroy the pieces. The demons may be arriving before, after, or simultaneously to the heroes at the gate

piece sites. Any information the group radioed back to the Batman speeds up his detection process and the demons' work.

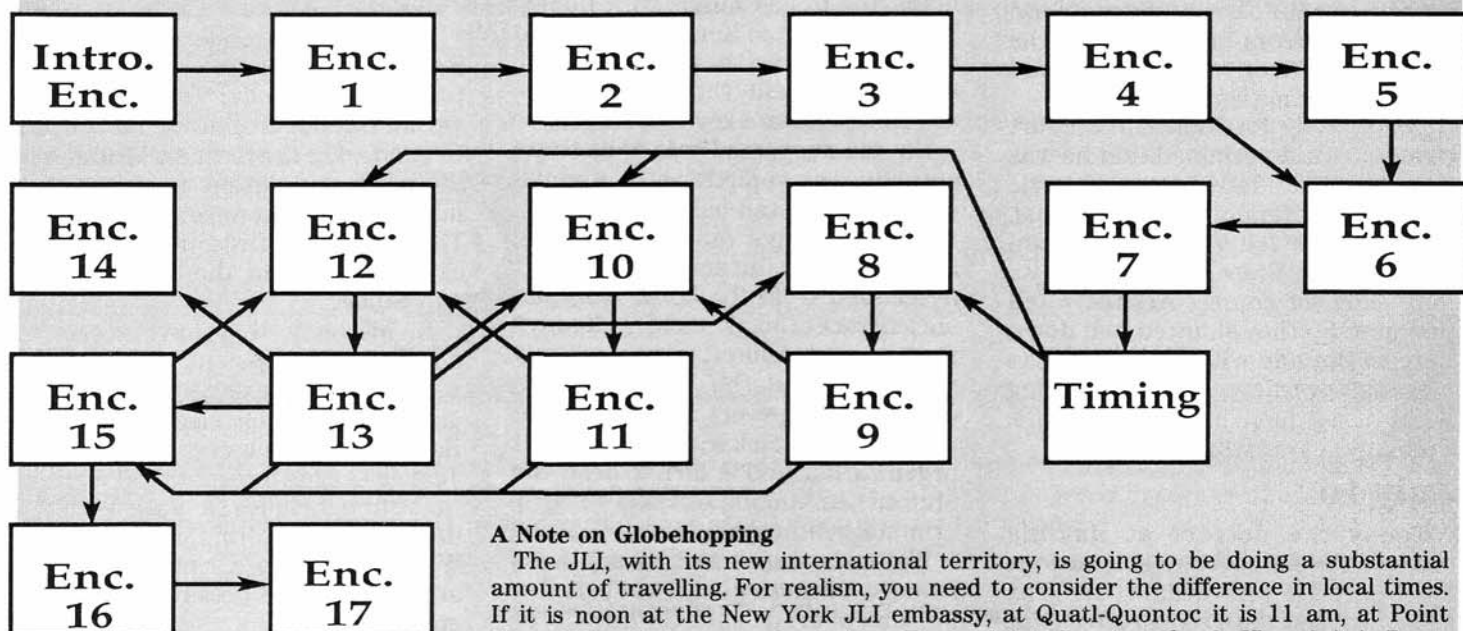
If the heroes locate any of the gate pieces before Wotan's forces, and radio their position and actions back to the Batman, Wotan will send some of his followers to ambush the group, and grab the gate segments (**Encounter Fourteen**).

The heroes can realize that the villains they are encountering all have one thing in common: they are supposed to be currently incarcerated at Bayside Community Hospital. The heroes can check out Bayside in **Encounter Fifteen**.

Depending on whether or not Wotan has all of the gate pieces when the heroes arrive at Bayside, they may have to stop him from constructing the gate and releasing his demonic army (**Encounter Sixteen**). In any case, the group has to battle and imprison the evil sorcerer and his followers. While at Bayside, the heroes can discover that the Batman is the holding vessel for Rath and Ghastr.

In **Encounter Seventeen**, the heroes must confront the Caped Crusader and, using Dr. Fate's magic, enter the very mind of the Batman—to battle the demons Wotan installed there and break their enchantments.

Flowchart



A Note on Globehopping

The JLI, with its new international territory, is going to be doing a substantial amount of travelling. For realism, you need to consider the difference in local times. If it is noon at the New York JLI embassy, at Quatl-Quontoc it is 11 am, at Point Montcliffe it is 1 pm, at Cambridge, England it is 5 pm, at Castle Vlastok it is 7 pm, and in the Himalayas it is 11 pm. Also, in the southern hemisphere, it is wintertime! Considering local time, instantaneous travel is not always best; some investigations may be postponed until daylight, or regular business hours.

Justice League International

This adventure was designed with members of the Justice League International as Player Characters. The Gamemaster may have to modify the villains' abilities and characteristics somewhat to restore play balance for other groups.

Choosing Heroes: The adventure works best with between five and seven heroes. One of the Player Characters *must* be Doctor Fate, and another should be Martian Manhunter. The Batman is an NPC in this adventure and is not available as a Player Character.

If you are playing with your own heroes, one must have either Sorcery or Dimension Travel, as described in the "New Powers" section, in order to complete the module.

BLUE BEETLE *alias Ted Kord*

DEX:	8	STR:	5	BODY:	6
INT:	8	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	55		

SKILLS: (* linked)

Acrobatics*: 8, Charisma: 8, Detective: 7, Gadgetry*: 8, Scientist*: 8, Thief*: 8, Vehicles*: 8, Weaponry*: 8

EQUIPMENT:

BB GUN

DEX:	0	STR:	8	BODY:	8
CHARGES:	14				
COST:	220 HPs + \$3200				

POWERS: (* linked)

Flash*: 8, Super Breath*: 8

THE "BUG"

DEX:	8	STR:	11	BODY:	10
INT:	12	WILL:	3	MIND:	0
CHARGES:	EPS*				
COST:	2356 HPs + \$275M				

POWERS: (* linked)

Active Sonar*: 12, Directional Hearing*: 12, Extended Hearing*: 12, Flight: 10, Full Vision: 6, Magnetic Control: 9, Passive Sonar*: 12, Radar Sense*: 12, Recall: 20, Sealed Systems: 20, Solar Sustenance: 20, Starbolt**: 11, Super Hearing*: 12, Swimming: 7, Telescopic Vision*: 12, Thermal Vision*: 12, Ultra-Vision*: 12

SKILLS:

Thief/Stealth*: 8

ORGANIZATION

The latest incarnation of the Justice League was founded by Dr. Fate, the Batman, Martian Manhunter, Guy Gardner, Black Canary, Cpt. Marvel, and Blue Beetle shortly after Darkseid's campaign to rob the Earth of its "legends." Since that time Dr. Light has joined and left the group, Cpt. Marvel has departed, and the League has picked up Mr. Miracle, Booster Gold, Cpt. Atom, and Rocket Red.

Recently, the Justice League has achieved a peculiar "International" status, recognized by the United Nations almost as a separate country. The group maintains embassies in each of the UN member nations, and has the authority to conduct its investigations and so forth in any

UN territory. While on "official League business" the members wear a special patch bearing the JLI insignia which allows them to exercise their special Justice League privileges.

The League also appears to have a mysterious benefactor in the person of Maxwell Lord IV. At this point the Leaguers have no clues to Lord's true identity.

STANDARD CONTACTS

All members of the Justice League have a high-level connection with the United Nations, and a low-level connection with the governments of every UN member nation. The JLI also has a high-level connection with Superman, who has pledged to aid the League whenever necessary.

LIMITATIONS:

- * Photo-voltaic cells.
- ** Touch range only.

CONNECTIONS:

Kord, Inc. (high level), S.T.A.R. Labs (low level)

MOTIVATION: Upholds the Good

WEALTH: Billionaire

JOB: Billionaire

RACE: Human

* * *

BACKGROUND

An exemplary student and promising young scientist, Ted Kord began working for his Uncle Jarvis' research center shortly after graduating from college. In the wreckage of a lab explosion that seemed to have killed Jarvis, Ted found clues leading to a Pago Island project.

On Pago, Ted and his old college buddy, Dr. Daniel Garrett, discovered that Jarvis was still alive. Dan Garrett revealed himself as the Blue Beetle to subdue the would-be-conqueror. In the battle that ensued, both Jarvis Kord and Dan Garrett were mortally wounded. Ted promised to carry on as the Blue Beetle, but uses his scientific genius, rather than any inherent powers, to become the hero.

ROLE PLAYING NOTES

The Blue Beetle is a happy-go-lucky young hero, though by no means irresponsible. In battle (and other times of stress) he has a penchant for wise-cracks and awful puns. As one of the weaker members of the team, he

can't help but feel just a bit "over his head" on many of the group's cases. At the same time, Ted feels that he spends too much time sitting around piloting the ship, while the others see all the action. Recently Ted has become close friends with Booster Gold.

THE BLUE BEETLE'S WEAPONRY

The BB Gun has two functions. It can either emit a bright burst of blinding light (Flash), or a powerful bolt of compressed air (Super Breath) to stun a target or knock it off balance.

The "Bug" is the Beetle's specially designed solar-powered (Solar Sustenance) aircraft, capable of speeds exceeding those of the fastest helicopters. It has helicopter-like maneuverability, and can operate underwater for extended time periods. The Beetle can even electrify the hull of the Bug (Starbolt* touch range only). Blue Beetle travels from the Bug to the ground with an automated winch cable, 5 APs long.

The Bug can comfortably carry as many as fifteen persons, though the ship has been specially designed to enable a single individual to easily operate all of its controls. The rear passenger compartment features a 15 AP laboratory.

Fitted to the lower hull are two powerful pincer-arms (STR: 11) which have a remarkably delicate "touch." Beetle can operate the ship by a concealed remote mechanism in his glove from as far away as 12 APs.



BLACK CANARY <i>alias Dinah Laurel Lance</i>					
DEX:	11	STR:	5	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE: 20 (31)			HERO POINTS: 60		

POWERS:

Sonic Beam: 8

SKILLS:

Acrobatics: 5, Martial Arts: 11

CONNECTIONS:

UN (high level), Green Arrow (high level)

MOTIVATION: Seeks Justice

WEALTH: Comfortable

JOB: Florist

RACE: Human

BACKGROUND

Dinah is the daughter of the original Black Canary (Dinah Drake Lance) and her husband Larry. At birth, young Dinah was cursed by the villainous Wizard, and spent several years in suspended animation. Shortly before the death of her mother, she was released; the older Canary's mem-

ories were transferred into her young body and the curse was removed. Her "canary cry" power is one of the peculiar side effects of the curse.

Through the Justice League, Dinah met Oliver Queen (the Green Arrow), her long standing boyfriend. She left the League just before Aquaman reformed it for the first time, but decided to join Batman, Dr. Fate, and the others in establishing the new Justice League shortly after Darkseid's plot to deprive Earth of its "legends."

ROLE PLAYING NOTES

Dinah is a very capable, independent heroine. Toward those whom she admires she is friendly and personable, but she can be brutally argumentative and uncooperative to others. Competent in the field, at times Black Canary's attempts to prove herself and her abilities lead to overconfidence.

Dinah detests Guy Gardner more than anyone or anything. Recently, she has taken Booster Gold under her wing, and is trying to show him the ins-and-outs of the hero business.

BOOSTER GOLD *alias Michael Jon Carter*

DEX:	5	STR:	4	BODY:	4
INT:	3	WILL:	6	MIND:	4
INFL:	6	AURA:	2	SPIRIT:	2
INITIATIVE: 14 (17)			HERO POINTS: 85		

SKILLS:

Acrobatics: 7, Charisma/Interrogation, Intimidation: 10, Charisma/Persuasion: 16, Detective: 1, Martial Artist: 3, Scientist: 3, Scholar/Business: 4, Scholar/History: 1, Vehicles: 4

EQUIPMENT:

BOOSTER GOLD'S SUIT

DEX:	0	STR:	6	BODY:	6
CHARGES: 100					
COST: 5088 HPs + \$1.25T					

POWERS:

Starbolt: 6*, Force Field: 5*, Force Shield: 0*, Sealed Systems: 0*, Telescopic Vision: 5, Thermal Vision: 7

LEGION FLIGHT RING

DEX:	0	STR:	0	BODY:	5
INT:	0	WILL:	0	MIND:	0
CHARGES: 125					
COST: 10321 HPs + \$7.9Q					

POWERS:

Flight: 8, Super Ventriloquism*: 62

SKILLS:

Vehicles: 0

LIMITATIONS:

Minor Irrational Attraction to Wealth

CONNECTIONS:

Metropolis City Hall (high level), Federal Government (high level), Network Television (low level)

MOTIVATION:

Thrill of Adventure (tending toward Responsibility of Power)

WEALTH: Multimillionaire

JOB: Professional Hero

RACE: Human

BACKGROUND

In 2462, Michael Jon "Booster" Carter was the greatest quarterback in the history of Gotham U. But he was hounded from the spotlight by a betting scandal.

A later job as security guard for Metropolis' Space Museum showed him the potential of time travel. Booster stole a time machine and various other equipment and set his course pastward to the twentieth century. He hoped to become Earth's best-known and respected hero.

ROLE PLAYING NOTES

Booster is energetic, dashing, hip, handsome, and cocky. Super-heroing to him is a business, and he thrives on the attention, but Booster really does care for people and can be compassionate. It's a childhood fantasy come true for him to be a member of the legendary Justice League.

BOOSTER'S WEAPONRY

Neither the Force Field nor the Force Shield on Booster's suit are projectable. Also, Booster's Player must roll a 15 or better to activate the Force Shield. The Flight Ring has an SOS signal (Super Ventriloquism) that Booster is unaware of. Like all Legion Flight Rings, Booster's will hover (Vehicles) if the wearer loses consciousness in flight.

*Booster Gold's Suit has been simplified for this team adventure. For the full capabilities and limitations of Booster's equipment, see Booster's stats in *All That Glitters*.

BOOSTER'S SUBPLOT

In the Booster Gold module *All That Glitters*, Booster has to choose between profits and heroics. In this (first-ever!) crossover subplot, twice Booster has the opportunity to leave the drudgery of the JLI's current investigations for a publicity-intensive tour to promote the Booster Gold Board Game. If he goes, he sits out one encounter (you can't expect your GM to run both modules simultaneously!), but picks up a retainer fee for his appearances. If he stays, and takes part in **this** module, he takes the chance of being involved in saving innocents and thwarting villains. Which does Booster prefer, cash or caveats?

ROCKET RED *alias Dmitri*

DEX: 6 STR: 4 BODY: 5
 INT: 6 WILL: 5 MIND: 4
 INFL: 3 AURA: 4 SPIRIT: 3
 INITIATIVE: 15 (20) HERO POINTS: 35

SKILLS:

Gadgetry: 5, Martial Artist: 5, Military
 Science: 6, Vehicles: 5, Weaponry: 6

EQUIPMENT:**BATTLESUIT**

DEX: 8 STR: 12 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 20
 COST: 1212 HPs + \$920K

POWERS:

Bio-Energy Blast: 13, Flight: 12,
 Radar Sense: 10, Super Hearing: 12,
 Super Ventriloquism (Radio): 15,
 Telepathy*: 1

CONNECTIONS:

Soviet Army (high level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Soviet soldier

RACE: Human

GREEN LANTERN *alias Guy Gardner*

DEX: 10 STR: 4 BODY: 5(12)
 INT: 6 WILL: 19 MIND: 12
 INFL: 5 AURA: 8 SPIRIT: 4
 INITIATIVE: 21 HERO POINTS: 75

SKILLS:

Acrobatics: 4, Vehicles/Land: 5

EQUIPMENT:**POWER RING**

DEX: 0 STR: 0 BODY: 4(19)
 INT: 10 WILL: 0 MIND: 0
 CHARGES: 15
 COST: 4756 HPs + \$1.19T

POWERS:

Flight: 40, Force Manipulation: 19,
 Invulnerability: 15, Recall: 8, Regen-
 eration: 10, Sealed Systems: 16, Skin
 Armor: 10

LANTERN

DEX: 0 STR: 0 BODY: 10
 INT: 10 WILL: 0 MIND: 0
 CHARGES: NA
 COST: 3753 HPs + \$25T

POWERS:

Matter Manipulation*: 20

CONNECTIONS:

Green Lantern Corps (high level)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Former gym teacher

RACE: Human

BACKGROUND

The Rocket Red Brigade was established by the Green Lantern Kilowog. When the Soviet government convinced Kilowog that the West had a significant superiority in the area of superheroes which was endangering world peace, the alien corrected the balance. Kilowog designed and built powered Battlesuits for a Soviet hero group, which the Army filled out of their soldiers.

Shortly after the Justice League acquired its international character, one of the Rocket Reds was brought in as a Soviet representative to "balance" the team.

The Rocket Reds have a limited Telepathy for machinery only.

ROLE PLAYING NOTES

The current Rocket Red assigned to the Justice League, Dmitri, is a naive young man from a rural area deep within the Russian motherland. Since joining the Justice League he has been constantly amazed by the West, the other heroes, and the strange cultures to which he has been exposed.

BACKGROUND

When the former Green Lantern of space sector 2814, Abin Sur, was dying he commanded his power ring to seek out a worthy successor. Since Hal Jordan was closer, he became 2814's new GL. Guy Gardner became Hal's alternate.

Later, Guy was seriously injured and a new alternate (John Stewart) was selected for 2814. Further disaster put Guy into a deep coma for years.

