



A Sourcebook for

CHAMPIONS[®]
THE **SUPER** ROLE-PLAYING GAME[™]

#411

CHAMPIONS *in* 3-D[™]



Edited by
Rob Bell

CHAMPIONS IN 3-D™

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INTRODUCTION

What if the Roman Empire had never fallen? What if dinosaurs had evolved into intelligent beings? What if Doctor Destroyer ruled the world?

Alternate dimensions, also called parallel worlds, are separate universes overlapping our own, universes where history took another path. In one, Earth never developed life. In another, humans have already gone to the stars. In yet another, Earth was conquered by the Aztecs, except for the last French rebels in Australia. And in another, superheroes just like the ones in your campaign joined the forces of evil, and the world is in danger.

What does this have to do with your campaign? Why does this affect your campaign world?

Because in comic books, heroes can travel between the dimensions.

Dimensional travel allows the GM to give his players new challenges, new enemies, and new opportunities for roleplaying, without having to make permanent changes to your campaign. Ever wonder how the heroes would handle World War III, but didn't want to destroy their world to find out? This is how you try it...

WHAT'S IN THIS BOOK

This book provides all you need to run alternate-world scenarios for your Champions campaign. In general, only the GM should read this book, although he can certainly let players read portions.

Dimensional Campaigning: This chapter discusses ways to build your own dimensions and scenarios, or to adapt the ones in this book for your own campaign. This chapter is primarily for the GM's use, but players may read it too. There is even a character — Dimension Man — which the GM can use to connect all the dimensions in *Champions in 3-D* into a huge multi-part scenario.

Dreamzone, Horror World, Fantasy World, Nazi World, Backworld: These are ready-to-use dimensions; they include background, scenarios, NPCs — everything needed for instant play.

Short Dimensions: These are one-page dimensions that the GM can use for short scenarios. They are also easy to expand into full-sized dimensions.

HOW TO USE THIS BOOK

If you plan to use only the pre-built scenarios, you can skip the *Dimensional Campaigning* chapter, but you may still want to read through Chapter One for the GMing tips. If you plan to build your own dimensions and scenarios, read the whole book before you begin play; you will want to consider all the sections before the heroes are in the scenario, and the pre-built dimensions may also give you some useful ideas.

This book is primarily written for use with a superhero campaign, but you can also use it in a heroic campaign without superpowers. (Fighting against great odds is, after all, one of the things that makes a hero.)

Because most *Champions* players are American, this book concentrates on alternate versions of the USA, but you can easily extend its ideas to other countries. Some scenarios translate directly — a dinosaur story in New York could just as easily be set in Paris — but others are more dependent on their setting, like a Confederate World, and should be replaced by appropriate historical analogs for other countries.

All the alternate dimensions given, of course, are written for entertainment only. They do not mean the book's writers are Nazis, communists, or worshippers of eldritch horrors, any more than we are cartoon characters or elves. These worlds are not intended to advertise any political or religious position, and we hope that any reader we have accidentally offended will alter or ignore the offensive material — or, in the true spirit of the comics, play those segments in a way that shows how wrong those positions can be.

EDITOR'S NOTES

I've wanted to do this book for a long time — ever since I read the *X-Men* story "Days of Future Past." Although dimensional travel is a mainstay of comic books, few GMs allowed it into their *Champions* campaigns. Why?

Because designing a good alternate dimension requires a lot of work. The GM must come up with a history, social structure, and all the NPCs that populate the world. Moreover, this is work that is only useful one time, since once they leave an alternate dimension, most heroes never return.

This book should make it much easier to run stories (and characters) that involve dimensional travel. With 5 full dimensions and 26 short ones, the GM will always have plenty of dimensions at his fingertips. He'll be prepared when someone's Extra-dimensional Movement backfires, or someone steps through the magical gate. Just flip through this book, pick a dimension, and away you go. I know I've always wanted to do that...

Rob Bell



DIMENSIONAL CAMPAIGNING

In this chapter, we'll discuss how to use alternate dimensions. You can always just use the dimensions provided in Chapter Two, but it is often fun to tinker with them, or even build your own.

Sometimes, things that work in the comics can cause trouble in a game, because the characters don't always do what you expect them to. This chapter suggests ways to avoid such problems and get your players involved in making the scenario work.

This chapter contains:

Deciding on a Purpose: This discusses the reasons for using alternate dimensions, and how to design scenarios that fulfill your particular goals. It defines the three basic scenario types and the alternate campaign.

Conventions of the Genre: This section lists the standard conventions of alternate-dimension comic books and how to use them in your campaign.

Dimension Building: This shows you how to build dimensions of your own. It also contains a set of charts you can use to generate random dimensions.

Plotting the Scenario: This shows you how to design your own dimensional scenarios or how to modify the ones in this book to fit your campaign. It takes you step by step from the point the heroes enter the dimension to the point they leave it, and beyond.

Dimension Man: This is a character who can be used to link dimensions in this book into a huge multi-part scenario.



DECIDING ON A PURPOSE

Whether he's building his own dimension or using one from this book, the first thing the GM should do is decide what the purpose of the dimension scenario will be. He can then make all the details support it.

Dimensional travel can be used to liven up a campaign that is going a little stale. If the heroes are getting tired of the same old bank robberies and hostage rescues, and the sight of a new villain makes them yawn, they may wake up when they find themselves in gladiatorial combat in New Rome. They may be even more interested if they are defending their fallen friends from their undead duplicates in Night World, or facing a giant shark in the flooded streets of Los Angeles.

Comic books also use dimension travel to teach the heroes about their own world. By exaggerating some aspect of the heroes' world, the dimension shows the heroes how dangerous some principles can be if taken too far. What would happen if entertainment became more important than reality? What if big business just kept getting bigger, until the last two megacorps found themselves at war?

Alternate dimensions can also help heroes see the problems with their own principles. Lady Law may prefer justice to mercy, but what if she finds a world where men are killed for jaywalking or losing library books — and where she herself is a criminal for not having the right papers? *Revenant* may be out for revenge, but what if he sees what global revenge can do to a whole planet?

Alternate dimensions also allow the heroes to confront their group conflicts in settings that draw them out. A dimension of total war can test the extent of those *Codes Against Killing*. Being stranded together in a hostile world can remind a bickering team how important teamwork can be. Alternate dimensions bring out aspects of the hero and the group that would never come up under normal circumstances.

Whatever the purpose, the GM should design the world and the scenario to foster it. If you want a fun romp and an uproarious fight to make your players cheer, don't get bogged down in weather patterns and the details of international trade. If you want unrelenting doom and gloom to sober the group up, don't start wondering where *Bill Cosby* would be. In a game, alternate dimensions exist entirely to support the game; concentrate only on the details that suit your purpose.

BASIC SCENARIO TYPES

The main purpose of a dimension is to be the setting for a particular scenario. There are three basic types of dimension scenarios, depending on what the heroes are there to do. The GM should decide in advance which type of scenario this will be, and set up the story from the beginning to make it clear to the players. Players enjoy a game more when they aren't confused about whether you want them to fight, hide, or reach for the popcorn.

THE FIX-IT SCENARIO

The first type is the fix-it scenario, in which the heroes save the dimension from some evil. Superheroes are by nature inclined to meddle; seeing a country oppressed by tyrannical rulers, for example, they will want to overthrow or kill those rulers. A fix-it scenario might involve deposing Hitler or his successor, defending America from invading alien hordes, or destroying the demon who rules Manhattan. The task should be difficult enough that it takes true heroes to do it, but the heroes should be able to succeed in the end.

THE SURVIVAL SCENARIO

The second type is the survival scenario, in which the opposition is too powerful for the heroes to defeat. The best they can hope for is the survival of themselves and their loved ones. They can accomplish small goals — the rescue of a child, the destruction of one prison — but they cannot defeat the forces that rule the world; at best, they can give a dream of hope to those whose grandchildren might one day free their world. Use these scenarios carefully; an occasional tragic or terrifying scenario helps develop complex characters, but too much gloom spoils everyone's fun.

If your players are used to fix-it runs, they will need time to adapt to the idea that some situations cannot be fixed. Make it clear that the heroes cannot win by charging the opposition head on. Be patient; if your players have never dealt with no-win situations before, they will learn little from being killed the first time they do something stupid — almost being killed works a lot better. Let them be captured or seriously injured, or lose all their weapons and equipment, and make sure the characters know they are lucky to be alive. Just remember to give them some small goals they can achieve, so they won't be entirely frustrated.



THE EXPERIENCE SCENARIO

The third type is the experience scenario, where the heroes are mostly there just to have fun and see the sights. A Saturday-morning cartoon world, for example, is hilarious for heroes to wander through — think of your grim superagent getting his gadgets from Acme, or your cute telepath turned into a kitten! Just remember not to expect your players to take anything there seriously.

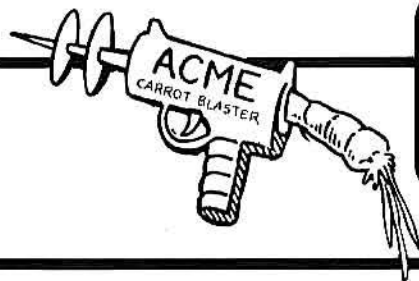
ALTERNATE CAMPAIGN

Instead of running a standard superhero campaign with alternate dimensions as a sidelight, you can also use a single alternate dimension as a complete campaign setting. For example, the characters were born in Horror World, live there now, and will die there eventually, without knowing that other dimensions exist.

Running a long-term alternate campaign will require a lot of work before you start. Use the campaigning suggestions in the *Champions* hardcover to help you design the world (history, geography, cultures, daily life, and so on) before the players set foot in it, so that you know the answers before they ask the questions. Keep notes! Some of the preplanning only requires imagination; other parts might need library research. In this book, we suggest books and movies to help with the scenario; these may be especially useful if you plan to use any of the provided dimensions as the base for a whole campaign.

THE TRIVIA ITEM

One way to convey the style of a different world is to give a weekly trivia item. Begin each game with a brief explanation of some relevant bit of knowledge the characters would know, but the players don't — say, the position of the Catholic church in Fantasy World, or what things are sold on the black market. These serve a double purpose; they help players make the mental transition into the game session, and they allow you to give information the players may find useful later, without your having to stop the action in mid-fight to explain. And once the players begin to realize that some of the trivia items are relevant they start paying a lot of attention...



CONVENTIONS OF THE GENRE

Most alternate dimensions, especially in the comic books, share similar characteristics. These standard conventions will help you give your scenario the feel of the players' favorite stories.

THE BREAKPOINT

Alternate dimensions in the comics usually have the same history as ours, until a specific breakpoint that changed the course of history. Dimensions don't just drift apart, changing only the fashion in men's shoes or the speed-limit laws. Instead, they diverge at strongly marked historical points; Napoleon dies young, or King Tutankhamen lives to conquer the Mediterranean; John F. Kennedy is never assassinated, or King Arthur wakes again in 1940; the Japanese win World War II, or the North loses the Civil War. As a result of the breakpoint, the world is a different place.

Sometimes these breakpoints go back before known history, as in a dimension where dinosaurs evolved into intelligent beings, or one where magic works and technology doesn't. Still, the differences from the heroes' world should be clear-cut and easy to recognize.

FAMILIARITY

Most alternate dimensions are familiar to the readers or players. The settings are similar to genres we all know, like classical mythology, westerns, war movies, or television cartoons. The societies are based on stereotyped aspects of well-known groups like Aztecs, Nazis, Ancient Egyptians, rather than on obscure historical variants of medieval Albania, or the Arapaho tribe, however important such groups might be. Comic book dimensions use familiar genres so the average reader can understand and care about what's going on.

For the same reason, your game dimensions should be familiar enough that the players can use their real-world knowledge. Thus, they *know* that kidnapped Aztec maidens are probably due to be sacrificed, concentration camps are evil, Samurai have a code of honor, and so on. The closer the world is to a standard genre, the more your players will understand and enjoy it — as long as the scenario still contains a few surprises!

DIFFERENCES

On the other hand, the alternate dimensions should be different enough to make it worth the trip. Even if the dimension looks similar, it should be seriously different under the surface. Why travel to a dimension just like ours except that staplers were never invented? The idea might be funny, but the scenario would be pretty dull. The heroes can't do much there that they couldn't do at home.

STRANGE YET VAGUELY FAMILIAR ...



A WORLD WORSE THAN OUR OWN

Alternate dimensions are usually worse than the heroes' home dimension, even if they appear at first to be utopias. This gives the characters something to fight against and goals to achieve. It also makes the real world look better by comparison, so the heroes can take pride in their own way of life. Think how demoralizing it would be if humans on another world had solved all their problems, while we were still imperfect. On the other hand, the heroes can affirm the values of freedom, justice, mercy, and democracy by bringing them to the unhappy peoples of other worlds.

MIRROR, MIRROR: THE ALTERNATE HERO

Comic-book dimensions usually include duplicates of the heroes. After all, if Stalin and Cortez have duplicates, why wouldn't Defender or Seeker? Sometimes the heroes themselves caused the breakpoint that split the new dimension off from their own; imagine a world in which the hero group failed to stop the alien invasion, or decided to rule the world for its own good.

Often, the heroes' duplicates are villains, allowing the heroes to fight against their own dark counterparts, their ultimate evil twins. The villain should still be familiar, still motivated by similar goals and given to similar, if uglier, acts to accomplish them. An idealistic hero dedicated to justice might have become a cynical vigilante after his partner was killed. A hero who works for government money might have become a paid assassin. An honorable hero who only fights out of loyalty to his friends might instead have become loyal to the crimelord who saved his life.

Alternately, the villain might become the antithesis of the hero. Thus a hero who is honorable might have a counterpart who is a duplicitous backstabber. A hero who never kills might have a counterpart who is a psychopath. And so on.

Substituting a hero/villain from your own campaign is a great way to personalize a dimension from this book. It also helps get the players involved — especially the one whose character you're using. Who in your group could have a really effective Dark Side? The party leader? The quiet character who never seems to get involved? The minor energy projector who has everything but force of will? To make it really interesting, give the Dark Hero enough power to be a serious threat to the entire group.

Of course, not all alternates are evil. Sometimes the heroes followed other paths. What if the martial artist had chosen contemplation over combat, or the gadgeteer had studied magic? An alternate hero can make a great NPC to give the group information or minor aid. And heroes are still mortal. Some alternate heroes may have died (preferably in a way that affects the scenario), or may be killed by the villains during the run, which certainly gives the real hero reason to care what's going on.

Also, heroes are not the only ones in your campaign who may have duplicates. The player characters may find their loved ones alive again. What if the young sidekick has grown into a powerful hero himself? An evil villain, the heroes' archenemy, might have been moved by a hero's noble death to become a hero himself.

Sometimes, the heroes might meet a new villain in the alternate dimension, and only later discover his equivalent in their home dimension. How would they feel about young Blackblade when they have seen his alternate, Lord Blade, as the corrupt ruler of a crushed and helpless land?

THE STRONG AND THE WEAK

In some comic-book stories, the heroes' power levels can change with the dimension. Some worlds seem to suppress superpowers, and heroes who have always relied on their powerful fireblast might have to rely on their few skills instead. This is very disturbing for the characters, and sometimes for the players. It makes a useful lesson for the overconfident, but most players will enjoy the chance to explore other sides of their characters.

Other worlds increase some hero powers. They have a deep pool of magic that gives magical heroes godlike power, or their atmosphere enhances telepathy, or their high technology includes devices that the gadgeteer can borrow and adapt. This is another way to alter the group's normal balance, by making a minor character important or a weak character strong. Normally, these changes only last until the heroes leave, but if the player wants it (and has the spare points to spend), an alternate dimension can make a great "radiation accident" to change the character permanently.

Even if the heroes' power levels remain unchanged, *relative* power level of the world might be different. In a world where everyone has superpowers, the PCs will seem much less important, even though they haven't gotten any weaker!

VE HAF VAYS UFF MAKINK YOU TALK

In most comic books, everyone in all the universes speaks modern English. Realistically, this is impossible, but it makes the plots flow easily without having to provide everyone with a translator or a lot of bad mime. Unless your gaming group is inclined to worry about such things themselves, this is the easiest solution.



Alternately, you can assume that passing through the gate mechanism automatically “translates” the heroes’ language into the common language of the new dimension. It is also possible to make sure that at least one of the heroes can speak something like the local language (easier with Russian than with Tyrannosaurian), but you should limit the number of scenarios in which language is a serious hindrance. Or you may want to give the heroes translation devices early in the scenario — the wrist translators they find in a crate in the abandoned lab, or the spell cast upon them by the White Adept.

ORIGIN STORIES

As the comic books show, alternate dimensions are a great way to give heroes or villains an unusual background. You can use the dimension as an origin story for someone the heroes meet in their own world. (“I come from the World of the Great Forest. On the night of the full moon, I stepped into the stone circle and found myself here — and I fear that the Black Wolflord may have followed me!”) And someday that hero might be summoned back to help his people, taking the heroes with him. Or you can run a full alternate-world scenario to let the group meet the new hero. (“Look, why don’t you come with us when we leave, Steelmaiden? Our world needs your gifts, and I ... I’d hate to lose you now.”)

If you want to let a friend bring in an established character from another campaign, but his background doesn’t fit your campaign history, you can rule that he comes from another dimension. Plasma Ranger is an example of this, having joined Strike Force when his first campaign closed.

OTHER PLACES, OTHER TIMES

In the comics, dimension travel often includes time travel. Can the heroes only travel to alternate versions of their own year and date, or can they cross time as well? Time travel stories can involve not only the past and future of the heroes’ own world, but those of the other worlds as well. What if the heroes go back to alter the events that gave the Mongols supremacy in an alternate America? What if they go forward into its future — what will they see?

The best solution is usually to let the heroes travel to several futures, but not their own pasts. That way, they can have the fun of seeing other times, meeting their own children, and knowing the possible consequences of their own choices, but they won’t know which futures may come true, and they won’t be able to affect their own backgrounds.

Be prepared for trouble if you give heroes the ability to change their own pasts. The easier it is, the more they will try to go back and change every event they don’t like. If you want them to have the option but rarely use it, make each change the takeoff point for another dimensional split, and show the players that changing a bad event may make it even worse. Remember, the players themselves will get bored very quickly if they can always use time travel as a blackboard eraser.

One advantage of the alternate-dimension framework is that it lets you avoid the traditional paradox problems of time travel. If Jaguar went back and accidentally killed his own grandfather, the traditional paradox says that he therefore caused himself not to be born, and therefore not to travel in time, and therefore not to kill his grandfather — who therefore lived, and therefore Jaguar was born after all, and therefore killed him ... and so on, in an infinite loop. But with an alternate-dimension framework, the timestream simply splits into two paths: one in which the grandfather lived, and so Jaguar lived and traveled in time/dimensions, and the other one in which the grandfather is killed, thus preventing the life of a duplicate Jaguar but not of the “original.” This is complicated, but not as bad as the usual paradox.

THE ROMP

Often, comic books use more than one alternate dimension in the same story. The heroes don’t know how to get back, so they careen from world to world until sheer luck (or the help of someone they meet) sends them home. Especially after the first few scenarios, these tend to turn into short and silly romps from one ridiculous world to another. Alternate dimensions can make a great carnival ride.

THERE AND BACK AGAIN

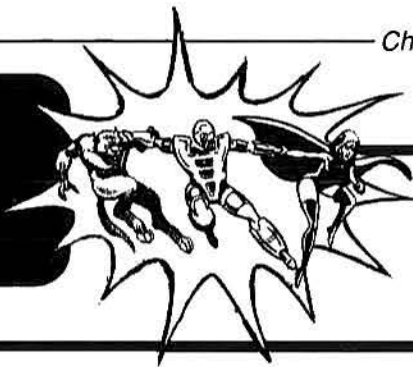
One advantage of dimension scenarios is that they are only temporary. Unless you decide to set an entire campaign in another dimension, the heroes will only be there a short time. Once the scenario is over, they will go home again. This means that the story and the tone can be radically different from what the players are used to. Even if a gloomy tone would be inappropriate for a full campaign, it can be perfect for an alternate dimension. Similarly, the GM can run silly, goofy adventures, knowing that the heroes will eventually return to the normal world of villains and DNPCs.

A WORD OF CAUTION

One caution on running alternate-world scenarios: don’t use genres that your players hate (see *Champions*, pg. S 49). Most superhero campaigns include a wide range of realities like space travel, time travel, and dimension travel. Some campaigns, however, take place in a more realistic setting, and bringing in alternate dimensions — especially the silly ones — could spoil the whole campaign for some of your players.

If you have been running a long-term game, or one with a strong genre flavor of its own, talk with your players before you add alternate dimensions to the campaign. If they feel that it would spoil the game, you can create a separate campaign just for alternate-dimension plots, and everyone can have fun.

DIMENSION BUILDING



Once you know the sort of scenario or campaign you want to run, you can design the world to run it in, or use the dimensions and scenarios provided in this book. This section is designed to help you build alternate worlds from scratch. The charts at the end of this section allow you to generate random dimensions if you wish, but you may still want to use the rest of this section to expand the random world in more detail.

THE SPARK

Most dimensions form around a spark, that first idea or image that strikes you as worth exploring. Often, the spark comes from the type of scenario you want to run; a survival scenario requires a dangerous world — say, a dark city dominated by giant robots and hostile soldiers. If you want the robots to have swastikas on their chests, then it must be a high-tech Nazi future. Or you're trying to think of something for the heroes to fix, and you suddenly see them hijacking a spaceship to hunt down an alien menace. Or you're building an experience run, for the fun of it, and you remember that silly video game you just played yesterday. Take that idea and make it the core of your scenario.

If you want to create a dimension, but the spark isn't there, think about countries or activities that interest you. Did you just take a class on Chinese history, go mountain-climbing, read a book about ice sculpture, spend a year in France, watch a fencing match, or take a friend to Disneyland? Any (or all) of these could provide the kernel for a new dimension!

Just remember to stick to ideas your players can understand quickly and easily. If the spark is a chess game, and you design a chessboard dimension where the characters are living pieces, don't expect your players to remember all the chess moves (unless, of course, they're members of your chess club). Similarly, don't design a dimension that requires the players to know a lot about Chinese history or car mechanics. Use your own knowledge to add depth to a dimension that the players can still understand and enjoy.

If none of these ideas work for you, and browsing through the rest of this book doesn't wake any sparks, use the random dimension generator below to start your dimension. Just remember, the purpose of the dimension is to be fun for both you and your players; never waste time on an idea that doesn't interest you.



EXPANDING THE IDEA

Once you have the core idea, the next step is to expand it into a full dimension. What kind of world would give you the details you want? And what would its history be like? If you want a climactic battle through giant ice sculptures, you'll need a cold climate, and people who have reason to carve ice. If you want a fencing duel, you'll need a culture that still uses swords — did it never develop modern technology, or does it have aristocratic lords whose honor demands that they settle their quarrels with steel and skill, not firepower?

Consider the following concepts to help round out your dimension. Just remember, the concepts are only relevant if they will affect what the player characters see or do; the GM should concentrate on what is important to the game, *not* what is important for the world.

Example: *Scott is designing a sword and sorcery dimension so that his heroes can fight magical creatures. He should concentrate on the Characteristics for the creatures that the characters will fight, and the reasons for the combats. He should be less concerned with, say, weather patterns, since these will have only a minimal effect on the scenario. Even though weather patterns are more important to the world, they are less significant for the game, and should thus be de-emphasized.*

CIVILIZATION

Is the society the heroes will be dealing with basically similar to Earth's past, present, future. Or "None of the Above"? Is the society ruled by force or by consent? By one man or by a group? Is it at war or at peace? Will the heroes be dealing with a strong, established civilization, or with one of its colonies, or with the chaos that comes just after the empire has fallen?

Conflict is usually more interesting than peace, at least in a roleplaying sense. If the civilization is settled and happy, why would it need heroes to save it? Most dimensions should have some form of conflict, whether between different nations or between the rulers and the oppressed. If one side is visibly evil and the other obviously good, the heroes will be able to join the fight with a clear conscience. If the sides have similar motivations, the heroes will have to be more selective — or they might sit out the fight!

CULTURE

Is the culture essentially similar to that of American/Western European culture, or imperial Japan, or Navaho? What are its common clothes and weapons? How does it value strength, creativity, tradition, or intrigue? How does it treat its women and its men? How does it treat its criminals? Does it have slavery, and, if so, who are the slaves?

Cultures are most fun when they're brightly colored, with obvious differences from our own. You don't have to invent a lot of background; just use a few visual images or scenes to suggest what the rest of the world is like. Shining armor and jeweled velvet gowns, or gray uniforms and cropped hair make the dimension fun to look at, and help the heroes figure out what is going on. Single scenes can convey a lot. One tired old man in chains, one warrior-woman laughing as she swings her axe in battle, one alien monstrosity demanding children for its dinner — all these can tell the players more than fifty pages of carefully researched history, and they'll enjoy it more.



HISTORY

Is the world's history essentially similar to our own, except for the breakpoint that changed the path it followed? Or is it basically unrelated, so that the end result is interesting but there are no known points of contact? A Confederate World shares with us everything but the conclusion of the Civil War and its consequences, but a world where green-skinned warlords fight winged pirates is not likely to share our background at all.

Both approaches have their uses. The closer a world's history is to our own, the more the players will believe in it; a Nazi world is easier to take seriously than one ruled by dinosaurs, because we know more about Nazis and the graphic results of their cruelty. When the world is similar to our own, the player's own knowledge and his own hopes and fears help him imagine that it could be real. If you want suspense and serious roleplaying, stick to near-histories for most of your dimensions.

On the other hand, the less believable the world, the more fun the heroes can have. Heroes who take their own world too seriously can still enjoy a swashbuckling brawl with dinosaur pirates, a heroic stand against shadow-demons in a world of eternal dusk, or an animated videogame fight against glowing balls of light.

There are always exceptions, of course. A Hogan's Heroes World could make a very silly Nazi caper, while a realistic Dinosaur World could be believable and frightening. But in general, the more serious the GM wants the scenario to be, the closer he should keep the history to the real world.

TECHNOLOGY

Is the world's technology like our own, more advanced, or more primitive? Does it operate on similar principles, or on something like the harnessing of magical or psionic forces? Does the world have what we would consider technology at all? If the gadgeteer hero runs out of charges for his blaster, can he find a way to replace them?

Don't worry about deciding logically; pick the answer that suits your scenario. If you want giant robots, assume the world has the technology to produce them. If you want the villains to use bows, give them bows, even if they ride aircars; maybe they didn't invent gunpowder, or maybe it's just traditional to hunt with bows. One recent comic book had a squire riding out on his horse to do his first knightly deed — and wearing a radio headset!



The only time it matters whether your technology is consistent is when you want it to be, to help round out your scenario. If the world has antigravity generators for those aircars in the first scene, how about a floating city? If the villains all have mechanical shields against telepathy, maybe they also have a mind-control machine they plan to use on the unsuspecting city. Using different versions of the same technology helps you invent new details of the scenario, and your players will enjoy the way it ties different parts of the plot together.

SOURCE

Is the world one the players do not know, or is it taken from a book they have read? What if the characters found themselves in Middle-earth or Amber, Tatooine or Oz? Borrowed worlds have the advantage that many players love to find themselves inside their favorite stories. On the other hand, many players also find borrowed worlds harder to "believe" than original worlds. And it's hard to turn books or movies into plots that center around the player characters rather than the written characters.

You may have better luck with the worlds that are very much like the literary world, but with the names changed to protect the innocent. This allows the players to have a good sense of what the world is like, without knowing details from the book that their characters wouldn't know. After all, if the players know that all they have to do is throw water at the Wicked Witch, the only suspense lies in how long you make them pretend that their characters don't know it, or how long you prevent them from having water handy. When the players already know the book's solution to a problem, it distracts them from considering other answers.

To avoid this, either use a world that only reminds them of the one in the book, rather than being the same world, or else design an adventure that happens after the one in the book, with different problems and different solutions.

As a special option, the GM can use a recognizable world, but change a few key facets. Using the Oz example, imagine what would happen if the characters threw water on the Wicked Witch, and all it did was get her wet. By playing with some accepted conventions of the story, the GM can add spice to a familiar setting.

FAMILIARITY

Is it a world the players will recognize immediately, whether from literature, history, or archetype? Or is it more complex and mysterious, requiring time and effort to understand fully?

Some worlds look very unlike our own, and yet are similar under the surface: dinosaurs may rule the world, but they elected a diplodocus named Ronald Reagan president a few years back. The citizens of New Rome read *The Latium News and World Report* with their morning coffee, and the mermaids in *Magic World* compete on Olympic swim teams.

Other worlds look similar, but are underlyingly very different; imagine how alien America would be if it had accepted Nazism. Even though they still drove their cars to work and spoke English, Americans would operate under a completely different set of values. (Remember Orwell's *1984*?).

Generally, it is a good idea to use familiar, archetypal worlds for your alternate dimensions. Such worlds are easier for the players to accept and understand. If the GM says "You find yourselves in Nazi World", the players know what the villains are like, what their motivations are, and what the setting is like. This makes the exposition easier, and allows the players and GM to concentrate on the scenario. It is also loyal to the subject matter — most comic book dimensions are archetypes, or even caricatures, of a single theme.

TONE

Is the world essentially about as serious as our own, dark and grim, or light and silly? Some worlds obviously have their own inherent flavor, like a *Cartoon World*, but others can vary; true totalitarianism is deadly serious, but shows like *Hogan's Heroes* certainly didn't treat it that way. Some players may be justifiably outraged if the game trivializes something as terrible as Nazism, but others may feel that humor is a good way to utterly reject the Nazi philosophy. Your own sense of fitness will have to be your guide.

Because the scenario is only temporary, the tone can vary a lot more than it does in normal runs. Heroes who generally take life seriously can enjoy a romp through *Funhouse World*, while a scenario in a dark anti-mutant future can be much grimmer and more visceral than you'd want in your main campaign world. Most dimensions would be terrible places to live, but they're a lot of fun to visit.

If you're creating a series of alternate worlds for a multi-dimensional romp, you should probably change the tone from world to world. Any mood is more fun when it's different from the one before it; similar adventures are always less interesting than contrasting ones. It's hard for the heroes to care too much about the giant Communist power suits when they just fought Nazi robots on the last world. Change the flavor and the mood every time, and you'll keep the players' interest.

SETTING

Does the story take place in the alternate version of the heroes' home city, or will they find themselves in Egypt or Tibet? Does it take place in the alternate version of this same year, or could the characters find themselves at the court of King Arthur or Henry VIII? Is the climate similar to our own, or will they arrive in the new Ice Age, the North American Desert, or the post-holocaust greenhouse?

Using the heroes' city is a good way to show how the world has changed. If the dimension is historically similar to our own, try setting the run in the same city and using a few telling details — clothes, flags, emblems, and minor scenes — to illustrate the differences. But the same city can get pretty boring after a world or two; if the heroes will be in several dimensions, take them to other places as well, or make the city so different that it's functionally a new place.

Similarly, alternate versions of our own time can be fun for a scenario or two, but after a few the heroes will be ready for something different. Even if you don't want time travel, you can create dimensions that look like other times; America is ruled by a medieval queen and her knights, or occupied by prehistoric animals, or filled with gigantic cities whose starports send men out into the universe in ships of gleaming steel.

CONTACT

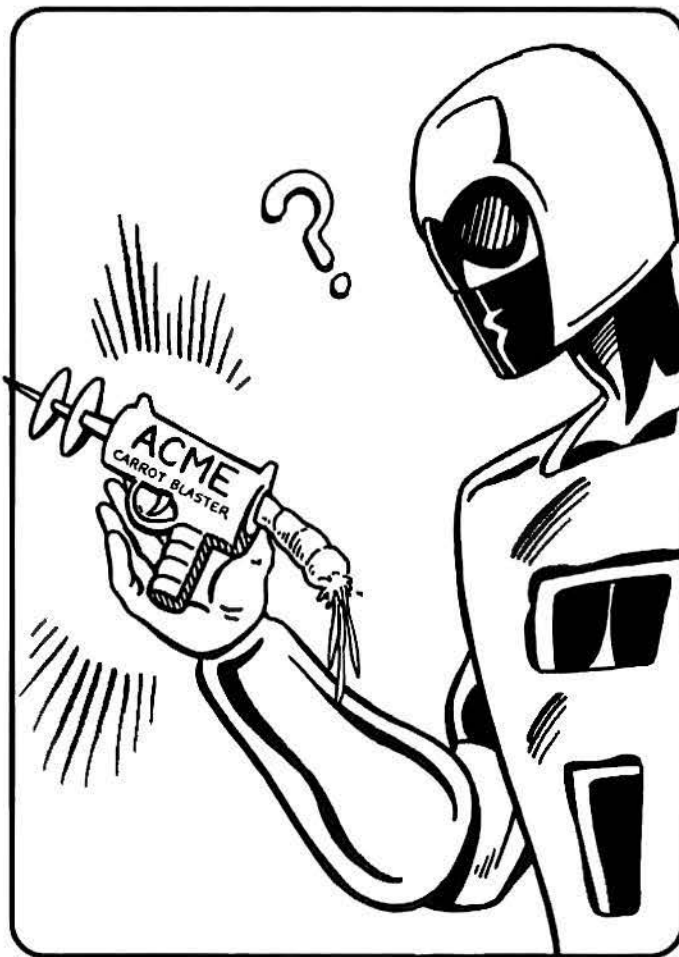
Does the world, like most worlds, exist in isolation, or is it in contact with other planets or other dimensions? Are the heroes the first visitors from our Earth, or will they meet a forlorn castaway or ex-corporate executive turned warlord? Did the alien invasion the heroes stopped on their own world succeed in another dimension?

If you already have a solid basis for the alternate dimension, there's no need to complicate it by worrying about aliens and dimensional travelers every time. Yes, it's true that a Horror World would handle aliens differently from a Magic World, but unless it is important to the particular scenario, don't waste your time fitting them into the background. Once in a while, however, they make a good surprise element.

SURPRISES

Sometimes, you will find that all the pieces of your dimension fit together too well; you've got a complete concept, but it looks so obvious that you're bored with it. There are four solutions to this problem. First, you can just throw it out, but that's a waste of a good idea. Second, you can play it anyway, but when you're bored, the players will be bored too, so why bother?

The third option is to take the basic idea, but to look at it from an unusual perspective. Nazi Worlds may be the oldest and most common alternate dimensions in fiction, but they don't all have concentrate on the same things. Sarban's *The Sound of his Horn*, for instance, sidesteps the usual city scenes and concentrates on the hunting preserve in an aristocratic Nazi future where the Reich Master Forester leads guests and hounds in a hunt for human quarry. Another Nazi story could involve Nazis that weren't German, or perhaps weren't even human. For example an alien race might have taken *Mein Kampf* as a guidebook for how to deal with humanity; they certainly wouldn't come in peace. These are different perspectives, but both are still archotypically Nazi, and would still make immediate sense to the players.



And the fourth option is to use the dimension as it is, but add a few surprises to catch the heroes just when they think they understand what's going on. This is the time to add a bewildered alien to Magic World, unmask the corrupt Fourth Fuehrer to reveal a gentle heroine's dark duplicate, sweep a cybergang raid through New Florence and interrupt all its feuds and intrigues, or have Techworld's central computer possessed by the Scarlet Spider-Demon of Satanniar. Don't do this every time, of course, or the players will start looking for the catch, but occasional surprises will keep them from taking too much for granted.

THE RANDOM DIMENSION GENERATOR



If you plan a multi-dimension scenario, you may find that new worlds are hard to invent after the first four or five. The following charts allow you to generate random dimensions and scenarios if you wish. You can also just skim through the charts for ideas.

Several of your rolls may be contradictory, especially the historical/cultural ones. If you can't picture a democratic, psionic, Victorian, Ancient Egypt World, ignore the parts that don't feel right, or use what they make you think of instead — for example, a future psionic version of Ancient Egypt, with levitating pyramids, telepathic priests, and laser-gun ankhs. The charts are provided to broaden your options, not narrow them.

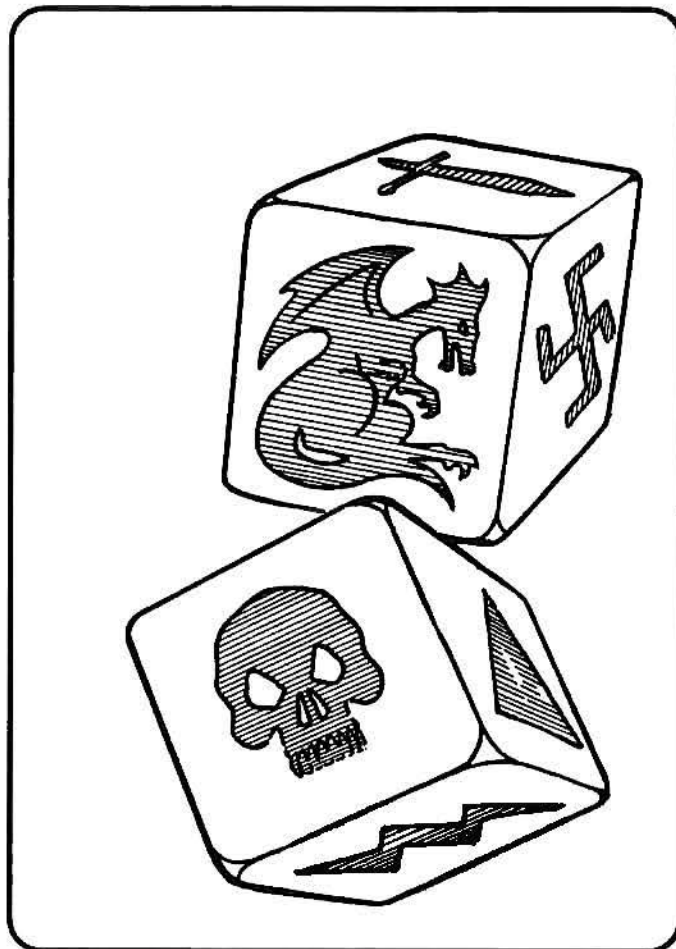
Ignore any rolls that would make the dimensions too alike. For example, having both a Japanese-American techworld and a Japanese animated comic world in the same sequence could be redundant. Only use rolls that look fun to build and play.

Unless stated otherwise, these charts all require two six-sided die rolls, counted separately. You can roll the same die twice, or use two different-colored dice and keep track of which one counts as the first roll. For example, if you roll a 3 on the first roll and a 5 on the second, look on the chart under "3,5" in the number column. Numbers separated by a hyphen are a range of numbers on the same die, so "6,2-4" means a 6 on the first roll and 2, 3, or 4 on the second.

BASIC HISTORY

Use this first chart to determine the basic flavor of the dimension; if you roll Renaissance, for example, then fit all later rolls into a context of court intrigue, duels and poisonings, rapier-like wit, and all the other fine arts.

Roll	Historical Equivalent
1,1-2	Stone Age
1,3-4	Bronze Age
1,5-6	Classical Empire (Roman/Persian/Greek)
2,1-2	"Dark" Ages
2,3-6	Middle Ages
3,1-4	Renaissance
3,5-6	16th-17th Centuries
4,1	18th-19th Centuries
4,2-3	Victorian
4,4-6	Early 20th Century
5	Late 20th Century
6,1-4	Near Future (2020 AD)
6,5-6	Far Future



NATIONAL CULTURE

This second chart suggests national cultures you can use to vary your worlds. You don't have to use real history for them; medieval Northern European could be actual historical Denmark, or it could be any viking-like blond sea raiders. Similarly, if you roll Renaissance Asian, you can use actual Imperial Japan or any vaguely Oriental-flavored court setting.

Roll	National Culture
1	American/English
2,1-2	Northern European (Denmark, Scandinavia)
2,3-4	Western European (Germany, France)
2,5-6	Mediterranean European (Spain, Italy)
3,1-2	Eastern European (Imperial or Soviet Russia)
3,3-6	Asian (Japan, China, India, Islands)
4,1-2	Middle Eastern (Arabic countries, Israel)
4,3-6	Classical Greece/Rome/Persia/Egypt
5,1	African (Jungle, Desert, Veldt, Mountains)
5,2-5	Central/South America (Aztec/Maya/Inca)
5,6	North American Indian, Eskimo, Aborigine
6,1	Fictional, Movie
6,2-3	Fictional, Book
6,4	Fictional, Mythical
6,5-6	Invent a new one, or combine two above

Roll	Magic and Technology
1,1-2	Low Magic (normal world plus minor magic)
1,3-6	High Magic (great wizards and demons)
2,1-2	Low Psionics (telepathy with fantasy feel)
2,3-4	High Psionics (major telepathy, tech feel)
2,5-6	Low Technology (medieval thru steam era)
3,1-3	Pulp Technology (airships, lightswords, death rays, brain-exchangers)
3,4-6	Weird Technology (plants, waterworlds)
4	Modern Technology (similar to heroes' world)
5-6	High Technology (future electronics)

BREAKPOINT

This next chart suggests ways in which the dimension's history could be different from our own. Did it break off fairly recently (for example, World War II), or in the distant past (the Roman Empire), or as the result of the heroes' own actions. (What if they had decided to take on Mechanon *before* rescuing the mayor...)

Roll	Breakpoint
1	History Completely Different from Earth
2	History Different, Results Similar (dinosaurs read newspapers and drive pickup trucks)
3	Like Earth Until Remote Breakpoint
4	Like Earth Until Recent Breakpoint
5	Like Earth Until Heroes Made Breakpoint
6	Earth Itself, but Past or Future*

* If you're not using time travel, roll again.

DOMINANT SPECIES

This next chart lets you determine the dominant species of the planet, or at least of the area where the heroes will be.

Roll	Species
1-4	Human
5,1-3	Humanoid, Similar (green, six fingers, fur)
5,4-6	Humanoid, Different (mute, telepathic, robots)
6,1-2	Nonhuman, Animal (mammal)
6,3-4	Nonhuman, Reptile, Insect, Fish
6,5	Nonhuman, Alien or Demon
6,6	Nonhuman, Incomprehensible (plants, gases)

ARRIVAL STATUS

This chart helps determine what the situation is like when the heroes first arrive; are they being shot at, or can they stand and watch the distant starships taking off in a blaze of light?

Roll	Arrival Status
1	Idyllic, Safe
2	Comfortable, Safe
3	Immediate but Distant Threat
4	Immediate and Nearby Threat
5	Immediate Danger
6	Immediate Great Danger

SOCIETY AND GOVERNMENT

This next chart suggests governments or societies you can use. Often, these come automatically with the charts above and you can skip this one, but it can be fun to experiment. A medieval court can be ruled by one king or by a set of barons; a star-spanning civilization could be governed by all adult voters or by one emperor.