Eventually, Guy was brought out of his coma during the Crisis on Infinite Earths. The brain damage he had suffered earlier, however, left him ruthless, erratic, and power hungry. Embittered, Guy turned against the Green Lantern Corps, and joined a group of heroes in founding the new Justice League.

ROLE PLAYING NOTES

Guy is just not a very nice person any longer. He is cocky, arrogant, brash, and rude; a strong adherent to the "macho code." He never backs down from a fight (well, almost never). Guy will never merely defeat a foe that he can humiliate first.

GUY'S SANITY

Recently (see *JUSTICE LEAGUE* #5 and #7), a couple of blows to the head have rattled Guy's already shaky sanity a bit more. Lately,



Guy's old personality has begun to kick in and out. Half the time he is "obnoxious," and the other half "nice."

You can simulate Guy's personality disorders in the following manner: Guy is automatically "obnoxious" for the **Introductory Encounter**, and acts as outlined in his Role Playing Notes. At the beginning of each subsequent encounter, the Player rolls 2D10. A result of 12 or higher indicates a personality change (from obnoxious to nice or vice versa).

GREEN LANTERN'S WEAPONRY

While charged, the ring gives its wearer a BODY of 12, and takes as its own BODY the wearer's WILL. The ring's Force Manipulation power is ineffective against anything colored yellow. The Lantern acts as a reload pack, fully charging the ring in 0 APs (Matter Manipulation results in explosion only if lantern malfunctions).

DOCTOR FATE *alias Erich & Linda Strauss*

DEX: 8	STR: 10	BODY: 12
INT: 16	WILL: 18	MIND: 18
INFL: 17	AURA: 23	SPIRIT: 22
INITIATIVE: 41	HERO POINTS: 150	

POWERS:

Magical Sense: 12, Sorcery: 40
 Mystic Link:
 Flight: 12, Invulnerability: 15

SKILLS:

Occultist: 18, Scholar: 16

MOTIVATION: Responsibility of Power

WEALTH: NA

JOB: NA

RACE: Human

BACKGROUND

Erich Strauss and his step-mother Linda have the unique ability to combine their psyches to form a third, unrelated entity known as Dr. Fate. Fate is one of the Lords of Order, the ancient defenders of the multiverse. Previously, Fate had been the alter-ego of Dr. Kent Nelson, an east coast archaeologist and physician.

During Nelson's stint as Fate's host body, the consciousness of Doctor Fate resided within the mystical helmet of Nabu. After the Strausses became Fate's new hosts, the helmet itself became part of their psyches. When the pair combines to become Dr. Fate, the helmet and the rest of the Doctor's costume "grow" up around them. Since the Strausses took over, Fate's involvement with the League has become somewhat more sporadic.

ROLE PLAYING NOTES

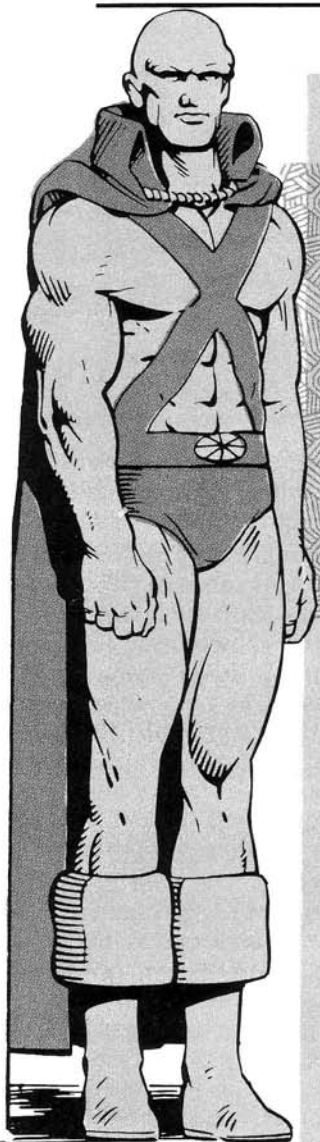
As Dr. Fate, the Strausses are a completely separate entity with a

unique consciousness, different from either individual. Fate is wise and powerful beyond imagination. His foreboding air often puts others off. Dr. Fate is best described as very solemn and always deadly serious.

This latest incarnation of Doctor Fate is much different from that of the Kent Nelson era. Fate is no longer omniscient and he seems to have lost some of the rage and disdain for his enemies which drove him in the past.

FATE'S CLUES

To allow the Dr. Fate Player to access that mystical knowledge that he would automatically have, there is a "clue keeper" device included in this module (one page insert). It contains information that Dr. Fate would know about various locations and objects. Instructions on the page tell how to fold the clue keeper, and instructions in the text tell when to use it. The Dr. Fate Player is the only hero who may handle this device.

**MARTIAN MANHUNTER** *alias J'onn J'onzz*

DEX: 7	STR: 18	BODY: 12
INT: 9	WILL: 15	MIND: 8
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 21	HERO POINTS: 145	

POWERS:

Dispersal: 8, Flight: 15, Illusion: 10,
 Invisibility: 10, Shape Change: 10, Skin
 Armor: 8, Stretching: 6, Super
 Breath: 8, Telepathy: 10, Telescopic
 Vision: 8, X-Ray Vision: 8

SKILLS:

Scientist: 6, Vehicles: 8, Weaponry: 5

LIMITATIONS:

Catastrophic Fear: Fire
 Miscellaneous: Illusion only transforms
 personal appearance.

VULNERABILITIES:

Attack Vulnerability: Fire, -4 column
 shifts
 Loss Vulnerability: Fire, 2 AP range,
 Physical Attributes and Powers

CONNECTIONS:

Mars (high level), UN (high level)

MOTIVATION: Upholds the Good

WEALTH: Comfortable

JOB: Private Investigator

RACE: Humanoid

BACKGROUND

When a violent global race war broke out on his homeworld of Mars, J'onn J'onzz, a leading scientist and citizen, was chosen to head up the military forces of the green skinned city-dwelling faction. During the war he became locked in a personal

struggle with General Blanx, leader of the white skinned desert dwellers, over the Blue Flame of Mars, the planet's only source of fire. In the end, Blanx's treachery gave him the victory, and instead of killing J'onzz, the general exiled him to the desert for thirteen years.

During his first year of exile, J'onzz was caught in an experimental teleporter and brought to Earth, where he decided to use his Martian talents to combat the forces of evil. He took on the alias and physical appearance of John Jones, private detective; and as the Martian Manhunter, joined the newly founded JLA. Recently he has assumed the position of group leader of the Justice League International, as the Batman decided to step down.

ROLE PLAYING NOTES

Next to the Batman (and possibly Doctor Fate), the Manhunter is probably the single most experienced member of the JLI. He is an excellent strategist, a capable leader, and an extremely dangerous opponent. Like most Martians, J'onn J'onzz is a stern, silent figure; this otherworldly demeanor is off-putting to most of the League's newer members.

In combat the Manhunter tends to feel responsible for the less experienced League members. He now considers Earth his permanent home, and will give anything (including his life) to save his new planet and people.

MR. MIRACLE *alias Scott Free*

DEX: 11 STR: 5 BODY: 6
 INT: 9 WILL: 5 MIND: 6
 INFL: 6 AURA: 4 SPIRIT: 4
 INITIATIVE: 26(34) HERO POINTS: 85

SKILLS:

Acrobatics: 11, Charisma: 7, Gad-
 getry: 12, Martial Artist: 6, Military
 Science: 9, Scholar (Bindings and
 Escapes): 12, Scientist: 6, Thief: 11,
 Vehicles: 11

EQUIPMENT:**FLIGHT DISCS**

DEX: 0 STR: 0 BODY: 9
 CHARGES: 20
 COST: 161 HPs + \$3400

POWERS:

Flight: 8

OMNI-GADGET (5)

CLASS A: 11
 CLASS B: 11
 CLASS C: 11
 CLASS D: 11
 CHARGES: 3
 COST: *HPs + \$44K

CONNECTIONS:

Circus (low level)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Escape Artist

RACE: New God (Apokolips)

BACKGROUND

Mister Miracle is the son of High-
 father and Avia of the New Gods of

New Genesis. To end a long war
 between New Genesis and Apokolips,
 Highfather gave Darkseid custody of
 his son, while he himself took custody
 of Orion, Darkseid's son. Eventually,
 Scott escaped to Earth through his
 interdimensional "boom tube."

On Earth, Scott took on the guise of
 Mister Miracle, master escape artist,
 using the amazing devices he brought
 from Apokolips to help him perform
 spectacular stunts and escapes.

ROLE PLAYING NOTES

Mister Miracle is a free spirit in the
 truest sense of the word. He is fun-
 loving, compassionate, and courageous
 almost to the point of recklessness.
 His many years on Apokolips have
 given Scott a certain sensitivity and
 child-like innocence. He is one of the
 few heroes in the group whom the
 Batman used to call by his first name
 while barking out orders. It is difficult
 to imagine Mr. Miracle ever perma-
 nently harming anyone willingly.

MR. MIRACLE'S GADGETS

The following are some of Scott's
 more common usages for omni-
 gadgets: Grenade, (Bomb); Swing Line,
 4 APs long; "Boomer," (Warp); Sensor,
 (Life Sense); "Shocker," (Starbolt);
 Suction Cups, (Cling); and "Nighty-
 Night," (Darkness).

In addition, Scott often carries a
 "Mother Box," one of the sentient,
 portable computers of the New Gods.
 Though the Mother Box is not really
 an omni-gadget, its almost unlimited



capabilities make it behave in a similar
 fashion.

Use one of the omni-gadgets as the
 stats for the Mother Box. Note that
 the Mother Box has skills, but true
 omni-gadgets do not. Scott can dupli-
 cate almost any single power in the
 game with the Mother Box; if he
 needs an additional power, he must
 spend an additional omni-gadget for
 each power he uses. Commonly used
 Mother Box powers include: Matter
 Manipulation, Energy Absorption, Bio-
 Energy Blast, Magnetic Control, Force
 Field, and Dispersal.

CAPTAIN ATOM *alias Nathaniel Adam*

DEX: 7 STR: 12 BODY: 8
 INT: 5 WILL: 6 MIND: 6
 INFL: 5 AURA: 4 SPIRIT: 5
 INITIATIVE: 17(23) HERO POINTS: 55

POWERS:

Bio-Energy Blast: 16,
 Deflection/Reflection: 15, Energy
 Absorption: 15, Flight: 12, Illusion: 10,
 Sealed Systems: 20, Skin Armor: 8

SKILLS:

Martial Artist: 6, Military Science: 5,
 Vehicles: 7, Weaponry: 3

LIMITATIONS:

Miscellaneous: Illusion can only alter
 personal appearance.
 Power: Energy Absorption is actually
 unlimited. If he chooses to absorb
 more than 15 RAPs of energy, however,
 he instantly "leaps" forward in time the
 same number of APs as he absorbed.

CONNECTIONS:

US Air Force (high-level), White House
 (high-level)

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Air Force Captain

RACE: Human

BACKGROUND

Air Force Capt. Nathaniel Adam
 was court-martialled and found guilty
 of treason in the year 1968. Insisting
 that he was framed, Adam chose to
 take part in Dr. Megala's experimental
 "Captain Atom Project"; his other alter-
 native being execution before a firing
 squad. As a test of an alien alloy's
 resilience, Megala detonated a small
 nuclear warhead underneath Adam
 with only a thin sheet of alloy between
 the Captain and the blast. During the
 test, Nathaniel Adam was seemingly
 disintegrated by the atomic explosion.

In actuality, Adam made a quantum
 leap nearly twenty years into the
 future. When he reappeared, the army

offered him a new deal he just couldn't
 refuse.

Although his teammates were
 unaware of his government connec-
 tions, as was most of the world, Capt.
 Atom was ordered to join the new
 Justice League International to keep
 the US Government up-to-date on its
 activities. Capt. Atom now no longer
 works for the Government.

ROLE PLAYING NOTES

Captain Atom is one of the more
 powerful members of the JLI, but also
 one of the more inexperienced. He is
 not quite sure what his role is within
 the League, and the fact that he was
 once a "spy" makes him somewhat
 uneasy. He still gets along with his
 fellow Leaguers rather well.

Remember that Nathaniel Adam is
 first and foremost a soldier and he
 tends to approach problems from a
 soldier's perspective. In times of stress
 he likes to tell bad, old jokes.

Non Player Characters

BATMAN *possessed stats in italics*

DEX: 10 STR: 5/15 BODY: 6/25
INT: 12 WILL: 12/15 MIND: 12/13
INFL: 10/15 AURA: 8/21 SPIRIT: 15/10
INITIATIVE: 32(42)/37(47) HERO POINTS: 150

POWERS:

Mystic Link:

Animate Objects: 20, Bio-Energy
Blast: 20, Matter Manipulation: 20
Magic Sense: 8, Sorcery: 25

SKILLS: (* linked)

Acrobatics*: 10, Charisma: 15, Detective: 12, Gadgetry*: 12, Martial Artist*: 10, Military Science: 5, *Occultist: 10*, Scholar*: 12 (European, Asiatic, Middle Eastern language groups, Psychology, Sociology, Archaeology, History, Literature, Film, Criminology), Scientist*: 12, Spy*: 12, Thief*: 10, Vehicles*: 10

EQUIPMENT:

See pages 28-35 of the *Hardware Handbook*

LIMITATIONS:

Catastrophic Irrational Attraction to justice

CONNECTIONS:

Gotham Prison, Gotham Police, Gotham University, Street, United Nations, Wayne Foundation (all high level)

MOTIVATION: Seeks Justice

WEALTH: Billionaire

JOB: Billionaire

RACE: Human

GM NOTE: For most of the adventure, the Batman is possessed by Rath and Ghast. His game stats include the values and powers given in italics. For a more complete description of the "possession," see the **Mystical Items** section that follows.

Batman is a member of the JLI and, in this adventure, the unwilling pawn of Wotan, Rath, and Ghast. The day before the adventure begins, Wotan implants the spirits of the two demons within the Caped Crusader's consciousness. While the demons are "possessing" the Batman, they control all of his physical actions and have complete access to his memories.

The other Leaguers cannot notice anything out of the ordinary or discover the possession until late in the adventure, although the Batman is struggling against the control. He may be able to help the other heroes thwart the demons late in the adventure.



THE PHANTOM STRANGER

INITIATIVE: NA HERO POINTS: 600

The Phantom Stranger is perhaps the most mysterious inhabitant of the DC Universe. No one knows who he really is or from whence he came, though there are several contradictory theories that exist (see *SECRET ORIGINS* #10). He is obviously a being of great power with strange links to the mystical dimensions.

Trying to come up with a set of attributes and abilities for the Phantom Stranger (at least as they would apply to the Earth dimension) is pointless. Assume that the Stranger can do anything he chooses and is immune to all attacks. Remember, however, that he always uses the minimum force possible and only appears when truly needed. His role in most adventures is merely that of advisor, and even his suggestions are cryptic and have multi-layered meaning.

The Justice League members meet the Phantom Stranger in **Encounter One**, where he warns them of a crisis brewing in the spirit world. At the same time he offers a subtle clue to the Batman's unwitting involvement with Wotan and the demons. The Stranger was a frequent ally of the old JLA and has encountered Dr. Fate on several occasions.

PROF. RANDALL GOODWIN

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

SKILLS:

Occultist: 5, Scholar: 5

Goodwin is a professor of archaeology at Lake Shore University, located in the midwestern United States. Most of his work is centered around ana-

lyzing the role of magic and occult ceremonies in ancient civilizations. Recently, he has been working on an English translation of the *Book of the Lictors*, an ancient occult text. He is a very reasonable, cooperative man; tall, dark-haired, and in his early thirties. His features are sharp, and he wears a well-tailored three piece suit. He has spent a lot of time on archaeological digs, and looks like it.

RUBBIBAT

DEX: 0 STR: 0 BODY: 18
INT: 30 WILL: 30 MIND: 30
INFL: 25 AURA: 30 SPIRIT: 25
INITIATIVE: 55 HERO POINTS: 200

POWERS:

Dimension Travel: 18, Joined: 13, Magical Sense: 15, Magic Blast: 15, Magic Shield: 18, Sorcery: 32

SKILLS:

Occultist: 25

LIMITATIONS:

Miscellaneous: Cannot move.
Miscellaneous: Can only speak in riddles.

Rubbibat is a powerful mystical being who has made it his function to observe the events of the Earth dimension and its neighbors. He dwells in a tiny pocket dimension just off of the Earth plane. Powerful, solemn, and wise, Rubbibat prides himself on his neutrality, but from time to time he has been swayed into an alliance with the mystical Lords of Order.

He is the only being in the entire multiverse that knows exactly where all four pieces of the Vengeance Gate lie. He has not done anything about the threat because he believes that he may have acted foolishly in helping the Lords of Order to eradicate the demons in the first place. If asked, he gives the heroes clues to the locations of the segments, a neutral action as long as he himself need not become involved in recovering them.

When Rubbibat was young (and vain), he asked Eternity itself for a special gift—infinite wisdom. Eternity forced him to pay a penalty for the gift. From that day forward Rubbibat only spoke in riddles.

Rubbibat looks like a towering tan rock. He is approximately eighteen feet high, with several clusters of valuable gems encrusted around his base.

Villains

WOTAN

DEX:	7	STR:	3	BODY:	5
INT:	14	WILL:	12	MIND:	18
INFL:	16	AURA:	20	SPIRIT:	19
INITIATIVE:	37	HERO POINTS:	150		

POWERS:

Magical Sense: 10, Sorcery: 35

SKILLS:

Charisma: 10, Gadgetry: 16,
Occultist: 16, Scholar: 12, Scientist: 20

MOTIVATION: Power Lust

WEALTH: NA

JOB: NA

RACE: Human

Wotan is a powerful sorcerer and the ancient arch-enemy of Doctor Fate. No one knows the exact circumstances surrounding Wotan's birth, or exactly how he acquired his vast powers; though, like Dr. Fate, he appears to have had numerous incarnations over the years.

Kent Nelson, the Strausses' predecessor in the guise of Dr. Fate, encountered Wotan many times throughout his career. Their first encounter came shortly after Nelson first donned the Helmet of Nabu, when Fate was forced to free Nelson's future wife, Inza Cramer, from the madman's clutches. At the conclusion of their last battle, Fate trapped Wotan in an other-dimensional limbo, from which he has recently escaped with the aid of young Kenny Sherman (see **GM Information**).

ROLE PLAYING NOTES

Wotan is completely ruthless and frightening. He will be satisfied with nothing short of total domination of the Earth dimension (although vanquishing his long-time foe Dr. Fate would certainly be regarded as a minor victory). For all his single mindedness, Wotan has a certain inexplicable charm and uses the most genteel manners.

While Wotan values the assistance of his Trogg and Demon minions, he will not hesitate to sacrifice them in the face of danger. Wotan knows there is a nearly endless supply of such servants and he unquestionably feels their lives are much more expendable than is his own.

When role playing Wotan, stress the fact that he is mysterious. Not

even Dr. Fate knows exactly from whence Wotan came or how Wotan got his powers. Wotan gives enigmatic answers to the Players' questions, suddenly appears or disappears, etc.

TROGGS and DEMONS

DEX:	7	STR:	8	BODY:	8
INT:	3	WILL:	6	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	7
INITIATIVE:	16	HERO POINTS:	0		

POWERS:

Claws: 8, Flight: 8

GM NOTE: Demons have the same stats and appearance as Troggs, except that they have no wings and therefore, no flight.

The Troggs are Wotan's servants and followers. He first encountered them while imprisoned in limbo, and found it a simple matter to gain their fanatical devotion. When Wotan was released from limbo by young Kenny Sherman (see **GM Introduction**, above) several of the Troggs escaped with him.

The Troggs and to a certain extent, demons, have a very limited capacity to think for themselves. They always follow Wotan's orders blindly. The heroes probably won't encounter either creature until late in the adventure.

The Troggs resemble large (8' tall) stone gargoyles. Their skin is a scaly blue-gray, and two leathery bat-like wings spring from their backs.

RATH and GHAST

DEX:	7	STR:	15	BODY:	25
INT:	11	WILL:	10	MIND:	13
INFL:	15	AURA:	21	SPIRIT:	15
INITIATIVE:	33	HERO POINTS:	120		

POWERS:

Mystic Link:
Animate Objects: 20, Bio-Energy
Blast: 20, Matter Manipulation: 20
Magic Sense: 8, Sorcery: 25

SKILLS:

Charisma/Intimidation: 15, Occultist: 10

LIMITATIONS:

Miscellaneous: Must normally have access to magic talismans to enter Earth dimension.

MOTIVATION: Nihilists

WEALTH: NA

JOB: NA

RACE: Humanoids (demons)

GM NOTE: Rath and Ghastr have identical game statistics.

Rath and Ghastr are members of the ancient race of demons that ruled the Earth long before humanity. After the demons were defeated and exiled by the Lords of Order (see **Demons in the DC Universe**), these brothers moved up within the demon hierarchies, eventually attaining one of the uppermost ranks. They first encountered the Justice League of America when the villainous sorcerer Felix Faust attempted to free them in an effort to gain world power. Since that time they have been among the League's most persistent and dangerous opponents. In one adventure, it took the combined forces of the Justice League, the Justice Society, and the Legion of Super-Heroes to break the demons' power.

Like most demons, Rath and Ghastr hope to escape from their extra-dimensional exile and return to Earth, to restore the primordial chaos and rule the dimension once again. In this adventure, the brothers are cooperating with Wotan because he can help them further their own goals. They do not know that he is plans to enslave the demons set free by the Vengeance Gate. They believe Wotan is loosing the demons simply to gain revenge upon the Lords of Order (remember that Dr. Fate was responsible for Wotan's long imprisonment in limbo).

Rath and Ghastr are, needless to say, the embodiment of pure evil. They are cunning and love to taunt their enemies. The pair has a special interest in gaining revenge upon Dr. Fate and will do anything in their power to destroy him if given the opportunity. Fate slew their brother, Abnegazar, during the spirit crisis known as the "American Gothic" (see **SWAMP THING #50**).

In this adventure Rath and Ghastr exist only as spirits within the mind of Batman. While possessing the Caped Crusader, the demons control all of his physical actions (movement, speech, etc.). Further information about possession is found in **Mystical Items**.



Many eons ago, before the arrival of mankind, Krona of Oa, an almost unequalled scientist, foolishly delved into the one area of science forbidden even to the worldly Oans: the origin of the universe itself. Krona's actions split the universe into two equal halves, the positive matter and the anti-matter, and unleashed the forces of evil and chaos.

This evil, hitherto unknown, manifested itself on the newly forged Earth in the form of many powerful races of demons, who sprang up and took control of the planet. Under the demons, Earth was a dark place upon which chaos ruled and nightmares came true. Eventually the evil Earth attracted the attention of the mystical Lords of Order, a group of powerful extra-dimensional beings who were attempting to combat the menaces unleashed by Krona's vanity. After a long and bloody struggle the Lords of Order, with the aid of the Oracle Rubbibat (see **Non Player Characters**), managed to round up all of the demons and banish them to the nether dimensions, while constructing a barrier which would prevent them from ever again breaching the Earth plane.

Anticipating banishment, each

demon constructed and hid his or her own mystic talisman. These mystical tools are often disguised as simple items of antiquity (for example, Rath's and Ghast's talismans are respectively a bell, and a wheel).

Each of these powerful objects allows the demon to whom it is linked

Demons in the DC UNIVERSE

to cross the dimensional barrier constructed by the Lords of Order, and again enter the Earth plane. The catch is that the talisman must be in the possession of someone already on the Earth dimension capable of performing the ritual which activates the device. Ever since Earth's Middle Ages there have been cults of human demon worshippers who spend their time trying to locate and activate as many of the mystic talismans as possible.

In addition to constructing the talismans, the demons built the Vengeance Gate, a huge item which would instantly free each and every one of them from their extra-dimensional prisons and return them to the Earth plane. The Gate was to be the tool for

the demons' ultimate revenge. To keep the gate secure from the Lords of Order, the demons split it into four pieces and hid the pieces in remote areas across the face of the Earth.

In this adventure, Wotan is attempting to reconstruct and activate the Vengeance Gate. To help him locate its segments, he has brought Rath and Ghast onto the Earth plane with the Cauldron of Nemin-Badre (see **Mystical Items**). The Cauldron, however, only allows the consciousnesses of the demons to be transported. Their actual physical forms remain in their prison dimensions. The disembodied consciousness must be implanted in some sort of human host, allowing the demons to "possess" the victim. In the adventure, Wotan is using the Batman for this purpose.

The demons themselves are organized into certain easily recognizable hierarchies, with each demon occupying a clearly distinct position within the pecking order. Rath and Ghast are members of one of the most powerful hierarchies. Another example of a powerful demon hierarchy is the Order of Rhymers, of which Etrigan is a member (see the recent *DEMON* mini-series).



FRAGMENT FROM THE BOOK OF THE LICTORS
(translated from the original Latin)

ILLUSTRATION IS AN INK RENDERING OF THE ORIGINAL ILLUMINATED DRAWING IN THE MANUSCRIPT. THE RUNES ARE THOSE, ALSO ILLUMINATED, WHICH ADORN THE MARGINS OF THE TEXT.

Cachnoch esperum, vilente maldarrum.

Know you, O Reader, that many eons ago the Earth was steeped in madness. . . UNREADABLE. . .

The land and seas were once ruled by an ancient race of demons. Corruption and tyranny reigned, poison flowed in the rivers, and foul magic prevented the light of day from striking the soil.

AN UNREADABLE SECTION.

Eventually, this foolishness brought upon them the wrath of the powerful Lords of Order. Knowing the magic of Order was far too strong to resist, and realizing banishment awaited them, the demons prepared. Each manufactured a mystical talisman that, when activated, would allow the creature to return to the Earth once again. Just before the demons' final defeat, these talismans were scattered across the four corners of the Earth to hide them. Many are known to have survived the eons to this day.

But small triumphs are not the demons' way, and together they built a great instrument of magic known as the Vengeance Gate. With their many energies, the demons empowered this gate to instantly release all of the banished, and catapult them back to the Earth realm, to renew their dominion. The gate was divided into four pieces, and these pieces hidden so well that it is said not even the demons themselves remember where they were placed.

One demon only will it take to resurrect the Vengeance Gate, for each beast can "sense" the gate segments one-by-one while in the realm of Earth. But take courage that such "sensing" remains a slow and meticulous process. UNREADABLE.

Only immortal Rubibat the Wise, an ally of the Lords of Order in the struggle against the demons, is said to have ever seen the pieces, though no one knows whether or not he knows where they rest.

Mystical Devices

The following mystical items are integral to the action in *When A Stranger Calls*.

THE CAULDRON OF NEMIN-BADRE

The evil wizard Nemin-Badre forged the Cauldron during the Middle Ages to summon forth the consciousnesses of the ancient demons (Dimension Travel: 75), which the wizard implanted in his followers, using them as slaves. When the Lords of Order discovered Nemin-Badre's scheme, they imprisoned him on one of the Afterworld planes and sent his Cauldron to limbo, where it was recently discovered by Wotan. When Wotan was released by Kenny Sherman (see the **Gamemaster's Introduction**), he brought the Cauldron with him, intending to use it as part of his plan to subjugate the Earth dimension.

Nemin-Badre's Cauldron can only summon the demon's spirit, not his body. The user must perform a special arcane ritual (lasting about 30 min.) and have a captive human host on hand for the fiend to "possess." In game terms, the Lords of Order received 50 RAPs on each banishment roll when they sent the demons to their prison dimension (see "Dimension Travel" in **New Powers**). Therefore, the Cauldron's user must roll a 3 or greater to succeed in summoning a

demon. Wotan's rolls to summon Rath and Ghast were both successful.

One human host can accommodate up to three demons. It is impossible to detect the demons within a victim once s/he is "possessed." The demons control all of a victim's physical actions (including speech, movement, use of powers, etc.) and have complete access to his or her knowledge and memories. The possession lasts as long as the demons desire.

A Character's game stats change while possessed. Compare the Character's physical, mental, and spiritual stats with those of the demon(s) possessing him or her. A possessed Character's stats are always equal to the highest value (compare the stats for the Batman with Rath and Ghast). In addition, a possessed Character can use any of the powers and skills the demons have, as well as his or her natural abilities.

DESCRIPTION: The Cauldron is a large black kettle forged from sturdy mystical metal (BODY: 25). It is approximately four feet in diameter and weighs three hundred pounds (3 APs).

VENGEANCE GATE

The history behind the Vengeance Gate is given in **Demons in the DC Universe** above. Each of the four gate

pieces has a BODY of 65. The four segments must be connected together and a special ritual performed (takes about 30 min.) to activate the gate's Dimension Travel power.

With great concentration, each demon can "sense" the eons-hidden gate segments. Using the JLI computers to help attune and expand the range of their search, they can find the other segments sooner. Guidelines for determining exactly how long it takes the demons to locate the gate segments are presented in **Timing**.

The gate segments radiate evil, and over the centuries, they have warped their surroundings.

DESCRIPTION: Each of the gate pieces is an eight-foot long arc of iron. Inscribed along the 45 degrees of the arc are a series of mystical runes. The runes match those at Quati-Quontoc and in the *The Book of the Lictors* (see **Encounters 3** through 5). When fully assembled the gate creates a large semi-circle, approximately twenty feet in diameter. Each of the gate segments weighs 300 pounds (3 APs).

DR. FATE'S CLUE KEEPER

The device provides the Dr. Fate Player with information the hero would know. See the insert for instructions on how to fold and use the keeper.

Bayside Inmates

Wotan is using the Bayside inmates described below to physically obtain the pieces of the Vengeance Gate after they have been located by Rath and Ghost, and to help provide security for Bayside. For the time being, there is nothing either the inmates or the members of the JLI can do to free the inmates from Wotan's control.

While under Wotan's domination the patients function as semi-mindless zombies, though Wotan need not order their every action. If captured, the inmates are completely unable to answer any questions the heroes may put to them.

Wotan has also enslaved the Bayside staff, and has been putting the hospital through its daily routine to avoid detection. He has set up special magical precautions to prevent the families and friends of the staff members from noticing their loved ones are missing.

GM NOTE: While Characters are controlled by Wotan they are completely immune to Mental attacks (including Hypnosis, Mind Control, Illusions, etc.).

PSYCHO-PIRATE <i>alias Roger Hayden</i>					
DEX:	7	STR:	5	BODY:	10
INT:	5	WILL:	3	MIND:	4
INFL:	6	AURA:	6	SPIRIT:	12
INITIATIVE:	18	HERO POINTS:	45		

POWERS:

Broadcast Empath: 20, Empathy: 20, Illusion: 15, Phobia: 15

SKILLS:

Artist/Actor: 5, Vehicles: 3

LIMITATIONS:

Miscellaneous: Powers are nullified if wearing special contact lenses.
Miscellaneous: Illusion only provokes strong emotional reactions in a target.

While sharing a cell with Charley Halstead, the original Psycho-Pirate, Roger Hayden learned a great deal about the human psyche and the various human emotions. With the Medusa Masks, Hayden acquired the ability to directly alter raw emotions. He took over as the new Psycho-Pirate, but the use of his powers put an incredible strain on his mind. Eventually he snapped and went insane, landing in Bayside.

KENNY SHERMAN

DEX:	7	STR:	9	BODY:	11
INT:	5	WILL:	4	MIND:	4
INFL:	8	AURA:	11	SPIRIT:	12
INITIATIVE:	20	HERO POINTS:	35		

POWERS:

Magical Sense: 3, Sorcery: 13

SKILLS:

Thief: 3, Vehicles: 3

LIMITATIONS:

Power Limitation: Kenny must roll 11 or higher on 2D10 each phase he uses his Sorcery power. If this roll fails he may not make an attack, but must wait until the next phase to try again.

Young Kenny Sherman is responsible for freeing Wotan and bringing him to the Earth plane (see **Game-master's Introduction**, above). Unfortunately, Kenny's inherited magical powers have had a destabilizing effect on his sanity, turning him first into a juvenile delinquent, and later into a cold-hearted villain.

Kenny has the potential to be a very potent sorcerer, though at the present time his magical abilities come and go, sometimes for weeks at a time.

FEMME FATALE *alias Maria Cipriani*

DEX:	7	STR:	7	BODY:	9
INT:	6	WILL:	5	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	10
INITIATIVE:	18 (23)	HERO POINTS:	40		

POWERS:

Darkness: 10, Poison Touch: 12, Ultravision: 10

SKILLS:

Acrobatics: 4, Martial Artist: 5, Thief: 5, Vehicles: 4

LIMITATIONS:

Serious Irrational Attraction to revenge against the Batman

While visiting her native Italy, Maria Cipriani became the victim of cruel experiments by a former Nazi scientist. The unusual powers she acquired from these tortures prompted her to become a professional thief. She was surprised on a job by the Batman and, during the struggle that ensued, pushed into a high-voltage electric fence. The incredible shock she received drove her mad, buying her a one way ticket to Bayside.

MAJOR DISASTER *alias Paul Booker*

DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	4	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	50		

POWERS:

Air Control: 19, Earth Control: 19, Force Field: 16, Water Control: 19, Weather Control: 19

SKILLS:

Thief: 4

LIMITATIONS:

Miscellaneous: All control powers limited to mimicking the effects of natural disasters.

A small-time crook, Paul Booker got into the villain business after he accidentally stumbled upon the secret identities of the Flash and Green Lantern Hal Jordan. He hired scientists to develop gadgets that imitated natural disasters, and has since internalized the powers. Green Lantern John Stewart defeated him by making everyone look like Green Lanterns, and this pushed Booker over the brink of insanity.

POSSESSED INMATES *and staff*

DEX:	8	STR:	9	BODY:	10
INT:	3	WILL:	6	MIND:	7
INFL:	11	AURA:	4	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	20		

POWERS:

Animate Objects: 6, Claws: 4, Flame Project: 8, Illusion: 6, Magnetic Control: 9, Teleportation: 2

SKILLS:

Occultist: 7

LIMITATIONS:

Each possessed Character has a maximum of two powers from the list above.

Wotan has used the bodies of inmates and staff as hosts for a few lesser demons. The demons "tune in" to the patients' psychosis to create their powers; i.e., a pyromaniac would have Flame Project, etc.

The inmates all wear hospital uniforms of plain white cotton; the staff wears the same outfit in green.

Ethan Warren, the ward tech whose diary is the **GM's Introduction**, is a boxer, and has Martial Artist of 4.

New Powers & Optional Rules

Below are the descriptions of the four new powers—Claws, Deflection/Reflection, Dimension Travel, and Sorcery—necessary to play this adventure. Both Claws and Deflection/Reflection have been clarified since their original appearances.

CLAWS

LINK: DEX RANGE: Touch
TYPE: Standard BASE COST: 15

CLAWS allows Characters to make attacks with edged or sharpened weapons, whether natural defenses (teeth, tusks, spines, etc) or manufactured blades. The APs of the power are treated as STR for cutting materials.