Roll	Government
1,1	Tribe, Primitive
1,2-3	Tribe, Advanced
1,4	Kingship, Petty
1,5-6	Kingship, Strong
2,1-2	Empire, Expanding or Strong
2,3-4	Empire, Declining
2,5	Collapsed Society/Economy*
2,6	Renaissance
3,1	Pioneering/Colonial*
3,2-3	Democracy, Limited
3,4-5	Democracy, Full
3,6	Anarchy
4,1-2	Dictatorship, Petty
4,3-5	Dictatorship, Strong
4,6	Hive Structure
5,1	War, Petty*
5,2-4	War, Great*
5,5	War, World*
5,6	War, Cold*
6	Multiple Societies; Roll Twice and Combine

* Roll again to determine the original level(s) of society involved.

MAGIC AND TECHNOLOGY

This next chart lets you determine whether the world is primarily technological, magical, or psionic. Remember, the charts are optional; skip this if you don't like the results.

SCENARIO GENRE

This chart suggests some scenario genres, to help you determine the framework of what the heroes will do. If you don't like the genre you roll, ignore it; no one should have to run a Romance or doom-and-gloom if it doesn't fit the campaign style.

Roll	Scenario Genre
1,1-2	Romance
1,3-6	Silly Humor, Childlike Romp
2	Adventure, Swashbuckling
3	Adventure, Realistic
4	Adventure, Grim But Curable
5,1-2	Horror
5,3-4	Bittersweet or Tragedy
5,5-6	Unrelenting Nastiness
6	Multiple Genres: Roll Twice and Combine

HEROES' POWER LEVEL

Sometimes, the heroes' power level is different from dimension to dimension. This next chart suggests some useful power levels.

Roll	Heroes' Power Level
1,1-2	Godlike Power*
1,3-6	Power Stronger than Usual*
2-4	Normal Power
5,1-4	Power Weaker Than Usual*
5,5-6	Power Gone: Nothing but Skills*
6,1-3	Some Heroes Stronger, Some Weaker*
6,4	Heroes Normal, Locals Unusually Weak
6,5-6	Heroes Normal, Locals Unusually Strong

* Roll 1d6 for number of heroes affected, unless it's clear from the nature of the world (magic strengthens magical heroes or disables gadgets, psionic world strengthens or injures mentalists, etc.).

DUPLICATES

If you don't already know whether you want the heroes to have duplicates in this dimension, roll on this chart for some ideas. If only one or two of them had duplicates last time, it's someone else's turn.

When this chart says "hero," it means someone who is a hero in your main campaign world; "villain" means someone the heroes have met as a villain. To determine the duplicate's actual hero/villain status in this alternate dimension, roll on the next chart too.

Roll	Alternate Characters*
1	No Duplicates
2	Duplicate of one Hero
3	Duplicates of 1d6 Heroes
4,1-3	Duplicate of one Villain
4,4-6	Duplicates of 1d6 Villains
5,1	Duplicate of NPC, Normal
5,2	Duplicate of NPC, Superpowers Added
5,3	Duplicate of NPC Hero
5,4	Duplicate of Dead NPC (if any)
5,5	Duplicate of Dead Hero (if any)
5,6	Duplicate of Dead Villain (If any)
6	Multiple Duplicate Types: Roll Twice

* If the scenario is set in another time, ignore duplicates or replace them with a character's ancestor or descendant, or someone following a hero's example. ("I am the twelfth Seeker of my line, and I have sworn never to dishonor the Stars of Steel I bear.")

Status of Duplicates

This chart lets you determine whether the duplicate rolled above is a hero or villain in this alternate dimension. Again, don't repeat yourself; if you've already had two Dark Seekers during this sequence of adventures, leave him out or let him be good again for a change. Roll for each duplicate rolled above.

Roll	Current Status of Duplicates
1-3	Duplicate Now Villain/Evil*
4-5	Duplicate Now Hero/Good
6,1-3	Duplicates Took Different Paths: tech/magic, etc.
6,4-6	Duplicates Dead or Powerless

* Duplicates of hero's DNPCs are only evil on a roll of 1.

EXAMPLES

The following examples show how the random rolls can be converted into actual alternate dimensions. Just remember that the charts are only suggestions; feel free to add to the ideas or change them, and always ignore any results that don't look fun to play.

Example: *Bronze Age equivalent, Classical, collapsed society, limited democracy, high magic, different history, human, immediate danger, adventure, realistic, locals strong, duplicate hero (evil).* Could be: *A powerful magical world, similar to Athenian civilization in 500 BC, but with no historical connection; the society has just collapsed due to internal warring, and the characters arrive in immediate danger from rebellious soldiers. The ultimate villain is an evil general who created the chaos in hopes of gaining power, but his enforcer is an amoral version of the heroes' leader.*

Example: Far future, no national equivalent, strong empire, high technology, similar history, human, idyllic, romance genre, normal power, no duplicates. *Could be:* The characters arrive in the far future as guest-lords of a friendly imperial family, and a nobleman/woman falls in love with one of the heroes. Events are complicated by a jealous and powerful suitor, or by the nobleman/woman's dedication to duty, but love wins out in the end.

Example: Dark Ages equivalent, American/English, petty kingship, low technology, old breakpoint, human, arrive safe, silly humor, normal power, duplicate heroes. *Could be:* The characters arrive in a silly King Arthur situation, with no local magic, rather like *The Connecticut Yankee in King Arthur's Court*. The king has four goofy squires with a distinct resemblance to the heroes.

Example: Renaissance, American/English, Pioneering/colonial, low technology, true historic, human, immediate danger, swashbuckling adventure, locals weak (no superheroes), no duplicates. *Could be:* Swashbuckling with Sir Walter Raleigh or Sir Francis Drake.

Example: Early 20th century, African, colonial from full democracy, history similar, human, arrive safe, horror, heroes powerless. *Could be:* Similar to 1900 Earth except the US has colonized what here were British colonies. Horror adventure: a monster in the American Congo! The heroes temporarily lost their power from a worldgate malfunction, and must rely on their skills and their wits.

Example: Early 20th century, American/English, collapsed economy, full democracy, history different but results similar, nonhuman insect, safe, silly humor, duplicate heroes, good. *Could be:* Depression setting just like Earth, except that everyone is walking, talking cockroaches, including one in the costume of a 1920s hero the PCs will recognize.

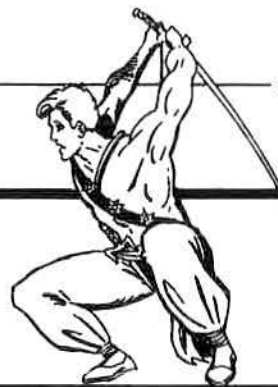
Example: Classical empire, Roman, strong kingship, pulp technology, history with old breakpoint, different humanoid, nearby threat, swashbuckling adventure, locals strong, duplicate of dead hero. *Could be:* Heroes find themselves in a contest of skills between bickering Roman gods and their followers, who carry lightning bolts, girdles of shapechanging, and similar attributes of their deities. The heroes can get help and advice from their dead friend, who was raised to the company of the Immortals for his bravery.



Example: Early 20th century, Northern European, declining empire, true historic, human, immediate and distant threat, bittersweet or tragedy, heroes powerless. *Could be:* WWII during the collapse of the Third Reich. The characters arrive without powers or knowledge of German. Tragedy: loss of an NPC (either one the heroes brought from another world, or one they befriend there).

Example: Middle Ages, Asian, war of strong kingships, high magic, different history, nonhuman animal, swashbuckling adventure. *Could be:* Heroes help the samurai wolves defeat the ninja weasels and their snakedemon hordes.

PLOTTING THE SCENARIO



This section discusses in detail the steps you will want to cover in planning a scenario for another dimension. This section is equally appropriate for dimensions you design from scratch, and those which you use from this book. The steps are ordered as they would appear in the scenario, but you should consider all the steps before beginning play.

Remember, you have a whole world you can shape to make your scenario work; if there's something constricting about the setting — change it!

GETTING THERE

However much preparation you put into the world, it would all be useless if the heroes couldn't get there. You may want to prepare a lead-in scenario — strange happenings that lead the heroes to the device or person that will transport them. Alternately, they could be transported without warning, perhaps at the very beginning of the run.

The simplest way to transport the heroes is to make sure one of them has Extra-Dimensional Movement, Usable Against (or By) Others. Unfortunately, this is also the simplest way for the heroes to short-circuit the scenario once they get there. Unless a character already has the Power, you will probably want to build the transport into the scenario, rather than ask a player to buy it. This allows you to keep control of the ways in and out of the dimension, so you can tie the heroes in to the plot of the scenario. To keep the characters moving in the right direction, any good transport method should be a one-way, with no sure way back.

On the other hand, a character with Extra-Dimensional Movement may not cause problems as long as he doesn't have full control over it. If the Power was bought with the Limitation *Requires a Skill Roll*, then a failed roll could leave the heroes in an unknown world. (Time to flip through this book.) Extra-Dimensional Movement with Activation, No Conscious Control, and other similar Limitations can work the same way.

Often, the gate device and the reasons for its use are related. The heroes might follow a fleeing enemy through a glowing gate, or they could be lured onto the Dimension Train by a clever foe. They might stumble into the mad scientist's device by accident, or be sent through the worldgate by the Ninth Necromancer's curse. The leader's little sister might be drawn through a mirror or painting, and the heroes are forced to rescue her. A friendly wizard might be teleporting them home from Tibet when something makes the spell go awry. The heroes may set out voluntarily into the Cave of Worlds to explore the unknown. The ghostly apparition of a beautiful princess might beg them to aid her world, or a dying centurion might stumble out of nothingness to gasp out his last request at their feet.

A cross-world scenario can also be used to salvage a scenario that goes unexpectedly wrong. For example, the GM might have a perfectly good nuclear blackmail scenario, but the heroes get their wires crossed (or the bomb's wires crossed), and suddenly a failed Demolitions roll detonates the thing. At this point the GM has three choices. He can let the bomb go off and kill most or all of the heroes (a rather grim option), come up with a reason why it doesn't go off after all (a cheap solution), or he can assume that the explosion has some unusual effects, like throwing the entire group and maybe innocent bystanders into another dimension entirely. If the scenario also involves some time travel, the characters might be able to go back at the end and prevent the bomb from going off.

These options all involve heroes travelling physically to the alternate dimensions, but there are other modes of transport. The heroes might only be able to travel by switching places with their duplicates — and who knows what harm the duplicates may do in their home dimension. Or they may only be able to travel in spirit, occupying the physical bodies of their duplicates, and perhaps being slowly affected by their mental patterns over the course of time. This provides a good reason to finish the job and get out of there. Not all dimensions need to have the same rules, either; for example, the form of travel might grow more difficult as the device ran low on power or the teleporter grew tired.

STAYING THERE

Whatever the heroes' mode of transport, if it is under their control they may use it to get back home rather than stick around for the entire scenario. Or they might decide to send someone back for reinforcements and weapons — say, enough to arm out to the entire Resistance movement. Unless you want this sort of cross-dimensional disruption, you will have to give the characters reason to stay in the other dimension until the end of the scenario.

There are two ways to prevent the heroes from leaving. One way is force them to stay. For example, their device could only work in one direction, or it blew a fuse and needs a rare replacement part. Until the heroes figure out a way to get home, they are forced to deal with whatever scenario the GM throws at them.

The other option is to convince the characters that they want to stay. What if the first thing they saw in the new world was a beautiful woman being dragged off by slimy black tentacles, or a tattered family making a brave last stand against brutal soldiers? If the PCs do not leap in to intervene, they do not deserve to call themselves heroes. Another way is to separate the group in transit, so the teleporter dare not return and strand the others. Alternately, if the heroes have come to the dimension on some great quest (like hunting down The Dark Devourer), they will not go home until the quest is done.

The dimensions in *Champions in 3-D* use a combination of these two methods. Most assume that the characters cannot easily return home, but they also provide valid reasons for staying.

WHAT THEY SEE THERE

Whether or not the arrival scene requires immediate action, it needs to be vivid. In comic books, the heroes don't just step out onto a suburban street and wonder whether they even went anywhere. They step out into the ruins of New York, or see the swastika flying over the White House; trees grow where their superteam base should be, or ragged children see their costumes and flee in terror. Before the heroes enter the gate, decide exactly what they will first encounter on the other side, and how it will draw them into the action; heroes in a new world should not have to look at one another and wonder "Now what?"

In building the arrival scene, consider the scenario's genre. Will it be primarily an adventure, a romance, a tragedy, or a ridiculous romp? If you're creating a world where the Eldritch Horrors conquered the earth, the entrance scene should show these selfsame monsters doing something horrible. The entrance to Nazi World should showcase the evil of Nazi America. Cartoon World should be madcap fun, right from the start. And so on.

WHAT THEY DO THERE

Once the characters are there to stay for a while, the central scenario can take place. As with any story, the best form for a cross-world scenario will normally be a sequence of escalating events, with the biggest of all being the final climax that pulls together all the threads of the plot. Until that climax, there should never be a single point when everything comes to rest; once the climax is over, all should be completed except the single thread, if any, that draws the heroes on to the next adventure.

And it should always be the heroes' actions that count. A common mistake with dimensional scenarios is to make the heroes' duplicates too important — after all, they're neat, and they'd be powerful on their own worlds. Remember that while non-player characters can serve to advance the plot, the scenario is ultimately for the players' entertainment, not just the GM's satisfaction, and the heroes should always be the stars of the show. If the players have to sit back and watch the GM talk to himself, they are going to be bored and restless, and no one will have any fun.

EMPHASIZE THE THEME

Base the core of the scenario on the unique aspects of the dimension itself, and vice versa; there is no need to go to Nazi World world just to stop a bank robbery. A Nazi World scenario should have secret police, concentration camps, and/or lovely young Resistance fighters, just as an Aztec World scenario should have sacrifices on the steps of stone temples, and a Cartoon World should have a lot of gadgets that blow up and leave their victims with black faces and their hair sticking out. This does not mean that you should run nothing but clichés; the secret police may include sympathetic rookies, and the maiden about to be sacrificed in the temple may be a computer programmer. But if the scenario isn't going to involve some local color, why bother to travel? The core purpose of a dimensional scenario is always to give the heroes an experience they could not have at home. (Relevance. Don't leave home without it.)

FIT THE DIMENSIONS TO THE CHARACTERS

Fit the scenario to the players and characters involved. Players are always more involved with a campaign that's directly involved with their characters, so don't just run a scenario that could happen the same way to anyone. Consider the heroes individually: their strengths and weaknesses, their loves and hates, their histories and hopes. How will the scenario affect them? Is it time to give one a brief romance, or a tragedy? How would the loner react if the rescued child clung to him and trusted him, while fearing the other heroes? These are questions in any scenario, of course, but alternate dimensions give you a whole world that you can mold to fit your heroes. How can you test this one in total war, or that one in a Cartoon World, and what will they learn about themselves? You can also borrow from the character's history. If this heroine was trained by a dark cult before she freed herself, face her with that cult grown powerful on another world; if that hero still torments himself because he failed to save his uncle's life, let him meet that uncle again.

However you do it, give the characters reason to care what happens in the other dimension. It's dangerously easy for them to say, "It's not my world. Let it solve its own problems. We've got to find a way home!" Don't let them just sit and watch; make them angry enough at the anti-mutant soldiers or protective enough of the young centaur that they just have to get involved.

You should be especially careful not to play favorites. You may find some of the heroes more interesting than others, but if you slant all the scenarios to challenge them and leave the others as sidekicks, everyone will be bored — even the ones you are trying to please. Give everyone their turn.

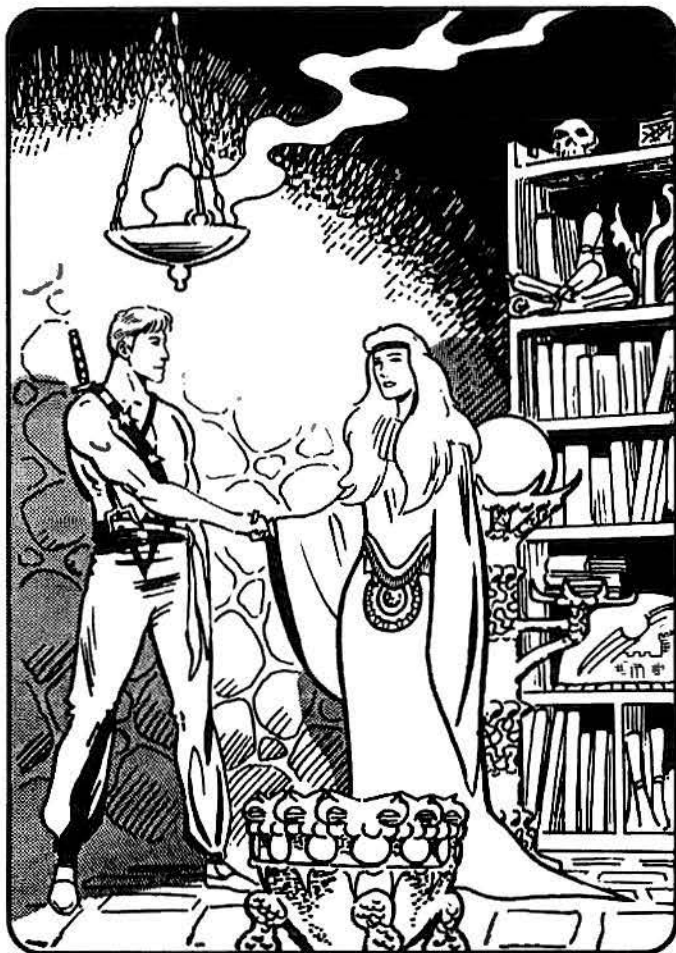
GETTING OUT

Just as you gave the heroes a way into the alternate world, give them a way out again. Try to link this to the climax of the scenario. Only when the heroes storm the Tyrannian base will they be able to regain their stolen device; only when they defeat the High Command will the Resistance trust them enough to show them the old notebook with the directions; only when they free the True Queen will she be able to send them on their way.

If the heroes have their own mode of transport, the climax of the scenario should leave them free to use it; if they need an outside source, it is the final battle or truce that should allow them to gain access to it by force, guile, friendship, or honorable bargain.

REASONS TO LEAVE —

Normally, the heroes will be willing to leave the world once they have dealt with the problem that got them to stick around in the first place. In a fix-it scenario, once they've fixed the world's problems, there's no reason to stay. In an experience scenario, once the cartoon reaches the closing credits or the video game's over, they're ready to go on to something new. But sometimes, with a survival scenario, it won't be enough to realize that they can't fix the world; they won't be satisfied with rescuing one child, or freeing the Resistance leader from prison. You worked so hard to get them to stay that they don't know how to leave.



Often the players themselves are ready to move on, but their characters feel guilty about leaving. After all, in their home dimension there are other costumed heroes to stop the next bank robbery, but who else will fight Big Brother if they leave Orworld? The Resistance are so few, the odds so great ...

When this happens, give the heroes a reason to continue to the next world or return to their own. One reason might be a mission which is not yet complete — the pursuit of the Dimension Man, for example. Or the reason might be connected to their means of transport; the gate will only be open for a brief time, or they will only have one chance at it. The dimension might be slowly poisoning the heroes, or changing them into dinosaurs too, or draining their powers, or even altering their personalities to match the minds around them. If they leave in time, they will return to their normal selves. Or perhaps, if they remain, they will endanger the friend who helped them, or risk the diplomatic alliance that ended the war. But always, unless you run a very grim campaign, make sure the heroes know that the dimension is better off because they came.

Once in a while, one of the heroes will insist on staying behind while the others go. Talk to the player; if he really wants to go too, but doesn't think his character would, give him an excuse to go with them. For example, the device might only work if they are all there. If he only wants to stay because he's in love with the Pharaoh's daughter, or because the orphaned child needs him, let him bring them

along. On the other hand, if the player really wants to leave the character there, and is willing to build a new character for the others to meet in the next dimension (or when they get home), let him. After all, as the comic books show, some day the hero might turn up again!

— OR NOT TO LEAVE

On the other hand, if you and your players all like the idea, a single alternate dimension makes a great setting for further play. Exiled from their home dimension by necessity or a heroic sense of duty, the heroes might remain to aid those in need. In this foreign but familiar land, they fight the eternal enemy, bound yet more closely to their comrades by the ties of a shared homeland. Do they seek return or fear it? Some, perhaps, may die in battle; others may find love too dear to leave behind if a gate opened again. A child of two worlds; would he find a home in both, or in neither?

There are two ways to approach a long-term dimensional run, depending on whether the heroes are there by choice or by necessity. If they have chosen for the moment to stay in the new world, to aid the resistance movement or defend the True Queen, then the game lacks a certain urgency; after all, if things get too bad, they can just leave. On the other hand, if they are exiled there because they have no way back, one or more of the heroes is likely to spend most of his time and energy searching for a gate, and will ignore the events in the alternate world as mere distractions. Both approaches have their risks.

A long exile often works best with the grimmer story lines; to be trapped in a cartoon world is just a vacation, but to be trapped in a totalitarian America is a dark nightmare. How much can the character save — himself, his friends, his soul? And for how long? The heroes are few, and the foe is numberless and powerful.

The longer the heroes stay in the other world, the more work you will have to put into the background to keep it believable and interesting. Putting Chinese slaves in one scene in New Rome is easy, and it's a scenic hint of how far the empire extends, but what if the heroes want to go to China and start a rebellion? If the world is a fairly familiar one, the players may supply some of the details themselves, but the less familiar it is the more you will have to invent for them.

If you run a long-term dimensional scenario, it is more necessary than ever to keep the action moving forward. If the only thing wrong with the world is one curable evil, then after it is defeated the heroes will be bored and restless. On the other hand, if the world and the heroes are ultimately doomed, the heroes may grow too fatalistic and choose heroic forms of suicide, or become sullen and pointlessly violent. If there is an ultimate goal — the destruction of the Dark Lady, the overthrow of the alien invasion force — then once it has been accomplished, give the heroes a chance to leave or an immediate reason why they are still needed.

NEXT STOP

Before the heroes pass through the gate (assuming that they move on), you should decide what their next stop will be. Can they successfully return home, or will they go on to yet another dimension? Will they know immediately where they are, or will they have to spend some time trying to figure out whether this is really home or not?

Keep an eye on your players' reactions. If the players are still excited about the alternate dimensions, and looking forward to another adventure, give them one. On the other hand, if they're beginning to get tired and cranky, and just want to go home, then save that other neat dimension for another time.



AFTERSHOCKS

Once the scenario is finished, and the heroes have returned home or gone on to another dimension, is this scenario a closed book? Or will aspects of it continue to affect the heroes?

Often, the heroes will take something home with them: a new friend, a lover, an object of power, or knowledge that could prove useful or dangerous at home. If the results don't feel right in your normal campaign, you can find reasons to phase them out (the lover is torn back through the gate; the laser cannon stops working when it runs out of Sargath crystals). But if you can make them part of your normal campaign, the heroes will know that their acts do matter and their choices affect their future.

Did they leave behind any powerful enemies? If the villains know that the heroes come from another dimension, they might try to find a way to follow them. Even if the heroes destroyed the villain, he might have a son or lover to avenge him, or a death machine that hunts the heroes through the dimensions.

The heroes might also return to the dimension, intentionally or by accident. If their fire-controller is dying of radiation poisoning, the heroes might seek out the Grey Witch who

healed them once with a spell; if they need to design a force shield to stop the alien blasters, they might ask help from the Master Technician whose life they saved. Treat this as a separate scenario; if they go back, make it interesting. If they want help, let them earn it. If they try to go back for a pleasant vacation, let them find that things have gone horribly wrong and their friends are in danger. An alternate dimension should never be just a resource; it is an adventure.

Don't waste the chance to get further plots out of the alternate world. A light run, like a cartoon world, might exhaust its use after one visit, but the more serious worlds give many possibilities for future scenarios which can be tied in, to events the heroes will recognize. The princess they rescued is now a queen whose city is under attack by vampires; the alien they insulted last year has come back for revenge; the land they freed from its Nazi overlords wants their help in establishing full democracy. Players will always be more interested in a run based on their own past actions; it affirms their importance to the universe and to the game.

SUGGESTED READING

The following are good sources of ideas for dimensional scenarios and settings.

Amis, Kingsley. *The Alteration*.

Anderson, Poul. *Operation Chaos*.

Boyett, Steven R. *The Architect of Sleep*.

Card, Orson Scott. *Seventh Son*.

Davidson, Avram. *The Enquiries of Doctor Esterhazy*.

de Camp, L. Sprague, and Fletcher Pratt. *The Incomplete Enchanter, The Castle of Iron, Wall of Serpents*.

Dick, Phillip K. *The Man in the High Castle*.

Garrett, Randall. *Murder and Magic, Too Many Magicians, Lord Darcy Investigates*.

Greenberg, Daniel, ed. *Hitler Victorious..*

Harrison, Harry. *A Transatlantic Tunnel, Hurrah!*

Heinlein, Robert. *Magic Inc., The Number of the Beast*

Kurland, Michael. T. *The Unicorn Girl*.

Leinster, Murray. "Sidewise in Time." The first alternate-dimension story written (1934). Reprinted in Isaac Asimov's *Before the Golden Age*.

Martin, George R.R., ed. *Wild Cards*.

Moore, Ward. *Bring the Jubilee*.

Norton, Andre. *Android at Arms, The Crossroads of Time, The Quest Crosstime, Star Gate*.

Powers, Tim. *The Anubian Gates*.

Roberts, Keith. *Pavane*.

Russ, Joanna. *The Female Man*.

Sarban. *The Sound of His Horn*.

Silverberg, Robert. *Gate of Worlds*.

Smith, L. Neil. *The Probability Breach, The Venus Belt, The Nagasaki Vector, The Tom Paine Maru, and The Gallatin Divergence*.

Waldrop, Howard. "Ike at the Mike" (and many other stories)

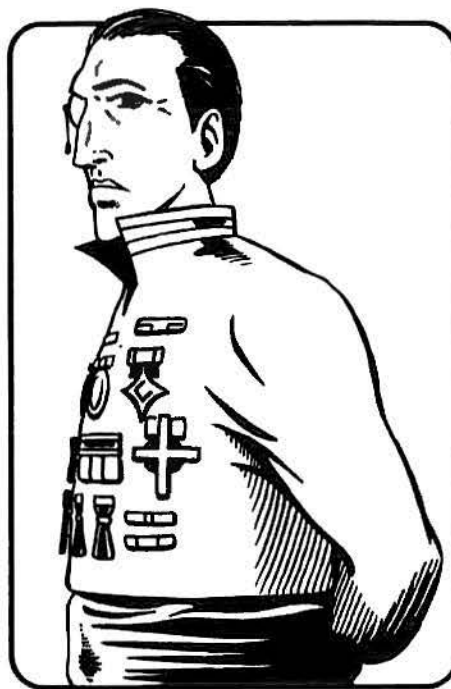
Yarbro, Chelsea Quinn. *Ariosto*.

Zelazny, Roger. *Roadmarks*, and the *Amber* series.

DIMENSION MAN					
Val	Char	Cost	100+	Disadvantages	
8	STR	-2	15	Hedonist	
20	DEX	30	15	Flamboyant	
11	CON	2	15	Code vs Killing	
10	BODY	0	5(10)	Prankster	
18	INT	8	20	Normal CHAR Maxima	
8	EGO	-4	10	Reputation: Trouble Maker (ext) 8-	
23	PRE	16	25	Hunted by Heroes (Mo Pow), 14-	
20	COM	5	15	Hunted by Dimensional inhabitants he's played tricks on (As Pow., NCl) 8-	
3	PD	1	90	Experience	
2	ED	0			
4	SPD	10			
4	REC	0			
22	END	0			
20	STUN	0			
Cost		Powers		END	
18	Fencing Package				
	Maneuver	OCV	DCV	Damage	
	Thrust	+1	+3	1 1/2d6K*	
	Lunge	+0	+2	2d6K*	
	Slash	-2	+1	2d6+1K*	
	Parry	+2	+2	Abort, Block	
75	Extradimensional Movement to any Dimension (including Time Travel), x16 Mass, One Hex] Area Effect (+1/2), Usable by Others (+1/4), Uncontrolled (+1), Continuous (+1/2), 0 END (+1/2), Extra Time: 5 Minutes (-2), Gestures (-1/4), Portal Must Remain Open for One Turn After Use (-1/4), Activation 14- (-1/2)				
20	Multipower (20 point pool)				
2 u	10" Teleportation				
2 u	Full Missile Deflection				
2 u	2d6 NND (not vs Teleportation)				
15	+6 DCV Blink Teleport, not while using multipower (-1/2), Costs END (-1/2)				
9	6 rPD/6 rED Armor, 14- Activation (-1/2) (OIF — Flak Suit)				
10	Universal Translator (OAF — Zangarian Translation Box)				
10	1d6+1 HKA (1 1/2d6 w/STR) (OAF — Rapier)				
40	8d6 Luck				
3, 3	Acrobatics 13-, Acting 14-				
3, 3	Gambling 11-, High Society 14-				
3, 3	Oratory 14-, Persuasion 12-				
3, 3	Seduction 14-, French (fluent w/accnt)				
8, 2	KS: Alternate Realities 17-, KS: Fencing 11-				
9	+3 w/Rapier				
*Including Rapier					
OCV: 7; DCV: 7; ECV: 3; Phases: 3, 6, 9, 12					
Costs:	Char	Powers	Total	Disadv	Base
	64	+ 246	= 310	= 210	+ 100

Background: Long, long ago, in a dimension far, far away there lived a young man. A young man with very strict parents. They wouldn't let him stay out late, drive the car, or sleep over. For Jean Lejaques, being young and French was misery.

But Jean was no ordinary young man. One day, while climbing a tree his mother had told him not to climb, Jean slipped and started to fall. At that moment, he wished very hard that he hadn't gotten out of bed that morning. Almost as soon as the thought crossed his mind, Jean found himself in bed.



At first, Jean was simply too stunned to react. Soon, however, he realized he could move in space, simply by thinking about it! Jean used his powers for many months. Then, one day, he 'ported back into his room, only to find his parents waiting for him. His mother saw the rip in his pants; his father smelled the cigarette smoke on his breath. The Lejaques grounded Jean for the rest of his life.

As Jean sat in his room contemplating a lot of boring nights, he began to wish that he lived in a world with no parents. Suddenly, Jean

found he was in a new world... one in which all sentient beings were created through artificial insemination.

It didn't take Jean long to figure out that not only could he travel through space, he could also breach dimensional barriers. Jean could go anywhere he pleased. No more stuffy parents!

Since Jean's discovery, the multiverse has never been the same. As Dimension Man, Jean jumps throughout the cosmos, seeking new thrills and new sensations. He intends to boldly go where no Frenchman has gone before.

Quote: "You'll never catch me! Ah, *this* isn't where I meant to go..."

Personality: Jean is very much the product of his conservative upbringing. Having been forced to be "nice, quiet and respectful" for years, Jean is now doing his best to be loud, flamboyant and troublesome. While he is not actually mean-spirited, Jean does not mind having fun at the expense of others.

Powers/Tactics: Jean has the ability to warp space. In addition, the "tunnel" does not close up immediately — so others can follow Jean into the new dimension. Unfortunately, Jean is not in total control of his power. Even when he knows where he wants to go, he doesn't always get there. When he fails his Activation Roll, Jean still steps through his "tunnel", but he can end up *anywhere*.

Appearance: Jean is 5'7" tall and weighs about 135 lbs. Dimension Man's costume is never the same twice, but it is always flamboyant, and always involves a rapier, even when it is inappropriate.

Campaign Use: Dimension Man is intended to be used as a plot device. Because his Extra-dimensional movement is Continuous, entire hero teams can follow Jean into a new dimension. In *Champions in 3-D*, Dimension Man can also be the focus of a huge mini-series scenario. Assume that he steals something that the heroes value — the Hope Diamond, a pound of plutonium, a magical focus — whatever. The heroes must then chase him through the dimensions, with Jean always one step ahead. This adventure can last for as many dimensions as the GM wants!



DREAMZONE

As the vertigo of dimensional travel fades, the Champions find themselves standing on a hazy, gray landscape. Wisps of phosphorescent white mists dance around them as they struggle to get their bearings. "Where are we?" Jaguar asks, though deep inside he already knows the answer. They all do. Somehow, instinctively, each hero knows he has seen this place before, if only in his dreams.

They begin to look about this strange realm, peering through the swirling mists and distant shadows, searching for some sign of the man they were following. The ground they stand on — if you can call it "ground" — is as empty as the horizon and the sky above them. It is a grey, hollow place. Strangely quiet and sleepy. Hauntingly still.

Suddenly, the serenity is broken by the sound of a child crying. "No, please! Leave me alone!" The Champions barely take time to glance at each other themselves before they rush toward the sound of the frightened, tremulous voice. Then, out of nowhere, they come upon a closed door. Defender turns the handle and throws open the door, and they all pour into the room beyond.

They are startled to find themselves in a child's bedroom. They are more startled by the size of the furnishings. The bed, standing six feet high, stretches for nearly eighteen feet from the headboard to its foot. It is flanked by enormous

nightstands, each supporting an oversized lamp. Grey walls rise up on all sides, stretching toward an unseen roof lost in the dark gloom hundreds of feet overhead. The entire scene is bathed in the eerie orange glow of a night-light. A small, blonde-haired boy cowers near the head of the bed, tightly clutching a stuffed bear as tears stream down his face. He turns his terrified eyes toward the heroes and whimpers, "Help me. It's under the bed. It wants to hurt me."

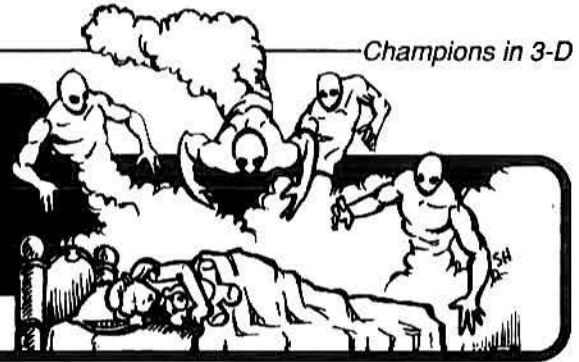
SUMMARY

The Dreamzone is a place where the subconscious comes to life. Once there, a hero's greatest fantasies — or greatest nightmares — can become reality, taking on form and substance.

Literally anything can happen in the Dreamzone ... and often does! Not only will the Dreamzone bend and shift to accommodate its visitors' imaginations, but the visitors may find themselves doing things they never thought possible. Furthermore, the Dreamzone is populated by hosts of spectral servants who work to bring dreams to life. Lurking among them is the sinister Bogeyman — the nightmarish fiend from childhood horrors.

So enter the Dreamzone, and expect the unexpected!

BACKGROUND



Just beyond the waking world, in the shadows of illusion, desire, and fear, lies a world known as the Dreamzone. All of us have seen it, in our deepest sleep — on those nights when our minds leave our slumbering bodies behind and enter into a world of our own subconscious' design. Few of us remember the experience well, yet the vividness of those dreams and the genuine emotion they produce, remain as evidence of our journey.

The Dreamzone is a place of fantasy, where anything — even the impossible — can be reality. It is here that Alice followed a white rabbit on a sunny afternoon and had tea with a mad hatter. It has also hosted Dorothy and her three odd companions as they travelled down a yellow brick road. Yet the Dreamzone is not just a place of delightful absurdities and charming adventures; it is the world of terrifying nightmares as well, as Ebenezer Scrooge would gladly tell you. Even children know to fear the dark, lest their minds peer into the Dreamzone while they sleep and they come face to face with their secret horrors.

The Dreamzone is a place where literally anything can happen, and it is here that our heroes now find themselves. However, they are not mere sleeping observers watching the drama of their dreams unfold as they slumber; rather, they have entered the Dreamzone physically, and the visions that surround them are — at least to our heroes — real.

MANIPULATING THE DREAMZONE

The Dreamzone is an unusual world that changes dramatically with each mind that visits it. Usually, it is seen only during the deepest sleep, where its psychological drama unfolds before a slumbering observer. However, as our heroes have discovered, it can be reached physically as well, much like any other dimension.

During their visit in the Dreamzone, the heroes will always feel “fuzzy” — as if their thinking is clouded by a sedative. Their peripheral vision will always be slightly out of focus; sounds echo slightly, and movement seems sluggish. All of this is an effect of being within the zone; it is simply how this realm feels, though it has little real impact on the actions of the characters.

Time in the Dreamzone passes much more quickly than in the real world. Thus, what seems like hours or days in the Dreamzone may actually be only a few seconds or minutes on Earth. While in the Dreamzone, visitors do not age, grow ill, or suffer from the other problems of their mortality. Though they may desire to eat and drink, their bodies do not actually require food; their hunger is merely an illusion that comes from years of habit.



The Dreamzone is made up of a psychic “putty” that can be shaped and manipulated through force of will. Thus, the entire dimension responds to the thoughts of those visiting it, either in their sleep or through their physical presence. Should a visitor to the Dreamzone desire to be in the steamy jungles of the Amazon, he can simply imagine it and watch as thick foliage comes into view. Simultaneously, the temperature and humidity rise, and the echoing sounds of jungle creatures begin to linger in the air. It is important to note that the “putty” is shaped according to the perceptions of the visitor — not the reality. In the case of the child’s nightmare, little Jimmy’s fears take place in his own bedroom, but as Jimmy sees it. The furniture was all larger, as seen through the eyes of a child, and his stuffed bear seemed almost lifelike — much the way Jimmy imagined it.

If no one is exerting their will to manipulate the environment, the the Dreamzone can mold itself to accommodate the subconscious impressions of its visitors. For example, if the heroes are wandering through the Dreamzone without forging an illusionary environment, the zone may become aware of a character's particular fear of enclosed spaces; the character suddenly will find himself in a tight elevator shaft with the walls closing in.

The ability to manipulate the Dreamzone can be represented by EGO Rolls. If a character wishes to make subtle changes to the environment, a successful EGO Roll can cause the change. The initial attempt to shape an environment should be made without penalty; since the initial gray landscape of the Dreamzone is essentially a blank canvas. However, once an environment is established, it becomes more difficult to alter. Simple changes in temperature, sounds, etc. can be made with a normal EGO Roll. However, should the character desire to make more dramatic changes in the present environment, his EGO Roll is penalized to represent the difficulty of the task.

ENVIRONMENTAL CONTROL TABLE	
EGO Roll Penalty	Desired Effect
-0	Subtle Change: change the temperature by 20°, alter the volume of a sound, adjust the brightness of the lighting, etc.
-1	Moderate Change: change the temperature more than 20°, create a new element consistent with the environment (i.e., a river in the woods or a fire escape on an apartment building), etc.
-2	Major Change: alter the time of day, create a new element inconsistent with the environment (i.e., a drinking fountain in the woods or a pipe organ on a subway), etc.
-4	Dramatic Change: create a completely new and different environment, inconsistent with what was created before (i.e., changing a house into the Grand Palace of the under-sea kingdom of Atlantis)

Example: *Obsidian, feeling most at home on his native planet, decides to manipulate the malleable gray of the Dreamzone to represent his favorite landscape. He imagines the Great Valley, with its violet vegetation and glorious firefalls under the twin moons of his homeworld. Obsidian makes a successful EGO Roll, without penalty, and the sky becomes a familiar indigo, lavender and purple trees shimmer into existence around him, and all is bathed in the double glow of the twin moons above.*

Quantum, feeling chilly in the night air, desires to change the season to summer. This is a relatively minor change; the landscape itself is not affected, just the temperature. Since the change would only raise the temperature 15° or so, the GM decides that Quantum merely needs a successful, unpenalized EGO Roll to make such a change.

Seeker decides that he is thirsty, and desires a cool stream running through the Great Valley. This is a little more dramatic, since it involves altering the landscape. Yet it is by no means inconsistent with Obsidian's vision. Thus, the GM decides that Seeker must make a successful EGO Roll with a -1 penalty. Seeker succeeds, and hears the faint trickling of water just around the next clump of violet trees.

Black Paladin, also trapped in the Dreamzone, is repulsed by Obsidian's choice of environment. He would much rather see the setting in medieval France, and attempts to alter the zone to match his preferences. Since this would be a very dramatic change in the environment, the GM gives Black Paladin a -4 penalty to his EGO Roll. Black Paladin rolls a 14, failing his roll, and the Dreamzone remains unchanged, leaving a very frustrated Black Paladin.

Using this simple system of EGO Rolls and relative penalties, the GM can referee any number of possible changes. Simply determine how dramatic the alteration is and give the appropriate penalties to the characters' EGO Rolls. The GM may also decide that the Dreamzone can only make so many adjustments in a certain time; the more recent the last change, the harder the Dreamzone is to manipulate.

TIME LIMITATIONS TABLE	
EGO Roll Penalty	Environment has been changed
-4	Within this segment
-3	Within this Phase (last 3 Segments)
-2	Within this Turn
-1	Within this minute
-0	Within the last 5 minutes

This stubbornness in the Dreamzone's environment allows greater stability to the established scenarios and keeps the experience from becoming a chaotic flashing from one setting to another with each characters' Phase.

Should two or more characters attempt to alter the environment at the same time, the GM may resolve their efforts by an EGO vs. EGO Roll, taking into consideration the modifiers mentioned above. After adding in the modifiers, whichever character succeeds in making his EGO Roll by the most wins, and the Dreamzone responds to his desires. In the event of a tie, the Dreamzone forms a composite environment, including elements of both desired landscapes.

Example: *Huntsman desires to place a tree on the rolling hills of the Dreamzone landscape. Quasar, on the other hand, wants it to resemble the interior of the spaceship which brought him to Earth. Huntsman, who is only making a moderate change, takes a -1 to his roll. Quasar, who is making a dramatic change, takes a -4. Both characters make an EGO Roll. Huntsman, with a 10 EGO, needs 11-1 = 10 or less; he rolls a 9, making the roll by 1. Quasar, with a 13 EGO, needs 12-4=8 or less; he rolls a 5, making the roll by 3. The Dreamzone responds to Quasar's imagination, and soon the heroes find themselves aboard a Malvan starcruiser.*

A character can only alter the Dreamzone as far as he can see. Thus, it is possible for two characters to be far enough away from each other that they can each create their own, distinct environments. However, when these two characters come into sight of one another, the Dreamzone must choose which environment to maintain and which to dispel. Such a conflict can be resolved by an EGO vs. EGO roll, just as if the two characters had tried to create conflicting environments at the same time.

Example: *The members of Terror Inc. become lost and separated in the Dreamzone. Professor Muerte creates a palatial mansion in Buenos Aires. His dream is filled with triumphant music, dutiful servants, and fine wine. Meanwhile, just outside, Scorpia is running from illusionary troops in her childhood home of Belfast. Explosions and gunfire clamor about her as she runs for her life. Scorpia ducks into the nearest doorway and suddenly finds herself face to face with Professor Muerte in his Argentinian mansion.*

Since the two have now come within line of sight, the Dreamzone must resolve which environment to continue. Both villains must make EGO rolls. Professor Muerte, with a 21 EGO, rolls an 11, making his roll by 5. Scorpia, with a 14 EGO, rolls a 10, making her roll by 2. Professor Muerte's environment wins out, and Scorpia finds herself in Argentina, safe from the Protestant and British soldiers.