DEFLECTION/REFLECTION

LINK: WILL RANGE: Self
TYPE: Automatic BASE COST: 15

DEFLECTION/REFLECTION allows a Character to redirect an attack aimed at him or her. Use of the power involves both movement and power, and therefore immobilizes the user once s/he is in position.

First, the Character makes a movement action to adjust his or her body for the best angle of deflection. Second, the Character can normally deflect up to two attacks.

DEFLECTION is the automatic component of the power. However, the user may choose to redirect the incoming attack to a new target.

REFLECTION, the redirecting of the energy, is a two-part standard attack. The AV/EV of the reflection attempt is the APs of the power; the OV/RV is the APs of the incoming attack. Any positive RAPs indicate a successful deflection. To determine if the deflected energy hits the target to which it was *reflected*, use the RAPs generated by the deflection (up to equal the original APs of the attack) as the new AV/EV for the reflecting Character's attack. The OV/RV of the reflection's target is determined as usual. RAPs of damage from the reflection are taken from the attribute appropriate to the original attack:

i.e., if a Mind Blast was reflected, the damage is subtracted from the target's MIND.

Hero Points may be spent by both sides to affect the outcome of a reflected attack, and multi-attacks may be made with the appropriate penalties.

DIMENSION TRAVEL

LINK: AURA RANGE: Normal
TYPE: Standard BASE COST: 65

DIMENSION TRAVEL enables a Character to travel between the various dimensions. In the DC Universe, these are separate planes of being which parallel one another but do not connect. A Character with this power can manipulate the dimensional portals in one of three ways.

BANISHMENT: Dimension Travel can strand a target in a dimension of the attacker's choice. After the attacker chooses the dimension to which s/he is attempting to send the target, make an action check using the APs of Dimension Travel as the AV/EV and the target's INFL/SPIRIT as the OV/RV. If the RAPs are both greater than or equal to both the target's SPIRIT and the travel value (see below) of the dimension, the banishment is successful. The banished Character cannot return on his or her own initiative, unless s/he has the power of Dimension Travel also, and s/he rolls successfully against an OV/RV equal to the RAPs of the banishing roll.

A banished Character or object cannot have a weight or volume greater than the APs of the banisher's power. Assume that the INFL and SPIRIT of any inanimate objects are equal to zero.

SUMMONING: Dimension Travel can pull a Character or object from another plane onto the user's own. If the target is unwilling, the OV/RV of any such attempt is equal to the target's INFL/SPIRIT. The RAPs of the roll must equal or exceed both the target's SPIRIT and the travel value of the dimension from which the target comes. If the target is willing or inanimate, the OV/RV is simply the travel value of the dimension, and positive RAPs indicate success.

A banished item or Character may not be summoned onto the plane from which it was originally banished unless the summoner can make a successful action check (i.e. receive positive RAPs) using Dimension Travel APs as the AV/EV and the RAPs of the banishing roll as the OV/RV.

TRAVELLING DIMENSIONS:

Make an action check. The AV/EV is equal to the Character's APs of Dimension Travel, and the OV/RV is equal to the travel value of the target dimension. One or more RAPs indicate success. The traveller may bring willing targets with him or her, but they must be within 0 APs of distance and their total combined weight in APs cannot exceed the APs of Dimension Travel.

Each dimension described below has its own travel value reflecting the difficulty of gaining entrance. Note that there are an almost unlimited number of dimensions in the DC Universe, and GMs are encouraged to use their creativity to fill in planes of their own design.

Earth Dimension includes not only Earth, but all of the other planets, solar systems, and galaxies as well. Most of the DC heroes are found in this dimension. Travel Value = 2

The Land of the Homo Magi (ancestors of Zatanna and Kenny Sherman) lies on a plane slightly removed from Earth. Travel Value = 4

The Domain of the Lords of Order is a vast plane of white light. The Lords of Order live here and usually punish any trespassers. Travel Value = 16

Limbo is, for the most part, a huge empty space. During their last encounter, Dr. Fate banished Wotan here. Travel Value = 8

The Demon Prison Dimension is the pocket dimension within which the Lords of Order imprisoned the majority of the ancient demons (see **Demons in the DC Universe**, above). Naturally, it is a foul, horrible realm. From time to time the demons travel from here to other dimensions, though the magic of the Lords of Order prohibits them from entering the Earth plane. Travel Value = 16

Rubbibat's Dimension is a small pocket dimension described in **Encounter 6**. Travel Value = 12

SORCERY

LINK: AURA RANGE: Variable
TYPE: Automatic BASE COST: Variable

SORCERY allows a Character to wield the forces of magic, enabling him or her to produce a staggering variety of powerful effects. Basically, the Sorcery power lets such a Character mimic the effects of other powers, subject to certain restrictions.

Because it is so wide-ranging, and therefore costly, Sorcery has been divided into three subsets, corresponding to the three subsets of attributes: Physical, Mental and/or Mystical. The base cost of a subset is the total base cost of all powers in that subset listed in the **Powers and Skills** book. Thus, if a Character takes Sorcery with the Physical subset, it costs 351 Hero Points; if s/he takes the Mental subset, it costs 750 Hero Points; and if s/he chooses the Mystical subset, it costs 180 Hero Points to acquire the power.

If a Player wishes to use a power not listed in the **Powers and Skills** book, s/he must be sure that the power is within the subset of Sorcery s/he has chosen, and then pay the additional base cost of that power. A Player Character may choose more than one subset of Sorcery, or even all three, if s/he can afford it.

Each sorcerous power has a duration equal to the sorcerer's APs of AURA. However, a sorcerer can never mimic a power with a base cost higher than 65, or any combination of powers whose base cost is higher than 65 APs.

Commonly, the use of the Sorcery power is known as "casting a spell." Although the mimicked powers can be used for movement, action, and defense, the sorcerer may only initiate one spell per phase. As explained below, the duration of the sorcerous powers can be longer than one phase.

Using Sorcery is a three-step process:

- 1) The sorcerer decides what s/he is trying to accomplish and determines which power from the subset(s) s/he has chosen most closely duplicates the desired effect.

- 2) The sorcerer decides how many APs of his or her Sorcery power s/he wants to use. These APs are dedicated to the power the sorcerer is mimicking.

Casting spells is extremely taxing on the psyche. Immediately after determining the APs of power s/he needs, the sorcerer must look at the Result Table and cross index the APs of Sorcery assigned (OV) against his or her SPIRIT (RV). The result is the amount of mystical bashing damage (against SPIRIT) that s/he suffers for using Sorcery. Recovery from this damage is as normal.

- 3) The Character resolves the effects of the mimicked power. The range and type of the sorcerous power are the normal values for that power.

A sorcerer may drop a power s/he has previously mimicked at any time in order to make room for another. Note that a sorcerer only takes the mystical bashing damage when s/he uses Sorcery, that is, "casts the spell," not each time s/he uses the mimicked power.



EXAMPLES OF SORCERY

- 1) Wotan wants to launch an attack against an enemy. Since he knows his enemy is particularly sensitive to heat, he decides to mimic the Flame Project power, using 20 of his 35 APs of Sorcery. This means he receives 20 APs of the Flame Project power, but his Sorcery is temporarily reduced to 15.

Cross-indexing 20 APs against his SPIRIT of 19 on the Result Table, Wotan takes 4 points of mystical bashing damage for the effort. He resolves the attack as though he had 20 APs of Flame Project. At the end of the combat round, Wotan drops the Flame Project power. His Sorcery level is restored to 35 APs, but he must use Sorcery to regain Flame Project if he decides to use it again later.

- 2) Before entering a battle with Dr. Fate, Wotan decides to cast a spell of protection on himself, mimicking the Skin Armor power. Since he doesn't want to strain himself, Wotan chooses

to use 18 of his 35 APs of Sorcery. This means he receives 18 APs of the Skin Armor power, and has 17 APs of Sorcery left. Cross-indexing 18 APs against his SPIRIT of 19 on the Result Table, Wotan finds that he takes no mystical bashing damage for the effort. He will have 18 APs of the Skin Armor power for 20 (his AURA) APs of time or 1 month. Wotan can use his remaining 17 APs of Sorcery to gain other powers in subsequent phases.

Optional Rules

Omni-Gadget Option: The **Hardware Handbook** states that a Character using an omni-gadget must pay Hero Points equal to the base cost of the power s/he mimics with the gadget, as well as the full cost of the gadget's APs, the instant s/he declares his or her intention. This can be quite a sum to have on hand.

The optional rule allows a Character to pay the cost of the omni-gadget's APs when s/he *constructs* the gadget, leaving only the base cost of the mimicked power to be paid out when s/he actually uses the gadget. Using the **AP Purchase Chart**, Class A and B APs are bought using the Other Attribute column, Class C using the Powers column, and Class D using the Action Attributes column.

Long Distance Teleport: A Character with the Teleport power can teleport objects or Characters from a distant point (not exceeding his or her normal Teleport range) to his or her present location. All teleported Characters must be willing and within 0 APs of a predetermined point from which they will be teleported. The teleporter rolls as if pushing the action (WILL vs. WILL) to determine the success of the teleportation. Attempts to teleport more than one object or Character at a time receive normal multi-attack penalties.

Stunning: Any time a Character takes damage greater than or equal to his or her Resistance attribute (BODY, MIND or SPIRIT) from a single attack, even if s/he nullifies some or all of the damage using a last ditch defense, s/he is stunned. A stunned Character receives a two column shift to-the-right penalty during the next phase on any action s/he makes.

Bracing: As a movement action, a Character may state that s/he is bracing him- or herself. A braced Character subtracts his or her STR from any APs of Knockback received.

Introductory Encounter: Hoops!

Set-up

The adventure opens with the Player Characters gathering in the basement of the JLI embassy in New York City. The basement houses the League's special electronic equipment and training facilities. After reading the "Players' Information" below, show the Players the floorplans of the embassy's basement level and ask them each to describe what their Characters are doing.

Players' Information

BATMAN: "Whoever said that life as a superhero is nothing but constant adventure and excitement was sorely mistaken. Discipline is our most important tool—discipline and preparation. That's why Manhunter and I agreed the embassy clean-up was necessary. Our current cases are under wraps, the paperwork is finished and filed, and for now the world appears to be at peace.

"But we cannot slack off, or we risk becoming soft. We must maintain discipline. You all know your tasks; I'll be cleaning up my private quarters, and I suggest when you are done here, you will do the same." The air stirs a little in the swirl of the Batman's cape, and he is gone.

Actually, the embassy is already spotless, the routine equipment checks have been run and re-run. The only area that looks even the least untidy is the exercise alcove, and that mostly because the chrome tangle of weight training equipment stands out from the wall like a sculptured octopus. Well, there is a basketball abandoned in the corner.

GM's Information

Remember, the tone for this encounter is boredom. Let the Players describe what they are doing. Perhaps the basketball in the corner will lead someone to suggest a game. If so, let the Players divide into teams and refer to the guidelines below for simulating the game.

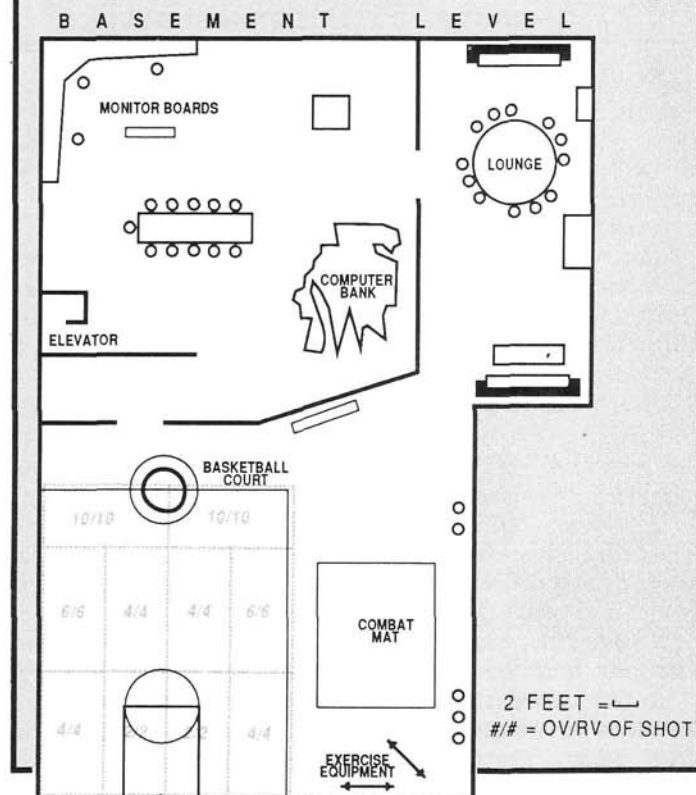
If your Players need prompting, you may add these lines, or something similar, to the "Players' Information" above: *That basketball should be in the locker. Since no one's using it anymore.*

Basketball Rules

If the Players don't have their own rules for a basketball game, the following guidelines give a simulation of the action.

- Notice the basketball court on the embassy floorplan is divided into ten areas, each marked with an OV/RV.
- A hero may move, pass or shoot. Remember in basketball, the opposing teams position their players in pairs, with one player "covering" the other. The role-playing opportunities, of course, are enormous.
- To move, the heroes use the normal movement rules.
- To pass, the hero uses his or her DEX as AV/EV, and the defender of the target's DEX as OV/RV. Positive RAPs mean the pass was completed; an 'N' means the pass was intercepted and the defender now has the ball.
- To shoot, the hero uses his or her DEX as AV/EV. The OV/RV is either that printed on the floor, or the defender's

new york city JLI Embassy



DEX, whichever is greater. If there is no defender, use the OV/RV from the floorplan. Positive RAPs mean the shot is good and the other side automatically receives the ball; An 'N' means the ball rebounds.

• To rebound, each Player rolls 1D10 and adds the result to his or her DEX. The Player with the highest result recovers the ball.

• **POWER USE:** The heroes may cheat a bit and use their super-powers. If so, substitute the APs of any appropriate power for the Character's DEX in the rolls above.

Just after the third basket is scored, the ball rolls out into the hallway. As the game is interrupted to retrieve it, go to **Encounter One**.

Troubleshooting

If the Players pass up the basketball game, encourage them to roleplay a discussion on the topic of their choice. **Encounter One** will interrupt their conversation.

If anyone speaks to the Batman, or tries to detain him from his room, he will answer any questions as quickly as possible and dismiss the offender. He will not participate in this encounter.

Encounter One: When a Stranger Calls

Set-up

This encounter immediately follows the **Introductory Encounter**. Make the Stranger's appearance as sudden and mysterious as you can. If possible, quickly interrupt a conversation between the Player Characters with the Stranger's greeting below.

Players' Information

"Good afternoon, my friends!"

A tall man stands in the doorway, wearing a deep blue suit, hat, and cloak. His hat casts a shadow over his face, obscuring his features, and his cloak envelops him in darkness. There is something uncanny about the man—something strange. (brief pause)

"For those of whom I have not yet had the pleasure, allow me to introduce myself. I am the Phantom Stranger. Daily I tread the path of the stout of heart, across the many realms and deep into the souls of men. The mortal earth and its neighbors hold few secrets from me.

"It is good to see you again Guy, Scott, J'onn, Fate, Dinah. You're looking well; and who, may I ask, are your new recruits?" (allow the remaining Player Characters to introduce themselves.)

"I will be frank with you, my friends. There is a strange rumbling spreading throughout the spirit world. It is almost as if a force of great evil had suddenly shed its bonds, freeing itself to roam the multiverse.

"I have done what little I can to trace the evil. Are you familiar with the place that men call Quatl-Quontoc? (The first word rhymes with "bottle", the second with "clock") I have traced the evil to these Mayan temple ruins deep within the Central American rain forests. The temple is not the source of the evil, mind you, but merely one of its many pale reflections.

"These strange emanations bode ill for humanity and I fear that I must charge you with the task of discovering their source and eradicating it. Go quickly my friends. The fate of billions of souls may hang in the balance."

GM's Information

At some point, the heroes probably want to get the Batman in on this. Any call to his room stressing the emergency nature of the summons is accepted. When the Batman arrives, the Phantom Stranger hesitates a second, then greets him:

"Ahh, Batman. It is good to see you again."

The Batman nods, "Stranger."

After the Phantom Stranger gives his speech the Players probably ask him questions. The responses provided here are guidelines for his answers. Of course, the heroes may not ask exactly the questions as phrased here, but these responses are examples of the tone the Phantom Stranger uses when addressing the Characters.

Q: Why did you select us to combat this menace?

A: *"I assure you, my friends, there are reasons aplenty, though they may be invisible to you for the moment. I am quite certain that I want YOU."*

Q: Can you be more specific? What are these evil emanations and what could cause them?

A: *"I am afraid that even I am unable to answer that question. Evil comes in many disguises, and its workings are often mysterious."*

Q: If you are so powerful, why don't you track down the emanations?

A: *"The multiverse is a large place, my friends, and I cannot be everywhere at once. Even now I feel another crisis brewing that requires my attention. I am afraid I must leave this one to you."*

The Stranger is unable to provide any information other than what appears here. Give the Players plenty of time to discuss the situation and decide what they want to do. If the team has not yet called in the Batman, the Phantom Stranger can inquire where he is, or otherwise indicate he should be present.

If anyone asks the Batman for his opinion or advice, he offers little aid; it's not his field of expertise. At no point will the demons controlling the Batman cause him to act out of the ordinary.

Sometime during the discussion the Batman says, *"Manhunter (if he is present), my place is at the computers here at the JLI embassy. I can coordinate your efforts, and my cracked ribs from our last case won't hamper the group in case of danger. Make sure you keep me up-to-date at all times. I want to know everything that happens, as it happens."*

After the Players look like they're heading toward involvement, the Phantom Stranger leaves. **Just before departing he warns,** *"One more thing, remember that evil always comes from where it is least expected. Many times you can be looking right at it without ever noticing."*

Troubleshooting

If the Players are unfamiliar with the Phantom Stranger from DC comics, they may be reluctant to suddenly drop everything and leave simply because he asks them to. If so, remind the heroes that the Phantom Stranger was a frequent ally of the old Justice League, and that his coming usually signalled a grave crisis.

The Batman refuses any offers to become directly involved in the adventure, listing the appropriate excuses (he is injured, etc.). If, while acting in an advisory or research capacity (at home with the JLI computers), he is given a safe opportunity to throw a wrench in the heroes' plans he will certainly do so, but not at the risk of arousing the heroes' suspicions. Use your own judgement.

When the players finally leave for Quatl-Quontoc, proceed to **Encounter Two**.

Encounter Two: In-tree-ging

Set-up

The heroes arrive at the ruins of Quatl-Quontoc deep within the Central American rain forests, approximately 3500 miles away from the JLI embassy in New York (22 APs). If the heroes flew in the Bug, they set down at the 'X' on the Quatl-Quontoc map (the only available landing site). If they teleported, they arrive in the same clearing.

Dr. Fate (or anyone with 6 or more APs of Occultist, if your Players are using their own heroes) should now turn the "clue keeper" (see **insert**) so that Saturn is on the topmost face. Then, spread the sides so that Saturn splits in two, and read the information inside about Quatl-Quontoc. The Player may choose whether s/he shares the information immediately with the other Players.

Players' Information

The Central American rain forest surrounds a small clearing. Perhaps clearing is not the best word to describe the slight tear in the dense jungle canopy near where Fate claims the temple sits. The tangled roots of a blown down tree explain the slight break in the unending green.

(After the Players get out of any vehicle they are in) The moist stillness of the fragrant air seems almost to have sentience, an ominous "presence" pressing down in the heat and humidity of the day.

GM's Information

If the heroes pause to take stock of the situation, they can discern trails, possibly made by animals, leading out of the clearing.

The trees, 150 feet high, form a thick green "roof", making air reconnaissance impossible. They have a BODY of 8 against any enhanced vision attempts. Martian Manhunter may only attempt X-Ray vision once. If the roll succeeds, he can guide the party to the temple.

Because of the dense undergrowth in the jungle, the heroes can travel the trails on foot at a rate of 2 APs (40 feet) per phase. Flight is possible at heights from 20 to 110 feet, where the space is relatively open. Due to the many trunks and hanging vines, however, all Flight speeds are quartered (subtract 2 APs from the normal movement

rate). Off the trails in the deep forest areas, all movement is instantly reduced to 0 APs per phase (walking).

For each phase of movement through the forest, roll on the **Rain Forest Encounter Table**:

Rain Forest Encounter Table

Roll	Encounter
1-4	No encounter
5-7	(If airborne, no encounter). Allow the lead Player a perception roll (use his or her INT score as the AV/EV) against an OV/RV of 6/6. If the roll fails, the hero falls into a quicksand pit. Each phase the quicksand makes a physical attack against the trapped hero's STR with an AV/EV of 7/7 (this is also the OV/RV against which the Player or a rescuer must roll to pull the trapped hero free of the muck). When the total RAPs from the quicksand attacks equal or exceed the hero's BODY s/he has been pulled under and drowned.
8-9	Give the last hero on the path a perception roll (use INT as the AV/EV) against 6/6 to notice the poisonous snake uncoiling from the trees above. If the roll fails (result of 'N'), the snake has surprised the Player (stats for the snake are given below).
10	The heroes stumble across a cloth scrap caught in a low bush. Analysis with Detective against OV/RV of 6/6 reveals: 2 RAPs—100% cotton cloth; 4 RAPs—uniform or institutional grade; 6+ RAPs—ink traces of letters 'ide' stamped on cloth.

POISONOUS SNAKE

DEX:	2	STR:	0	BODY:	2
INT:	0	WILL:	0	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

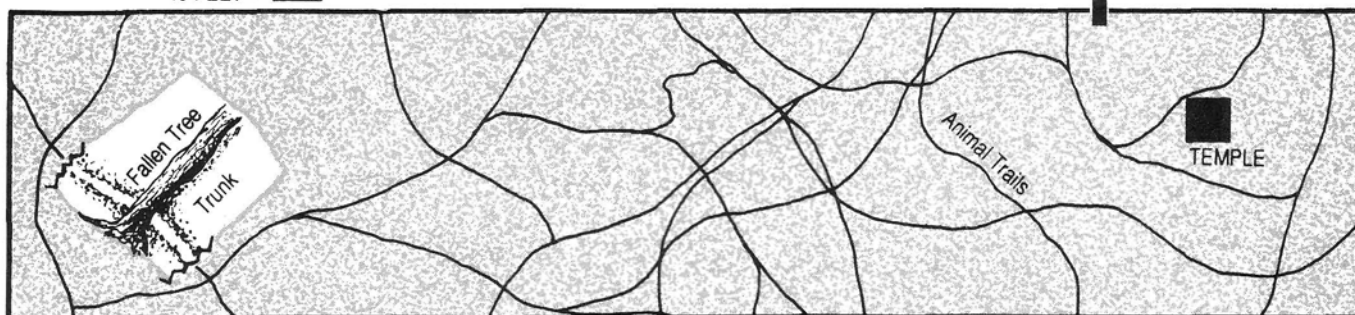
POWERS:

Analytical Smell: 7, Poison Touch: 3,
Ultra Vision: 4

Troubleshooting

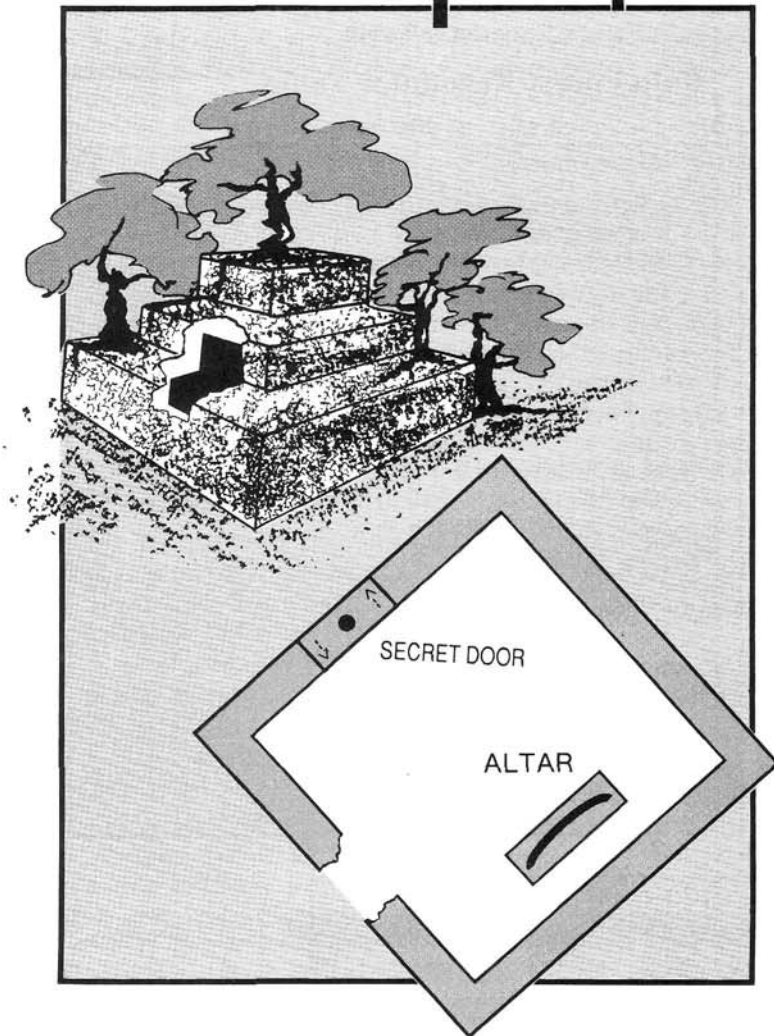
If the heroes split up on the trek through the forest, you should roll for an encounter on the **Rain Forest Encounter Table** for each separate group.

THE forest



Encounter Three: Altered Stones

THE Temple



Set-up

When the Leaguers reach the temple, they must get inside.

Players' Information

The temple stands 40 feet tall, a step pyramid constructed out of solid stone blocks. The lower steps are crumbling under vines and small trees.

GM's Information

If one of the heroes makes a successful perception roll (INT as AV/EV) against an OV/RV of 10/10, s/he discovers a loose stone block in the bottom wall under the vines. It takes a STR of 7 or greater to swing the block out far enough to allow entry.

A more obvious entry way is the caved-in east side of the temple. It is possible the hole is a natural result of time

and heavy vegetation, but it looks like it was made recently—during the last day or two.

Inside the temple the heroes find roots and cobwebs festooning the ceiling and trailing long skeins of sticky filament. The walls are five feet thick, so the interior space is rather cramped. Shattered splinters of tree trunk are scattered around the room, and the floor is slimy. Mixed with the slime are darker drops: human blood. Any positive RAPs against an OV/RV of 2/2, and the heroes notice that the blood is fresh, O+, and must have fallen in the last eight to ten hours.

Inscribed in the stone altar are several ancient runes. Though he is unable to read the runes, Dr. Fate recognizes them as very similar to those in the Book of the Lictors, a venerable arcane text which is stored at the Cambridge University Library. It has been many years since Fate has seen the book, however, and he remembers almost nothing about it.

The altar has one other peculiar feature. Carved into its top is a long, curved slot. A thick layer of dust covers the entire altar, except for the slot. As the heroes examine the altar, ask where they are in the room. The hero closest to the wall is grabbed and strangled by roots as the guardian trees attack. The heroes must make perception rolls against 7/7 or suffer the effects of surprise (see page 25 in the *Player's Manual*). The trees' first method of attack is to cave in sections of the temple blocks atop their prey (the temple stones weigh 7 APs and do bashing damage). They can also walk on their roots and make powerful sweeping attacks with their branches. The stats for the living trees are as follows:

GUARDIAN TREES

DEX:	7	STR:	10	BODY:	10
INT:	7	WILL:	10	MIND:	10
INFL:	10	AURA:	10	SPIRIT:	12
INITIATIVE:	24	HERO POINTS:	0		

Booster Gold Subplot: Whenever things get dull in this encounter, either during the investigation or after the defeat of the trees, Booster Gold gets a buzz from the Batman on his JLI radio.

"Gold? I have a telegram marked 'urgent' here for you. Shall I read it to you?"

When Booster agrees, the Batman reads:

"DEMO TODAY STOP NEED YOU YOU YOU STOP COME SOONEST DIRK. What is this nonsense?"

Booster knows DIRK means Dirk Davis of Booster Gold International, who is trying to get her boss to show up for the game demo he's scheduled for in *All That Glitters*. If Booster chooses to go to the demonstration, he misses the next encounter (but he earns up to \$500,000 dollars!). You don't need to run the Booster Gold module now; just have Booster sit out. If the Player debates the request, but remains, s/he earns the subplot award at the game's end.

The Batman takes the opportunity to ask how things are coming along in the investigations, and the heroes must decide whether or not to report their findings.

Encounter Four: Pax Cambridge

Set-up

The Players head to Cambridge to investigate.

Cambridge is about 6000 miles (23 APs) away from Quatl-Quontoc and 4000 miles (22 APs) away from the New York embassy. The JLI also has an embassy in London, which they can use as a temporary base.

Have the Dr. Fate Player turn the clue keeper so that the star is on the top. Then spread the sides so the star splits in half, and read about the *Book of the Lictors*.

Players' Information

Cambridge is a very intriguing place. Some of the most celebrated events in human history have occurred here.

The summer is in full swing, so few students but many tourists are about. A small party of locals takes advantage of the temperate weather to punt up and down the Cam.

The library is located down toward the river.

GM's Information

If the heroes play up their "official JLI" status, the rare book librarian (Philip Small; all game stats 2, Scholar: 3) is happy to let them examine the tome.

If the heroes approach in their secret identities, Small is initially Neutral. Using Charisma/ Persuasion against the

librarian's INFL/SPIRIT (OV/RV=2/2), the heroes can convince him to let them see the book.

Once the librarian has agreed to let the heroes examine the book, he fetches a finely crafted leather book box and reverently opens the case.

If the Players reported their intention to investigate at the University back to the Batman, the box holds only ashes. Small's reaction is, "*But that is impossible! Professor Goodwin was working on this book not more than twelve hours ago. I replaced the book with my own hands and there was absolutely nothing wrong with it!*" If asked, the librarian gladly gives the heroes Goodwin's address.

If the heroes did not report back to the Batman, the book is unmolested. Only Dr. Fate can read Latin well enough to translate the text (both the Batman and the JLI computers could also handle the job). Photocopy the passage on page 13 for Dr. Fate Player. See **Encounter 5** "GM's Information" below for what the heroes find out.

Troubleshooting

Finding and reading the *Book of the Lictors* is a critical point. If the book was destroyed, the heroes must seek out Professor Goodwin to see his notes. You may have to prod them by having the librarian say, "*Well I am sorry, but the book is obviously unavailable. I believe Professor Goodwin has already translated most of it, and I am sure he would help you.*"

Encounter Five: Goodwin is Gracious

Set-up

The heroes seek out Professor Randall Goodwin to look at his notes on the *Book of the Lictors*. They have Goodwin's address from **Encounter 4**.

Players' Information

Goodwin lives in a stately-looking building right on the north bank of the Cam. The windows are open to the breeze, and classical music wafts out of the flat in low snatches of phrase.

GM's Information

Goodwin is quite reasonable, happy to show off his work (Friendly attitude). He has translated half the book.

It takes the heroes (or Goodwin) about thirty minutes to sift through the notes for the passage reproduced on page 13. Give the Players a photocopy.

Goodwin is only visiting Cambridge. If any of the heroes are identifiably American, Goodwin questions them about current United States news (he's been here a while),

perhaps to the point of annoyance. He knows nothing about the runes, or about the "Vengeance Gate."

The heroes know that the old Justice League encountered three demons on numerous occasions: Abnegazar, Rath, and Ghast. The demons were frequently brought to the Earth plane by humans who had their talismans, as described in the book fragment. The Leaguers can also recognize the gate piece shown in the book as identical to the slot in the altar at Quatl-Quontoc.

The Dr. Fate Player should turn the clue keeper so that the comet is on the top. Then spread the sides so the comet splits, and read the text.

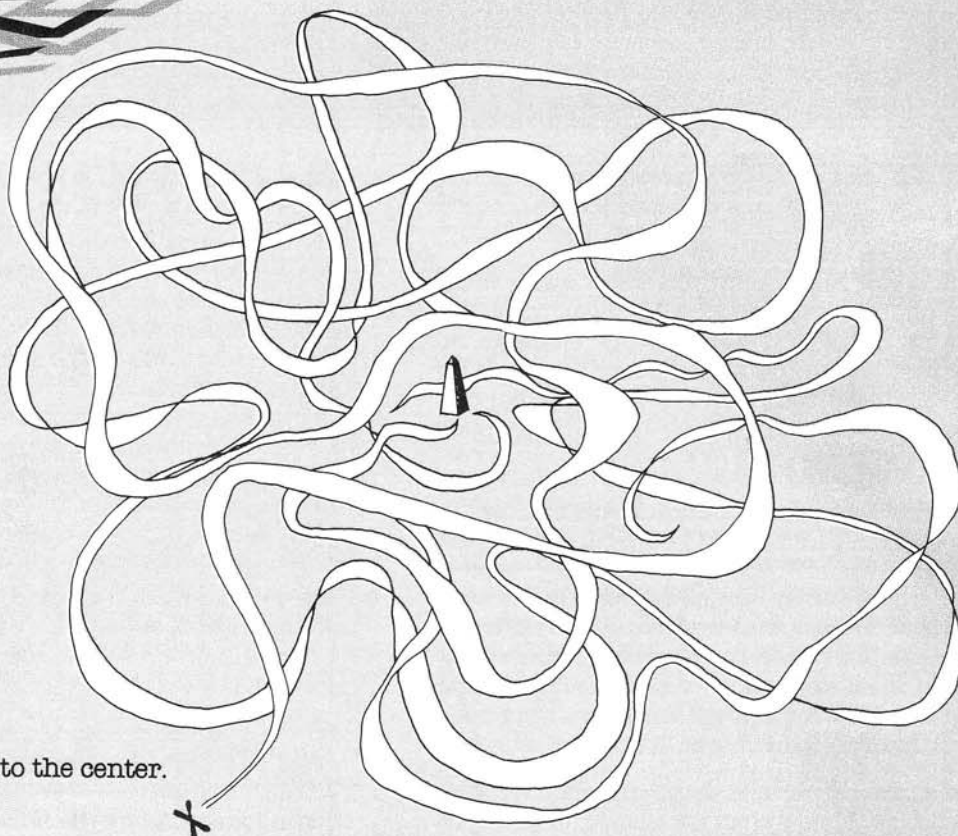
Troubleshooting

The Players may be somewhat suspicious of Goodwin at first. He is more than happy to answer any of their questions, though he knows very little that could be of aid to them.