It is important that the simple environment of the Dreamzone not be used as a hindrance or weapon against the characters. It is merely a setting for the adventure, allowing dramatic and even impossible environments, but it should not harm a character in and of itself.

Example: *Mechanon, desiring a world in which no organic creature could survive, causes the Dreamzone to become a post-holocaust nightmare, filled with lethal radiation. The zone reacts, and a horizon of smoking rubble and burning flesh appears. However, the change is merely illusionary, and the radiation cannot actually harm the heroes (though they may sense an irritation on their exposed skin).*

With this limitation, it is possible for the Dreamzone to simulate the cold vacuum of space, the raging inferno of a volcano's heart, or even the murky depths of the ocean. However, the characters will be able to breathe normally in these exotic locales.

To create elements which more directly affect combat and can cause or prevent damage to a character (e.g., picking up a stone to throw or slipping into a bullet-proof vest), use the Dream Pools described below.

ADDITIONAL ABILITIES IN THE DREAMZONE

It is possible to use the Dreamzone to create more devastating effects such as weaponry, defenses, or environmental dangers, though this is more complicated. Is the hero being chased down by an international assassin? With a thought, he can create a revolver to fight back with. Is he about to be incinerated by a dragon? He can use the Dreamzone to whip up a shield that may offer some protection. To simulate this ability, the GM should assign each physical visitor to the Dreamzone a Variable Power Pool, or "Dream Pool," based on the character's EGO. For every point of EGO, he will have 3 points available in his Dream Pool.

Example: *Defender has an EGO of 10. In the Dreamzone, he has a 30 point Dream Pool with which to simulate remarkable circumstances and powers. Solitaire, on the other hand, has been trained in psychic disciplines and has an EGO of 20. Thus, her Dream Pool provides her with 60 points to use for exotic effects.*

Obviously, powerful mentalists will usually have more powerful Dream Pools. This is because their use of psionic abilities has naturally adapted them to manipulating the psychic putty of the Dreamzone. If the GM is using the Dreamzone in a heroic campaign rather than a superheroic one, he may wish to reduce the total in the Dream Pools to 1x or 2x the character's EGO.

Changing the Powers in a Dream Pool requires a successful EGO roll at -1 per 10 Active Points being changed, much like the Skill Roll needed for a Variable Power Pool. Additionally, this roll should be given bonuses or penalties depending upon how well the desired Power fits the established environment. If it is pouring rain and thundering in the Dreamzone, using a Dream Pool to simulate a bolt of lightning is a relatively easy task — perhaps a +1 or +2 bonus to the EGO roll. If the setting is a spaghetti western, a character might use his Dream Pool to create a shotgun or even a horse for getting away — again, at a +1 or +2 to his EGO roll. However, if that same gunfighter desires to create a high-tech laser blaster, the GM may assign a -1 or -2 penalty to the roll.

In addition to these factors, there are several limitations regarding which powers can be duplicated with the Dream Pools. Under no circumstances should the GM allow the characters to duplicate Mental Powers with their Dream Pools. The Dreamzone is already saturated with psychic energy; it is a psychic power in itself, and that energy cannot be used to duplicate other psychic effects. For example, a character cannot cast Mental Illusions at another visitor in the Dreamzone unless he already possessed that power before arriving in the zone.

Additionally, the Dream Pool cannot increase a character's Characteristics, either directly or through Adjustment Powers. For instance, a hero cannot increase his STR with his Dream Pool (though he may use Telekinesis — a "Standard" Power rather than a Mental one — to move heavy objects around, or even Density Increase or Growth, which alter his physical body and provide enhanced Strength as a side effect). If the character wants increased defenses, have him create a suit of armor instead. Furthermore, the Dream Pools cannot be used to simulate Skills; these require study, training, and experience — something the Dreamzone is incapable of replicating. And finally, the Dream Pools should be used to create objects or substances, not raw power. Thus, if a character wants some extra protection, he should create a shield or armored battlesuit, not a telekinetic Force Field.

The GM should also be cautious when allowing Power Limitations on the abilities provided by the Dream Pool. Many Limitations are either inappropriate to the concept of the Dream Pool, or do not actually hinder the character in any way — and are thus not worth any bonus. For example, if a hero wishes to conjure up a broad sword, he would use the points in his Dream Pool to buy a 1d6+1 Hand-To-Hand Killing Attack, costing 20 points. The sword should not be given the "Focus" Limitation, however, because the sword could not actually be taken away from the character. If he were disarmed, he could simply conjure another sword; the sword is merely a special effect that is consistent with the setting in the Dreamzone.

Other Power Limitations which are usually inappropriate include Ablative, Always On, Charges, Independent, most Limited (Conditional) Powers, Only in Hero ID, Requires a Skill Roll, and Visible. Some Limitations, however, can be very appropriate, depending on the effect of the power. For example, if the character is in a jungle setting and wishes to create a venomous snake to drop down on his opponent, he can use the Dream Pool to simulate the effects of the snake's attack. He may also buy the snake with the Limitation "No Conscious Control," meaning that the GM will guide the actions of the snake. Thus, the snake may actually flee in terror, wait to drop on one of the hero's allies (or the hero himself!), etc. It is important that the GM carefully weigh the consequences and potential effects of any Limitation before he allows his characters to use it in purchasing an ability with their Dream Pool.

One final restriction should be placed on all powers simulated by the Dream Pools. Though they may be used to duplicate an almost infinite number of effects, they should never be allowed to do more damage or offer more protection than what would be possible in the "real" world. Thus, if a character creates a .45 Colt revolver, the weapon could do a maximum of 1d6+1 Killing damage; it could not be used to deliver a 5d6 NND attack, for example. (To do this, the character should imagine a Taser handgun instead.)

When they first arrive in the Dreamzone, the heroes will be unaware of their new abilities; the GM should not tell them about their new Dream Pools. There are several ways the heroes may learn of these powers. They may see another visitor in the Dreamzone creating objects out of thin air and become suspicious of how he is accomplishing it. This works especially well when an opponent learns of the Dream Pool powers first. Imagine the heroes' horror and confusion when the finally encounter Dimension Man just in time to see him creating a liter of nitroglycerine to throw in their direction, or a set of rocket-skates to zoom past them! The heroes may also learn of the Dream Pool abilities by accident. If, during the course of play, a player mutters something about wishing he had a Porsche to get away in, the GM can make a secret EGO roll and suddenly have just such a car appear in their midst with the engine running and ready to go. It is important that the GM emphasize the mysterious and unpredictable nature of the Dream Pools; he should not reveal to the players how many points they have available to them, or exactly what the Pools are capable of. Instead, he should promote creativity in their use that is consistent with the environment established in the Dreamzone.

OPTIONAL DREAMZONE MANIPULATION

Some GMs may find the mechanics for altering for Dream Pool powers to be encumbering. Rather than accurately calculate the abilities of each Dream Pool for every character, the GM may wish to "wing it," relying on his understanding of the Dreamzone's nature to determine what can and cannot be done.

The Dreamzone essentially conforms itself to the subconscious desires of its visitors, utilizing their memories and imaginations to provide backgrounds, objects, etc. Thus, the GM can essentially roleplay the Dreamzone as if it were a living NPC (albeit an enormous, dimension-wide NPC) with its own abilities and limitations. It can read the deepest thoughts of all it comes in contact with, and can manipulate itself accordingly. If none of the visitors deliberately wishes for a particular environment, then the Dreamzone will create one of its own, drawing from the minds available to it. However, if a character concentrates on a particular setting, then his mental "voice" will be heard loudly, and the Dreamzone will accommodate the character.

The same principle holds true if the a visitor desires a particular object, like a gun, a shield, an umbrella, etc. The Dreamzone analyzes the character's request and fill the need according to the environment it has established. Thus, if the characters are in a 1920s gangster setting and desire weapons, the Dreamzone may supply them with "Tommy Guns." If they are on a distant planet and in need of Life Support, the Dreamzone may fit them with space suits. However, should the characters wish for a specific object which is not consistent with the setting, the Dreamzone will either choose a more suitable object for them or deny the request altogether. For example, if the characters are in a melodrama facing off with a dastardly villain in a top hat and a handlebar moustache, and if a hero wishes for a hovercraft to chase the fiend with, the Dreamzone may simply provide an old-fashioned bicycle, or else nothing at all.

Remember that the Dreamzone can only create environments and objects that it learns of in the characters' subconscious minds. Thus, if none of the heroes have ever been to Firewing's home planet, then the Dreamzone cannot simulate that world. Likewise, if a character has never met the President of the United States in person, then the Dreamzone can only provide a caricature of the man based on whatever news broadcasts and Presidential speeches the heroes have seen. Furthermore, because the Dreamzone can only know what the character knows, the objects created may lack technical accuracy. In other words, if a hero knows that a bullet is fired when he pulls the trigger on a gun, yet he doesn't understand the inner workings of a gun, then the gun will simply be an empty (yet working) model should the character ever take it apart. The same is true of any environment or object a character dreams of. If a hero knows how to operate a computer yet has never seen a machine opened up, then the computer he dreams of will work despite the fact that it has no internal parts. However, if another hero is a computer engineer in his Secret ID, then he can open up the computer to reveal memory boards, wires, circuitry, etc.

This optional method of determining the characters' influence upon the Dreamzone is offered to GMs who wish to avoid the complex mechanics of the Dream Pools. In this alternate method, the GM is encouraged to play the role of the stubborn Dreamzone, providing whatever he wishes to allow and denying or altering requests that would imbalance the adventure. If the GM encounters a baffling situation — one that he is unsure of how to handle — he may refer to the more rules-intensive Dream Pools to resolve the situation. Otherwise, his role is that of a storyteller, and he may simply improvise to play the role of the Dreamzone.

BIBLIOGRAPHY

Dozens of books and movies exist which play upon the "dream sequence" element as part of their plot. Many of these will provide inspiration for creating further adventures in the Dreamzone, and the GM may wish to consider the following:

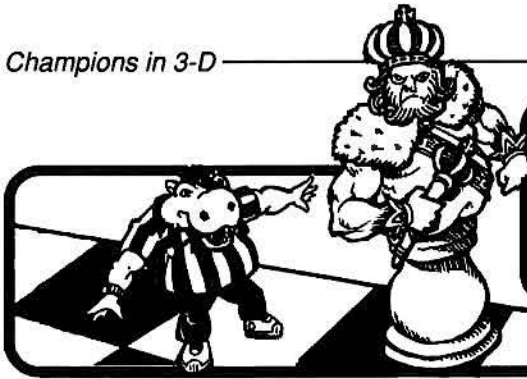
Dreamscape, available from EMI video, is a classic science fiction adventure about a young, extremely gifted psychic who is taught to enter people's dreams. Especially interesting is the way that the hero and villain can manipulate both themselves and the environment to make for an exciting, climactic battle.

Alice in Wonderland and *Through the Looking Glass* by Lewis Carroll provide exceptional stories of bizarre characters and impossible situations that may be created in the Dreamzone. Similar to these are the classic Oz stories, especially the movie version of *The Wizard of Oz* by MGM.

The *Nightmare on Elm Street* series of movies, though otherwise violent and shallow, may provide inspiration for creating nightmares in the Dreamzone. The GM may also wish to pattern the Bogeyman after the movies' main villain, Freddy Krueger.

Charles' Dickens' classic story, *A Christmas Carol*, offers a different, less violent use of nightmares for character development. This is a wonderful example of how the Dreamzone might affect a character's personality.

A trip to the library or video store will provide countless other ideas for creating adventures in the Dreamzone. Videos that may be especially helpful include *Phantasm* (EMB Video), *Brainstorm* (MGM/UA), *The Boogeyman* (WIZ Video), *The Company of Wolves* (VES), *House II* (New World Video), and *Nightmares* (MCA). Also of interest are episodes of the television show "The Twilight Zone", many of which would make good Dreamzone adventures, as well as *Twilight Zone, The Movie* (Warner Home Video), which captures the horrifying feel of the Dreamzone very well.

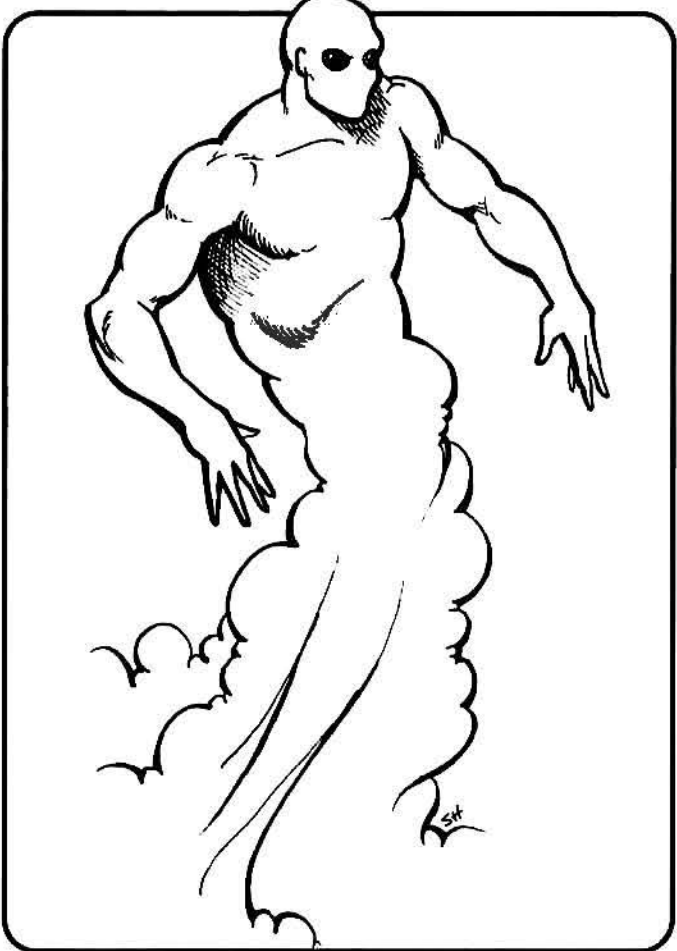


CHARACTERS

DREAM SHADOWS					
Val.	Char.	Cost	100+	Disadvantages	
10	STR	0	20	1 1/2x STUN and BODY from magical attacks	
10	DEX	0	10	Accidental Change: 11- when dreamer disbelieves	
10	CON	0	20	No Imagination	
10	BODY	0	20	Enjoys psychological drama (total)	
10	INT	0	15	Chaotic and unpredictable	
10	EGO	0	40	Dependence: 3d6/segment when not in Dreamzone	
10	PRE	0	15	Secret Identity (regarding their true nature)	
10	COM	0	391	NPC Bonus	
2	PD	0			
2	ED	0			
2	SPD	0			
4	REC	0			
20	END	0			
20	STUN	0			

Cost	Powers	END
300	Power Pool (200 points), No Skill Roll Required (+1), Cannot duplicate unimagined powers (-1/2), No choice of how powers change when change occurs (-1/2) varies	
94	15d6 Telepathy, Indirect (+1/2), Trans-Dimensional (Any dimension, +1), Cannot read surface thoughts (-1/2), Activation 14- (-1/2)	7
160	Invisibility vs. all Sight, Hearing, Radio, Smell/Taste, and Mental Senses, No Fringe effect, 0 END Persistent (+1)	0
60	Shape Shift into any form, 0 END Persistent (+1)	0
5	Life Support: doesn't eat/sleep	
9	Acting 14-	
9	Disguise 14-	
9	Mimicry 14-	
13	KS: Dreams 18-	
20	Universal Translator	

OCV: 3; DCV: 3; ECV: 3; Phases: 6,12					
Costs:	Char	Powers	Total	Disadv	Base
	0	+ 684	= 684	= 531	+ 150



characters in the dream. For example, if a banker in New York is dreaming about asking his boss for a raise, the Dreamzone itself will transform into a replica of the First National Bank, and Dream Shadows will begin playing the roles of the Bank President, his secretary, the tellers, security guards, patrons throughout the bank, etc.

The Dream Shadows have no imaginations of their own, and must rely totally on the subconscious imaginations of their targeted dreamers. Therefore, though the characters in the dream may differ from their real world counterparts, they cannot stray far from the way a particular dreamer or visitor to the Dreamzone imagines them. Furthermore, though the Dream Shadows can duplicate amazing power levels and characters, they cannot duplicate abilities that the dreamer would not imagine them having. Thus, though they might be able to duplicate many of the abilities of Dr. Destroyer, they could not create a Dr. Destroyer with stretching arms or X-Ray eyes; they can only be what the dreamers want them to be. If the GM wishes to avoid calculating the statistics for each form the Dream Shadows assume, he may simply use the straight statistics for the form the Shadows are duplicating — the effect is much the same, and such an approach is used in this book to represent many of the NPCs that the heroes encounter in the Dreamzone.

Background: The Dreamzone is populated by a variety of unusual beings. Most common are the creatures known as Dream Shadows. These ghostly apparitions are normally invisible to all perception, though visitors in the Dreamzone can detect their movement out of the corners of their eyes. Dream Shadows are composed of living psychic energy, and thrive on psychological drama. Each Shadow has several remarkable abilities which allow it to play a part in the slumbering fantasies of those peering into the Dreamzone. The Shadows are naturally telepathic, and have developed the unique ability to read the subconscious, dreaming minds of individuals outside the Dreamzone. Once they sense such deep thoughts, they swarm about the dream, like sharks detecting blood in the ocean. The Shadows study the thoughts, and then manipulate their forms to become visible and represent other

Though the Dream Shadows can be very powerful, they are accustomed to playing the roles of normal, unpowered characters. Additionally, unlike the heroes, the Dream Shadows will not have Dream Pool powers available to them; the Dream Pools are reserved for visitors in the Dreamzone. Thus, though a Shadow may mimic the statistics for a hero's DNPC or arch-villain, he will not be able to manipulate the Dreamzone itself.

It is possible to dispel the Dream Shadows, causing them to return to their invisible forms, through simple, conscious disbelief. However, the heroes must learn of this themselves; it is not a weakness which is readily apparent.

Personality: The Dream Shadows have unpredictable, chaotic personalities. Sometimes they enjoy a good, romantic drama, and will play out a dream of love and fantasy. Occasionally they will dramatize the happy desires of a dreamer; they can also emphasize matters of worry and anxiety. They might become malicious, turning a pleasant dream into a terrifying nightmare. The Shadows themselves do not care how the dreamer is affected by their drama; they simply enjoy the variety of emotions and possibilities that exist in the Dreamzone.

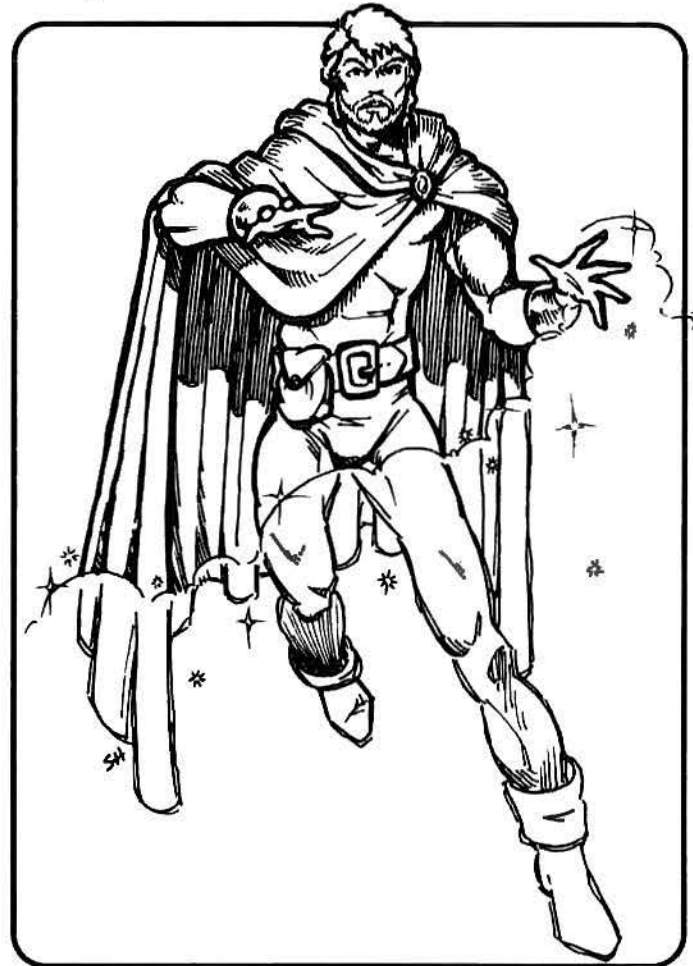
Background: In the early nineteenth century, a little girl was born to Andrew and Martha White. Her parents were thrilled with this tiny blessing in their lives, and spoiled the girl with lace and plush toys. All would have been well if it were not for a mischievous Dream Shadow who decided to plague the little girl with nightmares. The Dream Shadow did not really intend to harm the girl; he only wanted to enjoy the drama of an innocent child's greatest fears. For weeks, the little baby could not sleep more than one or two hours each night. Andrew and Martha had to resort to various sleeping powders and medicines to give the girl any rest. Meanwhile, the child grew weak and ill. Desperate for a solution, Andrew contacted an old hermit in Scotland who was reputed to understand the nature and meaning of dreams.

THE SANDMAN					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	10	Cannot tell a lie	
18	DEX	24	20	Paranoid	
19	CON	18	20	Mad from isolation	
12	BODY	4	20	Normal Characteristic Maxima	
20	INT	10	10	Dependence: 1d6/minute when not in Dreamzone	
26	EGO	44			
15	PRE	5	20	Hunted by Bogeyman, 14-	
12	COM	1	10	Reputation 11-	
13	PD	10	5	Rivalry with Bogeyman	
15	ED	11	10	2d6 Unluck	
4	SPD	12	365	NPC Bonus	
12	REC	10			
90	END	26			
29	STUN	0			

Cost	Powers	END
137	12d6 Mental Illusions, Area Effect 6" radius (+1), Affects Solid World (+2), 0 DCV Concentration (-1/2), x2 END When outside of Dreamzone (-1/4)	12
60	12d6 Telepathy	6
30	6d6 EGO Attack (OAF—"dream sand")	6
10	Mental Defense (15 points total)	
21	Desolidification (Not vs. Magic), 0 END Persistent (+1), Only outside of Dreamzone (-3/4), No Conscious Control (-2)	0
21	Invisibility to Sight Group and Hearing Group, 0 END Persistent (+1), Only outside of Dreamzone (-3/4), No Conscious Control (-2)	
52	Summon up to 8 Dream Shadows, activate 12- (-3/4) takes 1 turn (-1)	14
20	Extra-Dimensional Movement (to original dimension)	2
40	Clairvoyance, Transdimensional	4
3	Mental Awareness	
5	Life Support: doesn't eat/sleep	
13	KS: Dreams 18-	

OCV: 6; DCV: 6; ECV: 9; Phases: 3,6,9,12

Costs:	Char	Powers	Total	Disads	Base
	178	+ 412	= 590	= 490	+ 100



The hermit told Andrew that the child was being plagued by a wicked spirit, and that the only way for Andrew to stop his daughter's nightmares was to confront and defeat the spirit. The hermit warned Andrew that dealing with the netherworlds was dangerous, but Andrew was willing to try anything to bring his baby girl rest and health. The hermit prepared an ancient ritual which would allow Andrew to step into the world of dreams and seek out the spirit that was causing troubles. However, upon crossing the threshold of the Dreamzone, Andrew discovered a mysterious realm of shifting fantasies, not the hellish abyss he was expecting. Andrew soon learned of the Dream Shadows, and sought out the one which was troubling his daughter. He persuaded the Shadow to leave his daughter alone, and then prepared to return to his own world.

However, the hermit was unable to bring Andrew back. Andrew White was trapped in the Dreamzone, never to see his family again. In the years that followed, Andrew befriended many of the Dream Shadows and began to explore his gray prison. He learned the nature of the deepest dreams, and observed countless fantasies of people all over the world. As a final gift to his family, Andrew convinced the Dream Shadows to give his wife and daughter beautiful and wonderful dreams.

At the dawn of the twentieth century, long after the deaths of his family, Andrew discovered the secret of shifting from the Dreamzone to the real world. However, he had become linked to the Dreamzone so that he could only remain outside of it for a few moments. Furthermore, while in the real world, Andrew was intangible and invisible; no one knew of his existence.

Andrew began to take trips away from the Dreamzone to help those who were experiencing nightmares. He learned to scrape flakes of the Dreamzone's psychic essence and carry them with him, sprinkling them into the eyes and minds of those he'd come to help. And though no one really knew of his activities, the residue of his psychic powders and the results of his help became personified in a character called "the Sandman."

Andrew liked his new christening; he no longer had need of the name "Andrew," and began to refer to himself as the Sandman. For years, he would travel into our world, giving rest and pleasant dreams to those who were troubled, and bringing happiness to countless frightened people.

Then, one day, the Dreamzone became plagued by a new and evil menace. One of the Dream Shadows had learned the secret of crossing into the real world, much like the Sandman, and began feeding on the terror of the nightmares it produced. This malevolent creature, now known as "the Bogeyman," managed to entrap the Sandman in a horrid labyrinth at the heart of the Dreamzone. To this day, the Sandman wanders the labyrinth, unable to escape. He has been there for over forty Earth years, which equals dozens of centuries in the Dreamzone. During this time, the Sandman has grown mad; he wanders through his puzzling prison, muttering to himself, conjuring dreams to interact with, and waiting for the chance when he may break free and seek his revenge against the Bogeyman.

Personality: The Sandman was once a kindly specter, helping those in distress and bringing peace in the midst of chaos. That kindness is still there, though it has been buried in the centuries of madness and imprisonment in the Bogeyman labyrinth. Having only himself and his conjurations for company, the Sandman has lost his understanding of what is real and what is illusion. His moods swing dramatically, and his words are little more than nonsensical riddles. Should he actually encounter beings claiming to be real in his maze, he is likely to see them as tormenting enemies sent from the Bogeyman to annoy him. Thus, he may regard the heroes' presence as an attack, and lash back with his own illusionary powers, laughing madly as he strikes.

Quote: "It seems to me, at least says we, that you are in my maze — this darkened home, where I'm alone — just me for many days. But I've a thought that real you're not, a torment from my foe. And thus, says we, I'll count to three, and strike a fatal blow."

Powers/Tactics: When free from the labyrinth, the Sandman is capable of shifting from the Dreamzone into the real world as an invisible specter. However, he cannot remain there for more than a few minutes before fading out of existence. In either realm, the Sandman has remarkable control over the stuff of the Dreamzone. Not only can he use its psychic power to put his subjects to sleep, but he can read their thoughts and send all sorts of illusions and dreams into their minds.

The Sandman generally dislikes combat, preferring harmony and understanding over chaos and fear. He still remembers the nightmares of his baby girl, and is loathe to subject anyone else to

such horrible dreams. However, if the Sandman believes he is confronting the Bogeyman or one of his associates, he will create violent, terrifying nightmares to attack his perceived enemies. His favorite tactic is to create an illusionary double of his opponent, one that matches his foe strength for strength, and use it to attack both physically and psychologically, taunting his enemies with their own secret fears, failures, and weaknesses.

Appearance: The Sandman appears to be in his middle thirties, with salt-and-pepper hair, thick black eyebrows, and twinkling hazel eyes. He stands just under six feet tall and wears heavy tan and brown robes. A bag of scintillating, sandy flakes of the Dreamzone's essence is always hung from his belt.

THE BOGEYMAN					
Val	Char	Cost	100+	Disadvantages	
40	STR	30	20	1 1/2x STUN and BODY from magical attacks	
23	DEX	39	10	Accidental Change into natural, Dream Shadow form: 11- when dreamer disbelieves	
24	CON	28		Berserk when attempts to terrorize fail 11-, 8-	
20	BODY	20		Enjoys terror in children	
20	INT	10		Overconfident	
25	EGO	30	20	Morbid	
30	PRE	20	10	Dependence: 1d6/minute when not in Dreamzone	
6	COM	-2	20	Distinctive Features: Easily concealed, extreme	
28	PD	20	20	Reputation 14-, extreme	
25	ED	20	20	Rivalry with the Sandman	
7	SPD	37	10	3d6 Unluck	
20	REC	14	15	Villain Bonus	
100	END	26	15		
95	STUN	53	792		
Cost		Powers		END	
300	Power Pool (100 points), No Skill Roll Required (+1) varies				
94	15d6 Telepathy, Indirect (+1/2), Trans-dimensional (Any dimension, +1), Cannot read surface thoughts (-1/2), Activation 14- (-1/2)				7
160	Invisibility vs. all Sight, Hearing, Radio, Smell/Taste, and Mental Senses, No fringe effect, 0 END Persistent (+1)				0
60	Shape Shift into any form, 0 END Persistent (+1)				0
12	25% Resistant Physical Damage Resistance, Only while in the Dreamzone (-1/4)				
12	25% Resistant Energy Damage Resistance, Only while in the Dreamzone (-1/4)				
30	Extra-Dimensional Movement (to any alternate Earth)				2
40	Clairvoyance, Transdimensional				4
3	Mental Awareness				
5	Life Support: Doesn't eat/sleep				
12	+4 with EGO Rolls				
3	Acting 15-				
9	Disguise 14-				
9	Mimicry 14-				
13	KS: Dreams 18-				
7	KS: Phobias 15-				
3	Stealth 14-				
20	Universal Translator				
OCV: 8; DCV: 8; ECV: 8; Phases: 2,4,6,7,9,11,12					
Costs:					
	Char	Powers	Total	Disads	Base
	325	+ 792	= 1117	= 967	+ 150

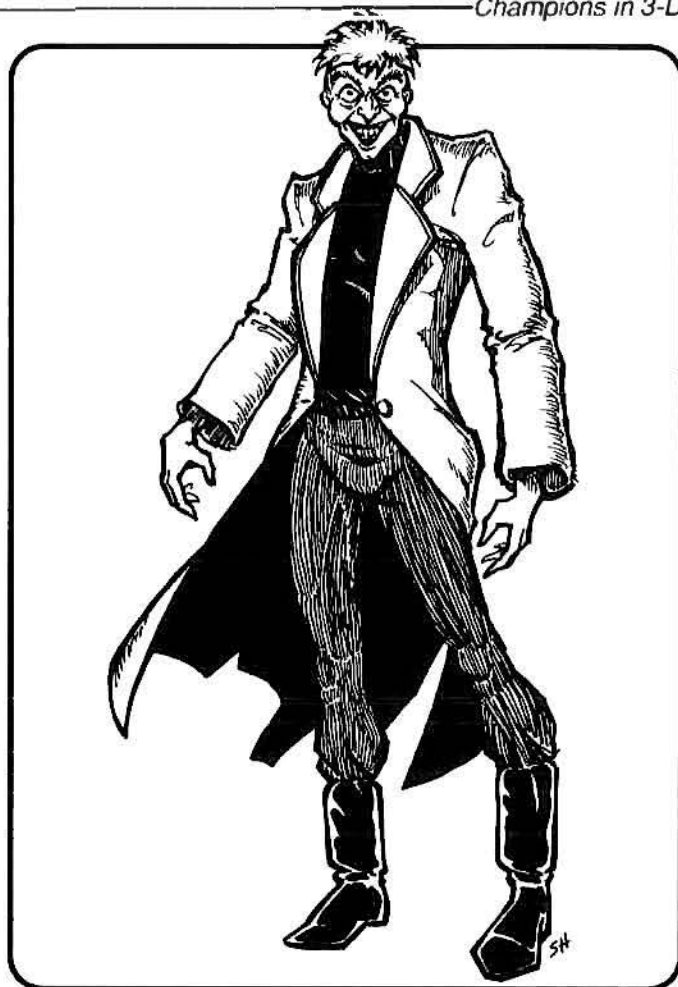
Background: Though most Dream Shadows merely have a peculiar fascination with psychological drama, caring not whether that drama involves romance, fear, happiness, etc., there are exceptions. Occasionally, a Shadow will become particularly fond of a specific type of dream. In the case of the Bogeyman, his favorite dream became a child's nightmare. He grew to desire the sense of panic and fear that an innocent child could display when confronted with subconscious horror. After years of studying nightmares and analyzing what causes the greatest fear in children, the Bogeyman began to formulate his own nightmarish dramas, adding together elements from various dreams to create terrifying experiences for thousands of children who peered into the Dreamzone in their sleep. Thus, the Bogeyman is the only Dream Shadow that has developed his own, independent imagination, allowing him to project nightmares of his own creation rather than relying on the imaginations of his subject.

His first taste of innocent fear came when he joined a band of Dream Shadows who were playing out a school yard fight in a little boy's dream. He assumed the role of the school's bully, and actually found delight in the terror of the little boy's eyes. Feeling particularly malevolent, he transformed his fists into razor-sharp talons and showed the boy a dream of his face being sliced to ribbons by his bullying schoolmate. He found the violence and the horror thrilling, and began to seek out other children's dreams that he might participate in. Wherever he went, he brought terror into their dreams, and drew his strength from their fear. Little children began to talk about the nightmares he had brought. And though no parent believed their stories, boys and girls from around the world knew of the horror of the Shadow they called "the Bogeyman."

One dark night, while he prepared to show a little African girl a dream of being eaten by lions, the Bogeyman encountered the Sandman. The Sandman reprimanded him for causing such fear, and set out for the real world that he might bring comfort to the little girl. The Bogeyman watched closely as the Sandman shifted out of the Dreamzone and into reality. "I could do that as well," thought the Bogeyman. And so, with great practice, the Bogeyman learned to enter our world...

Personality: The Bogeyman is a terrible, evil creature. He feeds on the fear of others, and cannot resist terrifying anyone he comes in contact with, especially children. He is very dramatic in his emotions, and in exploring the depths of his new-found, horrific imagination. When not playing a particular role in a dream, the Bogeyman will often cackle to himself, flashing a yellow, toothy grin and rolling his eyes at the thought of his own wicked cleverness.

Quote: "Heh heh heh ... can you smell it? Can you smell the little girl's terror? Young, pretty, innocent child. Before the night is over, she will have seen things her little mind could never have conceived without me. The days of her innocence is over, for tonight she meets the Bogeyman face to face! Ha ha ha ha ha ha ha!"



Powers/Tactics: Fortunately, the Bogeyman suffers the same dependence on the Dreamzone as the Sandman and cannot exist long outside of his home. However, for the brief moments that he enters our world, he brings horror beyond imagination. For the Bogeyman retains his powers as a Dream Shadow outside the Dreamzone, and can read a child's greatest fear and assume that identity. In our world, he will avoid actually harming a child; he finds their simple fear of what he could do pleasurable enough. However, if he were actually threatened, he would not hesitate to use his abilities to destroy his attacker. To this day, the Bogeyman has been cautious to avoid being seen by adults, and thus the children he terrorizes receive no comfort in their experiences. He loves to hear a parent tell their frightened child, "There's no such thing as the Bogeyman."

Although the Bogeyman's Power Pool is weaker than that of the average Dream Shadow, his enhanced statistics more than make up for it. Additionally, the Bogeyman's Power Pool is not limited to the imaginations of others; he can use it to simulate any effect he thinks of. If confronted, the Bogeyman will assume one of two strategies. He may peer into the heroes' subconscious minds and duplicate one of their most feared memories. Although the Bogeyman does not have a "Dream Pool" available to him, he can still manipulate the environment of the adventure. He will use this to his advantage, creating a suitable "stage" for his performance as his foe's worst nightmare. Alternately, if pressed or directly attacked, the Bogeyman will be more direct in defending himself, altering his shape (and adjusting his Power Pool) to give him horrible, violent attacks. For instance, he may cause blades to extend from his fingertips, or long, poisonous fangs to extend from his mouth. He may transform himself into a giant spider, or any number of other monstrous creatures, and attack his foes fiercely.

Appearance: When not assuming the form of a particular nightmare, the Bogeyman appears as a tall, wiry man with mussed black hair and gleaming yellow eyes. His skin is cold and pale, and his teeth are yellow and rotting. He wears tattered black pants, boots, and a turtleneck under a shabby, gray coat that drapes to his feet. He has long, yellowed nails and a thin, pointy nose. He is almost always smiling with wicked delight.

Forms of the Bogeyman

Using a combination of his Shapeshifting abilities and his Power Pool, the Bogeyman can appear in a number of nightmarish forms. The following examples are given as inspiration for the GM in setting up the Bogeyman's Power Pool. Though the list is certainly not exhaustive, it does include some of the Bogeyman's favorite forms.

Giant Spider: Standing four feet high, with mousy black fur, eight red, multifaceted eyes, and eight spiny legs.

Cost	Power Pool	END
10	Clinging (40 STR)	4
30	3d6 Entangle	3
5	Extra Limbs	
10	360° Vision	
20	+10" Running (16" total)	3
25	1 1/2d6 HKA (3d6 w/STR)	4

Gunfighter: Dressed in gray striped pants, black shirt, black leather chaps and vest, black hat, and gray bandana with six-shooters strapped to his hips.

Cost	Power Pool	END
30	1d6+1 RKA (Revolver), 0 END (+1/2)	0
10	Find Weakness with Revolver, 11-	
24	+12" Running (horse), 0 END (+1/2), Must be mounted (-1/2)	0
22	20 STR TK with fine work, 0 END (+1/2), Usable only for knocking things over and knocking weapons out of hands (-1)	0
11	Gambling 15-	
3	Fast Draw 14-	

Hellish Clown: Dressed in garish black and red clown suit with wicked grin plastered on face in greasepaint.

Cost	Power Pool	END
33	10d6 Energy Blast (Joybuzzer), No Range (-1/2)	5
33	5d6 Flash (Pie-in-the-face), No Range (-1/2)	5
24	2d6 RKA (Acid-squirting lapel flower), Reduced by Range (-1/4)	3
10	10" Superleap (Springs in shoes)	2

The Grim Reaper: Draped in a flowing black shroud with a hood that covers his face, and carrying a razor-sharp sickle.

Cost	Power Pool	END
30	2d6 HKA (4d6 w/STR)	6
20	Missile Deflection vs. ranged attacks (sickle)	
40	Desolidification (Vulnerable to magic)	4
10	5" Flight	1

The Blob: Reddish, oozing mass of gelatinous horror, with stretching pseudopods and sticky tendrils.

Cost	Power Pool	END
67	3d6 Transformation into more blob, Cumulative (+1/2); reversed when Bogeyman changes into something else	7
10	2" Stretching	1
10	25% Physical Damage Reduction	
10	25% Energy Damage Reduction	
3	Contortionist 14-	

Mad Slasher: Dressed in tattered jeans and a red flannel shirt, carrying a chainsaw, and wearing a hockey mask

Cost	Power Pool	END
30	2d6 HKA (4d6 w/STR)	6
30	Regeneration: 3 BODY/Turn	
10	-5" Knockback Resistance	
5	Flash Defense	
5	Lack of Weakness	
10	+5" Running (11" total)	2
10	Tracking Scent	

CREATING SCENARIOS



Considering the nature of dreams, creating adventures for the Dreamzone can be a fun process. Unlike adventures in the real world, events in the Dreamzone can include the impossible; the GM's imagination is his only limit. The following are some suggestions for designing scenarios for the world of dreams.

GETTING TO DREAMZONE

THE SLUMBERING SPECTATOR

There are several ways for heroes to travel to the Dreamzone. They may peer into this unusual realm in their deepest sleep. In such cases, the events they will participate in will be merely illusion, having no physical effect upon them. However, the psychological aspects of dreaming can change the characters deeply. The Dreamzone brings the subconscious of its spectators to life; it is a place to confront fears or explore ambitions. For example, if a hero accidentally injured a bystander in the line of duty, he might come face-to-face with that person in his dreams, facing his guilt head-on and learning the peace of forgiveness. Is a character's origin related to the loss of a family member, driving the hero with a lust for vengeance? Perhaps he will meet his loved ones in the Dreamzone and come to grips with why he is risking his life. Or perhaps he will relive the fateful day when his parents were gunned down, fueling his anger and passion as a crimefighter. This kind of adventure helps explore and develop the personalities of the characters.

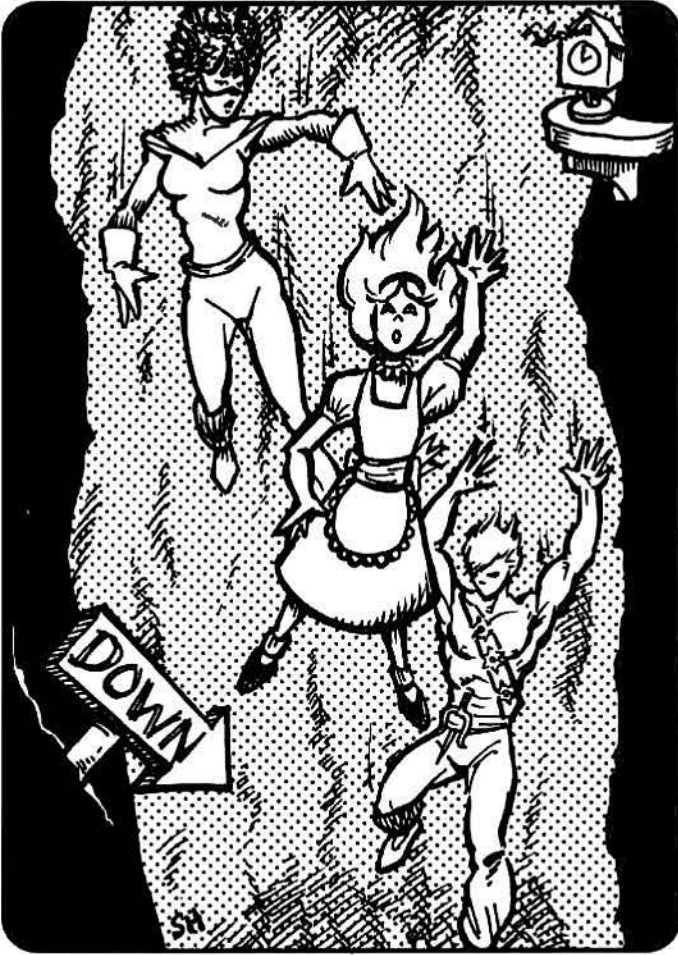
The GM should consider the heroes' Psychological Disadvantages and see if any are appropriate to explore in the form of a dream. Using the Champions as an example, Obsidian might dream of his homeworld and the Empire which he misses so greatly. Quantum might have an argument with her older brother regarding the deaths of her family, blaming him for his involvement with drugs and the violence which has been brought into her life. Defender may dream of his father and grandfather standing over him, judging his heroism harshly and pushing him to give even

more. Solitaire may experience the loneliness and abandonment that she believes would come if she ever let her teammates down. These elements can easily be added to other adventures in the Dreamzone, or can form the basis for an entire scenario. The emphasis is on role-playing rather than action, and the result is a deeper understanding of the character for everyone involved.