After uncovering the legends of the Vengeance Gate and the ancient demons, the heroes may want to go to the Lords of Order for aid. Dr. Fate knows that the Lords have forever abandoned the Erath plane to its own fate (see the recent *DR.FATE* mini-series).

THE

MAZE



Follow the ribbon path to the center.

Encounter Six: Simply 'Mazing

Set-up

Dr. Fate must use his sorcery to mimic the Dimension Travel power to transport the heroes to Rubibat's realm (OV/RV of 12—see **New Powers**, page 15). Travel between the planes is instantaneous.

Players' Information

[POP] Suddenly, there is perfect blackness. But not so perfect, after all: ribbons of golden color shimmer of their own light. There is atmosphere—that is, breathing is possible, and not difficult. Underfoot winds more of the shimmering stuff. It snakes forward in serpentine coils, branching and dimming as it gets farther away. After about twenty yards, the path is indistinguishable from the inky—sky?

There is no obvious light source except the path, yet each of the team members is visible.

GM's Information

If the heroes want further description of the strange realm they have entered, they can discover the following information by trial and error, or systematic investigation:

The plane is a tangle of lighted pathways, cutting through a deep black background. From any point on a

path, a traveller can see disembodied loops and branches of other paths all around, but can only see the immediate twenty to thirty yards of his or her own trail. Flight is impossible, and "nothing" exists off the edges of the path. If a hero concentrates, s/he can get a sense of the "right" direction to take.

At the center of the maze, Rubibat resides. The party appears at the spot marked 'X' on the map. The only way to move is to keep in contact with the paths of light by walking or running.

Show the Players the maze map of Rubibat's plane. If the heroes elect a leader to follow through the maze, have that Player try to negotiate the maze without using a pencil. The other Players can offer suggestions, such as left or right. The only correct route is shown on the maze key on the inside front cover of the module.

The heroes meet no resistance during their journey to the center of the plane. When they reach the middle, estimate how well you thought they negotiated the pathways: very well, normally, or poorly. *Very well* = 0 and means that the heroes went straight to the center without using a pointer or making many mistakes. *Normally* = 1 and means that the heroes used their fingers or other non-marking devices, and took the wrong pathway a few times. *Poorly* = 2 and means that the heroes had nothing but problems, using a pencil to negotiate the maze, and finally came across the planar center after many false turns and retracings. This score is important for the timing of the next encounters (see **Timing**, page 24).

Encounter Seven: Riddle Me Clues

Set-up

At the planar center, the heroes find Rubbibat.

Players' Information

The golden pathway ends with a wide space in front of a shallow cave. Here towers a tan stone monolith, its base encrusted with rare gem clusters.

GM's Information

The oracle maintains complete silence, not answering any questions about the demons, his role in their defeat, or anything other than the locations of the three remaining pieces of the Vengeance Gate. Then, he responds with:

*"Just let these matters slip away,
Such worldly cares are beneath my sway."*

If the heroes persist, Rubbibat yields a rumbling sigh and answers in a gravelly bass:

*"Quit your whining, fidgets, fiddling—
Find your answers in my riddling."*

RIDDLE FIRST

*"These regal homes, once doted on,
Most often stand with knight and pawn.
Know them as what a man calls home,
With bannered tops and walls of stone."*

RIDDLE SECOND

*"Diamond's alias, fire's reverse,
This stuff can be a traveller's curse.
To poets, a heart untouched by sun.
In essence, a river that does not run."*

RIDDLE FINAL

*"Behold the grandeur; the majestic sight;
Nought else on earth can match their height.
Bound in chains and shoulders shrouded,
These monsters loom, their faces clouded."*

*"Begone! I need no idle thanks,
And have no patience for these pranks."*

The heroes must solve the riddles. The Players may write down the words to the riddles if any of their Characters remembered to use a recording device or power. Otherwise, you may prompt the Players to remember the line themselves, or repeat the riddles as often as necessary (of course, if they use a recording device after the fact, while each hero "remembers" a line, they can write down the riddles then).

If after a suitable amount of time, the Players are stuck, they earn the first hint from the **Hint Chart**. If they are still stuck, read hint #2. If the clues don't help, the hero with the highest INT rolls against 7/7. A successful roll answers the riddle. (If the roll fails, the Players have missed a critical point in the adventure. Make a notation for determining the Standard Award at the end of the adventure, and then have the Player keep rolling until s/he succeeds.) Record the number of hints and INT rolls

it took the Players to solve each of the riddles. These figures are used in **Timing**, page 24.

Hint Chart

RIDDLE FIRST

Hint #1: *What is a man's home?*

Hint #2: *The second line is clearly a reference to the game of chess. The solution must be a chess piece.*

Hints to Solve: INT rolls:

RIDDLE SECOND

Hint #1: *What is the opposite (the reverse) of fire?*

Hint #2: *Why would a river not run?*

Hints to Solve: INT rolls:

RIDDLE THIRD

Hint #1: *What are the tallest things on earth?*

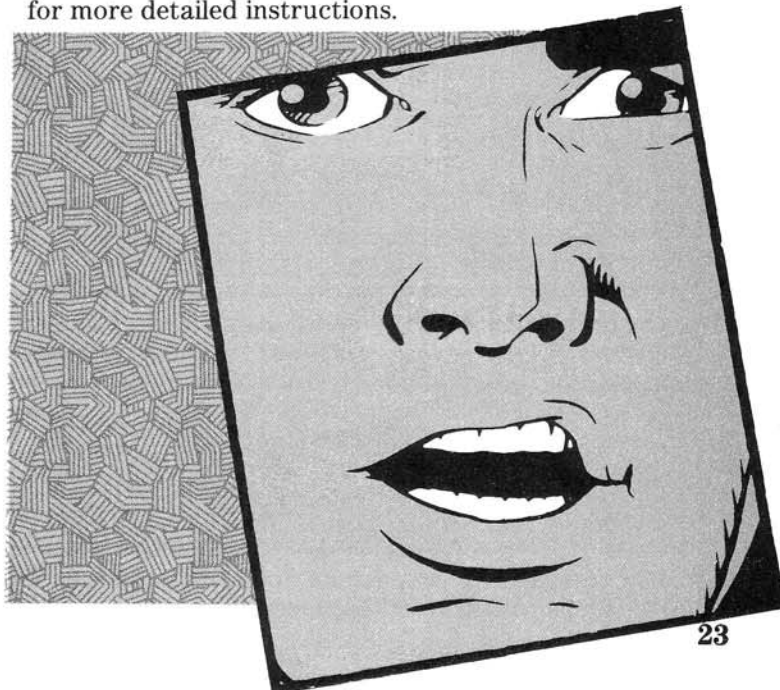
Hint #2: *What occurs in chains, with clouds on the face?*

Hints to Solve: INT rolls:

The answer to the first riddle is "castles," the second is "ice," and the third is "mountains." After the party answers the riddles, Dr. Fate can read the appropriate information from the clue keeper. The clue that corresponds with castles is under the flap with Saturn on the point, ice is under the flap with the star on the point, and mountains is under the flap with the comet on the point. The locations are Castle Vlastok in Romania, Point Montcliffe in Antarctica, and the City of Badarr-Narr in the Himalayas.

Troubleshooting

After receiving the riddles, the heroes may radio the Batman back at the embassy and ask him to solve them. If so, the Batman gives the heroes the answers (the demons know that the heroes may suspect something if he doesn't), but he also passes the riddles on to Wotan, who sends his forces out after them. See **Timing** for more detailed instructions.



Timing

After the heroes have solved Rubbibat's riddles, the Leaguers probably head for the indicated areas, to find the segments before their as yet unrevealed adversary.

But while the heroes have been conducting their investigation, Rath and Ghastr have been using the JLI embassy computers to help them "sense" the locations of the gate pieces. Once the demons detect the pieces, Wotan sends his forces to retrieve them.

Depending on how much time the heroes have consumed so far, Wotan's forces can arrive at the sites of each of the segments at the same time as the heroes, slightly before them, or slightly after them. To determine the villains' arrival times, add together the total number of hints and INT rolls it took for the heroes to solve the riddles (you should have recorded this in **Encounter 7**). Add the score the heroes earned for negotiating Rubbibat's maze in **Encounter 6**. Compare this total with the **Encounter Timing Chart**.

Encounter Timing Chart

Total	ENC 9	ENC 11	ENC 13
0	SB	SB	ST
1	SB	ST	ST
2-3	ST	ST	ST
4	SA	ST	ST
5+	SA	SA	ST

SB means slightly before, ST means the same time, and SA means slightly after the villains. Instructions for adjusting the encounters are given based on when the participants arrive.

The chart assumes that all the heroes go to each location in order. If the heroes split up into separate groups and cover all three areas simultaneously, subtract one from the heroes' total and consult the chart again. The new results show each villain group's arrival in relation to the separate hero groups.

If the heroes go to the sites out of order (that is, to Antarctica or the Himalayas first), subtract two from the heroes' total, and consult the chart again.

Alternatively, the heroes may have radioed the Batman and asked him to solve the riddles in **Encounter 7** or they may have radioed the Batman with their solutions. If the Batman solved the riddles, use the '5+' total, regardless of how quickly the heroes negotiated Rubbibat's paths. If the heroes give the Batman the locations of the gate segments after they have them, add one to their total and consult the chart again.

No matter how well or how poorly the Players did, they arrive at the same time as the villains in **Encounter 12**.

It is possible that some or all of the heroes may want to investigate the hospital before they have located all of the segments (ie. they traced some of the villains back to Bayside after **Encounter 9**). Remind them that their first priority should be the gate segments. If they persist, conduct the action as you see fit.

Encounter Eight: Fortunes Found

Set-up

The group re-enters the Earth dimension at the exact point from which they left. Romania is about 2000 miles (21 APs) from Cambridge and 6500 miles (23 APs) from the New York embassy. For simplicity's sake, the mode of travel the heroes use does not affect the timing (but don't let them know that!). Whether they arrive by teleport or Bug or some other means, the heroes land at the 'X' on the Castle Vlastok map (see inside front cover).

The Dr. Fate Player should read the information under the flap with Saturn on the point if s/he has not already.

Players' Information

The area looks almost like a postcard: rocky granite shoulders jut out of tall fir spires. Winding through a small swamp and the up the tree-spotted slope, a narrow road leads to a gray stone castle. In the solitude, a horse-drawn cart is pulled off on the grass verge.

GM's Information

The cart belongs to Madame Sosostriis, an old gypsy fortune teller (all game stats 2, Occultist: 3), scouring the

meadow for roots. Once she sees the heroes, she offers to read their fortunes for a small fee. If the Leaguers do not accept, Madame Sosostriis refuses to speak to any of them (no matter how good their Charisma rolls are). If, however, the heroes agree to have their fortunes told and ask her about the castle, Sosostriis can tell them the following, based on the success of their Charisma rolls:

Madame Sosostriis' Information

RAPs Information

- 1 "Oh, visiting the castle, are you? Doctor Wertner lives up there, he does."
- 4 "You know, the castle itself has a rather foul reputation and the townsfolk try to avoid the area, but Dr. Wertner is really a very nice young man."
- 5 "He never bothers anyone. Just keeps to himself, and his experiments!"

The gypsy knows nothing else that concerns the Players. To read the first hero's fortune, she shuffles her Tarot deck and asks them all to sit down before her. "I see you come seeking something," she divines. She then flips over two cards and gasps, "But this reading is impossible. I sense life in your future, but also death, as though the two were one!" She refuses any request to accompany the heroes to the castle.

Encounter Nine: The Keep

Set-up

When the heroes finally make their way up to the castle, they find the outer gate open.

Players' Information

The air is pleasantly cool, and an occasional breeze drifts in soft rustlings through the trees. It briefly raises goose-pimples on exposed skin, and tightens the flesh on the nape of the neck. The massive oaken doors to the castle stand open, shadowing the front step. A brass gargoye serves as a knocker on the smaller inner door.

GM's Information

If they knock on the inner door, Dr. Wertner quickly answers. If the heroes suddenly burst in (the inner door has a BODY of 5) the Doctor meets them in the entry chamber and demands the meaning of the intrusion. Wertner will only volunteer his name, that he lives in the castle alone, and that he is a medical doctor performing scientific experiments, unless the heroes ask about and describe the segment of the Vengeance Gate. Then he says, "Ah yes, I found something like that down in my laboratory. Follow me," and leads the Players down into the basement.

In Wertner's basement the heroes find a fully stocked medical laboratory, including six cadavers with which the Doctor has apparently been experimenting. Wertner mumbles distractedly, "One moment, I believe the object you are looking for is over here, I'll get it," and begins shuffling through a storage cabinet on the far wall.

Suddenly, an evil glow lighting his face, he screams, "quickly my children, KILL THEM!" The six cadavers spring to life and attack. Wertner also joins the fray.

DR. WERTNER

DEX:	6	STR:	4	BODY:	4
INT:	6	WILL:	4	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	10
INITIATIVE:	19	HERO POINTS:	10		

During the battle, Wertner picks up a chair and uses it as a club (EV : 6).

For zombies, use the Trogg's stats, except that zombies have no powers, they're immune to Mental and Spiritual attacks, and they have a -2 column shift vulnerability to fire.

After the heroes have defeated Wertner and his zombies, they can find the gate segment in a large iron chest down in the laboratory. The chest is chained shut (BODY: 10). It takes the heroes about five minutes (7 APs) of looking around to discover the chest.

Simultaneous Arrival

Add two more zombies. One phase after the battle with the zombies begins, Wotan's enslaved Bayside inmates arrive in the basement and attack both the Leaguers and

Wertner's zombies (Wotan teleported the villains to a location just outside the castle). The battle turns into a three-way free-for-all. The zombies attack the heroes and villains in equal proportions. The villains include two demon-possessed inmates and Femme Fatale, all of whom fight until they win the battle or are defeated.

If the villains win the battle, they find the gate segment and disappear (Wotan teleports them back to the hospital). Since they are in a hurry to return to Bayside with the segment, the inmates simply leave the heroes' unconscious bodies lying in the basement.

If the heroes win, they must decide what to do about the segment and any captured villains. Since each of the segments has a BODY of 65, the heroes probably have to store the segment somewhere until they can deal with it.

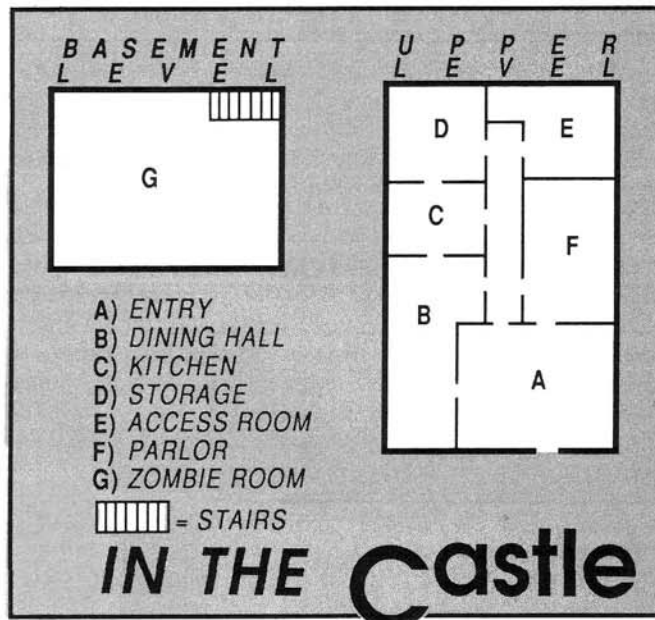
Arrival After The Villains

When the heroes arrive at the castle, they find a large hole pounded into its side. Much of the furniture on the first floor is overturned, as if there had been a struggle. The upper level of the castle includes Wertner's bedroom, but nothing of consequence. Down in the basement, a man in a lab coat (Wertner) lies unconscious, and the zombies are scattered around the room in pieces. In the middle of the floor, a trunk large enough to have contained a gate segment has been burst open.

Troubleshooting

If the heroes confront the Bayside inmates in this encounter, they might make an immediate attempt to run the criminals' histories through their computers to see what they can find. If so, see **Encounter 15**.

Depending on the size and composition of the hero group travelling to the castle, you might increase or decrease the number of zombies present to better balance the encounter.



Encounter Ten: Breaking the Ice

Set-up

Point Montcliffe, Antarctica, the resting place of the third gate segment, lies 12,000 miles (24 APs) from Cambridge or Castle Vlastok, and 10,500 miles (24 APs) from the New York JLI embassy. Teleported heroes materialize on the 'X'. The Bug can land anywhere.

The Dr. Fate Player should read the information under the flap with the star on it if s/he has not done so.

Players' Information

Point Montcliffe, Antarctica, is cold. The deep snow shades roughly from white to fierce alabaster, kicked up by the merciless wind. The cold is numbing, breath-stealing, and insidious.

GM's Information

At nearly 75 degrees below zero, the cold damages unprotected flesh. With an AV/EV of 4/4, every third phase the cold "attacks" each hero's BODY (OV/RV). Killing damage is taken from frostbite.

An aerial reconnaissance (or a quick walk around) reveals a deep rift cutting nearly five hundred feet into the ice. On the surface, it gapes fifty feet across, but it narrows to three feet—too close for Flight.

The icecap has a BODY of 6 against X-Ray Vision; positive RAPs discover the gate segment instantly.

Lodged about one hundred feet down at the point indicated on the map, the gate is only accessible to climbers. The ice has a BODY of 40 against attempts to melt or smash it (it's a glacier).

If a hero fails the climbing roll (OV/RV of 6/6), s/he has one chance to break the fall (DEX/STR vs 5/5); if this roll also fails the hero plunges four hundred feet to the rift bottom unless tied or otherwise secured.