Characters with Telepathy may also be able to join in the dream of another character by establishing a Telepathic link with the sleeper. However, it is the sleeping character's dream; the Telepath is merely an observer. This may provide a way for the heroes to gain information locked in a victim's subconscious, though the GM must be careful that this opportunity is not abused.

VISITING DREAMZONE PHYSICALLY

The GM may also choose to have the heroes visit the Dreamzone physically, not merely for psychological drama but for action as well. Getting to the Dreamzone may be tricky, however. Certainly normal Extra-Dimensional Travel will work, and it may be possible that magical gates between the worlds will link the Dreamzone with our world. However, gateways to the Dreamzone, though rare, should be found in common settings. For example, that old mirror in the hero's attic could actually be a doorway to the zone. One afternoon, as the hero is cleaning the attic, he notices that in his reflection, he is wearing a musketeer's outfit and carrying a rapier. Touching the mirror, the hero is whisked away to the Dreamzone, where he finds himself in an illusionary Paris. Or perhaps, as a child, a hero remembers having a wonderful time playing with imaginary friends in a small cave near his home. Upon further investigation, he can discover that his imaginary friends aren't all that imaginary — the cave is actually a gate into the Dreamzone! Alternately, if our heroes are hot on the trail of the Bogeyman, they may follow him back through a child's closet to the world of Dreams. Though the Bogeyman does not usually transport characters other than himself, the GM may wish to alter this in favor of a chase across the dimensions. In any case, getting to the Dreamzone should be something of a novelty, as heroes discover that the dreams they once thought was commonplace are actually an extraordinary bridge between the dimensions.



ELEMENTS OF DREAMS

There are several elements which are common to dreams, and the GM is encouraged to consider these when creating adventures for the Dreamzone. One such element is the presence of water or another liquid. Usually the liquid is experienced kinetically; the dreamer will not only see it, but he will usually touch it in some way. Sensations of swimming are not uncommon, and in terms of nightmares, these sensations may involve drowning in an ocean that has no surface, no matter how high the dreamer swims.

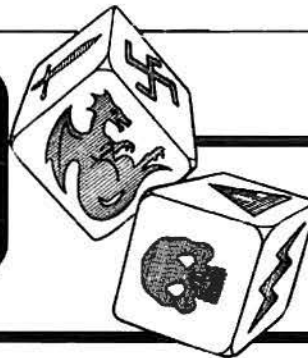
Another common element is the sensation of falling or flight. Alice experienced this most vividly when she followed the White Rabbit down his hole, and Scrooge encountered it when he was led by the ghosts to fly high over London. Frequently, the feeling of falling is felt both when the characters enter the Dreamzone and when they eventually leave. Additionally, the GM may choose to have the visitors' Dream Pools simply operate as Flight until the characters gain better control of them.

Other recognized elements of dreams include breaking traditional taboos, such as exhibitionism, breaking the law without getting caught, standing up to one's boss, etc. Dreamers may also find themselves chasing after something that cannot be caught (i.e., always running after the train at a station as it pulls away), or talking with objects or animals (a very common occurrence in Oz and Wonderland).

With regards to nightmares, certain elements are also common. Most notable is the feeling of being chased without being able to move. The dreamer is aware that something is trying to get him, yet he can only run in place, or cannot move at all. Another common nightmare involves something hideous always lurking around the next corner or behind the curtain, though the actual monster is never seen. Thus, the sleeper progresses through his dream with a feeling of dread, waiting for something terrible to show itself, yet never knowing where the horror will come from. Other common nightmarish elements include being burned, drowning, being publicly embarrassed, being unable to scream in the face of something horrible, and re-experiencing childhood traumas. The GM should utilize these elements whenever the heroes are not exerting control over the Dreamzone and altering their setting.

Regardless of whether the dream is pleasant, terrifying, or simply bizarre, the GM should remember that most dreams are linear — that is, the action usually progresses from a beginning to a conclusion, with several pre-planned stops along the way. The visitors usually do not have many choices with regards to what to do next. Instead, they will often have to overcome one obstacle, then progress to the next. However, the GM may allow the heroes to override the linear sequence of the dream by exerting their own will over the Dreamzone. In such cases, the storyline may change completely, and the GM should be prepared to improvise new obstacles.

SCENARIOS



The following are several adventure suggestions which can be incorporated into the heroes' visit to the Dreamzone. The first adventure involves the heroes' initial experience in the Dreamzone. The second, a longer adventure, details the heroes' pursuit of the Dimension Man through a world of odd characters and absurd locations. Other adventures in the Dreamzone are provided for return visits, including rescuing the Sandman and a run-in with the deadly Bogeyman, as well as inspiration which can help the GM create his own scenarios. As always, the GM is encouraged to adapt the adventures to fit his desires and the style of his players.

ENTRANCE: AN EXERCISE IN NIGHTMARE

When our heroes first arrive, they find themselves standing on an infinite, gray plane. The landscape is featureless, as is the shadowy sky overhead. Traces of glowing, white mist dance lazily about them, and the world is very silent. Each of the heroes has the unusual sensation that he has seen this place before, though none of them recognize it immediately. Everything seems somewhat murky and out of focus, as if the heroes were looking through smudged glasses. The sound of their voices echoes slightly, and their sense of touch is slightly dulled.

As they consider where they might be, they hear the frightened voice of the child off in the distance. Being heroes, they do not hesitate to track down the source of the pitiful plea. As they rush through the mists, they suddenly come upon a large, gray door with a shiny brass handle. The door is standing alone in space, not connected to any walls. The heroes may even walk a circle around the doorframe, discovering that it seems to lead nowhere. And yet, they hear the sounds of a child crying beyond the door.

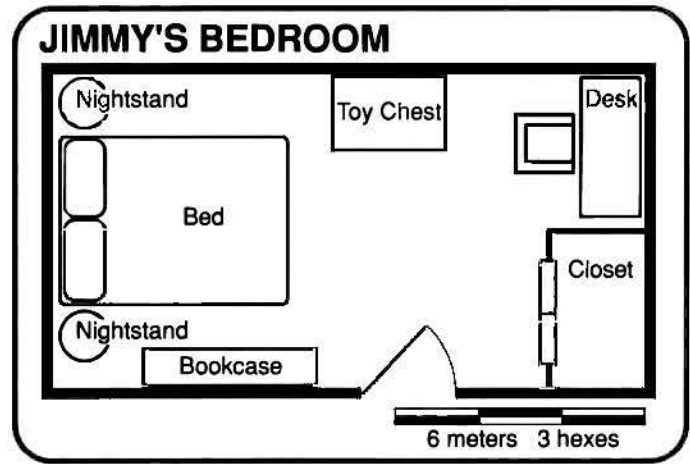


Once opened, the doorway leads into a child's bedroom, though all of the furnishings are nearly three times the expected size. (The heroes have entered a child's nightmare, and the surroundings are seen from the child's perspective. Thus, everything is larger than life.) The child, whose voice they have followed, crouches near the pillows at the head of the bed, clutching desperately to a stuffed bear. With a successful Perception Roll, the heroes may notice that the bear's expressions seem almost lifelike, mimicking the terror of the boy. The room is dark; only the glow of a large night-light illuminates the surroundings.

The boy, whose name is Jimmy, turns to the heroes and asks for their help. He tells them that there is a monster under his bed, waiting to come out and "get him." If asked for a description of the monster, Jimmy is unsure; he thinks it has tentacles and big fangs, but he is too frightened to look. If questioned, Jimmy tells the heroes that he has been calling for his mother and father, but neither of them has come to help. He also mentions that he asked another man who came by, but the man just closed the door and ran off. (If questioned, Jimmy can give a description that fits Dimension Man.) Jimmy has no idea of how long he has been on his bed, waiting for the monster to come out, nor will he believe any suggestions that he might be dreaming and should simply wake up. From all appearances, the boy is genuine and his terror is very real.

Demonstrating the valor and courage of true heroes, the PCs should agree to help the boy, and at least check under the bed for him. Moving the bedspread aside, the heroes can enter the space beneath the bed, though they have to crouch down as the space is only 1 hex high. The area beneath the bed, which covers a 3-hex by 2-hex area, is pitch black (treat as Darkness vs. normal sight), though a successful hearing Perception Roll will detect the sounds of heavy breathing in the gloom.

As the heroes quickly discover, the child is quite correct; there is, indeed, a monster waiting under the bed, and it will enthusiastically attack the characters upon discovery. The beast appears to be a shaggy mound of sweaty black fur, with two eyestalks — each supporting a horrible, bloodshot yellow eye. The monster's mouth stretches across its body, and is filled with several rows of razor-sharp teeth. Its body is three feet high and six feet wide, with hundreds of centipede-like legs supporting its weight. Eight sickly green tentacles stretch forth from the top of its body, hoping to grab unwary prey and draw them into its gaping maw. Once the heroes enter its domain beneath Jimmy's bed, the creature lunges forward and attempt to grab and devour them. The beast can be hurt by most physical and energy attacks, though it can take an enormous amount of damage before collapsing.



The Thing Under the Bed will use its tentacles to grab characters and pull them toward its mouth for its deadly biting attack. It will never grab more than one character at a time; it simply isn't that smart. However, it will snarl at all of the heroes with threatening ferocity, perhaps reminding them of their own childhood nightmares. The creature will be loathe to leave it's domain and venture into the room after fleeing heroes; not only is it extremely territorial, but it will begin to wither each turn away from its home. If the heroes discover this weakness, they may use it to defeat the monster by dragging it out from under the bed and trapping it elsewhere in the room. Of course, once the beast leaves its home, it may very well turn on Jimmy, and the heroes will have an innocent and very fragile boy to protect (use the "Small Children" stats from the *HERO System Rulesbook* to simulate Jimmy in combat). Assuming he's not in danger, Jimmy will cheer the heroes on throughout the battle, shouting, "Get him! Tear his head off! Blow him away!" and other such encouragements. Once the battle is over and the monster is defeated, Jimmy will thank the heroes enthusiastically. The entire scene will then fade from view, leaving the heroes once more in the gray, haunting world of the Dreamzone.

TOUR OF ABSURDITY

Without an individual controlling the environment of the Dreamzone, the place can be fairly chaotic. The zone will identify memories, desires, and fears of any visitors, and conform itself accordingly. In *Tour of Absurdity*, the Dreamzone taps into the minds of several of the heroes, picking a chaotic patchwork of memories and ideas, and then weaves them into a confusing barrage of strange, impossible events. The effect is similar to Alice's adventures in Wonderland, with bizarre creatures and uncanny experiences.

THE THING UNDER THE BED					
Val	Char	Cost	100+	Disadvantages	
50	STR	40	25	Berserk when someone comes under the bed 14-, 8-	
18	DEX	24		Thrives on fear	
30	CON	40	15	Hates leaving home under the bed	
20	BODY	20	20	No fingers for fine manipulation	
5	INT	-5		Dependence: 1d6/turn when not under the bed	
10	EGO	0	10	Distinctive Features, not concealable, extreme reaction	
25	PRE	15	20	Reputation 11-	
4	COM	-3		Watched by Jimmy, 14-	
15	PD	5	25	2d6 Unluck	
15	ED	9		Monster Bonus	
8	SPD	52	10		
16	REC	0	8		
100	END	20	15		
60	STUN	0	109		
Cost	Powers			END	
17	1 1/2d6 HKA (3d6 w/STR), Only to grabbed victim(-1/2)			2(5)	
120	Damage Reduction: 75% Resistant PD & ED				
10	Flash Defense, 10 points				
5	Lack of Weakness, -5				
13	Mental Defense, 15 total points				
10	Power Defense, 10 points				
18	+9" Running (15" total)				
10	Clinging (50 STR)			0	
5	Infrared Vision				
5	Discriminatory Smell				
5	Extra Limbs (8 tentacles, hundreds of legs)				
4	+2 with Grab Maneuver				
15	+3 with H-to-H combat				
3	Lightsleep				
OCV: 6; DCV: 6; ECV: 3; Phases: 2,3,5,6,8,9,11,12					
Costs:	Char	Powers	Total	Disads	Base
	217	+ 240	= 457	= 357	+ 100

A GUIDE THROUGH THE CHAOS

The heroes may wander through the gray void of the Dreamzone quite some time before the zone creates an environment for them. They will know that they are in a realm of dreams from their experience with Jimmy's nightmare, though they may be unsure of what to do next. Furthermore, they may wonder which way the Dimension Man has gone and how they can find him in the mists of the zone.

As the heroes wander, a large parrot lands on top of one hero's heads and begins cackling, "Polly want a cracker! Polly want a cracker!" Of course, this is really a Dream Shadow shapechanged to resemble a parrot, with his Power Pool points distributed as follows:

POLLY				
STR: 1	DEX: 21	CON: 3	BODY: 3	INT: 10
EGO: 10	PRE: 10	COM: 20	PD: 2	ED: 2
SPD: 5	REC: 5	END: 20	STUN: 10	COST: 31
Powers: 3 levels Shrinking (.25m, .2kg, -6 vs. PER, +6 CV, +9 KB), 1 pip HKA (peck/claw), 15" Flight (OAF — wings), +3 Perception with sight (14-), Telescopic Vision, +6 vs. Range penalties, +5 levels with Move-By. Total: 136				
100+ Disadvantages: Same as Normal Dream Shadows				

The Parrot pesters the heroes, refusing to say anything else, until they either give him a cracker or tell him that they don't have one. If the heroes simply walk away, the Parrot follows them, landing on their shoulders, pecking at their ears, and demanding that they pay him attention. If the heroes tell him that they have no food, the Parrot says, "Wish one up! Wish one up!" The Parrot will continue to urge the players to discover the Dream Pool abilities and create a cracker for him.

Polly will serve as a guide for the heroes throughout their adventures in the Dreamzone. He may offer them suggestions and bait them into exploring their new abilities in the zone, though he never utters a sentence of more than three or four words. It is important that the GM roleplay Polly enthusiastically, encouraging the heroes to develop something of a friendship with the bird. Not only does Polly serve as a guide throughout the heroes' travels, but he will eventually become a victim for the Bogeyman, providing a reason for the heroes to fight the villain.

THE ADVENTURE BEGINS

When the heroes first begin expressing a desire to find the Dimension Man, they come across a wooden road sign standing in the middle of nowhere. Dozens of signs posted to the pole will point to various fictional locations, such as Oz, Wonderland, and Narnia, as well as places the characters have never heard of before, such as the Goblin's Garden, the Black Labyrinth, Clownskeep, the Bog of Despair, etc. (These are from Dimension Man's imagination.) Atop the pole is a brass ornament with the face of an old man.



As the heroes read the signs, the face suddenly comes to life, clearing its throat and speaking to them in a thick British accent. "Harumph! And who are you?" the Pole questions. The face on the Pole assumes an arrogant, indifferent expression, seeming uninterested in whatever response the heroes give. In fact, the entire demeanor of the Pole is pompous and condescending. "And what are you doing here? You really don't belong, you know. This place is reserved for dreamers and visionaries, not for scruffy little nomads such as yourself. Why have you come to the Dreamzone?"

If the heroes respond defensively to the Pole, it will continue to insult them and their costumes, calling them "gaudy, tacky, filthy little mongrels." However, if they tell the Pole that they are looking for the Dimension Man, he will tell them that the Dimension Man has gone across the Great Field of Battle toward the Queen's Garden, but that the heroes should not follow him. "It is far too dangerous for helpless vagabonds such as you," the Pole warns. "You should probably just sit here until your mothers come and take you home. Now, that would be much more pleasant than the Great Field of Battle, wouldn't it? Imagine the smell of fresh-baked muffins and scones, with the sweet taste of raspberry jam. And how wonderful it would be to snuggle under a goose down quilt near a crackling fire..." The Pole will continue listing off cozy comforts without end, hoping to persuade the heroes to avoid the Great Field of Battle. Of course, the heroes will undoubtedly decide to follow the Dimension Man, and the Pole will reluctantly point out the way with one of its signs.

A LITTLE GAME OF CHESS

As the heroes walk away from the Pole and back into the shimmering mists, they begin to hear the distant, echoing sound of metal clashing against metal. Heading toward the sound, they discover that the ground beneath them has become large black and white marble tiles, forming a checkerboard pattern as far as the eye can see.

Eventually, the heroes discover the source of the metallic clatter. For there, doing fierce battle, are two Knights on strange, horse-like steeds. One Knight is dressed in armor as black as pitch; the other rides in armor as white as snow. Each Knight carries a long, sharp lance and rides floating slabs of marble sculpted to resemble horses in battle. Watching the battle carefully is a hippopotamus, standing up on two feet, and wearing a striped referee's shirt. He blows his whistle loudly whenever one of the Knights touches the other with his lance. The Referee is a grumpy hippo, watching carefully for every sign of cheating. In a rich, deep voice the Referee bellows such calls as, "Two points off for unfair spur use!" or, "Good strike for white! That's 37 to 26!" If he catches a glimpse of the heroes on the Great Field, he waves his arms, throws a yellow flag to the ground, and shouts, "No spectators on the Field! Are you crazy?! Get off the Field this instant!"

As the heroes survey the scene, the Parrot will fly to the sky, shouting, "Look out! Look out! The Rooks! The Rooks!" Suddenly the heroes will find themselves in the midst of a perilous battle between giant chess figures. Stone towers, rising twelve feet above the marble floor, will glide toward them from each side while tiny, unseen archers spew a barrage of little arrows at them. In the distance, footsoldier Pawns and gilded Bishops will slide toward them out of the mist, and the heroes will have to face very real and dangerous opponents.

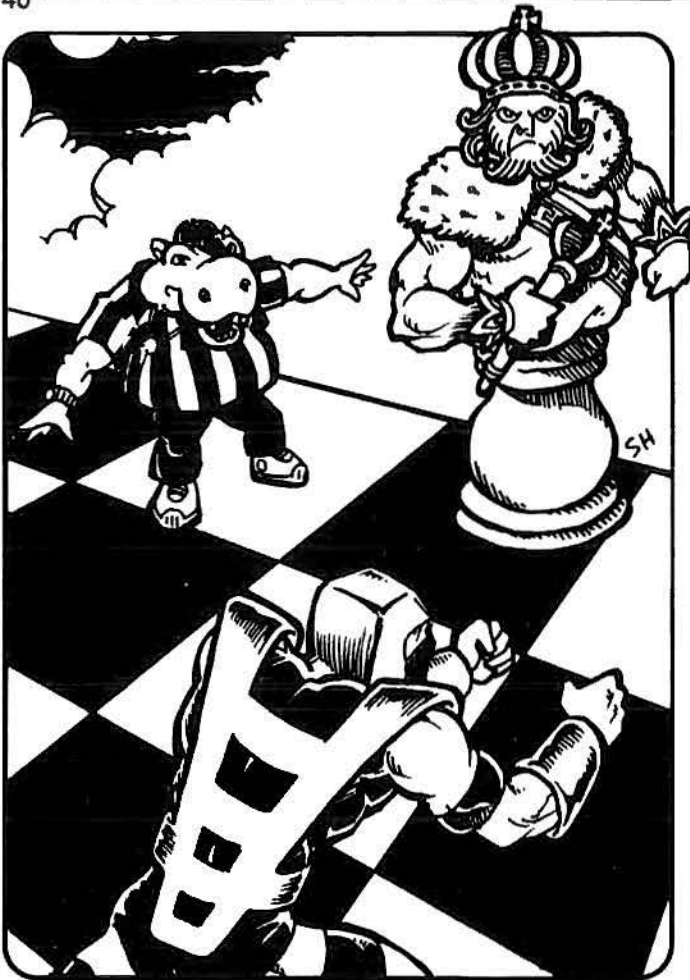
Though the heroes may not realize it, the chess pieces themselves are not their enemies; they are merely the weapons of the true foe: the Great Field itself. The Great Field of Battle is very much alive, staging mock battles with its figurines and being violently offended that the heroes would step foot on its surface. The various chess pieces are all extensions of the Great Field, and the Field will use them to wage war on the heroes. The Great Field has a SPD of 12 and can move a single chess piece each Segment. However, these figures can only move in the pattern of their corresponding chess pieces. That is, the Knights can only move in "L" shapes, the Bishops can only move diagonally, Rooks can only slide at right angles, the Pawns can only move forward, etc. Heroes may avoid the attack of a particular piece by moving to a location beyond its reach. However, the Great Field may compensate by choosing to move a different piece. Once the players understand what they're up against, the GM may wish to use an actual chess board as a visual aid to play out the encounter. Each square is four meters wide, and the GM may use counters to represent the heroes while the actual chess pieces represent their foes.

Attacks against any of the chess pieces will damage the Great Field itself. For each point of BODY damage done against a figure, one of the pieces will be removed from the battle (usually the piece that the heroes are fighting against; otherwise choose one randomly).

THE GREAT FIELD OF BATTLE

Val	Char	Cost	100+	Disadvantages	
26*	STR	-9	25	Berserk when spectators are on the field 14-, 8-	
26	DEX	24		Loves wargames	
23	CON	26	25	Immobile	
37*	BODY	44	20	Distinctive Features, not concealable	
20	INT	10	15	Watched by Referee, 14-NPC Bonus	
26	EGO	44			
10	PRE	0	3		
10	COM	0	344		
15	PD	15			
15	ED	10			
12	SPD	84			
5	REC	0			
100	END	27			
105*	STUN	55			
*Characteristics From Growth Already Figured In					
Cost	Powers			END	
32	Multipower — Chess pieces (40 pts.), Loses one piece for each point of BODY damage (-1/4)				
3u	• PAWN: +40 STR			5	
3u	• ROOK: 1d6+1 HKA, Affects Desolid (+1/2), Armor Piercing (+1/2)			5	
3u	• KNIGHT: 2 1/2d6 HKA			5	
3u	• BISHOP: 4d6 EGO Attack			5	
3u	• QUEEN: 4d6 NND (Not vs. deaf/ear coverings)			5	
3u	• KING: 2d6 Transformation (Into another Pawn), +2 OCV with attack			5	
10	Flash Defense (10 points)				
25	Mental Defense (30 points)				
100	5 levels Growth (32m long x 32m wide x 2m thick), 0 END Persistent (+1), always on (-1/2)			0	
4	28 Extra Limbs (chess pieces), movement limited to real chess moves (-1/4)				
35	360° Spatial Awareness				
15	Damage Resistance (15 PD, 15 ED)				
13	KS: Chess 18-				
OCV: 6; DCV: 6; ECV: 9; Phases: 1,2,3,4,5,6,7,8,9,10,11,12					
Costs:					
	Char	Powers	Total	Disad	Base
	330	+ 252	= 582	= 432	+ 150

Each of the Pawns, which move only straight forward, carries a brass club with which to pound on the heroes. The Rooks, moving forwards, backwards, or sideways, are tall towers firing tiny arrows at their opponents. The Knights, as the heroes have seen, are armed with sharp lances and only move in "L" shapes. The Bishops, tall figures dressed in brass and ivory, move only diagonally and can stare the heroes down with their guilt-producing EGO Attacks. The two Queens, who can move over great distances in any direction, are nagging women. Their very voices cause pain to any who are able to hear them. And the two Kings, appearing as proud, overweight monarches, can move only one tile at a time in any direction. They have the ability to "knight" a hero with their scepters, turning the victim into a pawn under the direction of the Great Field. The transformation can be reversed by destroying the Kings in battle.



The Great Field will continue to battle the heroes in a berserker rage while the Referee (a Dream Shadow shape changed into a talking hippopotamus) shouts out various calls, penalties, scores, etc. Throughout the battle, the Parrot will urge the heroes to use their Dream Pool powers. The Parrot will cackle such suggestions as, "Make a shield! Make a shield!" or, "Sculpt a sword! Sculpt a sword!" The entire experience is provided as an opportunity for the heroes to explore their new dream powers, and the GM should reward creativity. Perhaps a hero will turn a black tile into tar (treat as an Entangle), change the tile's color to inhibit the chess pieces movement (cosmetic Transformation), or teleport a chess piece away from himself (Teleport, usable against others). The Dream Pools may turn the Knights' lances into toothpicks (Suppress vs. that slot of the Great Field's Multipower) or even create flying steeds for the heroes to ride (Flight). Almost anything is possible, and the Parrot will help to encourage the heroes to be imaginative.

If, during the battle, the heroes attempt to gain information from any of the pieces or from the Referee, the Hippopotamus will bellow, "Fraternizing! Forfeit a point!" When the battle is over and the chess pieces of the Great Field are destroyed, the Referee will congratulate the heroes and reward them with shiny gold medals bearing the impression of a beautiful, smiling queen. The Hippopotamus will ramble on about how impressive the battle was. "Never before have I seen such strategy! The way you threw that Bishop at the Rook was simply beautiful!" If the players ask about the location of the Dimension Man, the Hippo will tell them that

he does remember another spectator running through the Great Field just shortly before the heroes arrived. He will point off to the horizon, telling the heroes that the spectator ran off that way, toward the Queen's Garden. But he will warn the characters to go another direction. "That way leads through the Bog of Despair! No one can make it through there and live! Better to turn back now than to risk the mud pits and depression." If the heroes ask about another path toward the Queen's Garden, the hippo will tell them that the only way is through the Bog, and that's just too dangerous. Thus, if the players wish to continue their pursuit of the Dimension Man, they have only one choice: head to the Bog of Despair.

A TREK THROUGH DESPAIR

As the heroes leave the Great Field, they will find themselves walking once again through the gray void of the Dreamzone. Soon the ground under their feet will become soft and muddy, and the sky overhead grows dark. Only the sounds of their own footsteps marching through the mud and puddles breaks the unnerving silence. Before long, large willows will drape overhead while reeds and tall grass will line their path. Off to the sides, hidden in the marsh, the heroes can hear bubbling mud. The air smells musty, and fireflies will begin to swarm about them. As they continue to walk into the heart of the Bog of Despair, each hero will feel his spirits sink as depression and discouragement fills his heart. Their pace will probably grow slower, and each hero may feel the urge to engage in self-pity.

Soon they will come across a newspaper lying in their path. The headline reads, "Heroes Go Home!" The lead story will tell of a Gallup poll showing that nine out of ten people are terrified of superheroes and the danger that their activities puts the world in. Most people resent the presence of superheroes, and name the players' characters as examples. If the heroes have had any adventures which resulted in lots of property damage or possibly the injury or deaths of innocent bystanders, these incidents are cited in the article. The article will conclude with mention of an upcoming meeting of the United Nations to discuss how to eliminate all superheroes and villains from the world. All other articles in the newspaper will be blurry and impossible to read.



The GM should be creative in designing depressing events from the heroes' past to confront them with. Have any of the characters experienced tragedy in their lives? Then they should confront their personal tragedies face to face. For example, if a hero began his career to avenge the deaths of his parents, then his parents' tombstones will be found crumbling in the marsh. A hero's spouse or boyfriend/girlfriend may appear, saying that she hates the hero for endangering her in the line of duty. "How dare you risk my life just to play 'Super Boy Scout!' What if one of those psychos you fight learned your secret identity and came after me? I hate you, and I never want to see you again!"

With each depressing experience the heroes encounter, they will find themselves sinking deeper and deeper into the bog. At first, the mud around their feet will feel thick and sticky, making it difficult to plod through. As time goes on, they will find themselves up to their knees in mud. With each picture of despair, they will sink deeper and deeper into the marsh, and soon they will be stuck there, wallowing in self-pity. All of this is the direct effect of the Bog itself. The Bog of Despair works a powerful Mind Control on all characters who enter it. This Mind Control causes the characters both to feel sorry for themselves and resist leaving the Bog. Statistically, the power works as follows:

Cost	Powers	END
56	12d6 Mind Control, Nonselective Area Effect 48" radius (+1 1/2), Telepathic command (+1/4), 0 END Persistent (+1), Always On (-1/2), One command: self-pity (-1/2), No Conscious Control (-2)	0
50	12d6 Mind Control, Nonselective Area Effect 48" radius (+1 1/2), No verbal command (+1/4), 0 END Persistent (+1), Linked to first Mind Control (-1/2), Always On (-1/2), One command: remain in Bog of Despair (-1/2), No Conscious Control (-2)	0
106	Total Points	

Because the heroes will be attempting to move through the Bog of Despair toward the Queen's Garden, the Bog is commanding them to do something they are normally against doing. Thus, the Bog will need to roll at least the target's EGO +20 to take effect. The heroes will be aware of their increasing tendency towards apathy and self-pity, but must make a successful EGO roll against the effects of the Mind Control in order to leave the Bog. Until they are successful, they will sink deeper and deeper into the mud.

Throughout their time in the Bog of Despair, the heroes may notice the absence of their Parrot companion. The Parrot will have flown over the Bog and be waiting for them at the other side. Once the heroes are free from the effects of the Bog, the Parrot will cry, "He went that-a-way! He went that-a-way!" The Parrot will continue to circle ahead of the heroes, leading them once more into the gray void of the Dreamzone and towards the Queen's Garden.

A PLEA FOR HELP

As the heroes move in the direction of the Queen's Garden, they will notice a ripple in the "ground" of the Dreamzone that is moving toward them. The ripple will be approximately 1/4 foot wide and only a few inches high. It is leaving a bumpy trail in its wake that extends beyond the mists. As it grows nearer, the little face of a gopher will pop up, gasping for breath and looking frightened. The Gopher will be wearing a miner's helmet, complete with headlamp, denim overalls, and heavy leather work gloves. A bright red bandana is tied around his neck.

"Thank heavens you've come!" he shouts with a frantic tone in his voice. "That other stranger found his way into Her Majesty's Garden! He's already taken the Queen's jeweled crown and is starting to re-sculpt the statuary. You've got to help her!"

If questioned further, the Gopher will offer to lead the heroes to the gates of the Garden and show them where the key is hidden. He'll tell the heroes that the Dimension Man is robbing the Queen and demanding that she show him the secret way out of the Garden and back into the real world. The Gopher will sound desperate, and the Parrot will begin cawing, "Hurry! Help the Queen! Help the Queen!"

IN THE QUEEN'S GARDEN

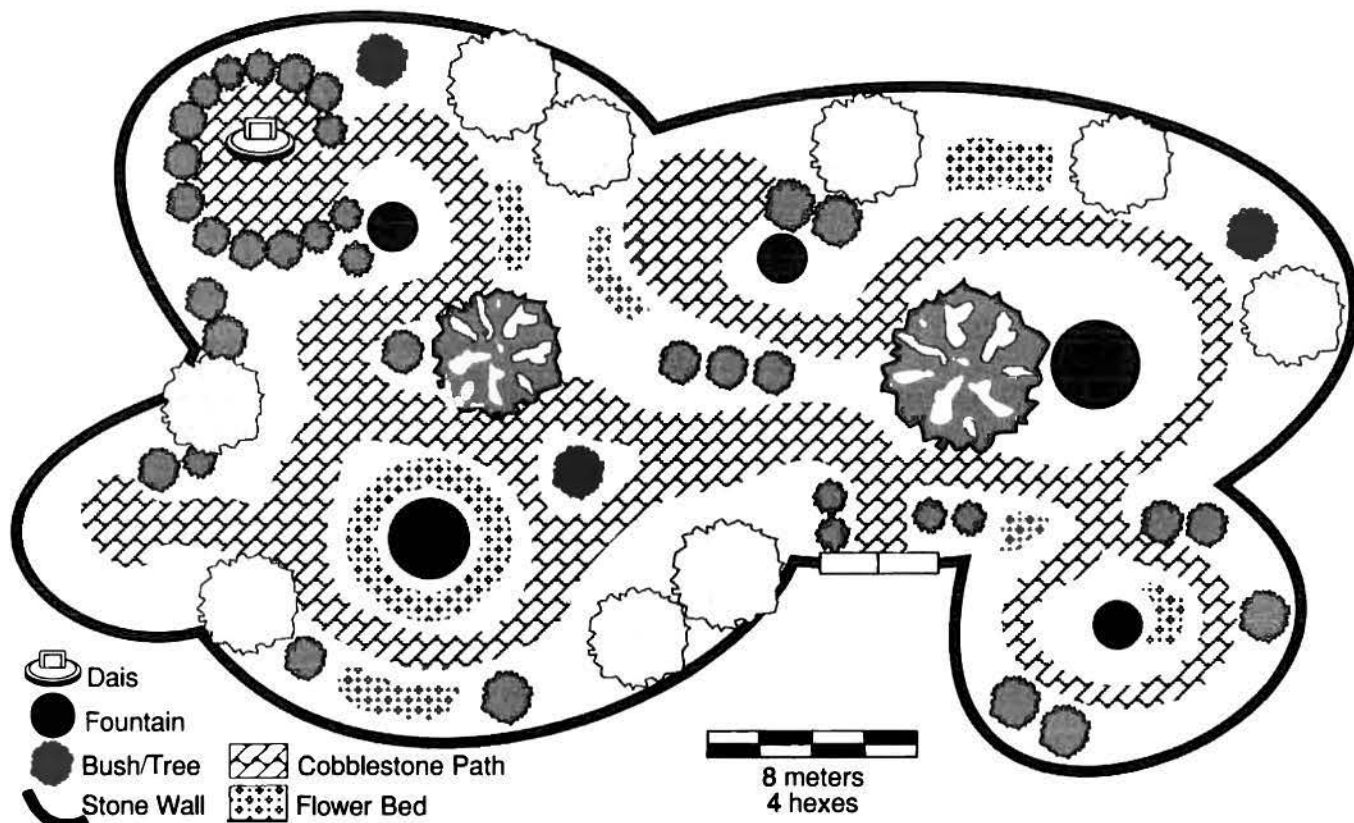
The heroes will follow the bumpy trail left by the Gopher to the Garden gates. As they approach the Garden, they will see the high, stone walls that surround the Queen's private sanctuary. The faint sounds of singing can be heard beyond the wall. The walls stand 4 meters high and are made of tightly fitting white boulders. If a hero attempts to fly above the stone wall, he will see only the misty gray of the Dreamzone beyond. The only way to enter the Garden is by passing through the gate.

The gate is made of polished silver, with pearls and quartz set in. It has an enormous face sculpted in its center with a large keyhole in its open mouth. If the Gopher has come along, he will show the heroes the loose stone on the left side of the gate which holds the oversized silver key. If the heroes have come alone, they will either have to search for the key themselves (at a -2 to their Perception Rolls) or return for the Gopher's help. No amount of force will open the gate without the key. Blasting a hole through the door or walls will simply lead to the gray void of the Dreamzone; the gate must be opened with the key in order to actually enter the Garden. As the heroes reach to put the key in the face's mouth, the gate will say "Aaaahhh," and swallow the key whole. The doors will swing inward, revealing the remarkable Garden of the Queen.

As the gate opens, the heroes will be dazzled by the richness of colors beyond. At first glance, the Garden is filled with beautiful trees and brightly colored flowers. The sounds of cheerful singing fill the air; the occasional sparrow and bluebird flutter between the trees. The distinct scent of honey fills the air, and the heroes cannot help but feel that the Garden is a happy place.

As they enter the Garden, the source of the singing will become evident. Each of the flowers in the Garden has a happy little face, and they are continually singing "You Are My Sunshine" over and over again. At first, it may be amusing to the heroes. But as they remain in the Garden, the squeaky little voices of the flowers will become annoying. The flowers only know the one song, and though they can sing it in four-part harmony, they will not desist no matter how much the heroes beg them. The trees will sway gently in time to the music, and the birds will chirp merrily along.

THE QUEEN'S GARDEN



A cobblestone path winds throughout the mossy carpet of the Garden, encircling the large willows, oaks, and five marble fountains. The vines, bushes, and flowerbeds throughout the Garden make it difficult to see for more than a few yards, and the noise of the singing forces the heroes to shout to hear one another. The fountains in the Garden bubble joyously, spraying clear blue water high into the air and overflowing their marble basins. However, the fountains have been altered to fit the egotistical taste of the Dimension Man. With a successful Perception Roll, the heroes will notice that the statuary on the fountains now resembles the Dimension Man himself. Since his arrival in the Dreamzone, the Dimension Man has not only learned how to use his Dream Pool powers, but has also discovered the secrets of manipulating the environment around him. When he reached the Garden, the Dimension Man practiced his talents and reworked all the sculpture to his own image. He has continued to develop proficiency with his Dream Pool abilities, and now the entire Garden is going mad from his meddling.

The Queen's Garden is inhabited by dozens of little Fairies, talking Butterflies, Boggles, and other mythological creatures. As the heroes enter the Garden, a stubby little gnome will approach them. His hands have been tied behind his back, and duct tape is stretched across his bearded mouth. Pinned to his chest is a large button reading "Dimension Man for King." He will try and push past the heroes, fleeing the Garden as fast as his little feet will carry him. If the heroes detain him and remove the tape from his mouth, he

will cry out (in a Bronx accent), "Get me outta here! Dat joiks trying to take over da whole Garden. He's already got da Queen and her jewels, and now he wants da rest of us. What noive!" The Gnome will be reluctant to help the heroes, arguing that the Dimension Man might turn him into a flamingo or something. However, if the heroes try patriotic, persuasive speech (eg. "But think of the Queen, man! She needs you!"), the Gnome will agree to show the heroes the way to Her Majesty's throne.

The path through the Garden will be hostile. Vines will stretch across the cobblestones to trip up the heroes, and trees will drop nuts on their heads. Occasionally a fairy or two will flutter by, spitting webs of silk in their eyes. Boggles will shout abuses at them from their toadstool perches, and the Gnome will curse back, saying, "Shaddup, ya stinkin' toady! Dey're tryin' ta help Her Ladyship!" Scattered about the Garden are propagandapamphlets saying, "Dimension Man, he's your man; if he can't do it, no one can!" None of this will actually impede the heroes' progress, though it will make the walk unpleasant. When the heroes cut through the vines, the nearby flowers will shriek with pain. When the pixies bother the group, the heroes may swat them with the back of their hands, sending the annoying faeries reeling into a nearby fountain (the Gnome may join in on this). The heroes should have the feeling that the entire balance of the Garden has been upset.

Eventually, the heroes will make it through the Garden to the small grotto in the northwest corner. There, sitting on a white marble throne atop a tiered dais, is a gorilla in a royal gown, holding the Queen's scepter. (Just moments before the heroes' arrival, the Dimension Man stole the royal jewels and persuaded the Queen to tell him the secret of leaving the Dreamzone and returning to his home world. Once he retrieved that information, he used his Dream Pool to transform the Queen into a silly primate.) As the heroes enter the Queen's grotto, they will be just in time to see the Dimension Man say, "Ta ta!" and vanish in a puff of smoke.

The Gnome, horrified by the Queen's transformation, will rush to her side. However, as he gets close, the Parrot will cry out, "The Queen's scepter! The Queen's scepter!" and the Gorilla will wave the scepter at the Gnome. Flashes of scintillating light will stream forth at the Gnome, changing him into a cow as he cries out to the heroes to save him. The Gorilla will then turn its attention to the heroes, hiking up its skirt, waving its scepter and preparing to wreak havoc.

The Queen's scepter has the power to transform any living creature into any random form, be it fish, bird, mammal, or even mythological beast. In the gorilla's hands, the scepter will be out of control. The Queen, in her gorilla form, will battle the heroes, trying to turn them into all manners of creatures. Only healing the BODY from the Transformation Attack or a kiss from the Queen in her true form will reverse the power of the scepter.

There are several ways that the heroes can defeat the Gorilla/Queen. If they take away her magic scepter, she will be a mere gorilla and easy to defeat. Alternately, they can attempt to subdue her with pure force, though the GM should emphasize the comical nature of such a battle (i.e., "You charge at the Gorilla, tearing the sleeve off her evening gown with your Move-By," "As the Gorilla growls, she parts her bright red lips and bears her pearly whites — perfect matches for the necklace," or "The Gorilla seems to be having trouble running in high heels"). Should any of the heroes be struck by the scintillating beam of the scepter, they will begin to feel themselves change into a random creature of the GM's choosing. Perhaps they will become ostriches or potted ferns or even microwave ovens. This effect can be reversed by healing the BODY taken from the Transformation attack, or by simply waiting for the healing to occur naturally over time.

Heroes who wish to use their Dream Pools as a Transformation Attack to change the Gorilla back will soon realize that they have never seen the Queen, and have no idea of what to change the Gorilla into. The only way to truly return the Queen to her natural state is to try their luck with the Queen's scepter. Of course, the scepter is a very unstable thing, and the heroes will have no control over what the transformed results will be. The GM should allow the scepter to change the Gorilla into three or four other creatures before turning her back into the Queen. If the GM is feeling hostile, these forms could be hideous (consider using the sample forms for the Bogeyman listed earlier). If he is feeling benevolent, these forms could be amusing (i.e., a giant pink bunny, for example). The GM may even allow the scepter to turn the Queen into one of the heroes, making for a truly confusing mess. It is probably best that the GM use a variety of forms — some nasty, some amusing, and some just strange — to keep the heroes on their toes.

Eventually, once she is back to her normal self, the Queen will thank the heroes and give each of them a kiss on the cheek. She will then ask for their assistance in restoring her Garden to its proper form, urging them to use the Dream Pool powers to correct the statuary, untie the gnomes, etc. If the characters have not yet learned to extent of their power, the Queen will be glad to show them how it works. Once the Garden is restored, the Queen will ask the heroes to retrieve her royal crown and jewels from the Dimension Man.

If the characters ask her how to leave the Dreamzone, she will be surprised, asking how they got there in the first place if they don't know how to leave. However, with persistence, the Queen will tell them the secret. She will say that they've always had the power to leave from the moment of their arrival. Since the Dreamzone responds to their commands, they can simply wish up a door that leads home. By using their Dream Pools to provide Extra-Dimensional Travel capabilities, the heroes can either return to their own world or pursue the Dimension Man throughout the multiverse. The Queen will bid them farewell, and urge them to hurry back and have a proper tea with her sometime; she has a hatter and a hare that she'd like to introduce them to!