Troubleshooting

If the heroes examine the rift with X-Ray Vision, they might discover the sluggoth lurking in its depths. After a successful gate-location roll, roll again against OV/RV of 10/10 (the sluggoth's Camouflage). Positive RAPs allow the hero to determine there is something large and living in the rift near the gate segment. Proceed with **Encounter 11**, altering the "Players' Information" as needed.

Encounter Eleven: Paleo-sluggery!

Set-up

The rift happens to be home to the last sluggoth.

Players' Information

The rift is cold but calm, the aqua-colored glacier ice pocked with indentations. Occasionally deeper holes tunnel back into the ice. There are plenty of handholds.

In a snow-muffled whisper, the hole on the left suddenly sprouts long, translucent tentacles!

GM's Information

SLUGGOTH

DEX:	7	STR:	7	BODY:	8
INT:	3	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	0		

POWERS:

Poison Touch: 6

SKILLS:

SKILLS:

Military Science/Camouflage: 10

Sluggoths are eight foot long, multi-tentacled creatures.

Just before any heroes reach the gate segment, the sluggoth emerges from a hole in the ice wall and attacks.

Simultaneous Arrival

Run the encounter as above. Just before the heroes reach the gate segment, Wotan teleports Psycho-Pirate, Kenny Sherman and two demon-possessed inmates to the 'V' on the map, and the villains engage the heroes in combat.

*If they win, the inmates retrieve the segment and Wotan teleports them home, leaving any defeated heroes lying in the snow (To investigate inmates, see **Encounter 15**).*

Arrival After The Villains

The heroes find the sluggoth lying dead on the lip of the rift, and no segment.

Booster Gold Subplot

At your discretion, the Batman makes radio contact with the party.

"Is Booster there? Your manager, Dirk Davis, says its urgent she talk to you. Some fluff about a game demonstration. More importantly, is there progress? Anything I can help with?"

This is a golden (pardon the pun) opportunity for Booster to duck out of an uncomfortable and probably dangerous situation. If he chooses to go do the demonstration, he may have to Persuade Dr. Fate to Teleport him home, and he will miss out on the next encounter.

Encounter Twelve: Shangri-La?

Set-up

Badarr-Narr in the Himalayas, the site of the last gate piece, lies 24 APs from Point Montcliffe or the New York embassy, and 6,000 miles (23 APs) from Cambridge. Teleported heroes arrive at the 'X'. The Bug can land anywhere outside the ruins.

The Dr. Fate Player should read the clue under the flap with the comet on the point if s/he has not already.

Players' Information

The atmosphere is definitely thinner here at the top of the world. It doesn't rain much, either; the sun bakes down on the dry skeleton of an ancient civilization. Humps and angles of stone haphazardly scattered are all that remain of the city that once flourished here. More modern than the wall fragments but older by far than the scruffy vegetation, stone cairns, or piles, make occasional lumps in the ruins.

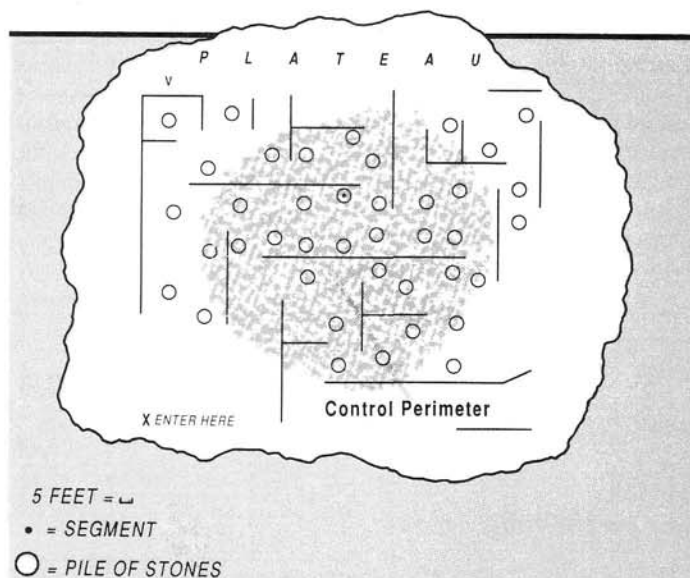
GM's Information

Allow the Players to probe around the ruins at their leisure. It takes one full phase (4 seconds) to search each of the stone piles.

The strange evil magic of the gate piece has evolved a safety feature for the segment's protection.

The first hero to cross the "control perimeter," a circle extending 3 APs in the air above the line indicated on the map, is attacked with 25 APs of Control. Positive RAPs compel the controlled Character, or "guardian," to do anything in his or her power to prevent intruders from finding or taking the gate segment.

If two or more Characters enter at the same time, the most powerful is attacked first (select whoever has the highest APs of any single attribute or power). If this attack fails, the next most powerful is attacked, and so on.



Badarr-Narr

The effects of the Control cease outside the circle, but no guardian will leave the perimeter of his or her own will.

If the guardian is removed from the circle, disabled or knocked unconscious, the magic attacks the most powerful Character remaining in the perimeter, or the next Character who enters. Once the gate segment is removed, the Control effect is instantly cancelled.

Troubleshooting

Encounter 13 immediately follows.

If you roll abysmally low and none of the heroes are controlled don't worry about it. Allow the heroes to take the segment. Just after they clear the perimeter, go on to **Encounter 13** (the villain attack).

Encounter Thirteen: High Jinx

Set-up

Just after one of the heroes becomes controlled, Wotan's forces arrive at the 'V' on the map.

Players' Information

A minute ago, the only hazard was sunburn. But now there are two—no, three—newcomers. They are wearing some kind of uniform, and they don't look friendly.

GM's Information

The villain group (Major Disaster and two inmates) heads towards the heroes to fight. The control effect also

works on the villains, but they don't cross the "control perimeter" unless one of the heroes is already controlled. If the current guardian is disabled and the control passes to one of the villains, however, allow the battle to run its course. If a guardian manages to defeat all challengers, s/he simply sits quietly, awaiting the next threat to the segment (probably when the heroes or villains recover).

Troubleshooting

Clever Players can determine the nature of the control and come up with methods of circumventing it, such as Martian Manhunter using his Stretching power from outside the perimeter or Dr. Fate mimicking Telekinesis.

If the villains happen to win, they pick up the segment and teleport back to Bayside.

Encounter Fourteen: Ambush

Set-up

This encounter only takes place if the heroes have one or more of the segments in their possession and they give the Batman their location (or where they are headed). Wotan immediately teleports some of his Troggs to prepare an ambush.

Players' Information

(Improvise a scenario to fit your specifics. The attackers are Troggs:) *The creatures look as if they crumbled off a medieval castle and came to life. Scaly slate-grey skin covers large, chunky bodies. Ridiculously small in comparison to their eight-foot stature, bat-like wings sprout from their backs. And the claws...*

GM's Information

If the heroes are in the Bug, the Troggs attack the craft in the air, ripping their way inside. If the heroes are being teleported anywhere but Bayside, the Troggs are waiting for them when they arrive (including just outside the JLI embassy). However, if the heroes are heading for Bayside (and are bringing their gate segments with them), Wotan won't bother to ambush them; he can get the segment(s) from the heroes during their attack on the hospital.

Perhaps the heroes are storing their gate pieces, not carrying them around. If left alone with them, the Batman

takes any gate pieces to Wotan. If the heroes are storing the gate pieces somewhere else, the Batman informs Wotan when and if the Leaguers give him the location, and Wotan sends out the Troggs to retrieve them.

There are far too many possibilities to discuss each of them in detail, so use your own judgement. Remember that Wotan will do anything he can to get the gate segments, including attack the heroes. He only uses force, however, if absolutely necessary.

Wotan sends out just as many Troggs as there are heroes. The Troggs are not nearly as interested in harming the heroes as they are in the gate segments; after they have the heroes' segments, the Troggs attempt to flee any combat so Wotan can teleport them back to the Asylum.

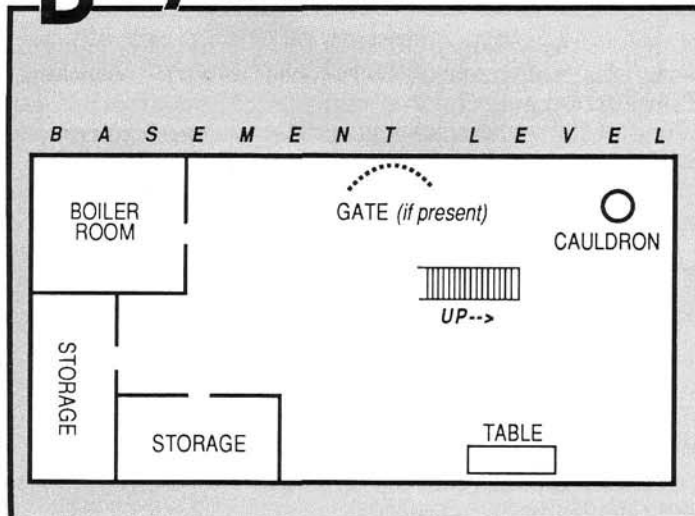
Troubleshooting

It is possible (though unlikely) that the heroes have already destroyed one of the segments, making it impossible to assemble the Vengeance Gate and effectively foiling Wotan's plot. If so, Wotan doesn't even try to acquire the other gate pieces; he is much too busy packing up his operation at Bayside and getting ready to move on. Go on to **Encounter 15**.

Also, the heroes may suspect the Batman (from the Phantom Stranger's warning and/or other clues) and refuse to give him any important information when he calls. Don't worry if your Players are on to you. Wotan can still be working on an alternative plan when the heroes arrive at Bayside in **Encounter 15**.

Encounter Fifteen: Bayside Beauties

Bayside



Set-up

The encounter description below assumes that the heroes are heading to Bayside after **Encounter 13** (or after **Encounter 14** if they were ambushed), that Wotan does not have all of the gate segments, and that the Batman is at Bayside before the heroes arrive. Other possibilities are covered after the GM's Information.

Players' Information

Bayside Community Hospital is not exactly the ideal health care establishment. The once-stately building seems grimy and cluttered by the surrounding slums. Latter-day architectural additions include iron bars bolted to the windows of the top floor, where overflow cases from Arkham Asylum are housed.

The bars do nothing for the building's image, which seems to be sliding from seamy into actively evil.

GM's Information

GM NOTE: If for some reason the Batman cannot leave the JLI embassy for Bayside undetected, he offers to accompany the other heroes to the hospital (*"I know I'm hurt, but Bayside is on my turf. No one knows the area better than I do"*). If the heroes accept his offer, see **The Batman Arrives With the Heroes**, below. If they refuse him, he waits until they leave, and has Wotan teleport him to Bayside instantaneously (arriving before the Leaguers).

When the heroes approach Bayside, it seems deserted. After the events of **Encounter 13** (or **Encounters 9** or **11** if the heroes head for Bayside before searching out all of the gate segments) Wotan expects the heroes to come crashing in at any moment. Naturally, he has prepared a trap.

For the time being, Wotan has put all of the controlled guards and doctors out of the way in the second floor wards. The evil sorcerer and the rest of his forces are hiding out in the basement.

The Batman greets the heroes after they enter the building, a grim look on his face. *"There's no one here. Come with me; you must see this,"* he orders. If asked, he explains away his sudden presence with *"I ran down the names of those villains you gave me and came up with Bayside. When Gotham became involved I had no choice but to investigate,"* or *"Gotham officials called me with reports of strange happenings at Bayside and asked me to investigate,"* or whatever is appropriate. He leads the heroes down into the pitch dark hospital basement.

As the last hero enters the room, the lights suddenly snap on revealing Wotan, seven of the Troggs, and any inmates who managed to escape **Encounters 9, 11, and 13**. Wotan makes a gloating speech, detailing his plans:

"At last we meet, my friends. Yes, I'm the one who has been attempting to reconstruct the Gate all along. If it wasn't for that meddling Phantom Stranger I probably would have succeeded by now, too. But his interference only provides me with a better audience. As soon as the gate is open, the demons and I are going to rule this entire dimension. I think the demons have been imprisoned far too long already, don't you?"

"You see, I know what it is like. I was in limbo myself for quite some time. (If Dr. Fate is present:) Remember, Fate? Fortunately one of the nice inmates here was able to set me free. I do like Bayside. It has made an excellent base of operations and its inhabitants excellent slaves."

"Oh, you want all the little details? Of course I needed to bring a couple of demons onto the plane to help me find the gate segments. Unfortunately, I didn't have any of those little talismans they need so badly. I did, however, have the next best thing: that wonderful old cauldron which I happened to find in limbo. The cauldron, as Dr. Fate may know (nod in his direction if he is there), allows one to bring the occasional demon onto this plane without the use of a talisman—but there's a catch."

"You see, only the demon's spirit is carried onto the Earth plane. One has to provide a body for the demons to inhabit. I must say that having the Batman fall into our laps as a pawn was a stroke of luck. With him volunteering as a host body, the demons were able to use your own computers to help them locate the gate segments, and kept an eye on Dr. Fate at the same time!"

"Now, are you going to tell me where the other gate segment(s) is(are), or are you going to force me to read your minds after my boys have softened you up a bit?"

If the heroes don't tell Wotan what he wants to know, the Batman (use his possessed stats—his eyes flash a wild red while fighting), the Troggs, the inmates, and Wotan himself attack.

If the heroes win, they must figure a way to free the Batman (go to **Encounter 17**). If the villains win, Wotan takes all of the heroes' special devices (Booster's suit, Guy's ring, Rocket Red's armor, etc.) and locks the Leaguers in separate maximum security rooms on Bayside's second floor. He then uses his Sorcery to mimic Mind Probe on each Leaguer, from the mentally weakest hero up, until he learns the location of the remaining segment(s). Gloating, Wotan sends his forces out to retrieve the last segment(s), leaving the heroes locked up. The walls of Bayside's maximum security rooms are reinforced with promethium to a BODY of 25!

Wotan Already Has All The Segments

The heroes still meet the Batman when they enter Bayside, but he leads them up to the Operating Theater on level two, where eight Troggs, and any inmates who escaped the previous encounters, ambush them.

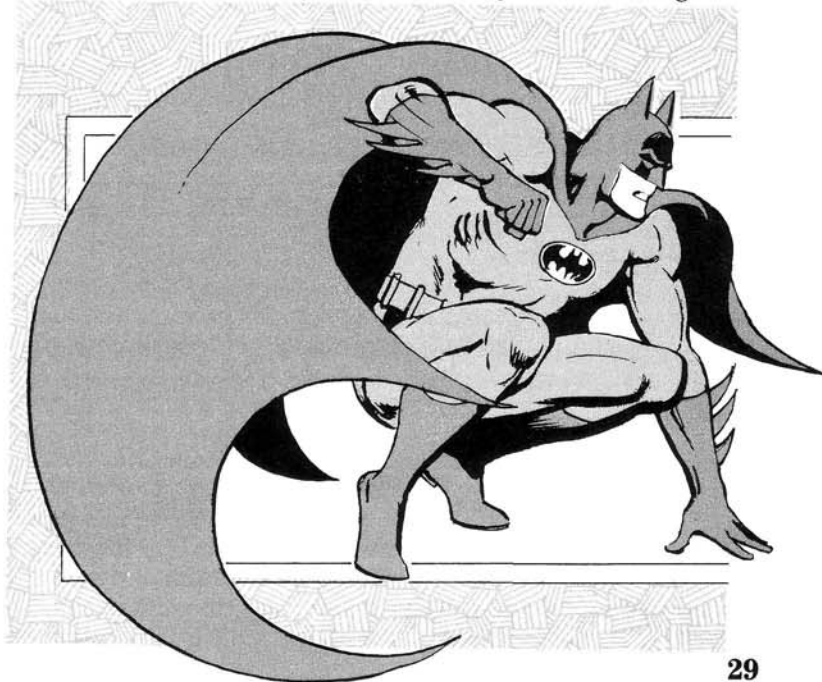
If the heroes defeat the Caped Crusader, the Troggs, and the inmates, and make their way down to the basement, they find Wotan busily making preparations to activate the gate. Make the necessary changes to reflect the new circumstances in Wotan's speech. If the villains win, the heroes are still locked in the cells as described above."

The Batman Arrives With The Heroes

The Batman tries to lead the heroes down into the Basement or up to the Operating Theater immediately after they enter (depending on whether or not Wotan has all of the segments), in either case, Wotan's forces wait in ambush. If the heroes don't follow Batman, his eyes suddenly glow red and he attacks them. Two phases later, the rest of Wotan's ambush party arrives.

One Of The Segments Is Destroyed

Wotan's new plan is simple: escape! The Caped Crusader still leads the heroes down to the basement, where Wotan makes his speech (remember to change the gloating to pouting) and attacks. If the villains win, Wotan knocks the Batman unconscious, uses his Sorcery and knowledge of



super-science to create a neutron bomb, and escapes. He won't bother locking the heroes up. The bomb is set to go off a few seconds after the Leaguers wake up (the heroes wake up before the Batman). The bomb is strong enough to destroy Gotham City and there isn't nearly enough time to evacuate.

The heroes' only option is to defuse it. The bomb has four exterior wires. Only one defuses the bomb; and the heroes only have time to try one wire. A Scientist roll against an OV/RV of 8/8 reveals the following information (encourage the Players to spend Hero Points on this roll, failure can be disastrous):

Wiring Information	
RAPs	Information
1	The first wire will not defuse the bomb
3	And the third wire will not defuse the bomb
5	And the fourth wire will not defuse the bomb

The bomb is a 25 AP explosion that will only effect living targets within five miles of the blast. Whether or not Wotan escapes, proceed to **Encounter 17**.