THE QUEEN/GORILLA					
Val	Char	Cost	100+	Disadvantages	
28	STR	18	20	Berserk when grotto is invaded	
18	DEX	24		11-, 8-	
20	CON	20	5	Loves bananas	
14	BODY	8	10	Cannot speak	
5	INT	-5	15	Distinctive Features, not concealable	
10	EGO	0			
20	PRE	10	3	Watched by Garden residents, 14-	
8	COM	-1			
10	PD	4			
7	ED	3			
4	SPD	12			
10	REC	0			
40	END	0			
39	STUN	1			
Cost		Powers		END	
19	3d6 Transformation into any creature (+1), Cumulative (+1/2), 32 charges (+1/4), No control over results (-1), activate 14- (-1/2), Side Effects: user takes full effect when scepter doesn't activate (-1), Independent (-2) (OAF — Scepter)			0	
10	1/2d6 HKA bite (1d6 w/STR)			1(2)	
10	+5" Running (11" total)			2	
10	10" Swinging			2	
5	Discriminatory Smell				
5	PS: Tree Travel 14-				
OCV: 6; DCV: 6; ECV: 3; Phases: 3,6,9,12					
Costs:					
Char	Powers	Total	Disads	Base	
94	+ 59	= 153	= 53	+ 100	

OPTIONS

If the GM wishes to use *Tour of Absurdity* without using the Dimension Man storyline, then the heroes' motivation in the Dreamzone will have to be changed. Instead of seeking for the Dimension Man or some other criminal, the heroes will simply be hunting for a way back home. Thus, the odd characters encountered along the way will tell the heroes that the Queen knows the secret of returning to the world of men, and they will point the treacherous way to Her Majesty's Garden. Once there, the heroes will discover that the Queen's own scepter has backfired, transforming her into a gorilla. The Gopher will warn the heroes that the Queen has "gone bananas," and the Gnome will declare, "She's gone Ape, I tell ya!" The heroes will then have to reverse the accidental transformation so the Queen can show them the secret of getting home.

RESCUE THE SANDMAN

Rescue the Sandman is a much more complex adventure than *Tour of Absurdity*. This time, heroes will have to struggle against the Dream Shadows and the Sandman himself in a twisted prison of the Bogeyman's design. And, throughout the struggle, the heroes will not have access to their Dream Pool powers, nor will they be able to manipulate the Dreamzone's environment. This time, they're on their own...

BACKGROUND

Two months ago, the Bogeyman came upon one of his greatest delights: a young child suffering from both a repressed paranoia as well as an overactive imagination. Clearly the youngster had seen too many horror movies, for the child was in constant fear of noises in the dark, strangers he had met, etc. Finding such innocent and raw fear, the Bogeyman decided to begin manipulating the child's dreams, showing the fears in vivid detail.

The child's parents have become quite concerned; every night their youngster wakes up screaming. Though the parents have asked about the nightmares, the child has not been able to remember the details. Then, just two weeks ago, the child was visited by the Bogeyman in person. The Bogeyman used his powers to shift into our world for a few moments. He woke the child, and then tore the bedroom apart. The child told his parents what happened, but they are no longer sure of what's going on.

GETTING INVOLVED

The child was brought to the Dream Center at the local university hospital. The GM should consider making the child one of the heroes' DNPCs, or at least a family member or close friend. Thus, the heroes will be brought in because of their personal ties. Otherwise, the heroes may learn of the problem from the local Dream Center staff, who have worked hard to identify the cause of the youngster's nightmares.

The child will tell the heroes that the monster from his or her dreams stepped into the bedroom and tore apart the furniture, drapes, toys, etc. The youngster will have seen through the Bogeyman's portal, and will accurately describe the Dreamzone's gray void beyond. If the heroes have been to the Dreamzone before, they will recognize the accuracy of the child's description. Otherwise, they may confirm the description with various mystics and parapsychologists in the area.

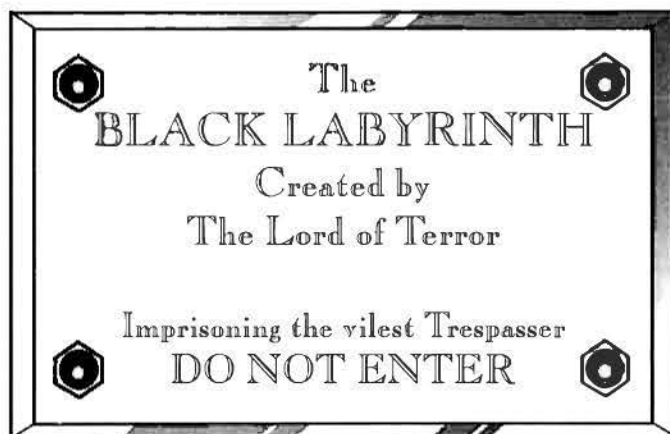
The doctors at the Dream Center will question if such a creature and place could truly exist. However, they have given the child a lie detector test and are convinced that something unnatural happened. One of the doctors, a child psychologist named Sarah Brewer, will acknowledge that she had similar experiences as a child, and recognizes the child's description of the monster that visited her. For years, she attributed the incidents to childhood trauma, but now she is unsure. Sarah remembers that the nightmares eventually ended when another person visited her in her sleep. He was a kind, fatherly figure dressed in brown robes, and he sprinkled a sparkling dust in her eyes which made her sleepy. Since that day, she has never had another nightmare.

At this point, one of the doctors will suggest that if a place such as the Dreamzone really exists, perhaps the heroes can go there and find this kind "Sandman" to help the suffering child. If the heroes do not have their own way to cross over to the Dreamzone, the GM will have to provide one. For example, on a remote side-street in the campaign city is a Curio Shoppe known for its exotic wares. The owner is said to be a gypsy woman with remarkable powers, and she might be able to help them cross into the world of dreams. When the heroes visit the Shoppe and share their situation, the old gypsy will tell them that she has an enchanted mirror that may help them cross over. In the back of the Shoppe, behind several bird cages and under a dusty oilcloth, stands the full-length mirror. The gypsy will tell the heroes to close their eyes tightly and step into the mirror. She will warn them that she has no way of helping them return once they reach the Dreamzone, and wish them luck in their endeavor. Once they step through the mirror, the heroes will find themselves in the misty gray realm of the Dreamzone.

If the heroes have been to the Dreamzone before, the emptiness of the place will be all too familiar. If this is their first visit to the land of dreams, the GM should refer to the Introduction as well as the mini-adventure entitled *Entrance: An Exercise in Nightmare* for details on what the heroes experience. The GM may even wish to run the mini-adventure at this time to help the heroes get a feel for what they've gotten themselves into.

THE BLACK LABYRINTH

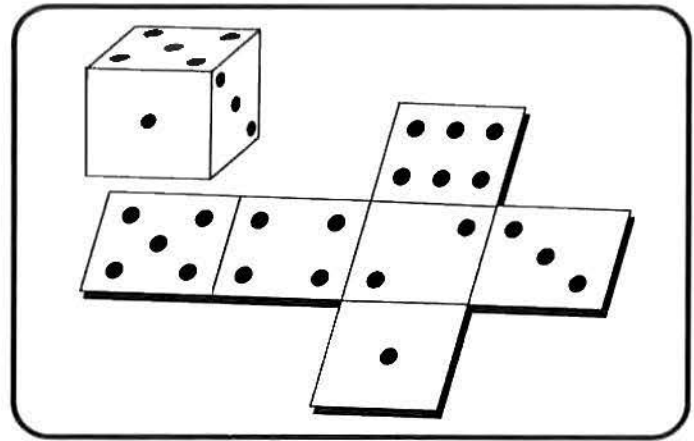
Shortly after arriving in the Dreamzone, the heroes are visited by their Parrot guide. If asked about the location of the Sandman, the Parrot squawks, "Follow me! Follow me!" The Parrot then flies high overhead and almost disappears into the mists. Following the Parrot for several minutes, the heroes come upon a stone road-marker with a brass plaque:



Just beyond, partially obscured by the shimmering mists, is a large cube created of hewn, black stone. The heroes can barely make out a shadowy round portal leading into the cube. The Parrot cries out, "He's in there! He's in there!" However, the Parrot absolutely refuses to enter the cube with the heroes.

The Black Labyrinth is an insidious maze constructed by the Bogeyman to imprison his nemesis, the Sandman. The Bogeyman worked hard, studying the essence of the Dreamzone and how to fold reality, learning the craft of creating the ultimate prison. From the outside, the resulting Labyrinth appears as a square fortress with walls of tightly-fitted jet black stone. Each edge is thirty feet (5 hexes) long. A single entrance — a round portal measuring six feet (1 hex) across — is in the very center of one wall. It is impossible to see into the Labyrinth through the portal due to an Image cast upon it (see below). Heroes looking into the portal will only see endless shadows.

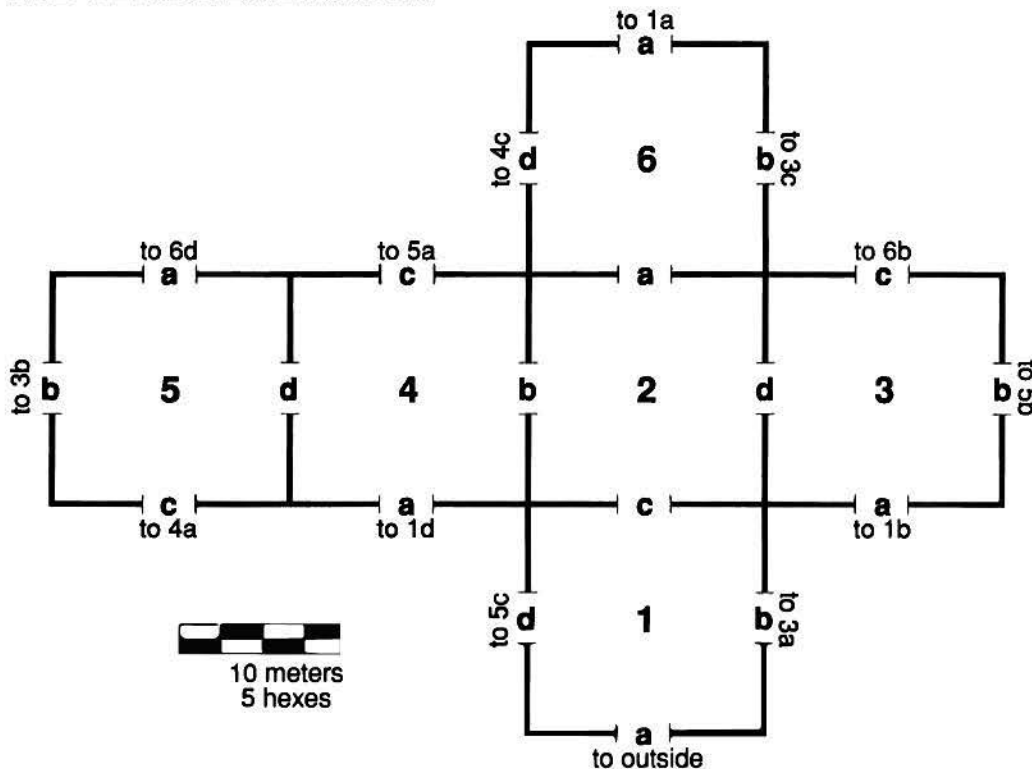
In reality, the Labyrinth is a kind of tesseract. That is, six cube-shaped rooms have been "folded" together to occupy the same space. To understand this, imagine cutting apart and unfolding an ordinary die. The result is six squares forming a "cross" shape:



Now imagine placing a cube-shaped room on top of each of those squares, and then folding the entire structure back into the original shape of the die. Thus, each of the six cube-shaped rooms would now occupy the same space. The result is an unusual environment where gravity is relative and finding the way out is nearly impossible.

Unfolding the tesseract results in the following floorplan:

THE BLACK LABYRINTH



- "DOWN"**
- (1) South Wall
 - (2) Floor
 - (3) North Wall
 - (4) Ceiling
 - (5) West Wall
 - (6) East Wall

Each room in the cube has four round portals, 6 feet (1 hex) in diameter, set in the center of the walls. These portals are labeled "a," "b," "c," and "d" on the map. The heroes will initially enter through portal "a" in room 1. Passing through portal "c" in room 1 will take them to room 2. However, because of the folded nature of the Labyrinth, certain passages "wrap around" to other rooms. For instance, if the heroes leave room 1 through portal "b," they will find themselves entering room 3 through portal "a." All of these "wrapped" passages are clearly indicated on the map.

Because each of the rooms is identical and occupies the same space, it is possible to see characters in other rooms as if they were in the same room. However, because the cubes have been folded to occupy the same space, gravity from room to room will be different. That is, "down" is whichever way your feet are pointing in any given room. (The direction of gravity for each room is listed on the map.) Thus, if a hero was standing in room 2 while his friend walked through portal 2b into room 4, it would appear as though his friend walked through the floor of room 2, standing on the west wall. To the friend, it would appear that he entered a room where the surprised hero was standing on the east wall. It is also possible to simply look through the portal to see which way gravity changes in the next room. Thus, if our hero were still standing in room 2 and looked through portal 2a, he would see himself standing on the north wall of the next room.

All of this can be very confusing; that is why it is such an effective prison for the Sandman. However, there are several tricks the GM can use to help keep things straight in his mind. First, rely on the unfolded floorplan to show where each character goes when he passes through a portal, and which way is "down" in the room he is standing in. The GM might also keep a sheet of paper with each character's name listed on it, noting what room they're each in at a given time. Thus, if Defender moves from room 4 through portal 4d, the GM will cross out the "4" next to his name and write in "5." One final trick the GM should consider is using a six-sided die as a model of the Labyrinth. The rooms have deliberately been numbered according to the placement of the numbers on an ordinary die. Thus, if Defender is standing in room 5 and wishes to know which wall Quantum (who is in room 2) is standing on, the GM can turn the die so the "5" side is facing down (the direction of gravity from Defender's perspective). He will now notice that the "2" side (Quantum's "floor") serves as the "ceiling" of the cube. Thus, to Defender, it appears that Quantum is standing on the ceiling. (Whew!)

It is important to note that though a friend in another room may appear to be standing in the same room as the character, they are actually in different places. Thus, though they may see one another and even communicate, no physical contact can be made, and all physical and energy attacks will simply pass through the opponent, just as if the character were desolidified.

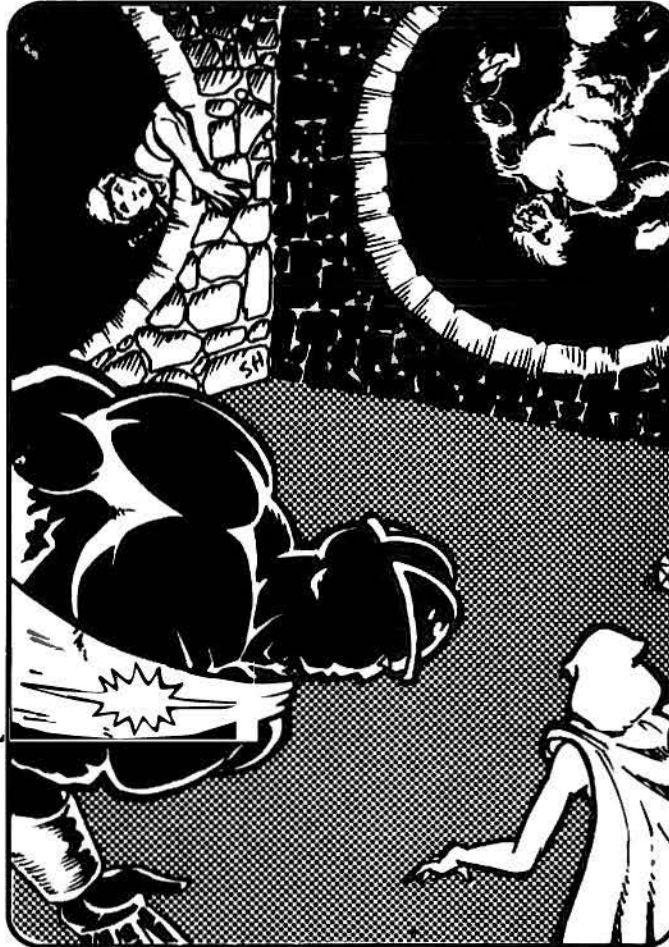
Example: *Obsidian is standing in room 3 when Sunburst enters the Labyrinth through portal 1a. To Sunburst, it appears as though Obsidian is standing on the east wall of his room. Sunburst fires his Energy Blast at Obsidian, but the attack passes harmlessly through. Had Sunburst fired his attack through portal 1b (which leads directly to room 3), he might have been able to strike Obsidian.*

However, though physical and energy attacks will not affect characters in another room without being directed through the portals, mental attacks (requiring only sight of the target) will be fully effective. Thus, in the above example, if Mindlock had entered the Labyrinth instead of Sunburst, she would have seen Obsidian standing on the wall and would have been able to attack him with her EGO Attack.

The walls of the Labyrinth, though made only of stone, have become incredibly resilient due to the folding of space. Essentially, each stone wall has the properties of all six walls which occupy the same space. Thus, each wall is 36 DEF, 30 BODY. Additionally, the Bogeyman has Hardened these walls, making teleportation within the Labyrinth difficult. It is possible to use Tunnelling to punch a hole through the walls to the outside, disrupting the tesseract; doing so will cause the entire Labyrinth to collapse and disappear in a spectacular (though harmless) explosion

of light and color. The walls have also been bought with the Advantage *Affects Desolidified*, so it is impossible for a desolidified character to pass through them.

In addition to making the Labyrinth horribly disorienting and escape-proof, the Bogeyman has taken other precautions to keep the Sandman from finding his way out. First, he has placed a permanent, 0 END Image over the main entrance which affects sight and sound, reducing Perception Rolls to see through the Image by -4. From the outside, the image obscures the interior of the cube. From the inside, looking into portal 1a will show the view of room 5 as if the character were looking through portal "c." Only by physically passing through portal 1a will a character discover the exit of the Labyrinth.



Secondly, to keep things consistent, the Bogeyman has made it so that passing through portal 5c will take a character into room 1 by way of portal "a," as if they've just entered the Labyrinth for the first time.

Furthermore, the Labyrinth has been constructed to suppress the visitors' natural Dream Pool powers as well as their ability to manipulate the Dreamzone environment or to travel Extra Dimensionally. Thus, once inside the Labyrinth, the heroes lose all control over the Dreamzone.

Finally, the Bogeyman has placed five Dream Shadows in the Labyrinth to torment the Sandman. For centuries, they have taunted the Sandman, providing imaginary rescuers, nightmarish opponents, and bizarre companions to make his imprisonment maddening. These Dream Shadows will also prey upon any outsiders who dare to enter the Sandman's prison. They can look like the heroes, DNPCs, or anyone else that the PCs can imagine.

FREING THE SANDMAN

When the heroes first enter the Labyrinth, the Sandman will be resting in room 6. Thus, it will appear that he is curled up in one corner of the ceiling, mumbling to himself. The heroes will recognize him immediately from Sarah Brewer's description. If the heroes try to speak to the Sandman, he will mistake them for his tormenting Dream Shadows and shout, "Leave me alone, you troublesome apparitions! Let me suffer in peace!" If the heroes persist, the Sandman will eventually say in his sing-song voice, "Very well. Enough, enough, you will not let me be. If that's the case, let's start the chase. So that I may be free!" With that, the Sandman will bring various nightmares to life using his Area Effect Mental Illusions.

The five Dream Shadows (one in each room except room 6) will see the fun and games which the Sandman has begun and join in on the action. Each Shadow will Shapeshift to resemble the Sandman, putting their Power Pool points in Telepathy (12d6 for 60 points) and Area Effect Mental Illusions (identical to the Sandman's for 137 points). To the heroes, it will appear as if 6 versions of the Sandman, one standing on each wall including the floor and ceiling, are attacking them. Additionally, those affected by the Telepathy and Mental Illusions will see their worst fears coming to life all around them.

The Sandman, being completely mad, will refuse to stop fighting. Likewise, the Dream Shadows will be having far too much fun to let up. The GM should be creative, drawing upon the heroes' past as well as their psychological limitations to create illusionary enemies for them to face. However, the GM should also remember that neither the Sandman nor the Dream Shadows actually wish to hurt the heroes. Therefore, though the Mental Illusions may do STUN damage, they will never do BODY.

The heroes' goal in the midst of all this is to locate the real Sandman and bring him out of the Labyrinth. This will be a very difficult task. Not only must they contend with the chaos created by the Sandman and the Dream Shadows, but they must navigate their way through the puzzling maze as well. And, once they identify and locate the real Sandman, they will realize that he's gone insane from centuries of imprisonment.

If the heroes become hopelessly lost within the Labyrinth, there are several things they might do to find the exit. They could unravel the Sandman's robe or another piece of cloth, using the thread to mark their path through the maze until they've checked all 24 portals. Alternatively, if none of the heroes has Tunnelling, they may convince the Dream Shadows to Shapeshift into digging and drilling equipment, or even into dwarves with picks and hammers, to punch a hole through the stone walls. Making a small torch and holding it in front of each portal may reveal which exit really leads outside, as the flame flickers slightly when held before door 1a. Or, of course, the heroes may try and find their way out through trial and error; after all, there are really only 24 doors to try. Finally, if it appears as though the heroes will never find a way out, the GM may have their Parrot guide muster up enough courage to come in and help them (though this should only be used as a last resort).

CONCLUSIONS

Once the heroes have freed the Sandman from his prison, his sanity will begin to return. From there it is a simple matter of returning to the real world and persuading the Sandman to help the troubled child. The Sandman will only be able to stay in the real world for a few moments, but it should give him sufficient time to free the child from his fear of sleep and loosen the plaguing terror of the Bogeyman.

Of course, the Bogeyman will be furious that the heroes have not only taken away the child's fears of him, but they have freed his arch-enemy as well. Deep within a gloomy corner of the Dreamzone, the Bogeyman will begin plotting his revenge.

THE BOGEYMAN'S REVENGE

In *The Bogeyman's Revenge*, the heroes will finally come face to face with childhood terror incarnate. In addition to battling a ferocious, hateful Bogeyman, the heroes will finally have an opportunity to use their Dream Pool powers. This adventure requires involving the heroes both physically and emotionally, as the Bogeyman terrorizes not only the heroes, but their closest friends and loved ones as well.

BACKGROUND

If the heroes have been involved in rescuing the Sandman, the Bogeyman will be furious that his prison has been destroyed and his enemy has been freed. He will focus all of his attention on developing a plan to punish the heroes for spoiling his fun, and will stop at nothing to ruin their lives. If the heroes have not played in the previous adventure, then the sheer spite and hunger for terror will drive the Bogeyman to torment the heroes. In either case, the Bogeyman's twisted mind will come up with a plot which will bring the heroes to the Dreamzone, that he might terrorize them personally.

The Bogeyman will begin his plan by identifying close friends and loved ones of the heroes. This should be a relatively easy task. In the dead of night, the Bogeyman will use his transdimensional telepathic powers to read the heroes' minds as they sleep, looking for special relationships such as parents, spouses, best friends, etc. If the heroes have DNPCs, then these will be the Bogeyman's favorite choices. Otherwise, he will choose other prominent NPCs from the campaign. The Bogeyman will choose up to three such significant persons for each hero to serve as bait. Once he has chosen his victims, the Bogeyman will visit these NPCs in their sleep, use his Power Pool points to create a doorway back to the Dreamzone, and kidnap the slumbering victims. Once he has captured all of the heroes' important NPCs, the Bogeyman will create a large, gilded cage to keep them "safe" in the Dreamzone until he is ready to use them.

GETTING INVOLVED

The following morning, the heroes will begin to learn of the disappearances of their friends and loved ones. It will soon become apparent that some enemy has penetrated their secret identities and is using that knowledge to attack them through their friends. The GM should allow the heroes to pursue their hunches as to who might be seeking revenge. Perhaps they have foiled Dr. Destroyer and Menton once too often, and they suspect that Destroyer is kidnapping their friends. Or perhaps the heroes have developed other enemies who might know their secret identities and would use the knowledge against them.

However, each lead the heroes pursue should be met with frustration. For instance, suspecting Menton, they may contact the super-prison Stronghold, only to find that he is still locked away securely in his cell. Dr. Destroyer might laugh at the heroes for suspecting he would stoop to such a mundane scheme. Or perhaps a detective character may realize that the kidnapping occurred in a room that was locked from the inside, with no possible way for the villain to escape. The GM should let the heroes follow two or three such leads, each resulting in frustration, before he begins to reveal the truth behind the Bogeyman's scheme.

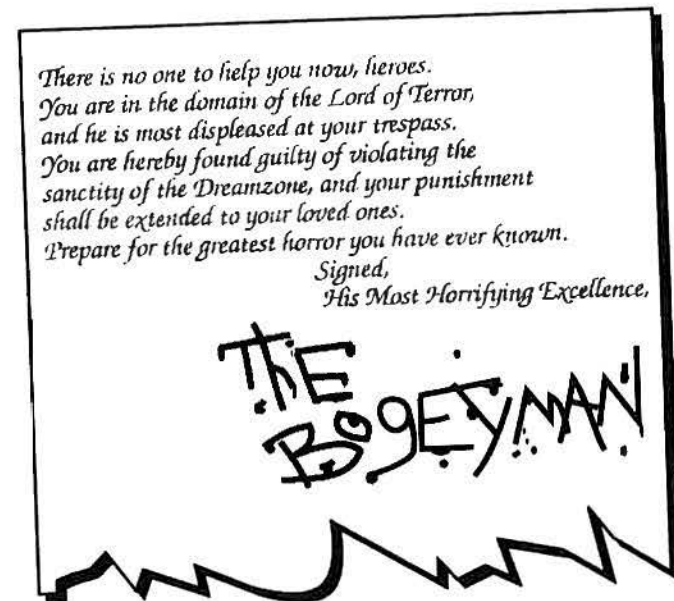
Several days after the disappearances, the heroes will begin to experience nightmares, orchestrated by the Bogeyman himself, which show the missing NPCs in terrible danger. Perhaps one hero will dream that his girlfriend is tied to a railroad track with a locomotive chugging toward her ominously. Another hero might see her parents falling endlessly through the sky, screaming in fear and calling for help. Other possible visions include being tied to a stake as an angry mob prepares to light a bonfire around them, falling unconscious in the bathtub as the water rises over their heads, being clamped to a table as an enormous, bladed pendulum swings closer and closer, or even being chased through dark woods as a pack of vicious hounds are biting at their heels. In each case, the heroes will wake up just moments before their loved ones are killed, and will have both a sense of urgency and a feeling of helplessness. These dreams will continue for several nights, with the NPCs coming closer to their doom in every nightmare.

Then, after several frightening nights of these perilous dreams, the Bogeyman will begin to make his presence known. The nightmares will be the same, yet this time the Bogeyman will be seen to be the tormenter. For example, the Bogeyman will be the engineer on the racing locomotive, or will be leading the angry mob that is preparing to burn the NPC. When the heroes compare notes on their nightmares, they will discover this connection and will know who their enemy really is.

The Bogeyman will continue sending these terrible dreams, taunting the heroes and baiting them to come to his home in the Dreamzone. Once again, if the heroes do not have their own form of travel between dimensions, the GM will have to provide one. Consider the gypsy's Curio Shoppe from *Rescue the Sandman*, or some other similar remote gateway between the real world and the land of dreams. In any case, the heroes must find some way into the Dreamzone to rescue their friends, and the Bogeyman will be waiting for them.

THE PLOT REVEALED

If the heroes have visited the Dreamzone before, they will arrive in the misty, gray void just in time to hear a loud squawk from overhead. Moments later, the carcass of their Parrot guide will fall to the ground, shot through with a barbed, black iron crossbow bolt. Tied to the arrow is a note on what appears to be ancient parchment. The note reads:



If the heroes have established a good relationship with the Parrot, they may be angry at its brutal demise. This is exactly what the Bogeyman wishes, for he hopes to drag the heroes through emotional trauma, hatred, and fear while gloating in their nightmares.

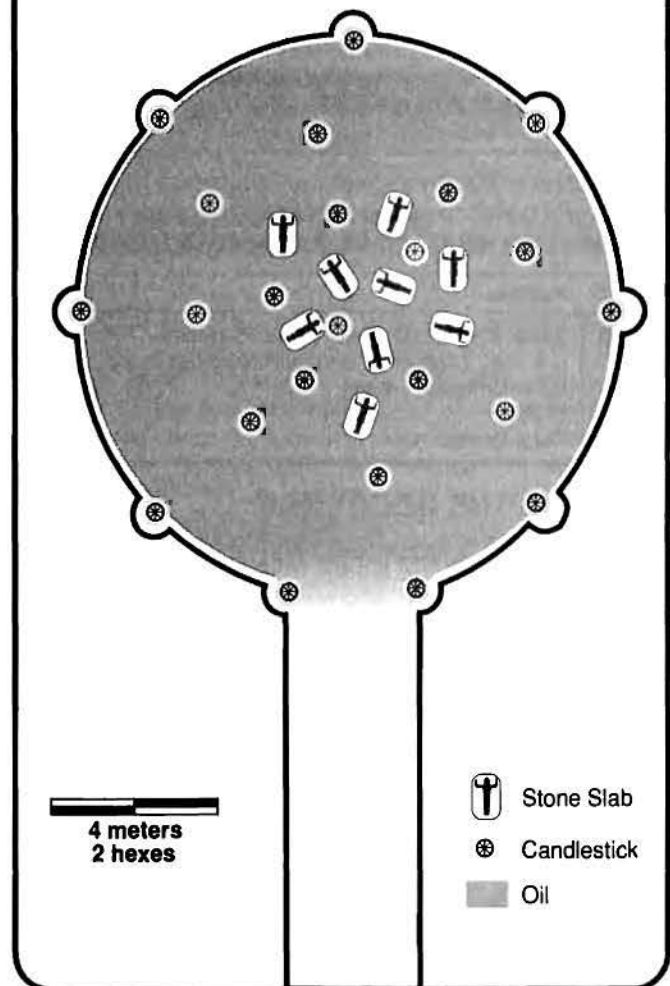
The Bogeyman will leave the heroes to wander aimlessly in the Dreamzone for several hours before he reveals his true plans. He hopes for the heroes to become anxious and frustrated while searching in vain for him. After this time has passed, the heroes will begin to hear the voices of their loved ones calling faintly from beyond the mists. Running in the direction of the voices, the heroes will notice that the ground below them has become a smooth stone floor, and the ceiling above has become high and vaulted, much like a gothic cathedral. The light will continue to grow dim as the heroes run toward the pitiful cries, and soon they will realize that the only light is coming from candlesticks and torches set on the walls. The air will become musty like a mausoleum, and the sounds of their footsteps on the stone floor will echo ominously in the gloom.



FIRE, FIRE, FIRE

Eventually they will come upon an open space with a high vaulted ceiling. The room will be round, extending over forty feet (7 hexes) from side to side. There will be a slight drop off as the heroes enter the room, and the floor will be submerged beneath three inches of black oil. Scattered throughout the room are several candlesticks, each supporting a dozen or so smoky white candles. The entire room is bathed in their eerie, flickering light. In the center of the room are several stone slabs set on the floor. Each is only a few inches thick, so that the oil on the floor barely covers their surface. Manacled to these slabs are the heroes' loved ones, each crying out for help. The danger of the situation should be immediately apparent. If any of the candles were to touch the oil on the floor, the entire room would go up in a blaze, killing the heroes' friends.

THE BOGEYMAN'S OIL SLICK



In the midst of all this, hovering twelve feet (2 hexes) off the floor, is the Bogeyman. His tattered gray coat drapes from his shoulders, and his yellow eyes and toothy grin shine in the darkness. As the heroes arrive, the Bogeyman will begin laughing to himself, saying, "They're here now. The execution can begin." With that, the Bogeyman will descend toward one of the candlesticks, threatening to tip it over onto the floor. The heroes' goal will be clear: they must rescue their friends while avoiding both the candlesticks and the attacks of the Bogeyman. Of course, taking out the Bogeyman in the process wouldn't hurt.

In game mechanics, the Bogeyman has had plenty of time to cast an Entangle on each of the victims. This Entangle can change its special effect as the Dreamzone itself changes. Thus, it appears as manacles and stone slabs in the cathedral, but could change to blocks of ice in an arctic setting or traction fields in a science fiction setting. Additionally, the Entangles have been created to prevent both Teleportation and Extra-Dimensional Movement. Finally, the Entangles allow all attacks against them to damage the character within as well. Thus, in freeing the victims, the heroes must be careful not to hurt the victim inside as well. Consider each victim to be affected by the following:

Cost	Powers	END
66	5d6 Entangle (effectively 5 DEF, 5 BODY), Entangle and character both take damage (+1/4), Hardened (+1/4), Effect varies with the Dreamzone environment (+1/2), 1/2 END (+1/4), Full Phase to cast (-1/2)	5
25	6d6 Suppress Extra-Dimensional Movement, Trigger: When movement attempted (+1/4), Linked to Entangle (-1/2)	3
91	Total Points	

In addition to the Entangles, the Bogeyman has used his Power Pool points to set up the oil and candles trap. Thus, his Power Pool will initially be distributed as follows:

Cost	Powers	END
90	3d6 Killing Attack, Area Effect 7" radius (+1 1/4), Trigger: when touched by fire (+1/4), No Knockback (-1/4)	4
10	5" Flight	1
100	Total Points	

BATTLING THE BOGEYMAN

In the fight that ensues, the Bogeyman will try to harm the heroes' friends. The GM should remember that the Bogeyman is on his "home turf," and will use his powers effectively to win his revenge against the heroes. Should the heroes manage to rid the room of the candlesticks (through Transformation, Teleport Usable Against Others, or any other creative use of their Dream Pools), the Bogeyman will seek to change the environment to a more suitable nightmare. He may change himself into a giant spider, altering the Dreamzone to resemble a dark cavern and the victims' Entangles to resemble webbed cocoons. Or perhaps he will create a dense African jungle, with himself as a cannibal witchdoctor and the victims stewing in an oversized pot. He

might even fabricate the environment of a classic melodrama, complete with tinny piano music; he would be dressed in black with a handlebar moustache as a train rushes toward the victims (who are tied to the tracks, of course). The GM is encouraged to be creative in the Bogeyman's staging for his revenge, calling upon classic nightmares and clichés to threaten the heroes and their friends.

The heroes, on the other hand, have the difficult task of freeing their loved ones and defeating the Bogeyman. They may choose to use their natural abilities to do this, or they may call upon their Dream Pool powers and the ability to alter the environment. The GM should encourage the latter, leading to a complex battle of wits and creativity with the Bogeyman. The GM should also remember that this adventure brings a high chance of fatality for at least some of the DNPC victims. If he desires to eliminate this fatality factor, the GM can substitute Dream Shadows (who are willing to die for a good psychodrama) shapechanged to resemble the victims. In this case, the real victims remain in their gilded cage, hidden away in a remote corner of the Dreamzone. Once the heroes learn that the victims are only Shadows, they may abandon their fight with the Bogeyman and begin searching for their friends (which will infuriate the Bogeyman).

CONCLUSIONS

Regardless of the heroes' approach, the struggle against the Bogeyman should be dramatic, with dangerous "close calls" and creepy visual effects. The Dreamzone itself may sense the tension of the drama, providing thrilling adventure music as a background while invisible Dream Shadows look on with glee. In the end, the heroes should be able to defeat the Bogeyman and carefully remove the bonds that bind their friends. However, caging the Bogeyman will be a difficult task, and the heroes are sure to run into this vile villain of visions again in the future.



HORROR WORLD

"ATROCITIES FROM BEYOND"

"Spade the grass, and turn up worms and beetles; slice a maiden's shapely stomach, and bloody intestines burst forth like snakes uncoiling. Never tear beauty's mask! Reality is horror! And now they come, buzzing, buzzing. Always buzzing..."

— Last entry in Dr. Gregory Kulik's notebook

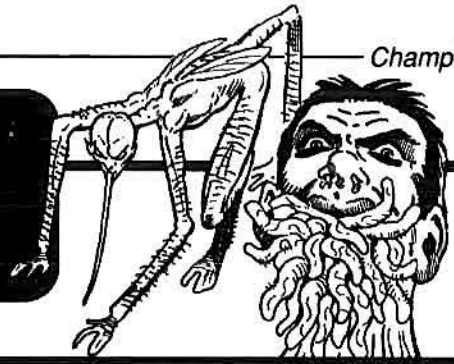
SUMMARY

Remember all those 1920s horror stories, by H. P. Lovecraft and many others? They featured heroes who faced demented cultists, obscene human-monster hybrids, and mind-shattering elder gods from another dimension. The heroes uncovered and defeated schemes to liberate these gods, thus saving our universe from conquest by loathsome abominations from beyond the stars.

In the alternate Earth presented here, all this really happened. There really *are* horrors from beyond. There really *were* cultists who tried to summon them. Only one thing is different from the source material: The heroes failed to stop the ritual that summoned these horrors to Earth. IN short, they failed to save the universe...

Author's Note: This section includes scenes of extremely graphic horror inappropriate to some campaigns. If you or your players are likely to take offense at grisly sights, stop reading here.

BACKGROUND



Anopheles, a genus of the mosquito family, contains the only species of mosquito known to transmit malaria. In 1928 Dr. Gregory Kulik used the name to describe mysterious insectile shapes carved on stone tablets he discovered in the East African Rift System.

Kulik, an eccentric but adventurous archaeologist, believed that the area around the source of the Nile River held the ruins of humanity's earliest civilizations. His search for knowledge (and treasure and tenure) ultimately took him to the Lotagipi Swamp, a hundred miles east of brackish Lake Rudolf on the border between modern-day Kenya and the Sudan. In this isolated region his small expedition did indeed discover a forgotten civilization ... but not humanity's.

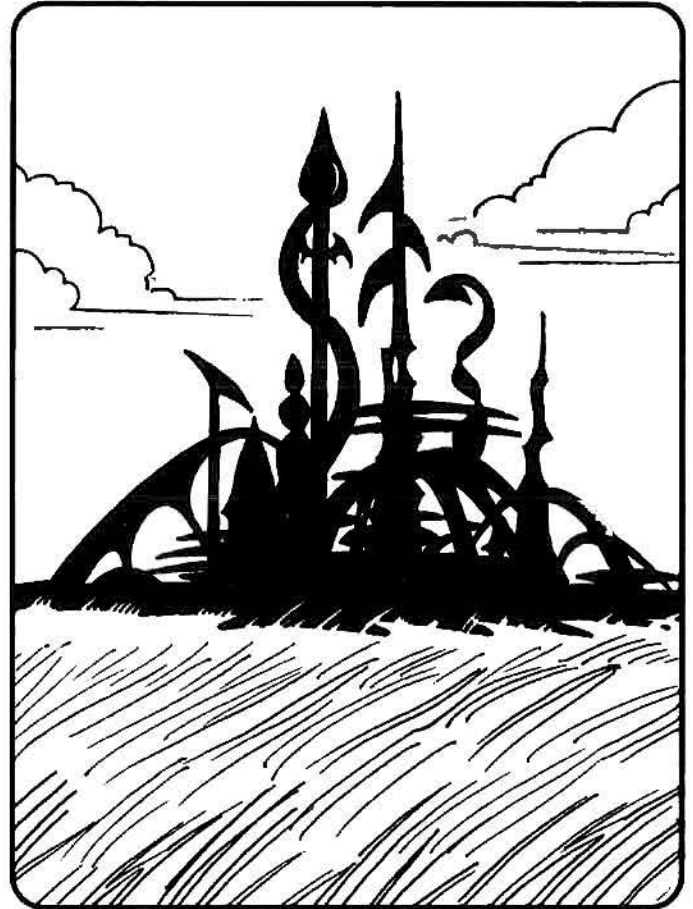
Older than the pyramids, predating Babylon and Ur, ancient even at the discovery of agriculture, the ruined city yielded its secrets to Gregory Kulik. He uncovered an entire deserted metropolis built by, as he put it, "inhuman monsters." Fields of rubble indicated that an unimaginable battle had destroyed the city's builders. (GM Note: In a campaign using the *Mystic Masters* supplement, you can establish this battle as the work of one of this dimension's prehistoric Archmages.)

Kulik did not realize until much too late that the battle had not destroyed the Anopheles, but only banished them. Carelessly destroying certain sigils on an ancient reliquary, Kulik unwittingly allowed the monsters to extend their influence across the chasm between dimensions. From their home realm, the monsters psychically possessed him. He only had time to write his last hurried journal entry, reproduced above.

Now the creatures had a slave, but they remained trapped in their own dimension. Working through Kulik, they ensured that no other members of the expedition survived. Then they commanded Kulik to return to his home city (the campaign city), which was a powerful source of the psychic energy the monsters needed. There, heeding his alien masters' commands, Kulik started a secret cult of Anopheles worshippers. Over the course of months they constructed an elaborate ritual to summon a swarm of Anopheles insects from the "Other Side" — the creatures' home dimension.

The cult's activities attracted the notice of several heroic investigators. Piecing together clues, they discovered the plot and rushed to the site of the ritual. They arrived just as Kulik and his minions were about to summon the Anopheles invaders. Intent on disrupting the ritual, the heroes attacked.

Unfortunately, the investigators were *too* eager, and they forced their hand. Unaware of how many cultists there really were, the heroes were vastly outnumbered. Despite a valiant struggle, they were captured by the cultists and sacrificed in an ornate ritual designed to summon the Anopheles.



The ritual succeeded, allowing the Extra-dimensional horrors to take the place of the cultists. Transformed into a "Queen," Gregory Kulik brought the Anopheles to this dimension. The heroes themselves became the first of what would eventually be billions of victims. Now, over 60 years later, a new generation of heroes must discover and try to correct the earlier mistake.

TIMELINE

- 1928:** Anopheles-possessed cultists travel to all inhabited continents, slowly implementing major plans to produce chaos and death.
- 1930s:** In the Depression years the creatures possess unemployed workers, foment labor unrest, and polarize the classes. Many of these workers form secret and perverse cults, holding meetings in abandoned buildings, forests, and swamps. Subterranean construction begins beneath major cities.

Simultaneously, the creatures possess some of the leaders of American industry.

1945-60: With rise of multinational corporations, business-minded servants of the Anopheles establish International Investment Developments (IID) in New York and London, an umbrella holding company for diverse properties and businesses. Through selective possession of executives at target companies, IID acquires large market shares in Third World countries and then establish cults of Anopheles worshippers there.

IID profits from arms sales, due to continued Cold War tension fomented on both sides by Anopheles servants.

Covert underground construction continues.

If superheroes appeared in the campaign world, the Anopheles struck early, in secrecy and force, to destroy the heroes while they were still inexperienced. No paranormals appeared on this world. (The GM can rule otherwise if it would make a more interesting tie-in with his campaign.)

1960-80: Rise of global telecommunications prompts Anopheles servants to infiltrate major television and radio network news operations. Behind-the-scenes workers only, such as producers; (After a bizarre incident where a TV anchorman stabs his partner in the middle of the news, no on-screen reporters are used.) After 1975, print media expose of IID corporation's illicit practices, IID reorganizes as Kulicorp (referring to Gregory Kulik); and then acquires hidden control of major newspapers in North America and Europe.

Infiltration of national governments and finance community continues. The Anopheles exert considerable power at world level, less locally. They continue their ongoing campaign to establish repressive Third World dictatorships, feeding the monsters' hunger for fear and hatred. The invaders power base on Earth expands and outside outside media can't help but take notice.

1981-86: Anopheles servants take steps to weaken world economy through massive debt buildup.

Signs of the Anopheles presence begin to show as swarms of mosquitos sweep into major metropolitan areas. Strange astrological events, such as unscheduled eclipses, also take place. While visiting with Kulicorp executives, the President is attacked and consumed by an Anopheles swarm. He is replaced by an impersonator.

The first outbreaks of the Iron Maiden disease occur in mainland China. Due to overpopulation, the disease spreads quickly. By 1986, most Eastern countries have completely succumbed to the disease.

Mass outbreaks of insanity and suicide are documented all along the African and Australian coasts. Experts offer no explanations for these events.

Few, if any, of these events receive much coverage due to Kulicorp's control of the press and information distribution centers. The media is used to keep the public calm and unaware.

To date underground construction is sufficient to survive a nuclear war, but growing nuclear stockpiles finally threaten even Anopheles strongholds. Servants take immediate steps to reduce superpower tensions; they still foment Third World warfare, however.

1987: Kulicorp, now in Fortune 500's top 10, begins their first strike in a worldwide takeover plan. With tacit government approval it initiates quasi-religious "retreats" — actually large hives producing human-monster hybrids and Queens. Media attention is easily diverted; those who investigate on their own disappear.

Outbreaks of insanity, similar to those in Australia and Africa, spread to the industrialized areas of Europe and America.

The Iron Maiden disease spreads to Europe and the Soviet Union. The World Health Organization calls for a continental quarantine, but the servants of the Anopheles have infiltrated most national governments. The disease continues to spread.

1988: Air Force Lt. Gen. Harold Carruthers, one of the few military officers not yet possessed by Anopheles, discovers hives and attempts to alert the President. Rebuffed, Carruthers launches a nuclear strike on his own initiative against hive site in eastern Nevada. Surviving Anopheles block similar strikes elsewhere, and are forced into open takeover slightly ahead of schedule. They impose media silence, knock over fragile world economy, sabotage supply systems, prevent further nuclear strikes. Carruthers is killed by the presidential imposter.

The American "retreats" set up by Kulicorp release their "visitors" upon the world. Armies of Iron Maidens, hoards of spiders and swarms of mosquitos sweep across the United States.

Tremors, caused by the Crawlers (a burrowing worm like Anopheles) trigger the San Andreas fault. Hundreds of thousands are killed in earthquakes and California sinks into the Pacific.

1989: The takeover is nearly complete. Not only were the monsters numerous and deadly, they held a crucial advantage: Their intrinsic nature, in and of itself, drives humans mad (see *Sanity Losses*, below.) Anopheles swarms sweep through all civilized areas, consuming or possessing most humans in the process.

1990: Success! The Anopheles have complete control of the world. Five sixths of the world's population is dead and most of the remaining sixth is confined in special camps, being bred for consumption. A dwindling resistance movement fights a losing battle against the Anopheles and their possessed minions.

SANITY LOSSES

Like some monsters in horror literature, the very sight of Anopheles creatures causes mere mortals to go insane. In the HERO System the creatures possess a major cumulative Transform that gradually induces insanity in a victim. This is because their extra-dimensional nature creates feedback in human nervous systems, inflicting damage. Each time the victim comes into contact with one of these creatures, he or she gets an EGO roll to resist the Transform effect. The victim does not have to see the monster.

Note that, technically, the presence of more than one monster requires a separate EGO Roll for each. However, this can lead to massive losses to PCs from even a small party of Anopheles. A forgiving GM can allow a player to roll just once each time his character encounters any group of Anopheles; a failed roll inflicts only the penalties from a single Anopheles, as described below. (That way, PCs don't go completely nuts the first time they meet half a dozen Anopheles.)

If successful, the character takes no effect from that creature for the rest of the encounter. A later encounter requires a new EGO roll. The character never "gets used to" a particular kind of creature. (Optional: You can become accustomed to a type of creature if you see it as many times as the maximum number of points of Transform it inflicts. For instance, you must view a 1d6 Transform monster six times to become immune to further sanity losses.)

If an EGO roll fails, roll the Transform effect and see below. Note that Transforms of this type are cumulative among all the kinds of Anopheles monsters.

GAMING THE SANITY LOSS

When the Transformation achieves double the character's BODY total, the character receives a 25 point Psychological Limitation, "Anopheles inspired insanity of the GM's choice." This Psychological Limitation is treated as if it were a Disadvantage acquired through play (thus the PC receives no additional character points to spend for taking these Disadvantages.) Aside from acquiring the insanity, the character is unchanged: He still has his Powers, Skills, etc.

What this means, of course, is that after watching the creatures for too long, the character snaps and goes mad.

As an option, the GM can allow the Disadvantage to slowly take effect. To do this, the character should receive 5 points of the Psychological Limitation for every 5 points of Transform he takes. While slightly more complicated, it better reflects the insidious nature of insanity in the source material.

Example: *Seeker has seen a few too many of the Anopheles for his own good; he has taken 16 BODY from their Transforms. Since the GM is using the second method for determining insanity, this means that Seeker has a 15 point Psychological Limitation "Fear of Anopheles and normal mosquitoes." This is Common (in Horror World) and Strong.*

Now Seeker encounters some more of the Anopheles, and takes 5 more Transformation BODY, This means that the Psychological Limitation bumps up to 20 points, making it Common, Absolute. Seeker starts to mumble to himself — "Bugs, bugs, bugs, bugs, bugs, BUGS!" If Seeker takes 5 more Transformation BODY, the Psychological Limitation will become Very Common, Absolute, and Seeker will become almost entirely useless.

TYPES OF INSANITY

A list of possible phobias, compulsions, and hatreds is beyond the scope of this article. PCs may contract sudden fears of insects, tentacles, monster attacks, or physical conflict. They may feel obligated to pause and crush each and every single monster they encounter, even on a tight schedule. They may feel violent loathing of anyone who appears to take this disaster less seriously than they; since some characters joke about anything just to break the tension, this could lead to a fight.

Ideally the insanity type relates to the incident that pushed the character over the edge. Improvise according to circumstances.

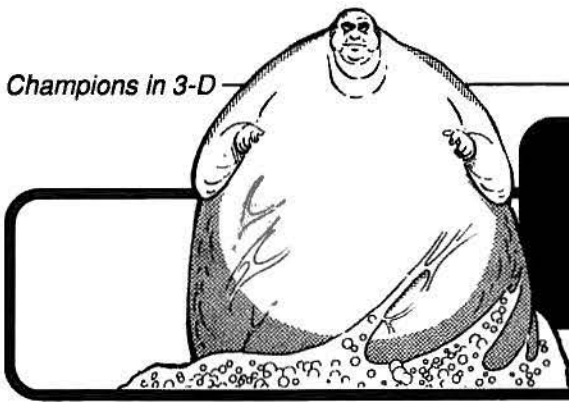
Insanity never does the character any good; that violates the genre.

RECOVERING SANITY

A character "heals" the Disadvantage points at the same rate he would heal a Transform. Ordinary physical Regeneration and Aid don't speed the healing, since this is a mental disorder. The GM may require the character to undergo psychotherapy, a stay at a sanitarium, or other campaign-related healing rituals.

With the GM's permission, characters can spend EPs to reduce the Psychological Limitation. However, the GM should only allow this when the character has retired to rest and heal. The character should not just bounce back from any run-in with these creatures.

Characters can achieve greater mental stability by recognizing that they have staved off assaults from these creatures. The GM can award assigned EPs to a character who helps defeat a monster. "Defeating" can mean killing it, driving it off, foiling its scheme, or whatever. The assigned EPs can reduce the Psychological Limitation by up to the amount the defeated creature inflicted.



TODAY

THE URBAN LANDSCAPE

Five sixths of the world's population are dead. The remaining 800 million survive mainly as food animals in ghastly camps throughout China, India, and the Third World. Industrialized countries went down fighting and are now almost entirely deserted ... including the campaign city seen above.

A few lonely humans hold out in bases above the Arctic Circle and in Antarctica. Most of the invaders cannot survive in that intense cold. Elsewhere in the world, a few ragged survivalist-type groups still struggle against monsters. Via shielded radio broadcasts the polar groups coordinate the feeble resistance efforts.

The Anopheles rule the world in a haphazard way which the resistance can't understand. The Anopheles are unconcerned with many human motivations like pride, loyalty, and the like. Instead, they pursue their own bizarre goals and use humanity as cattle.

Here are specific descriptions and encounters for particular parts of the world. These encounters use the monsters described at the end of this scenario. For convenience, here is a thumbnail summary of the main invaders, using the nicknames that surviving humans have given them:

- **Anopheles** — Three kinds: Swarms of mosquito-like insects; horrible human-Anopheles hybrids; and bloated, monstrous Queens. These are the only monsters that produce the sanity-draining effects described above.
- **Spiders** — Many-legged, man-sized, web-weaving monsters only distantly similar to arachnids. Vicious stings and Drains; solitary, except for mothers guarding their thousands of young.
- **Starfish** — Also many-legged, but these are tentacular giants that crush their prey in an unbreakable suction grip. Live underwater and in sewers; solitary only when unusually large; often cannibalistic.
- **Iron maidens** — Humans (both male and female, the nickname notwithstanding) who have been taken over by sentient microbes that reshape the brain and body. They live on insects, vermin, and human flesh as well as more conventional food.
- **Crawlers** - These are large worm-like creatures which burrow their way through the Earth, eating anything that gets in their way. They are large creatures with cylindrical, brown and scaly bodies, gaping mouths filled with tentacles, and thousands of short stumps (used to propel the creature through the Earth.) These creatures are the rarest of the invaders as they spend most of their time underground.

Most cities look alike now; they're all ruined. In major cities, use imagination to describe pre-takeover landmarks in their current grotesque state. Put a whole web city between the towers of the World Trade Center; impale a misshapen other-dimensional Goliath on the Eiffel Tower; carve weird alien runes in the mountains surrounding Los Angeles. The creators of these strange sights are new monstrous invaders, further allies of the Anopheles left as an exercise to the GM.

What follows is an overview of a generic, Anopheles dominated city. GMs are encouraged to cite specific landmarks from their campaign city to give the adventure a more personal feel.

DOWNTOWN

A wasteland of broken skyscrapers, giant unnatural webs stretching over the streets, smears of slime around every sewer grate and manhole cover, and decaying corpses everywhere; spiders overhead, starfish beneath, and patrols of hungry iron maidens roaming the streets ... not to mention ordinary rats and roaches in staggering numbers.

AIRPORTS

No air traffic survives. The large open spaces at metropolitan airports would be ideal territories for gigantic tyrannosaurus-like predators not otherwise seen in this scenario.

BRIDGES

Beneath every major urban bridge, a colony of spiders spins a communal web — thick, white, misshapen — to catch the insects that feed the spiders' million young. The web stretches onto the bridge's upper surface too, to catch the larger prey that feeds the adult spiders. The web is cluttered with drained corpses of wild dogs, alley cats, and humans. (A sadistic GM can deposit the body of a hero's DNPC here. This is the alternate-universe counterpart of the hero's true DNPC.)

WATERFRONTS

Rusting hulks of ships lie partly submerged in the harbor. On the decks and the wharfs lie skeletal crowds of dead refugees who were trying to escape overseas. Under the wharfs, huge numbers of starfish lie in wait.



PARKS

Run this encounter in the park nearest the city's ghettos. Under a footbridge over a weed-choked stream, the PCs may discover a gang of six young teenagers and children, all orphans. Grubby, starved, and at least slightly insane, these kids defend themselves with handguns and automatic weapons they took from the bodies of drug gangsters in the ghetto.

The children attack when discovered. By calming the kids, the heroes can gain information that points to the Survivors; see the *Survivors* section under *Scenario*, below.

Introduce this kid gang with care. The PCs are likely to take them under their protection, and that would slow down the heroes at later points in the story. However, this encounter can deepen the heroes' emotional commitment to saving this world.

SUBURBS

Almost deserted. Chewed skeletons in every house or lying in the overgrown yards. Packs of wild dogs run through the streets, trying desperately to avoid the Anopheles, and scrounging whatever food they can.

Also present in these areas are the Death Squads. During the brief war against the Anopheles, the armed forces were called out to battle against the creatures. As these were not enough, the national guard was activated. Most of these people died. Some, however, survived (most with some kind of mental disorder.)

Today, the remnants of the National Guard have formed small patrols, sometimes called Death Squads. These people are totally paranoid (having seen many of their friends turned into vicious monsters) and will kill any living thing other than themselves. Use the Skilled Normal stats on page 134 of hardcover *Champions*; arm the squads with a miscellaneous assortment of firearms doing up to 2d6 RKA damage.

SURROUNDING AREAS

Heroes can't travel across this world except in their own vehicles or under their own power. Major highways and bridges are shot, or more precisely blasted; human armies destroyed them while trying to prevent the Anopheles-controlled armies from spreading.

COMMUNICATIONS

Very little interaction between cities. The polar headquarters of the resistance broadcasts one-way messages of news and morale-building. In warmer climates, the servants of the Anopheles control all remaining broadcast stations (see below for an example). Telephones are gone.

COUNTRYSIDE

Farm livestock is dead. Cropland is a burned waste. Intact grain silos hold spiders and other monsters of the GM's choice — a nasty surprise for PC investigators!

A few hardy survivalists remain barricaded in the hills, living on crackers and trail mix, cleaning their semi-automatic rifles five times a day. They were crazy even before the invasion, and they certainly aren't any better now.

THE SEAS

Asymmetrical multi-tentacled monstrosities, like the terrestrial starfish but as large as oil tankers, writhe across the seas. On the ocean bottom starfish proliferate by millions, eating everything alive. The oceans are nearly dead. The entire ocean ecosystem, on which all land life depends, has been destroyed.

UNDERGROUND

Wormlike burrowers, sometimes known as the Crawlers, burrow their way through the Earth, forming tunnels that the other monsters use to build their underground complexes. These dark catacombs are mazes of living chambers, hatcheries, nurseries, larders filled with rotting corpses, and ceremonial areas for mating and sacrifices. The burrowers are described only briefly in this adventure.

OUTER SPACE

Some of the other-dimensional invaders can survive and travel in open space. Heroes with spacecraft may encounter horrendous tube-shaped monsters like the giant sandworms

in Frank Herbert's *Dune*, or living, scintillating clouds of dust-motes that eat refined metal. The invaders may also be constructing bases on other worlds, preparing to enact rituals to change the the Solar System itself.

THE FEW WHO REMAIN

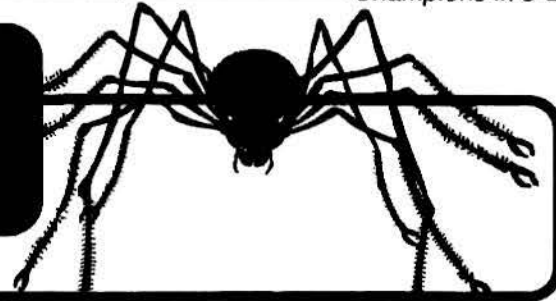
Humanity has been decimated by the Anopheles invasion. Most have been killed or possessed by the creatures. The remaining humans are broken down into three basic groups: the survivors, the vagrants, and the prisoners.

The Survivors are resistance freedom fighters. Most are barely sane, having come into contact with the Anopheles too often. The Survivors have a meager amount of equipment, and an ever dwindling number of members.

The vagrants are the humans who, while they have not been captured by the invaders, nor have they taken up the fight against them. Most of these are insane wanderers who have avoided the Anopheles by chance; a few understand, but refuse to accept the enormity of the disaster.

The remainder of humanity live out their lives in confinement camps. They are treated as cattle, used only to breed more human beings for consumption or transformation. Most of these people are adolescents, driven insane by their constant contact with the Anopheles. They are totally subjugated, loyal, and without hope.

SCENARIO



THE BIG ENTRANCE

As the chronogate closes, or the magical mists swirl away, or the dimension-spanning DeLorean coasts to a stop, the heroes see a deserted downtown street, preferably in the campaign city. The sun shines brightly in a clear sky. Shop windows look out on wide sidewalks; skyscrapers tower on either side. Everything looks normal ... until the PCs notice the corpses.

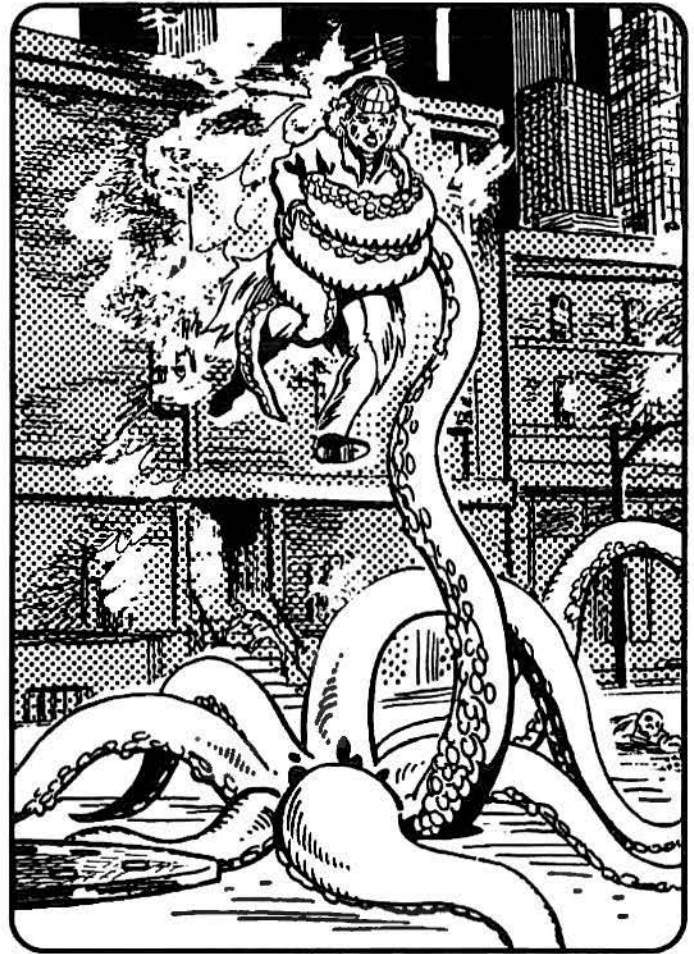
Businessmen, derelicts, ladies in furs, children (lots of them), even pigeons and stray dogs — all dead. Some look pale and ghastly, for they are completely drained of blood. Others still have blood pooled around their bodies, but their eyes and the soft parts of their bodies have been eaten away. Lines of bloody circular welts mark the skins of some.

The heroes hear a metallic clanking around a corner. A hunched-over bag lady, dressed in a ragged overcoat, pajamas, and galoshes, wheels a shopping cart onto the street. The shopping cart holds plastic trash bags loaded with clothing and garbage. The vagrant ignores the heroes and sets to looting the corpses. She babbles constantly to herself, her eyes glazed.

When the insane woman passes a manhole in the street, the cover bursts high into the air. Suddenly a long white tentacle reaches up, grabs her, and tries to pull the screaming woman down into the sewer! Her attacker is a starfish (see *Characters*); the heroes should obviously leap to her rescue.

The bag lady, Winona Delmar, is an incompetent normal with INT 5, other Characteristics of 8, and no skills except Survival (12-.) Completely insane, the rescued woman believes the heroes to be more monsters. However, she babbles a litany of the horrors she's seen across the country (all true), so she can give newly arrived PCs some idea of the horrors they face.

The PCs may well take Winona under their protection. She won't eat or drink, and unless Mind Controlled she tries to escape at every opportunity. She probably perishes in a later monster attack; her death offers one more note of pathos in this shattered world.



ONE CURIOUS POINT

Radios and television sets in store windows or deserted bars are all broadcasting the same station, the only station on the air. It features the usual vapid mix of sitcom reruns, reread crime dramas, daytime soap operas and game shows, and the occasional news program.

The news, offered by a smiling, pretty anchoress (an impostor hybrid), offers an ordinary mix of foreign policy crises, governmental squabbles, and local crimes and disasters, identical to the broadcasts the PCs saw at home. To judge by the news, nothing much appears to be wrong; certainly it doesn't explain this ugly devastation.

The commercials incite buyers to try products with various brand names, but every commercial concludes "another fine product from Kulicorp!" Astute PCs can surmise a link between Kulicorp and the situation around them.

This might lead the heroes to the Kulicorp world headquarters described below. They can find its location in any phone book. If the PCs aren't that quick on the uptake, run the encounter with the Survivors in the next section.

LOOKING AROUND

ON THE STREETS

The mass death the PCs first saw continues throughout the city. As they explore, introduce optional encounters along the lines mentioned in *The Urban Landscape*, above.

It is always possible that the PCs might investigate the surviving TV or radio station. They find a nightmare-infested building similar to the Kulicorp HQ described below. Worker hybrids and iron maidens run the station, repeating the same programs endlessly. A few impostor hybrids (see their description in the NPCs section) staff the front office, luring suspicious normals (and PCs) into ambush within the station.

RESEARCH SOURCES

The campaign city's libraries and newspaper offices still survive, though they're dark and deserted. The newspapers and videotaped news broadcasts date to a few months ago. However, none of the news sources mentions anything unusual taking place. The servants of the Anopheles kept the takeover out of the press.

The only lead that may provoke a hero's suspicion is the extensive coverage the news media devote to Kulicorp, a diverse multinational corporation that does not exist in the PCs' world. Kulicorp constantly made headlines last year with charity work, beneficial research breakthroughs, awards from employees, and so on. No public relations agent could achieve such favor. The news stories mention that Kulicorp world headquarters is based right in this city.

IN THE SEWERS

In case the PCs follow the trail of the starfish from the initial encounter, their journey through the sewers leads to encounters with endless numbers of horrible nasties. Let them fight a few starfish and rescue the living but half-devoured victims. The dying people can convey their horror and gasp out a request that the PCs aid the Survivors (see the next section).

Encourage the heroes to return to the surface, so they can meet the Survivors. But if they persist in staying underground, let them follow a trail of slime and corpses to the hatching chamber in the basement of the Kulicorp skyscraper, described below.

THE SURVIVORS

The lone band of independent humans in the campaign city trace their origin to Gregory Kulik's original ritual in 1928, the one that brought the Anopheles to this dimension. This ritual, described later in this adventure, sacrificed seven heroic investigators who were attempting to foil Kulik and his cult. All seven died horribly.

But an eighth escaped. Clarence Alsop, once a simple university professor in Kulik's own archaeology department, discovered the evil scheme. Alsop gathered a band of allies and staged an assault on a cult stronghold. There Alsop himself, leading the charge, was severely wounded and rushed to a hospital. The rest of his group found the final clue to the whereabouts of Kulik's ritual. They charged onward, minus Alsop — and perished.

Alsop, escaping alive if guilt-stricken, retired from the university (where his colleagues thought him mad). He devoted the rest of his life to the struggle against the Anopheles.

As one part of that struggle he founded the Survivors. This fatesighted (though slightly unbalanced) group prepared caches of weaponry and supplies against the day when the Anopheles would take over. Like the survivalists in the hills, the Survivors made plans to retreat; but they also planned to fight to re-establish the world that was.

FINDING THE SURVIVORS

Perhaps the sightseeing heroes, unaware that they can "fix" this dimension, simply regard it as an obstacle course and try to leave. As they despair, a lone Survivor runs toward them, pursued by a pack of iron maidens (two per PC). "Run!" he cries. "They'll get you too!" Then he falls, exhausted.

Obviously the heroes should rescue him. The iron maidens flee after two or three of their number fall. After the battle the PCs can question the Survivor, 28-year-old Malcolm Alsop (grandson of the Clarence Alsop discussed above). He's gaunt, twitchy, with fresh scars on his face and hands. His long straggly brown hair already shows signs of gray. He wears a torn black turtleneck and black pants — the wardrobe of espionage — and clutches his empty M-16 rifle tight enough to whiten his knuckles.

A SURVIVOR'S STORY

Malcolm's explanation for the chase is ordinary, but true: He was scavenging for food with a band of Survivors, and the iron maidens discovered them. Malcolm is the only Survivor who survived the attack. "Another three down," he says grimly, choking back tears. "Twenty-six to go ... unless even more have died since I left the sanctuary."

Malcolm asks the heroes to accompany him to the battle site, a ruined delicatessen a few blocks away. There he asks them to help bear away the fallen Survivors to the sanctuary. "We should never dishonor our martyrs." Such is his intensity that the PCs may suspect he's on the verge of insanity. This is true; he's already 20 points down on his Anopheles-inspired Psychological Limitation.

WHAT MALCOLM KNOWS

Malcolm can tell the PCs most details of the Anopheles timeline above, the nature of the monsters, and the role of his grandfather, Clarence Alsop, in opposing Gregory Kulik. Malcolm knows little about the rest of the world since the takeover; except for rare transmission from the Arctic, communications have ceased.

Rather than speak about the Survivors, Malcolm demands proof of the PCs' humanity — or, from nonhuman PCs, proof that they aren't allied with the monsters. Once convinced, Malcolm takes the PCs to the Survivor sanctuary, Eternal Hope.

ETERNAL HOPE SANCTUARY

This concealed, fortified headquarters lies beneath a destroyed subway station in the heart of the city. If there is no subway in the campaign city, the sanctuary lies beneath the city Post Office.

Optimistically named "Eternal Hope," the Survivor sanctuary is a refitted Cold War fallout shelter that now shows little of hope and even less of the eternal. Its concrete walls, shaken by the monstrous burrowers' earthquakes, have cracked through and exposed black dirt beyond. Tubs that once held dry rations, mainly crackers and beef jerky, now roll empty across the floor as Survivors kick them from underfoot.



Not that there are many Survivors left kicking. The PCs count only a few dozen, though the shelter appears large enough to hold several hundred. "There used to be that many," says Malcolm, trying to keep the strain from his voice.

SURVIVORS ON THE EDGE

The Survivors hardly remind the PCs of a disciplined revolutionary army. The various members could be housewives, bums, lawyers, assembly-line workers, or college students, but not soldiers. Their only common feature instantly strikes the PCs: a haggard, haunted manner, with violent mood swings. These people all verge on nervous collapse.

The once-proud human race! Here in this grimy shelter, these ragged specimens argue over whose bunk should be cleaned, bet huge amounts of worthless dollars on gin rummy, or just huddle in corners, weeping.

As the PCs explore Eternal Hope, the Survivors wait anxiously for news. A few hours ago they sent three valued members of their forces on an important espionage mission. The leader is William Alsop, Malcolm's father and unofficial leader of the Survivors. He and two others, a security systems specialist and a demolitions expert, are carrying a large TNT bomb to destroy the penthouse of Kulicorp's skyscraper. The Survivors believe it's the Anopheles' stronghold.

THINGS GO WRONG

After the player comprehend the stakes of this mission, a trim young man clad in olive coveralls and leather jacket trots easily down into the sanctuary. "Bart!" the Survivors cry. "Did it work? Where are the others?"

This is Bart Murrell, the security systems expert, a handsome fellow who looks and sounds rather like one of the male PC heroes. But what's that thin whining sound around him? Bart begins to talk, but his voice sounds vaguely wrong, like it is a bad recording with a lot of distortion and background noise. "It was wonderful. We've made a breakthrough, and I've brought my new friends."

Then he opens his mouth wide — so wide that the jaw unhinges and falls loose, stretching the mouth cavernously. The whining grows louder and from Bart Murrell's mouth swarm clouds of Anopheles larvae!

What happened

The Anopheles caught the Survivor team and turned Bart into an impostor hybrid. The demolitions expert on the team, Hazel Laughton, is now in the subway station (or Post Office) above the Eternal Hope sanctuary; she's setting the bomb that the Survivors intended for the Kulicorp building.

The last team member, Survivor leader William Alsop, is to become a ritual sacrifice to the Anopheles Queen in the Kulicorp building. This is discussed further in the *Aftermath* section below.

SANCTUARY BATTLE

As the impostor lets loose the larvae swarm, he shapeshifts to his hybrid form — an upright human-sized insect with melted features. Just as the human chest rises and falls, so does this creature's body continually shift and pulse.

The awesome Presence attack, as well as the Transform and EGO Drain, occur instantly. An alert PC may want to encase Bart in a Force Wall or otherwise confine the swarm, but the Presence attack may spoil that plan.

This Transformation attack knocks about half the Survivors completely over the edge. They shriek, tear their hair, and run in all directions, probably interfering with PC attacks during the attack that comes in the same phase.

THE ASSAULT

The other Anopheles troops spring into action. From the stairway behind him, a horde of iron maiden shock troops (three per PC) storm the sanctuary. These monsters were once army troops, and they still wear flak jackets and carry weapons; but the iron maiden infection (described below under "NPCs") has caused ugly bone spikes to erupt from their faces and joints. They are completely loyal to the Anopheles, but they also want to seize victims, impale them on the spikes, and inject their hideous infection. Divide the shock troops into five-person teams and equip them with rifles, chains, bats or similar weapons.

THE EXPLOSION

The Anopheles are on a suicide mission. Overhead, former bomb expert Hazel Laughton, now a worker hybrid, is setting the explosive that will destroy the building. The Iron Maidens carried it here, and they don't care if Hazel detonates the bomb before they're out. She (it) completes the operation one Turn after Bart enters the sanctuary, then flies away at top speed to Kulicorp headquarters. The bomb explodes one Turn later, probably while the battle is still raging below.

The explosive is a Heavy Bomb (6d6K EX, -1 DC/3"; from p. 203 of *Champions*) in a steel box weighing 300 lbs. A successful Demolitions roll defuses the bomb. Should the PCs fail, the explosion brings down the building, cracks the walls of Eternal Hope, and cuts off every exit. Inside, the PCs have very little time to evacuate the surviving Survivors. Stage this sequence with all the suspense of a Hitchcock film.

AFTERMATH

In the Eternal Hope sanctuary, all hope has vanished. Many of the Survivors, now fully insane, cry openly, hysterically, and even the still-lucid ones are completely demoralized. An insane Survivor, such as a pregnant woman who believes the Anopheles have possessed her unborn child, may attempt suicide; or a lunatic may try to murder Malcolm Alsop on the grounds that "it's Alsop they want, not us!" Consider these intense scenes carefully before staging them, since they may prove harrowing for the players.

The PC heroes should calm the Survivors and try to rebuild morale. This offers players an opportunity to make moving speeches, vow revenge, or otherwise roleplay.

THE RESCUE

In the face of these efforts, the Survivors bemoan the loss of William Alsop, their leader and an important symbol of their struggle. This is the cue for a PC to suggest that they rescue Alsop; a vengeful Malcolm can suggest it if the players don't. This goal goes a long way toward cheering the Survivors.

But where is William Alsop being held? The most obvious place is Kulicorp headquarters, now clearly an Anopheles stronghold. Let the PCs plan their rescue strategy, then go to the next section.

KULICORP HEADQUARTERS

Kulicorp's 88-story skyscraper offices lie in the downtown financial district of the campaign city or the nearest large city. This towering steel-and-marble monolith, windowed with curtain walls of dark green glass, dominates the skyline like a monstrous invader.

Something else heightens this monstrous effect — a misshapen insect-type hive or nest that covers the upper three stories of the building. Like a wasp's nest, this bulging, ridged mass looks and feels like paper. However, its magical nature obscures the interior from N-Ray Vision or Clairvoyance. Construct this as Images vs. these senses, Area Effect, only to simulate empty space (-1, solid simple image).

Inflict at least a -10 penalty to the heroes' PER Rolls to spot anything inside. That way they'll be surprised by the horrors that await them inside.

THE LOBBY

The whole inside of the building, every floor, is alive with bugs: Anopheles swarms, newly-hatched spider young, and at least a million centipedes, wasps, beetles, and houseflies to feed the iron maidens. The terrestrial insects feed on the human carrion that lies in every office. Fliespecks and slime tracks dot every wall. A noxious smell of rotted meat pervades the building.

And there are worse adversaries throughout the building.



Entrance lobby

Here human-Anopheles hybrids (one for each PC) guard the shattered entrances. Just inside, piles of dead dogs and cats — city pets — litter the floor, providing food and hatching grounds for swarms of housefly maggots.

Basement

A long shaft leads from the penthouse down to the basement; the Anopheles have blocked off every other conventional access with rubble and corpses. See also *Boardroom Battle* below.

STAIRWELLS AND ELEVATORS

Stairwells

Each of the building's four corners has a stairwell, and there are two in the center of the building next to the elevator banks. Between each floor are two flights of stairs, each 3" long (total 6" per floor).

All stairwells are concrete (DEF 6, BODY 5). They are intact, but the stairwells stop one story below the penthouse floor. Heroes must enter the 87th floor and go down a hall to a separate stairway leading up to the penthouse. Four hybrids guard the stairway, and others can be summoned from the offices on the 87th floor.

In each stairwell lurk a few iron maidens and hybrids searching for food. See also *Office Floors*, below.

The invaders have scrawled odd runes on the stairwell walls. These have no function, except to delay curious heroes. See *Elevators*, below.

Elevators

There are four banks of three elevators each. Doors are DEF 4, BODY 3; they can be pried apart by STR 20. However, only two elevators go all the way to the penthouse; the others stop on the floor below. In the penthouse elevators, passengers must insert a key in a lock next to the "88" button in order to activate it. However, any successful Lockpicking or Security Systems roll easily defeats this lock. (PCs could also choose to ignore the Elevators and punch through the ceiling.)

The penthouse elevators are labelled on the ground floor, but not on other floors. PCs who don't pay attention to the labels stumble onto the penthouse elevators on a roll of 1 on 1d6.

The elevators still work; the hybrids need them as much as human workers did. An elevator starts moving two seconds after the doors close. For convenience, assume an elevator moves one floor per second, so the journey from the ground floor to the penthouse takes just under a minute and a half. The doors open two seconds after the elevator stops moving.

Strange runes, drawn in slime, cover the walls in the elevators and stairwells. These are quasi-religious symbols of the Anopheles triumph; heroes will see them everywhere on the building's upper stories. Though disturbing, the symbols are red herrings without explicit function.

Noise in the elevators draws the attention of two spiders who live in each shaft, one above the elevator cabin, the other below. One turn after the noise occurs, one spider, recognizing the heroes' non-hybrid speech, rips open the cabin roof and tries to Entangle everyone inside. The other spider rips open the floor one turn after that, and everyone inside who isn't Entangled must make a DEX roll to avoid falling.

THE FLOORS

Each floor measures five meters (2.5") high, except for the penthouse floor, which is six meters (3").

Office floors

The decor here was once cool, gray, and dignified; now each floor is ruined. Most windows are shattered. In the openings, young spiders weave their webs. Two or three adult spiders maintain clearly-marked territories on each floor. The few hallways not blocked with webs lead to empty offices.

If the PCs have overlooked important clues as they head toward the penthouse, put a hybrid-run food chamber in an office on an intervening floor. The heroes rescue a deranged Survivor, who blurts out the missing clue and dies.

Top (penthouse) floor

Before the invasion this was a high-ceilinged, immaculate reception lobby. Now bones and refuse pile in every corner. Blood stains the expensive carpet. At the reception desk, now smashed, a demented hybrid "secretary" munches on a haunch of meat — the type is better left undetermined. If attacked, the secretary flees through a hole in the ceiling. No other furniture has survived.

All the dozens of ragged holes in the roof lead to the papery "wasp's nest" the PCs saw outside. Inside the nest, a dark labyrinth of narrow tunnels, hundreds of worker hybrids supervise the breeding of humans — children, mostly, barely past puberty — as meat animals.

Behind the secretary's desk, a carpeted ramp leads up to a double door made of thick walnut (DEF 2, BODY 4) and labelled "EXECUTIVE BOARDROOM." Through the door the heroes can hear tortured human screams; a Survivor can recognize the voice as William Alsop's.

THE KULICORP BOARDROOM

This is a long, low-ceilinged room with walls that drip slime. Blood is painted on the carpeted floor in strange ritual symbols like the PCs have seen elsewhere. Webs in the corners hold the desiccated bodies of executives who once worked here. There are smells of blood and vinegar and various human wastes.

Along the walls scuttle former human beings, now distorted into a hunched mosquito shape — drones and worker hybrids. There are 10 drones and eight workers. Collectively these require four EGO Rolls to resist their sanity-draining effects. Malcolm Alsop barely makes these, but any other Survivors with the PCs fail and go into catatonic withdrawal.

When the hybrids see the PCs, they retreat into a defensive position before a paper wall that marks off a corner of the room. The wall (DEF 0, BODY 1) is no different from the nest walls that cover the penthouse exterior. But the PCs must fight off the hybrids to get through it — and Alsop's screams are coming from beyond the wall.

The Queen

Ripping aside the wall may drive vulnerable characters over the edge. Beyond it, indolent and repulsive in its slimy stronghold, lies the Anopheles Queen: huge, bloated, pale and doughy, like a tremendous mound of flesh. Two stubby arms and two atrophied legs protrude; a small human infant's head, bald and drooling, holds itself up with effort.

As the PCs reel from this shock (note the Queen's Presence attack), the Queen with a repellent liquid sound, lays a huge quantity of eggs. These collect in neglected, viscous brown-yellow drifts, then gradually slop over and ooze down the open elevator shaft in the back of the room (see below).

Despite their horror, players may think that this is the typical final assault in a superheroic scenario. Let them think so — and then allow the horror to continue and grow beyond anything these players expected.

An unexpected failure

This is the big moment, the heroic rescue. By preventing Alsop's sacrifice, the PCs can strike back at these monsters and relight the flame of hope in this world! Can they do it?

No. Sadly, the PCs arrive too late to rescue William Alsop. As they enter, the monstrous Queen has just removed the top of Alsop's skull; it now munches on Alsop's exposed brain while his still-living body twitches uncontrollably. The Queen, blase, its small mouth smeared with neural tissue and blood, gloats, "I like forebrains best. The convolutions give such a nice texture."

BOARDROOM BATTLE

Though he clings (barely) to sanity, young Malcolm Alsop furiously launches himself at the Queen. It calmly allows him to pound on its rubbery form; he makes a few gashes, a little blood spurts, and then he falls to the floor, crying.

Meanwhile, the Queen tries to engage the heroes in polite conversation. If this comes immediately after its Presence attack, it should at least have their attention.

"I like the look of you fellows," it says in a high, babyish voice. "This organization could use you. Excellent benefits, travel opportunities, meet lots of interesting friends. What do you say?"

Should the PCs pursue some devious strategy and agree, the Queen asks for a token of their new loyalty: the murder of the Survivors. If (when!) they refuse, the Queen opens its mouth very wide and spits a foul, slimy white muck — its Entangle attack — at the most vulnerable PC. The battle begins.

Tactics

All 18 hybrids fight to the death to protect the Queen. They interpose themselves between Queen and PC, and throw themselves into the path of PC attacks (Dive for Cover maneuvers). If the battle goes too smoothly for the PCs, more hybrids appear from the nest entrance in the boardroom ceiling, one every two Segments. (Time to seal that entrance!)

The Queen Entangles as often as possible, then strikes the Entangled victims with its deadly acid spit. It bellows threats at the hybrids to protect it. It cannot move, so its options are sharply limited.

Should the PCs knock out the Queen, it will die. Its head flops down, blocking its breathing; unnoticed by the heroes, the massive body soon suffocates. But that is not all: In its body's dramatic death throes, the head rips loose from the body in a shower of gore. The detached head extends spidery legs and scuttles for the rear of the boardroom! (This grisly sight calls for another Presence attack, so the head can reach its goal without PC interference.)

With the death of the Queen's body, the surviving hybrids scurry around in confusion. They present no further threat to the heroes.

If the Heroes fail to beat the Queen and her hybrids, see the *Troubleshooting* section at the end of the adventure.

AFTERMATH

Looking around, or following the fleeing head, the PCs discover a shaft leading downward. It was concealed behind a papery wall. The Queen's eggs fall down this dark shaft, which extends the height of the building and ends in the hatching pool beneath the skyscraper.

The shaft is four meters (2") square in cross-section. The walls are thin stainless steel (DEF 3, BODY 2). Heroes can't see the bottom, and they hear and feel only a moist wind from below. In short, it seems an eerie and threatening place. Yet that's where the Queen has gone, or in any case that's where they must go next.

Malcolm Alsop, still holding onto sanity — at least, the PCs think so — insists on coming along. Since he knows so much about the monsters, the PCs should take him. If they refuse, the GM can have Malcolm follow secretly, then appear when the heroes most need his knowledge.

GATE TO HISTORY

The Kulicorp building's basement and sub-basement, now joined into one enormous chamber, hold the Anopheles hatching pool for this city. There are similar hatching pools beneath most major cities and in strategic points in the countryside.

PCs can reach the basement from the shaft leading down from the executive boardroom. Persistent heroes can also unblock the one of the two ground-level stairways, currently sealed with rubble. And strong-stomached heroes can crawl through narrow sewer access pipes and enter through a drain in the concrete floor. First, though, they'll have to break through the steel grate blocking the drain (DEF 3, BODY 2).

All hatching pools hold a gate to the Anopheles home dimension. The pools and gates exactly resemble those described below. The gates are indestructible without magic; in fact, one floats above a radioactive crater in the Nevada desert — it survived the direct nuclear strike that destroyed its Anopheles nest.

Catching the Queen

As the PCs arrive, the Queen's head (if it escaped above) is racing for the gate, which is described below. Capturing the head should be pretty easy; if, for some reason, the heroes fail to catch the Queen, the head passes through the gate and escapes. She does not reappear in this adventure.

THE SLIME LIGHT

Heroes who follow the shaft will find themselves in the basement of the Kulicorp building. This small room is plain and dirty. Its grey concrete walls are totally unexceptional. The basement is lit by a dim green light which emanates from the room's only interesting feature, the dimensional gate.

A giant elliptical frame floats at an angle above the hatching pool, apparently filled with slime that glows with a dim green light. Though the frame has no bottom, the slime remains inside it without falling. The frame measures about ten meters (5") along its narrow axis, 18 meters (9") at the widest point, and about a foot thick. Its alien material looks like smooth, pale-green bone.

The frame, oriented at a 60-degree angle, has its own gravity. Occasionally, on either side of the frame, a bubble grows on the slime's surface, then bursts with a soft blup; the slime droplets from the explosion fly outward, but defy Earth's gravity and fall back onto the slime. This vertiginous effect may reveal the frame's true function: It's a gate to another dimension.

Construction

The frame is built as Extra-Dimensional Movement (single other location, time travel, 40 pts), 32x mass (25 pts), 0 END Persistent (+1), Area Effect 27 hexes (+1), Continuous (+1), Usable By 8 others (+1 1/4) (total active cost: 406 pts), Always On (-1/2), Open at both ends (-1/2), Unbreakable Universal Immobile OAF (-2), Independent (-2), Doesn't work in intense cold (-1/2). Active cost 406 pts, real cost 62 pts.