The Heroes Did Not Complete Encounter 13

The Batman is not present. Wotan still expects the heroes, however. Immediately after they enter the hospital,

a scream issues from the basement, which they find in total darkness. Suddenly, the lights snap on, revealing Wotan, the Troggs and any available inmates.

Wotan gives his speech (altered to fit the circumstances), then he and his forces attack. If the heroes win, Wotan informs them of the Batman's duplicity. If the heroes lose, they are locked up as above, and Wotan continues his efforts to locate the remaining segments. If one or more segments have been destroyed, the sorcerer creates the neutron bomb.

Troubleshooting

If the heroes don't think to check out the backgrounds of the villains they battled in **Encounter 11**, you may have to remind them of the capabilities of the Bug's computers or the computers back at the embassy.

The heroes may place a call to Bayside Community Hospital before travelling there, with questions about the villains they encountered earlier. If so, Dr. Braddock, the hospital's director, invites them to Bayside to look around. Run the rest of the encounter as above.

Part of Bayside's new security system makes X-Ray Vision impossible.

*If the heroes are locked up, go on to **Encounter 16**. If they are looking for or confronting the Batman, go to the JLI embassy (or his location) for **Encounter 17**.*

Encounter Sixteen: Open The Gate

Set-up

If Wotan managed to gather all four pieces of the Vengeance Gate, the heroes have to stop him from opening it. This encounter probably occurs directly after **Encounter 15**, in one of two situations: the heroes are either entering Bayside's basement, or they are locked up in the maximum security rooms on the second level, just as Wotan is preparing to open the gate.

Players' Information

A large arch rests on the concrete basement floor. The segmentation lines where the separate gate pieces were joined together are fading in the growing shimmer of power. Wotan and his followers chant in cacophonous chorus in front of the gate. It looks like it could open at any second!

GM's Information

The gate is indeed just a few seconds from opening, and between the heroes and the gate stand Wotan and any of his followers that are still around after **Encounter 15**.

To seal the gate, the heroes must split it into its four

component pieces. Any physical attack on the gate itself (OV/RV of 0/25) that earns positive RAPs succeeds in separating the pieces. Beginning with the third phase of the battle, demons start coming through the gate, one each phase. These demons are identical to Troggs in stats, except they have no wings, and no power of Flight.

The arriving demons join the fight against the heroes. Wotan, the demons, and his followers fight until they either win or lose.

If the heroes win, all that remains is to find a way to free the Batman from the control of Rath and Ghast. If the heroes lose, well, the world goes to pot. Create a new adventure where more powerful heroes (like Superman or Swamp Thing) can try to put everything back in order.

If The Heroes Are Locked Up (And You Take Pity)

The Leaguers waken to the sound of chanting as Wotan and his followers prepare to open the gate. Allow them to stew in the situation, thinking of methods of self rescue. Just as things look blackest, a vaguely familiar voice comes from nowhere: *"Do not despair my friends. Hope springs eternal."* And the doors to all of the rooms spring open! The hall of the maximum security ward is empty but for a small heap of personal belongings—Booster's ring, Rocket Red's suit, etc. Of course, the voice and the aid were the Phantom Stranger's. The heroes can re-arm, and run the encounter as above.

Encounter Seventeen: Batskull-duggery

Set-up

Before helping the Batman, they must first defeat his possessed body in combat. If the Batman was at the hospital, this may have already happened in **Encounter 15** or **16**. If Batman was not at Bayside, Wotan should have revealed his possessed state, and the heroes should have tracked him down and captured him.

After Batman is physically conquered, the Leaguers must do battle in his mind.

The Dr. Fate Player should read the information under the flap with the moon on the point.

Players' Information

The red glow in the Batman's eyes is undimmed. He twists against the restraints that bind him, occasionally offering taunting suggestions about what the demons will do when they are free.

GM's Information

Dr. Fate has no problem transporting the heroes inside the Batman's mind (for this variant of Dimension Travel, Fate's Sorcery insures that no roll is necessary). Once inside, the group must battle their way through a series of illusions the demons Rath and Ghist have drawn from the Batman's memories, eventually confronting the fiends themselves.

Scene One

At first, all the heroes see is a thick, dark mist. After a short time, however, a dark city street emerges into reality. Ahead lies a brightly lit theater. According to the marquee, the film *The Mark of Zorro* is playing. From their vantage in an alley alongside the theater, the city street seem deserted to the heroes. A heavy mist still limits visibility to about fifty feet, although it is unclear if the mist obscures the scene, or indicates the edges of substantiality. After a couple of minutes, a young couple and their child appear and begin walking down the alley.

As soon as the couple draws abreast of the heroes, deep laughter rumbles on all sides. A street thug armed with a .45 automatic emerges at the other end of the alley, grimaces, and guns down the couple, missing the child. Any heroes not watching the action directly can see a distant, robed figure. No matter what they try, the heroes are unable to reach the robed man.

If the heroes make no moves to interrupt the thug, the scene begins again like a film loop re-playing. This is one of the Batman's oldest memories: the death of his parents at the hands of Joe Chill, a common street criminal. The incident inspired his crimefighting career. The scene repeats three times, or until the heroes intervene. On the third repetition, Chill fires at the heroes instead of the Waynes. The stats of Rath and Ghist's illusion follow. Note that the illusionary gun is more powerful than a real weapon.

As the heroes battle Chill, neither the Waynes nor the robed man do anything to help them. Any hero that is knocked unconscious by Chill is instantly transported back out of the Batman's mind. After the heroes defeat Chill, the heavy mist returns and the scene changes.

JOE CHILL

DEX: 8	STR: 11	BODY: 11
INT: 8	WILL: 8	MIND: 11
INFL: 8	AURA: 9	SPIRIT: 11
INITIATIVE: 24 (32) HERO POINTS:		

SKILLS:

Martial Arts/Attack Advantage: 8,
Weaponry: 8

EQUIPMENT:

.45 Automatic—BODY: 1, Projectile Weapons (EV): 12

.45 AUTOMATIC

DEX: 0	STR: 0	BODY: 1
CHARGES: 11		
COST: NA HPs + \$NA		

POWERS:

Projectile Weapons: 12

Scene 2

The mist retreats this time on an extremely dark room in which the heroes are imprisoned. The room has no doors, only a single unbreakable window that looks out onto a moonlit night. If the heroes look out of the window they again see the mysterious hooded figure, standing below. A minute after the heroes arrive, deep laughter surrounds them. A few seconds later a huge bat crashes in through the window and attacks the group.



This illusion is also drawn from the Batman's memories. It was after such a bat crashed in through his sitting room window that Bruce Wayne adopted his costumed alter-ego. The bat makes one pass, fighting for two phases, and then disappears. Then the window reseals itself and the bat comes crashing in again, repeating the scene.

If the bat is not knocked unconscious, the cycle keeps repeating until all the heroes have been defeated. The

next bat shows none of the damage it took from the Players on the previous pass. Any heroes that are knocked unconscious by the creature are again immediately ejected from Batman's mind. The bat's stats are:

BAT					
DEX:	9	STR:	12	BODY:	19
INT:	9	WILL:	12	MIND:	12
INFL:	9	AURA:	13	SPIRIT:	13
INITIATIVE:	27	HERO POINTS:	0		

POWERS:

Claws: 11, Skin Armor: 5

Once the bat is knocked out, the mist rises again, and recedes into scene three.

Scene 3

The heroes find themselves standing on a thin girder (part of the frame of a skyscraper) suspended more than thirty stories off the ground. Standing on a similar girder two stories below the group is the mysterious hooded figure. The hooded figure does not respond to any of the group's attempts to communicate, or help the heroes in any way.

A tall dark figure wielding two huge scythes (AV: 0, EV: 12, Force Shield: 10) appears from out of nowhere and attacks. The illusion's stats are:

REAPER					
DEX:	12	STR:	8	BODY:	15
INT:	12	WILL:	15	MIND:	20
INFL:	12	AURA:	15	SPIRIT:	18
INITIATIVE:	36(48)	HERO POINTS:	35		

SKILLS:

Acrobatics: 12, Martial Artist: 12

This illusion is the Reaper, Gotham's first costumed crimefighter. Because the Reaper killed the

criminals he persued, the Batman was once forced to stop him. The Reaper is probably the most dangerous opponent the Caped Crusader has ever faced (see *BATMAN: YEAR TWO*).

The Reaper immediately attacks the heroes, attempting to push them off of the girder. Any hero pushed off can try to catch himself (DEX roll vs. 6/6), or plummet to the ground, falling unconscious and ejecting from Batman's mind. The Reaper fights until destroyed or pushed off of the girder itself.

Domain of Rath and Ghast: After the heroes defeat the Reaper the mist comes up for the final time. The heroes find themselves in what appears to be a large cave. Lying before them are Rath and Ghast, who appear to be in great pain. In the corner is the mysterious robed man (who once again ignores any attempts to communicate or pleas for help, for the time being).

Rath and Ghast recover and engage the heroes in battle. At the beginning of every phase, have the Batman (use his non-possessed stats) make an action check using his WILL as the AV/EV against an OV/RV of 13/13. If and when this roll is successful, the robed figure suddenly pulls back his hood, revealing himself to be the Batman (or at least the Batman's psychological view of himself), and joins in the fray (use Batman's non-possessed stats).

If the heroes win the battle, the demons are instantly catapulted back to their prison dimension and Batman suddenly wakes, remembering nothing of what transpired. Any heroes that are knocked unconscious are immediately ejected from Batman's mind.

Troubleshooting

If the heroes lose to the demons, you have two options: either the still-possessed Batman can escape, causing new havoc, and requiring you to design another adventure in which the heroes must face the fury of Rath and Ghast, or the Phantom Stranger can show up and set everything in order.

Aftermath

The Justice Leaguers are completely successful only if they manage to defeat both Wotan and the demon brothers. There are a couple of loose ends that need to be tied up.

What to do with Wotan

Wotan isn't exactly the kind of villain you can send to prison. After the heroes have defeated Wotan and freed the Batman, the Phantom Stranger appears, to help Dr. Fate return Wotan and his followers to limbo. Wotan's mind control wears off the Bayside inmates and the hospital returns to normal.

What About the Gate Segments

The Phantom Stranger suggests to Doctor Fate, if the heroes have no ideas for their disposal, that they banish the gate segments and Wotan's cauldron to alien dimensions far away from the Earth plane. If one or more of the gate segments have been destroyed, he only wishes to remove the cauldron.

If the Booster Gold Player debated about going to the

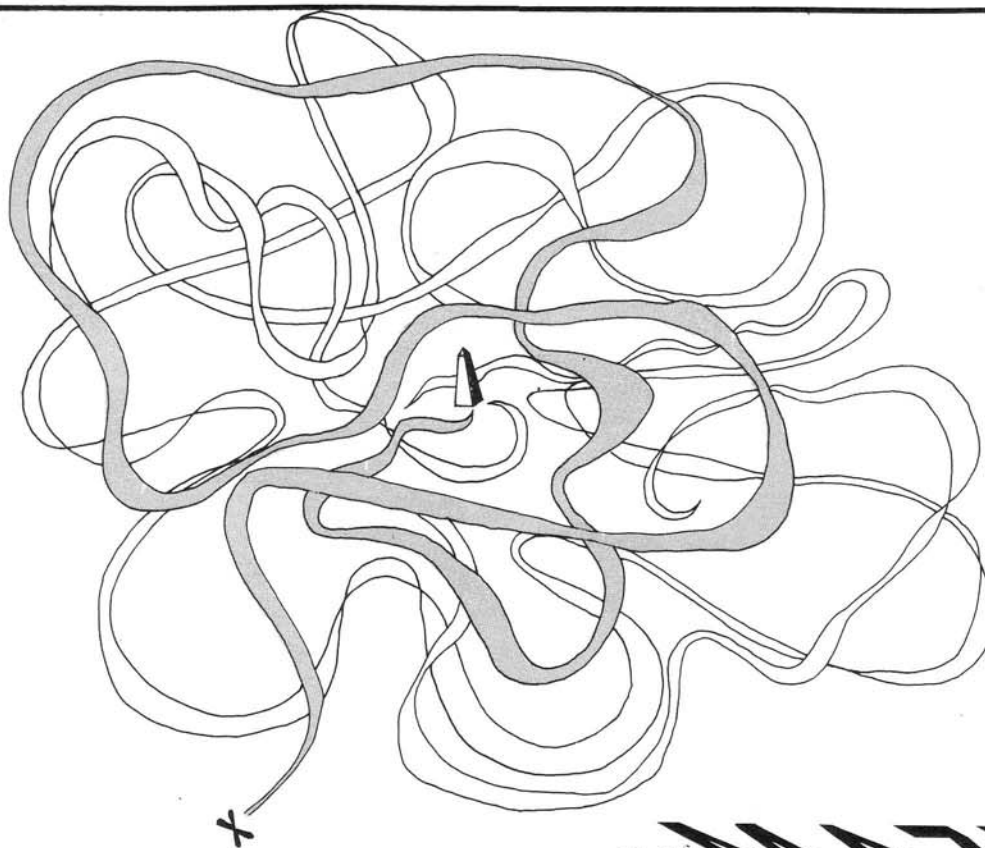
demos, but didn't in either case, s/he earns one subplot Standard Award.

If the heroes never picked up the *Book of the Lictors* clues, they had no way of contacting Rubibat, and so failed the miscellaneous critical point. Dr. Fate might have eventually come up with his old ally's name on his own, or the Phantom Stranger could have put them back on track.

If the heroes failed to interpret the riddles correctly, and then also failed the INT roll, they missed the second critical point in the module.

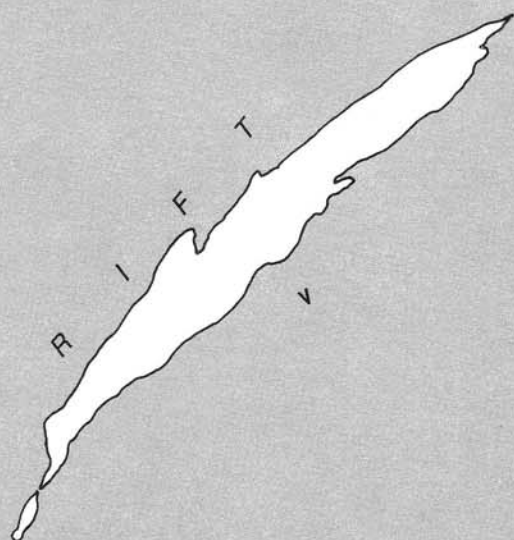
Standard Award

Opposition: Equal	20
Critical Points:	
Miscellaneous:	5
Easy:	1
Area of Consequence: Galactic	25
Severity: Fatal	15
TOTAL	60



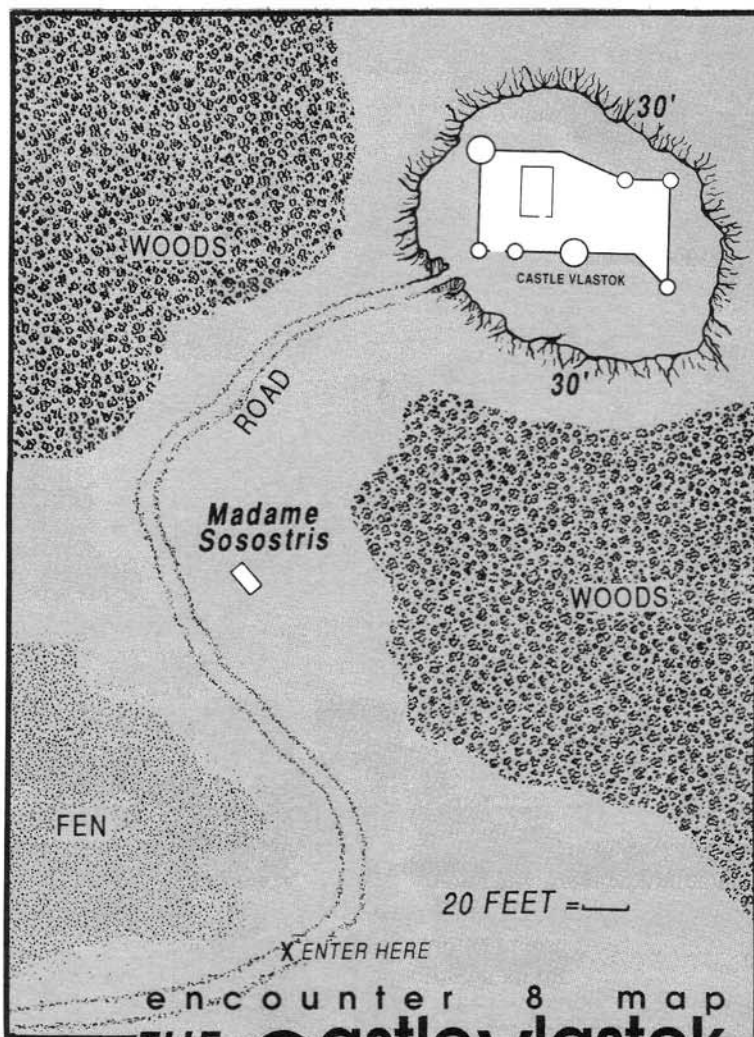
THE **MAZE**

encounter 10 map
point. Montcliffe



X ENTER HERE

V = VILLAINS ARRIVE HERE
THE BODY OF ICE = 40
10 FEET =



encounter 8 map
THE Castle Vlastok

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