"Open at both ends" is a new Limitation on Teleport and Extra-Dimensional Movement introduced in the *Mystic Masters* campaign supplement. This means the Power not only transports you from point A to point B, it also lets anybody at point B use the Power to visit point A. This Limitation is only available for Powers that are already Continuous and Usable By Others.

The Light

This dim spherical source shines through the translucent pale-green slime. From either side of the frame it appears to lie far distant. The light bathes the entire hatchery with unwholesome radiance. Without it, the eggs will not hatch.

PCs can discover the source of the radiance by entering the gate, swimming through 2" of slime (normal Swimming rate halved) and emerging in the dimension at the far end—the home realm of the Anopheles.

THE ANOPHELES DIMENSION

As one might expect, the home of these sanity-bending monsters is a hellish place, damaging in itself to human sanity. Human characters in this dimension take a 1d6 Transform attack and 1d6 Ego Drain upon entry, the standard Anopheles-related power described under "Special Rules" above and "NPCs" below. Another identical attack follows one minute after entry, then five minutes after entry, and so on for each step down the Time Chart. Characters cannot remain here long and stay sane!

DESCRIPTION

What's so horrible? First, the heroes can't see much; thick, moist fog clings everywhere, carrying the pungent odor of burning rubber.

But the PCs hear all too well: shrieks, atonal piping, onrushing wind. The wind blows through their minds more than their bodies—a psychic wind, turning their thoughts in awful new directions. (Mentalists can undergo a "radiation accident" to gain new powers here. But the powers may have unpleasant side effects!)

There's slime everywhere. It's unclear whether this is the surface of a landscape, or a layer of gravity floating on nothingness through some variant natural law, or even a consequence of a barrier between dimensions. Movement rates through the slime are halved. Flight above the slime eventually sends the flyer into it; is the slime stretching up, or are the flyer's perceptions mixed up? There's no way to tell.

Through the fog the PCs can make out moving shapes. These could be small and near, or gigantic and distant. Flying after them gives no information. But now and then something large swoops by, shrieking just overhead, too fast to attack.

In general, the GM should ration information here jealously, and create endless numbers of repulsive sensory details.



APPROACHING THE LIGHT

Lacking other clear goals, the PCs probably move toward the light source they saw through the gate. A few dozen meters above the slime, connected by an umbilical of thickened, semi-solid slime, floats a phosphorescent blob of—is it flesh? Are those limbs? Can that be... a human head?

The light source is a living, grotesquely enlarged, obese human form, its flesh phosphorescent like a day-old corpse. Naked, deathly pale, crouched in a fetal position, it hardly resembles a baby: too many warts, thick reddish hairs, and weeping sores for that.

If Malcolm Alsop is here, he recognizes the figure, and he barely keeps his composure. Intensely calm, he says, "That's Gregory Kulik." (If Malcolm isn't around, then the Kulik will have to explain his own fate to the PCs. See *Communicating with Kulik* below.)

It's true. The Anopheles "rewarded" their loyal servant with this position, an incubation light for their hatching pools across the Earth.

COMMUNICATING WITH KULIK

This man, the villain who brought the Anopheles upon the Earth, now babbles to himself of childhood camping trips and school homework. Insofar as the PCs can understand anything he's saying, they realize he's no longer under the Anopheles' mental control.

The PCs can penetrate his haze of insanity through successful Conversation, Interrogation, or Persuasion rolls; the GM should assign minuses at his discretion. Mental Powers like Telepathy also force Kulik to communicate.

Once he comprehends the heroes' presence, Kulik begs that they kill him. Or, should the players sound too eager to oblige him, Kulik can offer to send the heroes back to Earth "so you can undo my doing of this travesty." However, he shouldn't volunteer this unless necessary; let the players discover for themselves that Kulik possesses the ability to time travel.

Should the PCs not recognize Kulik or understand his dilemma, the GM could have Kulik enter into a fit of self pity during which he explains his situation to the characters. Then he will request that the PCs end his misery, one way or another.

TRAVELLING

Actually, Kulik himself cannot travel through time. He has become an integral part of the gate that allows this. But, as he demonstrates to the PCs, he can control the gate's other endpoint, sending it to any hatching pool on Earth — at any time since they were established. The views through the gate pass from one to the next, click-click-click. Kulik eventually stops the views at the site and time of his original summoning ritual, in the campaign city in 1928. Entering that era is simply a matter of clawing through the slime again. (If PCs leap through the slime at some random point, they also end up there.)

Alternatively, the GM can keep all this secret. The PCs explore the Anopheles dimension, a futile and deranging process, and return to the gate, only to discover that it changes its views endlessly. They have to pick what looks like a good landing point, then slime-swim blindly. They appear at the ritual site, but may take a while to discover they've traveled into the past.

THE RITUAL, 1928

In this (literally) historic scene, Dr. Gregory Kulik is still human and still the pawn of the Anopheles. That he may serve them better, they have granted him superhuman magical power (see "NPCs" below).

THE SCENE

This is the same basement chamber the PCs left. The hatching pool is gone, or rather, it hasn't yet appeared. The red brick walls and floor will later be replaced with reinforced concrete, and the clanking furnace will give way to a more modern central heating system. The shaft to the penthouse is not yet built, and the stairways up to the ground floor remain clear. Otherwise, it's the same high-ceilinged basement. (This is the site where Kulicorp headquarters will eventually be built.)

The same gate floats at a slant overhead. The PCs can look through the gate into the room without being detected, though they'll have to hold their breath while doing so. In the basement they can see a strange central apparatus, a crowd of figures, and Dr. Gregory Kulik.

THE CROWD

There are over 100 hulking, unshaven men, all wearing slime-green robes tied at the waist with belts made from chains of human finger-joints. These are Anopheles cultists, Kulik's demented followers; they're described in the "NPCs" section.

As the PCs arrive, the cultists are chanting in unison in a language the PCs have never heard, a ritual language of the Anopheles. A few cultists are renewing the paint on several runic symbols on the basement walls. The heroes saw duplicates of these symbols all over the Kulicorp building.

The room smells of the cultists' perspiration and the blood smearing the apparatus (see below). The entire atmosphere is tense and expectant.

As the PCs watch, a cultist, overcome by the ritual fervor, goes berserk, starts screaming incoherently, and lashes out at his fellows with a thin sacrificial dagger (1/2d6K). The others fall upon him like jackals, ripping him apart. All cheer madly.

THE APPARATUS

This is a weird super-science setup. Seven people, clearly helpless victims, are strapped head-down on tilted granite slabs (DEF 3, BODY4, 300 lbs) inclined one above another. An apparatus of shiny brass-colored pipework (DEF 1, BODY 2) supports the seven-layer setup, which reaches almost to the room's high ceiling.

The seven victims are connected with rubber intravenous tubes. The blood of the person on top flows into the next one down, and from him into the one beneath him, and so on.

Hunched over the bottom slab is Dr. Gregory Kulik.

KULIK

PCs may hardly recognize him from the globular monstrosity they met in the Anopheles dimension. Kulik here is a slender, almost dowdy gentleman with a full head of white hair, muttonchop whiskers, and heavy white eyebrows. He could be somebody's uncle.

But his eyes gleam insanely as he stoops over the bottom victim, a shapely young woman, and begins to cut — oh, so delicately — to cut her throat. Beneath the bottom slab is a large, shallow brass urn that will collect the blood. Within one or two turns, starting with the person on top, each victim in sequence will bleed to death.

WHAT'S HAPPENING

Having created the gate earlier in the ritual, Kulik is now breaking the ancient ward that keeps Anopheles monsters from using the gate to enter this dimension.

To do this, Kulik and the cultists must drink "the blood of seven veins," blood that has flowed through the veins of seven people. This will endow them, so they think, with the power to summon an Anopheles swarm through the slime.

This is false. The Anopheles have convinced Kulik this will happen, but the reality is far more horrible. The blood of seven provides a source of magical energy; the Queen in the Anopheles dimension can draw on that energy to exchange itself and Kulik. And the other monsters waiting to invade can exchange themselves with the cultists.

If allowed to proceed as it did historically, the ritual will end when the seven victims die of blood loss. At that point Kulik's body swells terribly, becoming an Anopheles Queen; the other cultists, wracked with pain, transform into hybrids, spiders, starfish, and iron maidens; and in the Anopheles dimension, all those monsters' bodies transform into the people they have just replaced. Between each pair of bodies, monster and human trade awareness.

And while the cultists are consumed in the Anopheles dimension, and Kulik becomes the atrocity the PCs have already seen, a horde of monsters shambles forth to conquer humankind.

EXPLAINING ALL THIS

If Malcolm is along, he looks around, drags the PCs back to air in the Anopheles dimension, and tells them about the victims, Kulik, the cultists, and the ritual. All these details, discovered by Survivors founder Clarence Alsop, have become part of Earth's new folklore.

If Malcolm is not with the characters, the GM will need to provide them with a way to figure out what is going on. Perhaps one of the characters has Retrocognition. This PC could receive an insightful vision concerning the event. Magic-using PCs may have read about a similar ritual on their home world (which failed, obviously). How the GM does it is not important as long as the PCs are properly motivated to prevent this ritual from being completed.

WHO ARE THE VICTIMS?

These are the seven investigators, capable heroic-level PC-types, who joined Clarence Alsop to capture Gregory Kulik and stop his ritual.

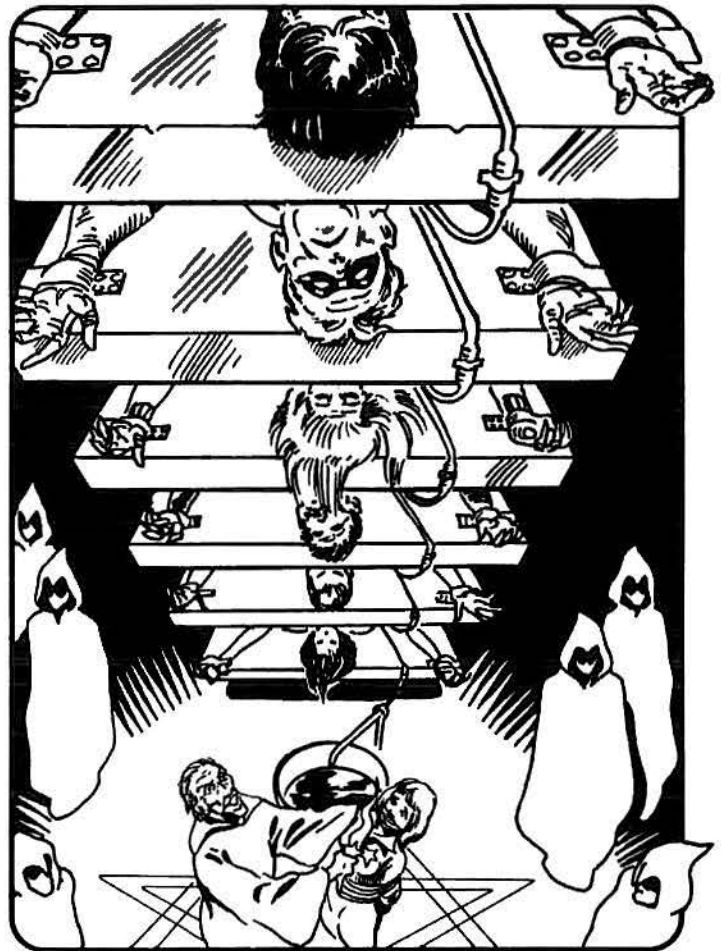
If the players have ever played PCs in a pulp-era crimefighting campaign, use their PCs as the seven victims. That should involve the players' emotions! If seven PCs aren't available, the others can be their DNPCs or NPC allies from previous adventures.

If the players have never played 1920s characters, use some generic pulp adventuring types (the boxer, the private eye, the night club singer, etc.) This adventure doesn't give their stats, since they probably don't play much part in this final battle.

DISRUPTING THE RITUAL

How can the PCs materially alter this situation to foil the Anopheles invasion? Here are a few ways:

1. Kill Kulik or his victims: If Kulik dies, half the cultists try to drink the blood of seven themselves, thereby letting at least some monsters enter this dimension; the other cultists attack the PCs. Killing the victims before Kulik can collect the blood defeats the ritual, but it lacks heroism (to put it mildly).
2. Exorcise Kulik: A powerful Suppress or Dispel, against the active point value of Kulik's strongest spell (75 points), destroys the Anopheles' control over him. Mind Control at the EGO+30 level also breaks the control. Other methods may work, but simply talking to Kulik does not; he's an insane fanatic.
Restored to his senses, Kulik keeps his presence of mind, tells the cultists he "mystically detects intruders" outside the building, and sends them out to investigate. When they're gone, he releases the victims, thanks the PCs for curing him, and surrenders himself to Alsop's comrades or to the PCs as appropriate. Then they have to figure out how to handle the cultists.
3. Interfere with the ritual: This is more complicated than just throwing a rock at Kulik to break his concentration. Those waiting on the other side can maintain the summoning spell while Kulik and his mobs dispose of the interruption.



However, after major interference, magical energy builds while the battle rages. This provides time-sensitive tension as the heroes mop up the agents and confront Kulik. Even after they've screwed up the ritual beyond hope of salvation, the heroes may suffer from this magical backlash — perhaps they're temporarily transformed into some weird monster?

4. Wait until the ritual is over and kill all the monsters that arrive: It's not dramatic, not heroic, and doesn't save the innocent victims. Also, the heroes probably get their brains fried when all those sanity-draining monsters show up. But this will work if all else fails.

The ideal solution should also dispose of all the cultists who would try again in the future (i.e., after the PC heroes return to their own time and dimension).

TROUBLE SHOOTING

An effort has been made to provide the GM with enough information so that he can adequately GM his group, even if they stray from the plot of the scenario. However, it is always possible that the PCs could lose a battle against the Anopheles. These creatures are monstrous and they normally don't take prisoners. What to do?

First, the Anopheles are not human and they do not think along the same lines that we do. The Anopheles could always choose to spare the PCs for reason we can't understand, although there would doubtless be some grotesque reason for keeping the heroes alive

THE WAY OUT

By foiling Kulik's ritual, the heroes change history. The invasion is prevented; William Alsop survives; the world develops much like our own, or like the campaign world. The GM can use this rationale, a kind of "pressure of time," to return the PCs to the present. "The onrushing currents of history, swirling into their new patterns, carry you irresistibly forward. Don't ask questions, it's time travel."

If the players would sneer at this as gobbledygook hand-waving, the GM has several alternatives:

- Establish some plot-related goal the PCs must achieve to return, such as uncovering the Anopheles' own time-travel devices in their fallen city in Kenya.
- An NPC magician can send them back; the pulp-era crimefighters sometimes commanded great magic, or could send those in need to the Tibetan monastery or mad scientist who could do the job.
- Let the dying Kulik "curse" them, banishing them to what he calls "a world on the verge, where at any moment the whole world may explode into nightmare. Can you think, you champions of "good," how thin a line separates this world from total horror?" With this melodramatic line, he collapses; but his dying spell sends the heroes to the "world on the verge" — a world identical to their own. Or is it? Does their horror continue?

STICKING AROUND

If you'd like to keep the heroes in 1928 for a while, skip the automatic snap-back to the present and run a few exploratory adventures in this fascinating time. First the heroes can undertake a small campaign to stamp out the last isolated Anopheles cults in the world.

Then, using the HERO System game *Justice, Inc.* as a 1920s sourcebook, have the heroes fight Prohibition mobsters in Chicago and Ku Klux Klan racism in the south; explore uncharted Africa and Antarctica; and debate whether to assassinate Joseph Stalin and Adolf Hitler.

Once they're ready to return home, have the heroes run into a pulp-era mad scientist with a time machine right out of H. G. Wells. This vehicle can return the heroes either to this dimension's changed present (where their meddling in history may have created inadvertent disasters), or to their own home dimension.

OTHER SCENARIOS

USING DIMENSION MAN

The world of the Anopheles is hardly the kind of place which Dimension Man fits in. Should GMs using the Dimension Man plot also wish to use Horror World, they must find some reason for the rogue to show up and stick around.

One possibility is that there is some kind of cosmic storm in the Multiverse which has thrown all dimensional travelers off course and temporarily left them powerless. Dimension Man was deposited on Horror World and has been kept busy trying to survive while his powers are gone.

Another possibility is that the storm deposited the heroes in Horror World's present day, but sent Dimension Man to Horror World's past (circa 1928) While the PCs have been fighting the Anopheles, Dimension Man has been busy hanging out in speak easies and flirting with flappers.

REVENGE

These other-dimensional monsters can invade the heroes' own campaign world as easily as they did this dimension. They may recognize the heroes' role in their defeat, magically trace their trail back home, and seek revenge, in their own subtle and terrifying manner.

The conventions of this type of horror story dictate that you can never completely defeat these immortal monsters, only hold them off for a year or a lifetime. Should the heroes return to this realm, you may decide the Anopheles are trying conquest again in modern times. They haven't taken over — yet — but their high-tech stronghold is much better guarded this time.

BIBLIOGRAPHY

H. P. Lovecraft's collected works are available in hefty but inexpensive hardcover editions from Arkham House Publishers, Inc. (P. O. Box 546, Sauk City, WI 53583). Principal titles include *At The Mountains of Madness and Other Novels*, *The Dunwich Horror and Others*, and *Dagon and Other Macabre Tales*. Del Rey Books publishes paperback editions of Lovecraft's best work.

Chaosium's *Call of Cthulhu*, based on Lovecraft's work and set in the 1920s, remains the premier horror roleplaying game. Among the best of its numerous supplements, adaptable to the HERO System with a little work — though the fatality rate is pretty high — are the brilliant globe trotting campaign *Masks of Nyarlathotep* by Larry DiTillio; the campaign supplement *Cthulhu Now* (modern-day horror); the scenario collection *The Great Old Ones*, featuring the astounding "Bad Moon Rising" by Marcus Rowland; and the slightly less deadly *H. P. Lovecraft's Dreamlands*, based on the early short novel *The Dream-Quest of Unknown Kadath* — my own favorite Lovecraft.

"Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, after winter summer. They wait patient and potent, for here shall They reign again."

— the *Necronomicon*

CHARACTERS



STANDARD SANITY-RELATED ANOPHELES POWERS

This write up assumes a campaign standard of 60-point attacks for PCs. A convention of the genre holds that the monsters are far more powerful than their mortal opponents, so the mind-shattering Transform attack runs to 75 active points. Adjust the value to at least +15 points above the PCs' strongest attacks.

STANDARD ANOPHELES MIND BLASTING POWERS

Cost	Power
43	1d6 Transform (major, described under "Special Rules" above), cumulative (+1/2), Affects Desolidified (+1/2), 6" radius (+1), NND (+1) (Defense: successful EGO roll; other defenses listed in individual writeups), 0 END Persistent (+1), Always On (-1/2), Reduced by Range (-1/4) (75 active pts)
33	1 1/2d6 EGO Drain, return 5 pts/week (+1 1/2), 5" radius (+1), 0 END Persistent (+1), Always On (-1/2), Linked to Transform (-1/2) (67 active pts)
40	+60 Presence, Linked to Transform (-1/2, Doesn't work vs Characters who make their Ego Rolls.)
116	Total

MAJOR-LEAGUE ANOPHELES MIND BLASTING POWERS

These powers are for the kinds of creatures that drive normals crazy instantly.

Cost	Power
71	1 1/2d6 Transform, 12" radius (+1), Cumulative (+1/2), Affects Desolidified (+1/2), NND (+1) (Defense: successful EGO roll; other defenses listed in individual writeups), 0 END Persistent (+1), Always On (-1/2), Reduced by Range (-1/4) (110 active pts)
67	3d6 EGO Drain, 7" radius (+1), return 5 pts/week (+1 1/2), 0 END Persistent (+1), Always On (-1/2), Linked to Transform (-1/2) (90 active pts)
47	+70 Presence, Linked to Transform (-1/2, Doesn't work vs Characters who make their Ego Rolls.) (90 active pts)
10	Change Environment, 2" radius (10 pts), Persistent 0 END, No Range (-1/2), Always On (-1/2) (This creates dimension-bridging special effects: a shimmering gray-greenish aura that hurts the eyes to look at, obscene angles neither acute nor obtuse, and all that Lovecraftian stuff.)
195	Total

ANOPHELES: LARVAE

Val	Char	Cost	100+	Disadvantages
0	STR	-10	20	2x BODY from heat or cold
11	DEX	3	12	-6" Running
5	CON	-10	25	No hands
10	BODY	0	0	Dependence: Find host in one day or die
3	INT	-7		
3	EGO	-14	25	Distinctive Features: Swarm of Mosquito Like Creatures
70*	PRE	0		Reputation 14-, ext.
0	COM	-5	20	Monster bonus
1	PD	1	53	
1	ED	0		
4	SPD	19		
0	REC	-4		
10	END	0		
13	STUN	0		

* PRE cost figured in Special Powers.

Cost	Powers	END
116	Mindblasting Powers	
80	75% Damage Reduction, resistant PD/ED, not vs. Area Effect attacks (-1/2)	
20	5" Flight, invisible to sight	
38	Detect suitable host, sense/range/targeting 14-	
14	Clinging, 12 STR	
14	7" Knockback Resistance	

OCV: 4; DCV: 4; ECV: 1; Phases: 3,6,9,12

Costs:	Char	Powers	Total	Disads	Base
	-27	+ 282	= 255	= 155	+ 100

Appearance: A human-sized swarm of tiny mosquito-like insects. Unlike most true insect larvae, these can fly. Their beating wings make a high-pitched whine. Each larva measures about 1/4 inch long; a swarm includes 500-1000 larvae.

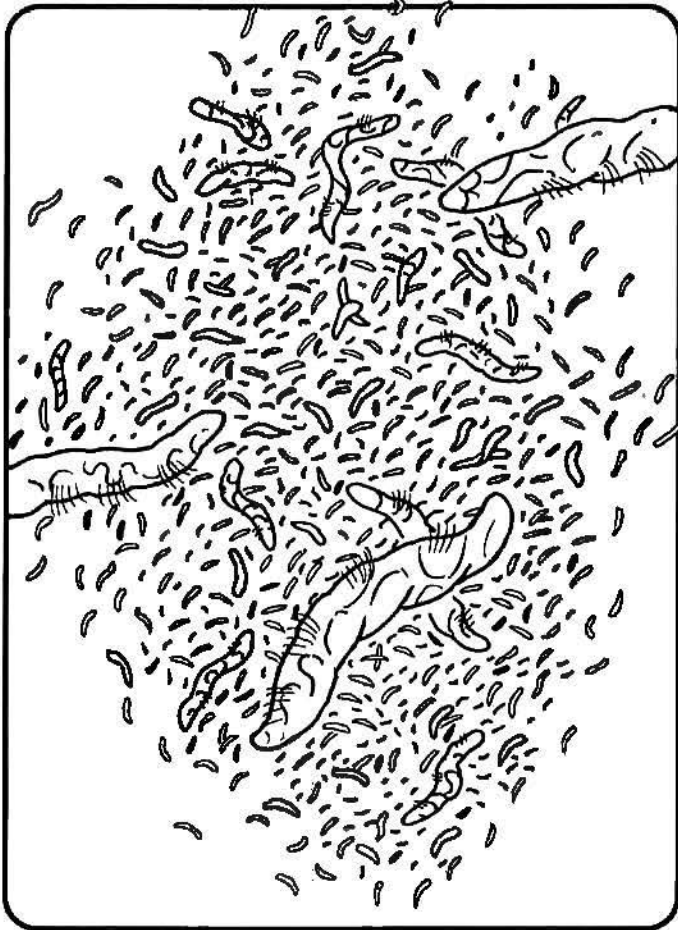
Lifespan: One day.

Background: Hatching from minuscule eggs in stagnant water, or in the soft tissues of a host (living or dead), the larvae, capable of long-range flight, seek out a new host and burrow, painlessly and often unnoticeably, under its skin.

Powers: Once inside a host, the larvae's extra-dimensional nature produces stress in the host's central nervous system — in other words, sanity-draining effects. These render the host harmless ... a gibbering lunatic, true, but harmless to the larvae. The defense against this NND attack is not an EGO roll, but resistant defenses, airtight armor, or Desolidification.

The larvae multiply in the host, spread through its body, and over a few hours transform the host into a man-monster hybrid, described below. By this time the larvae have become so deeply integrated into the host's biology that they cease to exist as individuals. The hybrid resumes its normal functions.

To reverse the hybrid transformation, use Dispel or curative magic. Advanced medical treatments may also work. The sanity loss, though, must heal as discussed above.



Appearance: Three castes of hybrids all take different forms. Some unknown factor of the host's makeup determines which caste it transforms into. The larvae's Transform makes all hybrids instinctively loyal to the Queen, other hybrids, and allied monster species.

The Worker Caste: Humanoid but thin, covered with ugly brown scales that shed freely. Clawed hands, elongated neck and head. The worker flies on large, thin wings resembling a mosquito's.

The Drone Caste: Radically transformed into a mosquito-like posture — hunched over at the waist; limbs lengthened, splayed, and bent; head shrunk and neck elongated. The tongue becomes a long tube that rolls out and grows semi-rigid, letting the drone drink its blood meals and tend the Queen. The drone's wings are almost atrophied, reducing its flight to 5". Add 2" Running.

The Imposter Caste: Most dangerous is the imposter caste. Impostors retain their original form, betraying no hint of their new loyalties until they attack by surprise. Use the host's original stats; add the Mindblasting Powers, but remove the "Always On" Limitation. Replace the Flight with Shape Shift (human to hybrid form).

Lifespan: Unknown; probably decades.



ANOPHELES: HYBRID (WORKER CASTE)

Val	Char	Cost	100+	Disadvantages
10	STR	0	10	1 1/2x STUN, BODY from cold attacks
18	DEX	24	25	Berserk when Queen threatened, 14-, 14-
15	CON	10	25	Obeys Queen
10	BODY	0	10	Fears cold
10	INT	0	5	Sluggish in cold
10	EGO	0	15	Susc: intense cold, 1d6/phase
60*	PRE	0	25	Distinctive Features: Mosquito like features
0	COM	-5	20	Reputation 14-, ext.
2	PD	0		
5	ED	2		
3	SPD	2		
5	REC	0		
30	END	0		
23	STUN	0		

* PRE cost figured in Elemental Control.

Cost	Powers	END
116	Mindblasting Powers	
15	+5d6 HA	2
15	Armor (+5 PD/ +5 ED)	
10	10" Flight (OAF — Wings)	2
10	Clinging, 10 STR	
10	IR/UV Vision	
26	Skills and Talents of host	

OCV: 6; DCV: 6; ECV: 3; Phases: 4, 8, 12

Costs:	Char	Powers	Total	Disads	Base
	33	+ 202	= 235	= 135	+ 100

ANOPHELES: QUEEN					
Val	Char	Cost	100+	Disadvantages	
40**	STR	0	30	1 1/2x STUN from all KAs	
21	DEX	33	10	Enraged when servants harmed	
30	CON	40		11-, 11-	
16**	BODY	0	10	Toys with prey	
18	INT	8	20	Immobile	
18	EGO	16	15	Susc: intense cold, 1d6/phase	
95*	PRE	15	25	Distinctive Features	
0	COM	-5	15	Hunted by Survivors 14- (less pow)	
2	PD	0			
6	ED	0	308	Monster bonus	
6	SPD	0			
8	REC	0			
60	END	0			
36**	STUN	0			
* PRE cost figured in Mindblasting Powers.					
** Growth stats already added in.					
Cost Powers					END
195	Major Mindblasting				
60	Growth, 30 pts, Persistent				
30	Armor (+10 PD/ +10 ED)				
30	Regeneration 3 BODY/turn				
34	Slime spit: 6d6 Entangle, Entangle takes no damage from attack (+1/2), Sticky (+1/2), no DEF (-1 1/2), (OAF — mouth)				
45	Acid spit: 9d6 NND EB, (OAF — mouth)				
10	Change Environment, 2" radius (described above)				0
10	IR/UV Vision				
12	Bribery, Conversation, Interrogation, Trading, all 19-				
OCV: 7; DCV: 3; ECV: 6; Phases: 2,4,6,8,10,12					
Costs: Char Powers Total Disads Base					
107 + 426 = 533 = 433 + 100					

Appearance: A grotesquely obese gigantic blob of flesh with tiny, atrophied limbs and a human baby's head. It stinks of blood and decay.

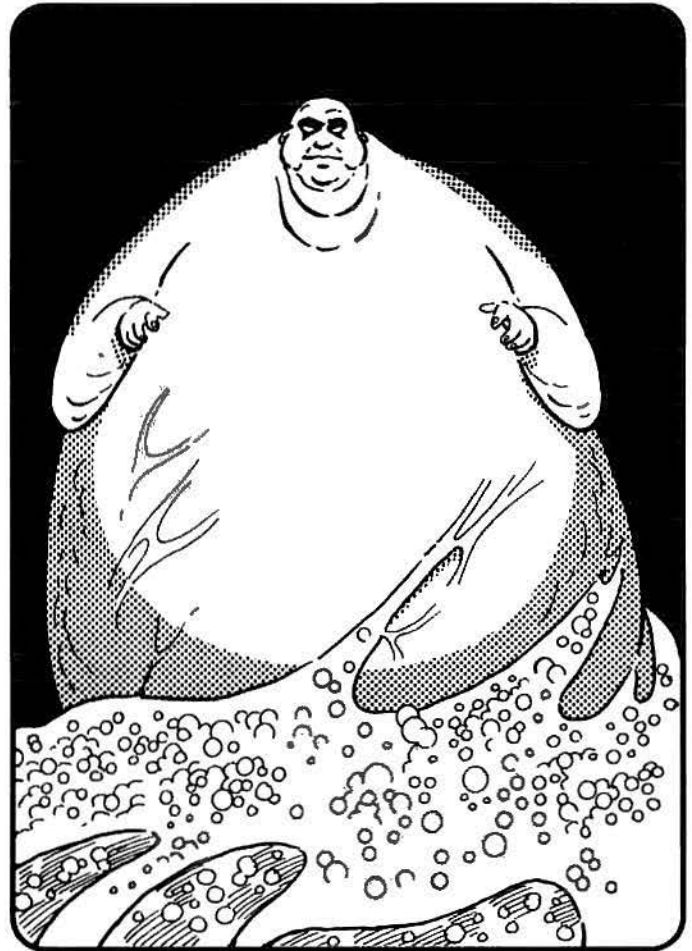
Lifespan: About two years.

Background: An infant hybrid — a human baby taken over by monster larvae — can mature into a Queen. Hybrid drones spray it with their internal fluids, feed it regurgitated cud from their stomachs, and rub it constantly. The infant gradually swells into the Queen form.

Once mature, the Queen feasts on living flesh, especially brains, and recycles the neurotransmitters into its own biology. Highly intelligent, it uses a distributed network of brains throughout its body. It inherits the knowledge of all previous Queens through DNA transcription, giving it vast education.

In emergencies, the Queen's head can tear itself loose from the body and crawl away on vestigial legs (6" Running). If it escapes successfully, it can eventually regenerate a new body.

GM Note: The GM may want to assign a Queen a small Magic Pool to represent miscellaneous magical plot devices. For instance, a



Queen in the Anopheles dimension possessed Dr. Gregory Kulik via a device:

18D6 Mind Control, Indirect (+1/2), Trans-Dimensional (Earth only, +1/2; see the Mystic Masters supplement for details), only in Anopheles city beneath Kenya (-2), OAF (reliquary, -1), one charge that uses END (-2 1/2), Concentrate 0 DCV (-1/2), Gestures (-1/4), Incantations (-1/4), Skill Roll (-1/2). Real Cost of 23 pts.

ANOPHELES: EGGS

DEF 1, BODY 1 per 1000 eggs (wt. 1 lb).

Appearance: Brownish-yellow drifts of slime shot through with tiny translucent spheres.

Incubation period: In optimum conditions — warm stagnant water or healthy flesh — 12 hours. Unhatched eggs in hostile conditions can become dormant and survive for years.

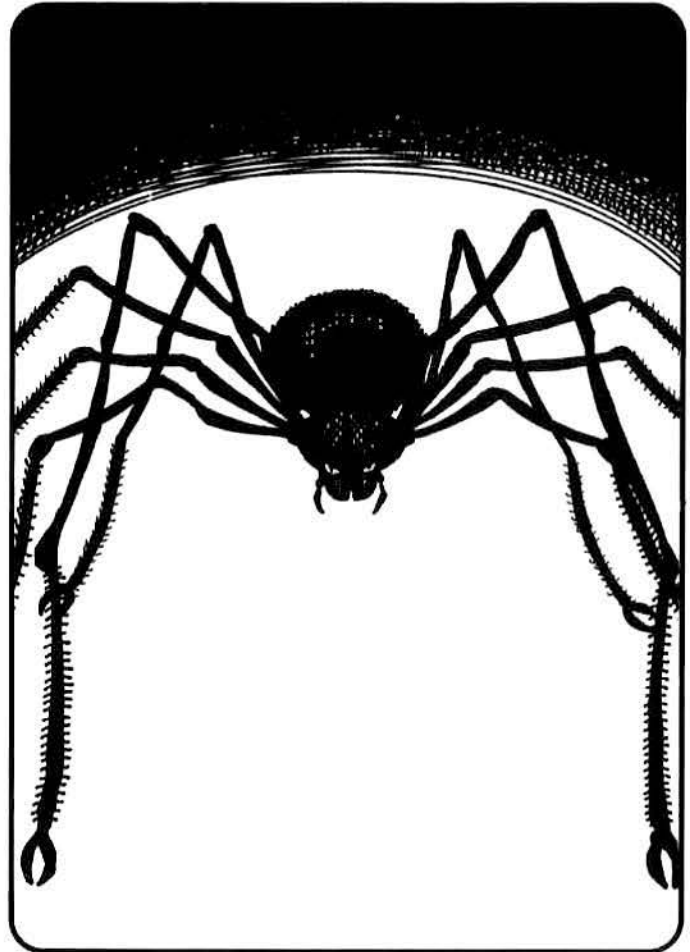
Background: With a brain feast (a meal of a human brain or other developed intelligence), the Queen can lay fertile eggs by the millions. She either deposits them in stagnant water, or in a willing hybrid host. The host incubates them, sacrificing itself when they hatch and eat it alive. (This also lets the hybrid host carry swarms around inside it, for release against its foes.)

SPIDERS (ADULT)					
Val	Char	Cost	100+	Disadvantages	
40	STR	30	20	2x STUN, BODY from light-based attacks	
24	DEX	42		Berserk when hurt 14-, 11-	
30	CON	40	30	Fears light	
13	BODY	6	15	Always hungry for blood	
3	INT	-7	20	2d6/phase from Flash attacks	
8	EGO	-4	20	1d6/segment in sunlight when Darkness is drained	
30	PRE	20	20	Distinctive Features	
0	COM	-5		Hunted by Survivors 8- (less pow)	
15	PD	7	25	DNPCs: Newly-hatched young (incompetent) 8-2d6 Unluck	
15	ED	9	5		
6	SPD	26			
14	REC	0	15		
60	END	0			
48	STUN	0	10		

Cost	Powers	END
80	4d6 Entangle, Stops all vision senses (+10 pts), one hex (+1/2), Sticky (+1/2)	8
40	6d6 NND EB, no range (-1/2), vs. resistant DEF (poison fangs)	6
28	2d6 BODY Drain, return 5 pts/hour (+3/4), requires successful Grab (-1/4)	
33	Darkness, vs. all vision senses, 2" radius, 0 END, Personal Immunity, no range (-1/2)	0
10	Clinging, 40 STR	0
10	+5" Running (11" total)	2
10	IR/UV Vision	
5	Extra Limbs (number varies)	
10	Find Weakness 11-	
6	+2 w/ Entangle	
12	+4 w/ Grab	
3	Combat Sense 10-	
3	Double Jointed	
3	Immunity to its own poison	
3	Lightsleep	

OCV: 8+; DCV: 8; ECV: 3; Phases: 2,4,6,8,10,12

Costs:	Char	Powers	Total	Disads	Base
	164	+ 256	= 420	= 320	+ 100



Background: The spider's ecological role in the Anopheles dimension remains unknown. On earth it weaves massive webs (DEF and BODY 4) to catch prey of rat-size and larger. Many spiders can inhabit a communal web, preying on each other as well as their kills.

Any spider may breed by consuming another spider. The surviving spider paralyzes a fresh victim, leaving it alive, and lays upwards of 10,000 eggs in the victim's flesh. When the eggs hatch some days later, the young make their first meal on the victim.

Powers/Tactics: A spider moves in a hazy sphere of magical darkness, never dispelling it except at night. The spider can see through its own darkness. It is cowardly by nature, casting its Entangles from a distance and fleeing from serious opposition.

Appearance: Though they seldom appear in light strong enough to show their forms, these alien spiders closely resemble terrestrial black widows, except they're the size of a large man. They have large compound eyes, each eye resembling a human eye complete with white cornea and iris. The bulbous body is suspended beneath high segmented legs — the older the spider, the more legs it has (typically 10-12). Each leg ends in mandible-like appendages that permit fine manipulation.

Lifespan: Typically a year or two (most are eaten by another spider). But if the spider survives to age three, it grows large enough to fend off attacks from its fellows. Then it can grow indefinitely for upwards of 50 years. The stats above describe the largest specimen the PCs would normally meet.

STARFISH					
Val	Char	Cost	100+	Disadvantages	
55*	STR	0	20	2x STUN, BODY from Armor	
10/14	DEX	0(6)†		Piercing attacks	
20	CON	20	20	2x STUN, BODY from chemical attacks	
19*	BODY	0		Berserk when hurt 14-, 11-	
5	INT	-5	30	Dislikes bright light	
3	EGO	-14	5	No fine manipulation	
30	PRE	20	15	-3" Running	
0	COM	-5	6	Susc: 1d6/minute in very dry environments	
12+	PD	10	5	Distinctive Features	
4+	ED	0		Hunted by Survivors (less pow, 8-)	
2/3	SPD	0(3)†	25	2d6 Unluck	
6	REC	0	5		
40	END	0			
29*	STUN	0	10		

*Increased stats from Growth already added.
†DEX 14, SPD 3 only in water (-1)

Cost	Powers	END
60	Growth, 45 pts. 0 END Persistent, Always On (8" wide, 4" high, 50,000 kg, +45 STR, +9 BODY, +9 STUN, -6 DCV, -9" KB)	
17	+8d6 HA, only w/successful Grab (-1/2)	
20	Invisibility, 0 END, not while moving (-1/2)	
15	Armor (+5 PD/+5 ED)	
15	Damage Reduction, 25% rPD	
5	Flash Defense	
5	Lack of Weakness (-5)	
5	Life Support: Breathes water, Vacuum/High Pressure	
5	Regeneration, 1 BODY/5 hrs (-1)	
4	+2" Swimming (3" total)	
10	Clinging	
5	Extra Limbs (number varies)	
10	Distinctive. Smell and Touch	
15	UV Vision, 360 degrees	
6	+3 w/Grab	
3	Contortionist 11-	
3	Stealth 11-	
3	Ambidexterity	
5	Combat Sense 11-	
3	Double Jointed	
10	Find Weakness 11-	

OCV: 3+; DCV: -3+; ECV: 1; Phases: 6,12/4,8,12

Costs:	Char	Powers	Total	Disads	Base
	35	+ 219	= 254	= 154	+ 100

Appearance: Not quite like terrestrial starfishes, this creature looks more like them than like anything else recognizable. It's actually an irregular mass of tentacles, like an octopus without a head. Color varies from minute to minute, but the starfish's resting color is a dull greenish-gray.

Lifespan: Four to 40 years.

Background: Starfish grow continuously all their lives. These stats describe a very old starfish; note that age doesn't slow it down much. The smallest starfish the PCs encounter have only 15 pts of Growth; those with more than 30 pts of Growth are never met out of the ocean. Young starfish remain in their home dimension, and so starfish breeding habits remain a mystery.

Powers/Tactics: An Anopheles-type starfish can change its color to match its background. In dim light this works as Invisibility, but only while the starfish holds still.

The starfish has no eyes. But light-sensitive patches dot its surface — thus the ultraviolet "vision."

These monsters aren't much danger if you spot them from a distance and steer clear. But they excel at waiting, well hidden despite their bulk, and strike suddenly from surprise. And when they're around, don't go in the water.

IRON MAIDENS					
Val	Char	Cost	0+	Disadvantages	
20	STR	10	20	2x STUN from sonics (makes bone spurs vibrate)	
15	DEX	15	15	Berserk when bone spurs broken 14-, 14-	
20	CON	20	15	Compulsion to grab and impale victims	
10	BODY	0	15	Moves awkwardly (no Acrobatics, Breakfall, Contortionist)	
10	INT	0	5	3d6 STUN when bone spurs broken	
10	EGO	0	25	Distinctive Features	
20	PRE	10	5	Hunted by Survivors 8- (less pow)	
0	COM	-5	5	1d6 Unluck	
4	PD	0			
4	ED	0			
3	SPD	5			
8	REC	0			
40	END	0			
30	STUN	0	5		

Cost	Powers	END
7	Iron Maiden Transformation Powers 1d6 major Transform (described below), NND (+1; defense is resistant defenses), Continuous (+1), uncontrolled (+1/2) (52 active pts), three charges that cost END (-1 3/4), One day extra time (-3 1/2), Personal IAF (bone spikes, -1/2), no range (-1/2), requires successful grab (-1/2), runs off END Reserve	
25	10d6 EB, STUN only, no range (-1/2), linked to Transform (-1/2), runs off END Reserve	
2	Mind Link, any victim (15 pts), three charges that cost END (-1 3/4), linked to Transform (-1/2), no range (-1/2), extra time (once victim is totally Transformed, usually about three weeks; -4), runs off END Reserve	
31	END Reserve for Transform, EB, and Mind Link (300 END, 1 REC)	
10	Other Powers IR/UV Vision	
10	Detect Suitable Victim, sense, range	

OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12

Costs:	Char	Powers	Total	Disads	Base
	55	+ 85	= 140	= 140	+ 0

An iron maiden is not a character in itself, but a transformation of an existing character or creature. The victim's existing stats are increased or decreased as follows: Str (+10), Dex (+5), Con (+10), Pre (+10), Com (-10), Spd (+1) and all appropriate secondary stats are adjusted accordingly. In addition the iron maiden gains the listed Powers and Disadvantages. The transformation is built on a zero-point base. (The character sheet shown above is for a typical Iron Maiden.)

Appearance: As the original, but with long yellow-white spikes of bone thrusting through the skin at each joint, along the eyebrow ridges, at the sternum, and so on. The victim's eyes are glazed, its expression insane.



Lifespan: Unknown; perhaps inapplicable.

Background: An iron maiden results from infection with an extra-dimensional intelligent microbe colony. The microbes, carrying knowledge encoded as DNA-like genes, infest a living body, first taking over its cardiovascular system, then its bone marrow.

The intelligent infection promotes the growth of long, pointed spurs at most skeletal strongpoints: joints, sternum, ribcage, spine, and skull. These spikes soon rip through the skin and become reservoirs for the production of new microbes.

The infection next controls the host's mind, instilling an urge to impale new victims on the bone spurs. When thrust into a victim, the spikes inject their fluid reservoirs of microbes. This attack's resemblance to an infamous medieval torture device prompted the Survivor nickname "iron maiden."

Powers/Tactics: The Charges Limitation on the Transform power indicates that an iron maiden can inject its infection into a victim only three times a day. Once injected, the infection spreads through the victim as long as its END Reserve holds out; the Charges Limitation does not apply here.

Each 1d6 Transform attack takes one day and uses 5 END; an iron maiden usually allocates 100 END to each infection. The entire transformation usually takes about three weeks. If the victim avoids succumbing to the Transform before the END Reserve is exhausted, he has fought off the infection and can heal the damage normally.

Because the microbes transcribe new information as alterations to their own genetic codes, every new generation of infection knows everything that the previous generations have learned. This works as a Mind Link linked to the Transform, representing a "download" of the attacker's mind into the victim's. It occurs upon injection, but the information isn't revealed until the victim is completely transformed (thus the Extra Time Limitation).

GM Note: For an example of intelligent microbes, see the excellent science fiction novel *Blood Music*, by Greg Bear (Arbor House, 1985).

CRAWLERS

75* STR	11 DEX	50 CON	25* BODY
5 INT	10 EGO	70** PRE	0 COM
5+ PD	10+ ED	2 SPD	15 REC
100 END	63* STUN		Total: 97 points

*Characteristics From Growth Already Added In

**Presence From Mind Breaking Powers Already Added in

Powers: 50 pts Growth (always On) 30rPD/20rED Armor, 50% Physical Damage Reduction (Resistant), Tunneling (20", 20 DEF), Tunneling and Strength cost 0 END, Sense Movement (Range, Targeting). Total: 313 points.

Disadvantages: Berserk When Injured (14-, 11-), Distinctive Features, Hunted: Survivors, No Fine Manipulation, Large and Unwieldy Body, No Vision or Hearing, Animal Intelligence, Dislikes Sunlight, Reputation: Tough, Susc: 3d6 from intense cold, x2 Body and Stun from Cold Based Attacks. Total: 200 points.

Background: These large burrowing creatures are the strong arm of the Anopheles. They are solitary creatures, preferring to live their lives alone. Crawlers are rarely seen as they spend most of their time burrowing through the Earth. These creature only come to the surface to attract mates or to hunt for food.

Appearance: They are large creatures with cylindrical, brown and scaly bodies, gaping mouths filled with tentacles, and thousands of short stumps.

DR. GREGORY KULIK					
Val	CHAR	Cost	100+	Disadvantages	
10	STR	0	10	Enraged when taunted 11-, 14-	
18	DEX	24	25	Completely nuts	
23	CON	26	13	Watched by Anopheles 14-	
10	BODY	0	5	Rivalry with other magicians	
20	INT	10	5	1d6 Unluck	
25	EGO	30	15	Secret Identity	
20	PRE	10	266	Villain Bonus	
8	COM	-1			
10+	PD	8			
10+	ED	5			
6	SPD	32			
5	REC	0			
46	END	0			
29	STUN				
Cost	Powers			END	
20	Multipower, Anopheles-bestowed Magic, 60 pts (-2) *				
2 u	Blight of Anopheles: 4d6 EGO Attack, Fully Invisible			6	
2 u	Withering Hand: Drain 1d6 CON, 1d6 COM, Continuous, Range			6	
2 u	Heart Clutch: 2d6 RKA, Fully Invisible			6	
2 u	Wrath of the Monster's Gaze: 12d6 EB			6	
2 u	The God Commands: 9d6 Mind Control, telepathic Mosquito Staff (OAF; runs off END Reserve):				
18	•+20 PD/+10 ED FF, Trigger: When holder is in combat (40 pts)			4	
11	•Missile Deflection (all) 12-			2	
30	•3d6 EGO Attack, invisible, damage shield			6	
5	•END Reserve (50 END, 5 REC)				
35	Mental Defense (fanatical insanity; 38 total)				
10	+20 PRE, only to defend vs. PRE attacks (-1)				
10	Damage Resistance, 10 PD/10 ED				
5	Flash Defense				
5	Life Support: no need to eat, excrete, sleep				
20	Mind Link w/Anopheles in their dimension				
15	Danger Sense, combat 11-				
40	128 25-pt Followers (cultists, described below)				
5	Well Off				
15	+3 Range Skill Levels (all attacks)				
10	+2 w/ranged combat				
12	Scientist, Scholar, Traveler, Linguist				
4	Sciences: Anatomy, Anthropology, Archaeology, Entomology, all 11-				
9	KS: Anopheles rites, monsters, invasion plans, all 13-				
4	AK: Campaign city, Kenya, two others, all 11-				
4	Languages (fluent): English (native), Swahili, Anophelean, ritual language				
* All Multipower slots have the Limitations Gestures (-1/4), Incantation (-1/4), only during cult rituals (-1 1/2).					
OCV: 6+; DCV: 6+; ECV: 8; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disads	Base
	144	+ 295	= 439	= 339	+ 100



HUMAN SERVANTS

Appearance: As described in the ritual scene above, Kulik (in 1928) is an elderly, avuncular man, thin and white-haired, but with wide, glazed, bloodshot eyes that betray his insanity.

The old man's movements, though rapid and sure, are jerky, as though his limbs were being pulled into place by puppet strings.

Powers/Tactics: The mad wizard's most important weapon is the Mosquito Staff, a long, thin rod of ivory — of human bone, actually — with a bright brass sphere at one end. When the Staff's defensive powers activate, filaments of lightning crackle around the sphere, and a high-pitched whine fills the air. Kulik created this weapon in a ritual guided by the Anopheles.

Kulik retreats from direct conflict when possible. He throws his cultists at all danger and hangs back, making ranged attacks.

Kulik can handle normal-level heroes without sweat, as witness the fate of Clarence Alsop's 1928 investigators. But he offers less challenge to a group of superheroes; once they get past his ravening cultists, a coordinated band of PCs can take out Kulik in a turn or two. If the GM prefers a lengthier combat, improve Kulik's physical defenses, boost his REC and END, add two overall combat skill levels, and increase his SPD to 7 or 8.

Kulik transformed: The transformed Kulik in the Anopheles dimension has no abilities except control of the gate, a plot-driven ability. He can talk and retains his Knowledge Skills, but cannot take independent action. He lacks the Mental Defense of his earlier years.

KULIK'S BRITISH CULTISTS

10 STR	11 DEX	13 CON	10 BODY
7 INT	8 EGO	10 PRE	8 COM
2 PD	3 ED	3 SPD	5 REC
6 END	25 STUN		Cost: 10

Skills: Martial Arts (Dirty Infighting), +1 DC; FAM: Swords (actually sacrificial daggers); FAM: Thrown knives/axes; +1 w/ daggers; Concealment 11-; Stealth 11-; KS: Anopheles rituals 11-; Anopheles ritual language (fluent). (Total: 40 pts.)

25+ Disadvantages: Berserk during rituals 8-, 14- (com, 10 pts); Dull-witted and fanatically obedient (20 pts).

Background: Kulik recruited the first of his vapid followers from among the safari bearers on his Kenya expedition, and more from the lowest classes upon his return to the campaign city. In the 1928 ritual described above, they became the first hatching of Anopheles hybrids. The rest of this entry discusses the cult in 1928, prior to that ritual.

The cultists, all male but of many different races and backgrounds, share fanatical solidarity and a love of bestial violence. They have little ideology; Kulik's demonically-possessed personality attracts them to the cult.

To join the cult, a candidate must stand in leech-infested swamp water up to his neck for one hour. This supposedly leeches away the taint of a Christian baptism or other religious rite (along with much of the candidate's blood). Survivors spend a month in total darkness while Kulik or other cultists brainwash them and indoctrinate them in the ritual language used in Anopheles cultic magic.

Cultists return to society in menial positions, but meet at midnight twice each week for reinforcing rites. Once each month the cult stages a ritual involving the violent assault and sacrifice of young women or children.

THE SURVIVORS

Use the statistics for the Competent Normal (Champions, p. 134). Add Survival 11-; KS: Anopheles Invaders 11-; Lightsleep; Transport FAM: Small Ground Vehicles; and FAM: Small Arms. The Skill Level is with Small Arms; the two +1 skill adds both go to Survival.

Disadvantages are Hunted: Anopheles (20 pts); and Psych Lim: Starved, paranoid, desperate (10 pts).

For Survivor leaders, increase their INT and PRE to 18 and add more skills, including Tactics.



FANTASY WORLD

It was a lovely day in the woods. The two young men walking down the path continued to argue.

"I tell you, it's three circles with the left hand, two with the right, and end with 'signis'."

"'Signus', and it doesn't matter how many circles you do, as long as it's the same number with both hands."

"You'll blow your own head off if you do that while summoning a chakume! The spell clearly requires asymmetry. And the proper Latin grammar, too!"

"Grammar, shmammer, as long as it rhymes."

"I'll call you on that. Let's pit your sloppy spell casting against my precise details right here. It's a good space with no fairy rings — let's have a wizard's duel!"

"My ten silver crown against, say, half your bag of fire dust?"

"Done! Now we'll see who the real magician is!"

SUMMARY

Fantasy World is, as the name suggests, a world where the fantastic is commonplace, and where magic is the primary source of power. It is a dimension of wizards and dragons, of knights and maidens. The very nature of the place encourages magic and discourages technology.

This is a world for the PCs to explore, rather than fix or escape from. However, there are still wrongs to right and quests to undertake. The PCs will meet interesting new people, travel to exotic lands and learn the ways of magic.



BACKGROUND

Fantasy World is on the same planet as Earth. However, unlike our world, Fantasy World has a strong magical essence. This essence can be manipulated by those of strong will, and it warps reality in its own way, preventing technology from advancing past renaissance levels.

Due to the ability of certain spells to warp time, Fantasy World has no single linear history. Totally contradictory accounts of the same events can both be perfectly true. Thus the past is considered the domain of bards rather than academics. However, a special effort has been made by some scholar-storytellers to collect a common set of legends which present a rough idea of what history was like.

It is generally believed that there was nothing but chaos in the beginning. The gods were formed out of the void, but were lonely and bored because they were the only sentient beings in existence. To amuse themselves, the nine elder gods created the earth and its inhabitants.

Humans, Sidhe, Ogres, Dragons... all of the races were created at once and placed in their various niches and given room to grow. The humans formed kingdoms, the Sidhe left the mainland to create Fairyland, and the Ogres wandered

into the forests to live. Other mythical creatures, such as Dragons and Unicorns, found their own homes.

The intelligent races slowly evolved. At first they were nothing more than nomad tribes, wandering throughout the known lands. Eventually, however, groups of people gathered in river valleys and developed agriculture. Tribes evolved into cities which eventually became kingdoms and empires.

However, since man initially became civilized, very little advancement has taken place. Large and powerful creatures make exploration dangerous, and the essence of magic tends to inhibit technology. This has had two effects. First those few who can manipulate the Essence and use magic have always been powerful. Second, it has greatly slowed the rate of exploration; huge sections of the planet are still unexplored.

The end result is that the Earth of this dimension has become a place of high adventure. Bands of powerful adventurers investigate lost realms and fight powerful monsters; meanwhile, kingdoms squabble over the known territories.



TODAY

Magic is inherently unfair. Only about 10% of Fantasy World's human population has the genetic quirk necessary to manipulate the forces of magic. This has led to a natural stratification of society. Those in power either possess considerable magic themselves, or wield it through allies, servants and devices.

SOCIETY

Humans are the dominant species on Fantasy World, thanks to their numbers. There are two other major intelligent species on Fantasy World, the Sidhe and the Ogres.

The primary business of humans is agriculture, and about 75% of the population has jobs related to raising plants and animals. Although the lack of technology has prevented many advances, local weather wizards and the like help

farmers get the most from their land (without tractors, that is). Similarly, the cities have the best sanitation and architecture possible without machinery. Cities still stink, but not as badly as they did on medieval Earth.

Most of the human cultures are pseudo-medieval European kingdoms. There are a few Renaissance cultures, and some cities even practice participatory democracy of one sort or another. There are tales of lands across the sea where a single Wizard rules over an entire continent.

All humans speak "Human", a language almost identical to Earth English. English speakers can understand "Human" with few difficulties although they will still have trouble with colloquialisms.

Illiteracy is the norm, and standardized spelling has not been invented. The average person has only one name, with a title or adjective added if confusion is possible in the village. In the larger cities, some have taken to using "(name of parent)-son" as an additional identifier.

The lower classes primarily use barter, but metal coinage is also common. The base coin denomination is the copper piece, which will buy one loaf of bread. Silver is five times more valuable, and gold coins five times more valuable than silver, and seldom seen outside the circles of nobility. Regional variations occur, and coins from another kingdom are almost always devalued. Debasement of the coinage by mixing metals is punishable by death in many localities.

The central religion of Fantasy World, known as the Universal Church, is a polytheistic religion with nine deities, each ruling over a special subject area. Unlike the Catholic Church of the middle ages of Earth, the Universal Church is not centralized, and does not play an important part in day-to-day life.

The U.C.'s primary rivals are the Earth Goddess sects, which worship nature in its many forms. While they like to claim that theirs is an older religion than the U.C., its sexism (no male priests allowed), racism (humans are thought to be an aberration thrust upon the Earth Mother by a crazed male god, and thus the least of her creatures), and intolerance of other viewpoints make the Earth Goddess worshippers unpopular in the more civilized lands.

There is also a small group that worships an evil god whose name is unknown to outsiders. They are best known for hiring out as elite assassins to the highest bidder. This cult is outlawed in most nations.

THE SIDHE

The Sidhe are an immortal race of magical humanoids, who primarily inhabit Fairyland, a very special part of Fantasy World. Because of spells cast at its creation, there is no objective time in Fairyland, only subjective time measured in "sleep-cycles". Absolute Time Sense does not operate here. It is not known whether the timeless nature of Fairyland gives the Sidhe their ageless quality; in any case they are effectively immortal.

The sky in Fairyland is perpetually overcast with luminous clouds, shedding a twilight glow. The flora and fauna are adapted to the dimness. There is no naturally occurring iron in Fairyland, which is good, since the Sidhe are especially vulnerable to it.

Fairyland is also something of a trap for the unwary. Any stranger who tastes the food or water of Fairyland while he is there will be subjected to a powerful suggestion, preventing the person from ever wanting to leave Fairyland (30d6 Mind Control, Only to make strangers never want to leave Fairyland.). The cure is bodily removing the victim from Fairyland. Furthermore, a 'sleep-cycle' in Fairyland may prove equivalent to a minute or a year in the outside world. Thus people spending only a few moments in Fairyland could find that 100 years have passed back home!

OGRES

Ogres are primitive humanoids possessing incredible strength and endurance, but not much intelligence. They live in the wilderness areas, and are slowly being pushed out by human encroachment.

OTHER BEASTS

Many curious beasts and strange monsters also inhabit the wilderness, some intelligent, most not. Dragon hunting was such a favorite sport of human adventurers that only a handful of sentient Great Dragons remain. There are also a few hundred monstrous Lesser Dragons.

NATIVE REACTIONS

The average citizen is a simple farmer, and magic is something rare and precious. Thus those with magical powers are respected or feared. Peasants will tend to be nervous around wizards and their ilk (including technology users, who seem to have an odd form of magic). Similarly, the average citizens will be frightened of nonhumans (including many superheroes). Obviously, this is based on what the individual looks like; a superhero who looks like a house cat would be tolerated more easily than a leather-winged demon.

Merchants and city dwellers will be less impressed with magic or unusual creatures. They will, however, be extremely interested in technology.

Nobles and those with magic powers themselves will treat magic or otherwise powered beings with the respect due to the person's apparent social status. Technology is viewed as a waste of time, since it all breaks down eventually.

HOW MAGIC WORKS

The "magic" of Fantasy World allows its wielder to avoid or even break the otherwise immutable laws of nature. It is controlled by force of will, and "spells" frequently involve ritual gestures, speech, and objects to focus concentration on the desired effects. Illusions are easiest, since they do not break any real laws. However, the further a spell strays from the laws of physics, the more difficult it is to learn or cast.

"Wishes" are coalesced chunks of raw magic that form in the outer reaches of the universe where there are no minds to tap the flow of energy. Resembling giant crystalline snowflakes, they float through space until they are trapped in a gravity well, and fall into suns and onto planets, including Fantasy World. In game terms, a Wish is a Cosmic Power Pool of any size the GM decides upon. But any point used from the pool is gone forever (the snowflake shrinking until it melts away.) A frequent use of Wishes is to provide the user with the ability to use magic. If two Wishes' effects contradict each other, the more recently spoken wish takes precedence. If there is not enough power in the Wish to achieve the desired effect, the closest effect that is possible will occur.



GAME EFFECTS

As previously mentioned, this dimension is particularly conducive to magic. Any magic-based character will have 5 Active Points added to each of his magical powers while on Fantasy World. Conversely, any Fantasy World resident who visits a less magical world will have 5 Active Points subtracted from each of his magical powers.

Technology users will have an initial edge. All natives of Fantasy World (including Fairyland) take 1 1/2x STUN from Technological attacks due to their alien nature. This "no points" Vulnerability is cumulative with any other Vulnerability.

Example: *Sidhe take 1 1/2x STUN from iron-based attacks. A steel-jacketed bullet would do 2x STUN to a Sidhe from Fantasy World.*

However, technological devices attract "Gremlins". Treat this as 1d6 Cumulative Unluck per week spent in the dimension (starting immediately).

BIBLIOGRAPHY

There are many good fantasy novels and stories, starting, of course, with J.R.R. Tolkien's *Lord of the Rings*. GMs wishing to expand Fantasy World should read *Fantasy Hero*, which has extensive guidelines for running fantasy scenarios; it also includes complete bibliography of fantasy works.

SCENARIOS



TOWN AND GOWN

ENTRANCE SCENE

Upon arrival through the dimensional gate the PCs find themselves in a small wooded hollow surrounded by a thicket. They hear voices uphill. These voices are the voices in the entrance narrative (see above).

If the PCs decide to investigate, they can scramble through the bushes until they reach a fair-sized clearing. At either end of the clearing is a young man in flowing robes marked with mystic sigils. The man to the left wears immaculate white robes; his dark hair is shaven close to his skull, and he sports a pencil-thin mustache. The man on the right wears black robes stained with the remnants of his last three meals. His blonde hair is tied back in a ponytail, and it has obviously been several days since he last shaved. The two men are gesticulating wildly and speaking chants even Universal Translators will find difficult to decipher. Before the PCs can do anything, monsters appear out of thin air, ready to leap at each other.

The men are Wolfgang and Oberstein (see Characters). They're using Images in the magical equivalent of a video game. The monsters will fight for points as Wolfgang and Oberstein shout instructions and manipulate their actions.

If the PCs do nothing, Wolfgang (the one in black) will score a narrow victory and collect his winnings. Oberstein will threaten to practice before their next duel, and the illusionists will then go off down the path to collect the herbs they originally came into the woods to gather.

If the PCs interrupt in a hostile manner, the illusionists will have their Images leer menacingly at the interlopers in hopes of scaring them off. If that doesn't work, the wizards will use Mental Illusions on the PCs, attempting to convince them that the creatures are real. Oberstein will use his fire dust on

the nearest PC and the illusionists will flee. If all else fails, the pair will surrender and beg for mercy.

If the PCs come in in a friendly or neutral manner, the Illusionists will stop to greet the newcomers. If the PCs have not disguised themselves, Wolfgang and Oberstein will be fascinated by their unusual clothes. Even if disguised, the PCs are obviously strangers and thus interesting.

Oberstein asks where the newcomers are from, their business in these parts, the latest news in their part of the world, etc. Oberstein will introduce himself and Wolfgang, explaining that they are journeymen illusionists at the school in the nearby village of Dunswasser. If the PCs ask, the illusionists know most of the information in the *Background*

section, as well as the local gossip. Oberstein will do most of the talking, with Wolfgang interrupting. The illusionists will offer to introduce the PCs to their master, Duenwulf. If the PCs take them up on it, Wolfgang and Oberstein will be their constant companions in the village. If not, the heroes can follow the path through the woods to the village, or strike out on their own.

WHERE ARE WE?

The PCs are currently in the kingdom of Bohema, near the village of Dunswasser. It is nearly a week's ride by horse to the capital of Koheschloss. The area is characterized by gently rolling hills dotted with villages every 10 miles or so. The primary river in the area is the Dunswasser, from which the village takes its name. It flows another 100 miles to the sea.

The current ruler of Bohema is King Jan IV, who peacefully succeeded his father Jan III 8 years ago. The kingdom has been at peace for 6 years, after a brief rebellion caused by a crop failure in the east. Locally,

there are no known monsters, they and the large predators having been wiped out by decades of hunters. Now each family can take only one deer a year from the forest, the rest being reserved for the king's pleasure on biannual hunting expeditions.



Dunswasser village has another distinction. It is the home of Duenwulf's School of Illusion. The great illusionist, after being chased out of the capital for some overenthusiastic pranks, decided to settle in this sleepy village of some 400 souls and start a school. Duenwulf, being a well known illusionist with a strong background in general magic, soon attracted a great deal of students. He now has a 13 pupils in various stages of training, the two most advanced being Wolfgang and Oberstein. (For the other students, use Wolfgang and Oberstein's statistics, but the less advanced pupils will have Activation Rolls, Gestures and Incantations on their spells. The newest student doesn't even have spells, and is forced to do most of the cleaning at the school).

The villagers are friendly to the school, which brings in good money and prestige to the village. While some are weary of the tricks pulled by Duenwulf and his pupils, having a group of magicians in town does prevent the local baron from overtaxing Dunswasser, so the villagers put up with them.

The school itself is a small building marked with protective symbols. Duenwulf is happy to greet visitors, particularly those from other worlds. He will ask many of the same questions as Wolfgang and Oberstein, and has the same sort of information, but more detailed and with a greater insight into the way things actually work. He does not know how to open gates to other dimensions, but suggests trying the capital.

If the PCs take up his offer of a place to stay the night, they'll be bunked with the students. Since there are no female students at this time, female PCs will be put up in Wolfgang & Oberstein's room, and the senior students will join the apprentices in the main dormitory. The journeymen's room reflects their personality, with one half being spotlessly clean, and the other a rat's nest.

THE MONSTER

If the PCs are in the village that night, they will be awaked at about 2 a.m. by shouts and screams from outside. Investigating PCs will find a small crowd of people surrounding a hut near the edge of the village. An old woman has been found murdered in her home.

The door is open, and the bar she used to keep it shut is lying near her outstretched hand. She has been clawed to death, and partially eaten, as though by a wild beast. But there are no predators in the area that could do this, and she would never have opened the door to a wild animal. So someone in the village must have done this.

The obvious suspects are the PCs, since they're the newest people in the village and nobody knows much about them. Any characters with nonhuman appearances are instantly suspect, as are any PCs with claws. If the PCs can prove their innocence, probably by finding someone to vouch for them, suspicion will next fall on any students who don't have an alibi. The villagers won't believe that any native of the village could have done it.

The moon is in its first quarter, and the light it sheds is dim. If better light is obtained, there are several clues to be found. The ground in front of the hut is damper than the surroundings, and not with blood. In the woman's right hand, caught between two fingers, is a damp plant. The villagers can easily recognize it as a sort of weed which grows in the Dunswasser river. If the path leading to the river is examined carefully, tracks will be found in several spots which are too wide to be human, but are too faint to give more information.

WHAT'S REALLY GOING ON?

The Lymnades monster (see Characters) came out of the river about midnight, sneaked into the village, and approached the old woman's house. It made sounds like a small child crying softly, and of course the woman opened the door to find out what was wrong. The creature then used its powers to assume the form of her dead husband. The old woman dropped the bar and moved to embrace the Lymnades, grabbing a piece of sea weed off of its body in the process. The creature then killed her and started eating her.

Some of the villagers had heard the struggle and came rushing to see what had happened. The Lymnades was forced to retreat to its lair, about 1 mile upstream, without finishing its meal. The creature intends to strike again tomorrow night.

THE INVESTIGATION

Provided that the characters have not been arrested or attacked by the villagers, Duenwulf will ask the PCs to stay, even if they are under suspicion in the murder. He has lived in town for far too long to suspect any of the villagers, and, from talking with the PCs, he has a pretty good idea that they aren't cold-blooded killers. Duenwulf strongly suspects that there is another outsider, somewhere near the town. Duenwulf figures that the village will need every protector it can get.

The hut can be examined more closely, but the dampness will have evaporated and any tracks will have been covered up by village traffic before morning. Characters with tracking scent (or PCs who followed the tracks when the body was first discovered) can track the creature to the river.

PCs who investigate the river's surface closely will find a number of plants which resemble the one in the old woman's hand. Villagers would know that the plants are more common upstream. If the PCs think to search underwater, they will find more tracks, similar to those back in the village. Should the PCs search the correct area of the stream, the Lymnade's lair can be found easily. If the creature is attacked here, it can be easily surprised.

BACK AT THE RANCH...

The villagers are not terribly interested in investigating the scene of their friend's death. After a short burial service, the villagers will go back to their daily routines (keeping an eye out for monsters and maniacs in the meantime.) They will, however, pick the sturdiest men the village has to stand watch. Secretly, one villager is also assigned to keep his eyes on the strangers and the magicians.

Should the PCs remain in the village, they may make any preparations they wish. The monster will emerge from the river about a kilometer upstream from the village, and try to sneak up on a sentry. It will impersonate the young man's sweetheart, and invite him into the shadows. Unless the PCs have specifically warned the villagers about this, the guard will succumb to the lure. Once in the shadows, the monster will make quick work of him.

According to what they are doing, the characters may be able to hear the commotion. If caught in the act, the Lymnades will keep up the pretense of being the girl, claiming to have just seen the monster ("It looked all furry.") heading off downstream. If its true nature is discovered, it will attempt to flee, fighting only as a last resort.

By the second day, it should be clear that neither the illusionists, nor the PCs are responsible for the recent deaths. This time, there are clear tracks near the site of the attack, showing that the killer had webbed feet with claws. If the PCs wish to search the river, refer to *The Investigation* section above.

Being persistent, the Lymnades monster will try again that night, despite any new security precautions taken. This time, it will make a grave mistake by trying to kill Duenwulf. A master of illusions, Duenwulf will recognize the creature for what it is. Although unable to hold it, he will try to organize an immediate search-and-destroy mission, since the beast is likely to change locations now that it has been exposed. (If Duenwulf was killed, Oberstein will suggest it.) The illusionist knows the creature's nesting habits, or the bestiary in his study can be consulted, and the village fishermen will know the river. By combining their information, the hunters can find the correct underwater cave, where the Lymnades can be confronted for the final time.

AFTERMATH

If the Lymnades monster escapes, it will never bother the village of Dunswasser again, but will have a grudge against the PCs, and will show up again from time to time while they remain on Fantasy World. If the PCs succeed in killing or capturing the monster, the village will be grateful, and will hold a big celebration in their honor, with entertainment provided by the illusion school. Life in the village will return to normal, a little less optimistic, but enduring as it always has. If the PCs stay too long in the village, they will be expected to pitch in and help with the daily chores (farming, fishing, weaving, etc.) The village may be a nice place to retire, but if the heroes want excitement, they'll have to move on.

KING OGRE

The village was isolated in the wilderness, and some said the king shouldn't have taken all the fighting men for his wars.

"What happens on the other side of the kingdom is none of our affair. We've troubles enough of our own to deal with. wild beasts, monsters, all the things the mountains hold."

"Ah, it's been quiet though. Like a great peace has come over the hillsides."

"Too quiet, I say."

The setting sun cast its rays upon a man stumbling into the village, his clothing torn, and blood pouring from a shattered leg. He collapsed, and was helped to the healers' hut. Soon, he told his tale.

"It was horrible! They came at us all at once. Nothing could stop them! And they were fighting like men — they had plans, and a commander. What? Ogres, of course! But more than I've ever seen..."

Since the beginning of time, humans have been expanding their borders. Unfortunately, like most pioneers, the settlers cared little about those whose territory they were moving into. This adventure deals with the attempt of a band of Ogre's to remove the humans from their homeland.

THE SET UP

King Ogre (see *Characters*, below) has decided to remove the humans from his people's hunting grounds. While he knows he can't win a war against all humans, he thinks he can win a limited victory on his home ground. His plan is to wipe out the isolated human settlements in the mountains, then negotiate from a position of strength with the nearest human government, forcing them to recognize Ogres as a sovereign people with their own territory.

The setting is the Pyramid Mountains, a sparsely populated section of the Hieron Kingdom. Most of the humans here are engaged in mining or hunting, with limited agriculture. King Kanem the Aggressive has declared war on a kingdom on the other side of his nation, and has drafted most of the fighting men in the mountain villages for his army. This means that the area is mostly undefended — easy prey for King Ogre.

King Ogre currently has 150 subjects, of which he can field about 80 at any time. He'll be able to increase his forces by about 15% a week, as unaligned Ogres flock to his banner, to a maximum of approximately 1000 Ogres. However, the Ogres will only join with the king if he can demonstrate some kind of strength. His troops are armed with clubs, axes, throwing rocks and torches. The first objective is to knock down any defenses the humans have, burning wooden palisades, tearing apart rock walls, and the like. The troops have been ordered to show no mercy, although they will allow a few fleeing humans to escape, since they'll spread the word.

PC INVOLVEMENT

After King Ogre has destroyed a village or two, the word will get out that the Ogres are on a rampage. It will take nearly a week for word to reach the nearest large military unit and another week will pass before the soldiers can respond. Until that time, the settlers are on their own.

Of course, the PCs just happen to be travelling through the area when the trouble starts. Have the PCs come across a ruined human village, or perhaps they could run into a merchant, running away from a band of Ogres.

If they ask, the survivor tells the PCs that there is a host of rampaging Ogres in the area. The humans refer to them as "Vicious, cruel and inhuman." Any settlers the characters meet will beg for assistance.

Should the PCs agree to help, they have a number of options. They can attempt to reinforce that village, fighting off the Ogres there. They may attempt to find the Ogre's main camp and launch a preemptive strike. Perhaps they can evacuate the village, making it a hollow conquest for King Ogre. Negotiations are also a possibility.

DEFENDING THE VILLAGE

The next village in line, like all the villages in these parts, is populated primarily by women, children, and old men — none of whom have military training. The only kind of weapons available are mining and farming tools, with a few bows and swords. Magic is also scarce, being limited to a pacifist healer and a man with a "Detect Useful Metal" spell. The villagers are willing to fight if the PCs will help them, but they'll respond more enthusiastically to an evacuation.



King Ogre's initial strategy is to arrive at dawn and then to immediately launch an attack on the village. If the PCs are defending the village, King Ogre will be surprised by the characters' powers and abilities. (He was not aware the settlers had any wizards among them!) If his troops are beginning to lose, he will call for a retreat and retire to his camp to prepare new tactics specifically designed to deal with the new problem.

Should the Ogres somehow win, the King will walk into the village, screaming at the top of his lungs. He will claim that this was a small example of the Ogre's power, and if humans don't evacuate the mountains, he will kill them all.

If the PCs have evacuated the village, King Ogre will take this as an indication that the humans have understood his message, and are ready to negotiate with him. He will send one of his troops with a message under flag of truce to the next town (see *Negotiation*, below).

Should King Ogre be killed or captured, his army will fall apart. In a later generation, his sons and daughters will rise to avenge him...

THE OGRE CAMP

Finding the Ogre camp is relatively easy as King Ogre has made no attempts to hide it. He has posted sentries at all the obvious approaches, but underground or aerial assaults will bypass these defenses all together. Almost all of the king's

followers will be in camp at any given time, including the females and young. About 5% of the group is out hunting for food at any given time, and a few other Ogres will be acting as scouts, but for the most part the camp stays together. Only during a battle do the women and children linger behind.

The camp itself is pretty well laid out. A number of wooden lean-tos provide shelter for the families, while most of the warriors sleep in tents made of animal skins. A large tent has been erected in the center of camp and this is clearly King Ogre's tent. This is where he plans most of his strategy. Fire pits have been dug all over camp and a number of them are used for cooking purposes.

If attacked in camp, the Ogres will be in disarray until King Ogre can give them orders. If things are going badly, he'll order the women and children to retreat while he and his troops fight a holding action. King Ogre will be amazed by any mercy shown to his people by humans. After all, they've never shown an Ogre mercy before. Should the Ogres begin to lose, they will not surrender. They have watched the humans invade their mountains for years and they refuse to put up with it any longer.

NEGOTIATION

Of course, it is possible that the PCs will attempt to negotiate with King Ogre. If at any time the PCs decide to talk with the Ogres, the King will explain their situation. He will describe how the Ogre's land has been shrinking for centuries. King Ogre says that if the raids are to stop, the Ogres must be recognized as a sovereign race with their own territory, with the right to govern it as they please. King Ogre wants all humans removed from the Pyramid Mountains, and that place to be designated in perpetuity as Ogre land. In return, he will no longer attack humans, and will respect the borders between their lands and his. If humans want to mine copper in his territory, they must pay a tribute in copper pieces that is equal in weight to King Ogre.

If they want to end the war, the PCs will have to be skillful negotiators for both sides. If they work hard and roleplay good speeches, the PCs should eventually be able to convince King Kanem that the Ogre's demands are fair.

DRAGONS LIVE FOREVER, BUT NOT SO LITTLE MEN...

What magical world would be complete without a dragon?

On a far away island, lives a large and powerful dragon, called Ignoth the Invincible. This creature is known to possess great wealth and power. Among his great treasures is the Throne of Daligoth, an item which allows any who sit in it to pass freely into other worlds...

INVOLVING THE PCS

There are a number of different ways to involve the characters in this scenario. Perhaps the characters have heard stories about a large and evil dragon which menaces the local populace. Surely a group of noble heroes would be glad to help the natives. Another possibility involves the Throne of Daligoth. If the PCs are looking for a way to get home, then stories of this throne should interest them. Finally, it is possible that the PCs are trying to find Dimension Man. Perhaps the trail of clues leads straight to Ignoth's island.

GETTING THERE

The first thing the PCs must do is locate Ignoth. He lives on Faraway Island, (also called Ignoth's Island, or the Isle of the Invincible). Faraway Island is a good two month's sailing from the major seaport of Hulvet. Once in Hulvet, the PCs will find that Faraway Island is a well-known hazard of the spice routes, but since it's the best-known way, and Ignoth only attacks a few ships each year, most captains still use it. A captain can readily be found who is willing to take on paying or working passengers to Faraway Island.

"I get one or two of you adventuring types on every trip. Now, I'm willing to take your money, but I have to warn you... I've never brought an adventurer back yet."

If the PCs have good movement powers, or wish to navigate their own boat, the captain will sell them copies of his charts to Faraway Island. If they've been nice to him, the captain will throw in the information that there are natives on the island, but he'll warn that they're not to be trusted.

If the PCs ride the trade ship, winds will be favorable most of the way. There are several stops at minor islands along the way, which are ideal settings for short adventures. Especially appropriate would be a return visit by the Lymnades monster, or his seagoing cousins. Barring disaster, the ship will arrive at Faraway Island after two months.

If the PCs are trying to reach the island by themselves, they need to make their own Navigation rolls, plus any other appropriate skill rolls (like as PS:Sailor). Three successive failed rolls will mean the are PCs hopelessly lost. The trader captain's charts only include the best-known route to Faraway Island, and grow progressively less detailed the further you stray from it, so once the PCs have lost their way, they're in real trouble. At this point, the GM may place them anywhere he desires and start a different scenario while they look for their way back to the trade route.

THE ISLAND

Faraway Island is a tropical paradise, inhabited by the Eloli, a people similar to pre-European invasion Hawaiians. They worship the Great Dragon Ignoth, bringing him gifts of fruit, precious seashells and anything they can steal from visitors. In return, he protects their tribe, and smites their enemies on request. He keeps in touch with them through a Mind Link with the high priest. Nobody's been foolish enough to attack them in nearly a decade. In fact the neighboring tribes all give the Eloli tribute, so their credit with Ignoth is good.

If the PCs approach the island openly, as with the trader captain's ship, the Eloli will paddle their canoes out to greet them. The natives will shower the PCs with flower garlands, the dark-eyed maidens will flirt with the male characters, and female characters will receive similar attentions from the well-muscled men. The chief will announce a feast in the PCs' honor to be held that night, with roast fish, ripe fruit and other culinary delights. If the trader captain is along, he will politely decline, citing business on board his ship. Anyone who looks will notice that the captain is setting up a strict watch on the ship, using only the seasoned men. The green sailors are allowed to go down for the feast, but are warned not to take anything they might regret losing.

The feast begins at sundown, with eating, drinking strong native liquor, exotic dancing by the native lads and lasses, stories told by the elders, and singing by just about everyone. The visitors will be strongly encouraged to join in the festivities. The real point of all this is to wear the visitors out, so that they will sleep soundly in the guest houses. During the wee hours of the morning, the natives will attempt to rob their visitors of anything that looks valuable (including accessible foci).

If they are successful, the natives will blame the thefts on "the Night Ones," a completely fictitious group of evil spirits that live "on the next island." Needless to say, the PCs can never find "the Night Ones," no matter how many islands they check. The Eloi claim this is because the spirits are invisible and can not be seen or heard.

If the Eloi are caught, or if the PCs threaten the natives with harm, they will admit the thefts, but claim that they live in fear of Ignoth, who makes them steal.

It is possible the PCs have traveled to the island under their own power, and wish to land on the island secretly. If the Eloi fail to spot the characters, the PCs have the run of the island. If the natives do spot the characters, they will simply assume that they are normal visitors who have somehow missed the landfall. The PCs will be treated as honored guests and greeted by a small, but friendly, group. Should the PCs attack the Eloi, the natives will fight back, although this will obviously have little effect on superpowered opponents.

THE SEARCH FOR IGNOTH

The island is volcanic in origin, with several peaks. It is perhaps 45 kilometers in diameter, and covered in lush forest. There are no major land predators except the Eloi themselves, so the hunting is good. There are several freshwater springs on the island, and fruit and other edible plants abound. If the characters search by themselves, it will take them 3 days to find Ignoth's cave.

If the PCs accept a native guide, he'll lead them on a slightly circuitous route to Ignoth's front door. The observant will note that this path is well-worn. Meanwhile, the head priest will contact Ignoth via the Mind Link to let him know of the approaching adventurers. If the PCs attacked or killed any natives the high priest will also request a "Smiting". The guide will refuse to go beyond the entrance; he will kick and scream in simulated fear if forced to go inside.

THE LAIR

The lair itself is a cave in the side of an inactive volcano. The main path of the cave twists and turns, but is always large enough for Ignoth to traverse. There are other "wormholes" on a more human scale that can be used as shortcuts. Ignoth is aware of these and has had the Eloi boobytrap them with pits and deadfalls. (4d6 Normal damage from either, a PER Roll to spot, and a DEX Roll to avoid.)

The main path is lit with glowing rocks that fade if removed from the wall. The light level is approximately equivalent to bright candlelight.

After a mile or so of crawling on their hands and knees, the PCs reach the main treasure chamber, where Ignoth lies atop his hoard. And what a hoard it is — more gold than Fort Knox, gems the size of bird eggs, enough weapons and armor to outfit an army, etc.

If Ignoth hasn't received advance warning and all the PCs made their Stealth rolls, the great dragon will be asleep, and the PCs will have two free Phases to act before he'll respond. Otherwise he's awake. If the high priest has asked for a "Smiting", he'll attack immediately. If not, he will ask the PCs their business and react accordingly. Hostility will be met with aggression, and negotiation will be met with a sales pitch. Ignoth is more than willing to trade with the heroes, so long as they have something he wants.

If there's a fight, and Ignoth is losing, he'll attempt to bargain for his life, which he loves even more than his hoard. If that fails, Ignoth has a back door hidden behind the loot, rigged with a 20d6 deadfall trap that will block the tunnel behind him. Should the dragon escape, he will always remember the heroes who defeated him and stole his treasure. (Perhaps he could be used as a villain in a later scenario.)

THE THRONE OF DALIGOTH

Ignoth will let the throne go "cheap" — it's too small for him to use even if it did work, and it's ugly. Ignoth will demand all the precious metal and gems the PCs have, plus at least one useful magic item or working piece of technology. It is up to the heroes to convince Ignoth that he is getting a fair deal.

The throne itself is a dull metallic color with no writing or decoration of any kind. Any Character who sits in the throne is instantly transported to a different dimension. Which dimension the chair can access is unknown...

AFTERMATH

If the PCs use the throne, then it's on to the next dimension. If the PCs killed Ignoth or drove him off, they can loot his cave of as much as they can carry. Unless the PCs are extremely careful, the Eloi will discover the situation, and quickly move to grab some of the loot for themselves. The high priest will be furious since his power relied entirely on his link with Ignoth.

If the PCs traded with Ignoth, the Eloi will not attempt to steal these goods. The next ship going the same way as the trader captain will be along in about two weeks, and the next ship back to Hulvet will be along in a month. The trader captain will be back within four months, surprised and overjoyed to see the PCs. (But he'll still charge for the trip back.)

OTHER SCENARIOS



LORD OF THE DARK CASTLE

Moro Valley was once a happy, peaceful place. Then the new lord came to the dark castle on the mountain. Since then, the sky has always been cloudy, the cattle have grown sick in the barns, the crops lie withered in the fields, and lately maidens of the valley have vanished in the night. The people suspect the new lord, but no one has seen him and lived to tell the tale. Will the PCs aid the people of Moro Valley?

The Lord is of course the villain of the piece. The PCs must find out who he is and what he's up to before they can put an end to the evil. Suggested Lords: Stalker (*Champions*), a vampiric noble gorging on the blood of innocents; Black Paladin (*Classic Enemies*), the enemy of all that is good and a mockery of the chivalrous ideal; or Jarth (*Mystic Masters*), a monstrous, inhuman necromancer. Another possibility is that the Lord is a highly eccentric, but innocent, man and all the strange events have natural explanations.

THIEF!

In one of the larger cities, one of the PCs notices a slight bump, and feels the area. His wallet/purse/focus item is gone! Looking around, he spots a man ducking into an alleyway, holding the item in question. The PC gets there just in time to see the man vanish into thin air! It's Chiron (*Champions*, pg. 130), thief extraordinaire, and he's just activated his ring of Invisibility. Good luck finding him!

ADVENTURE IN FAIRYLAND

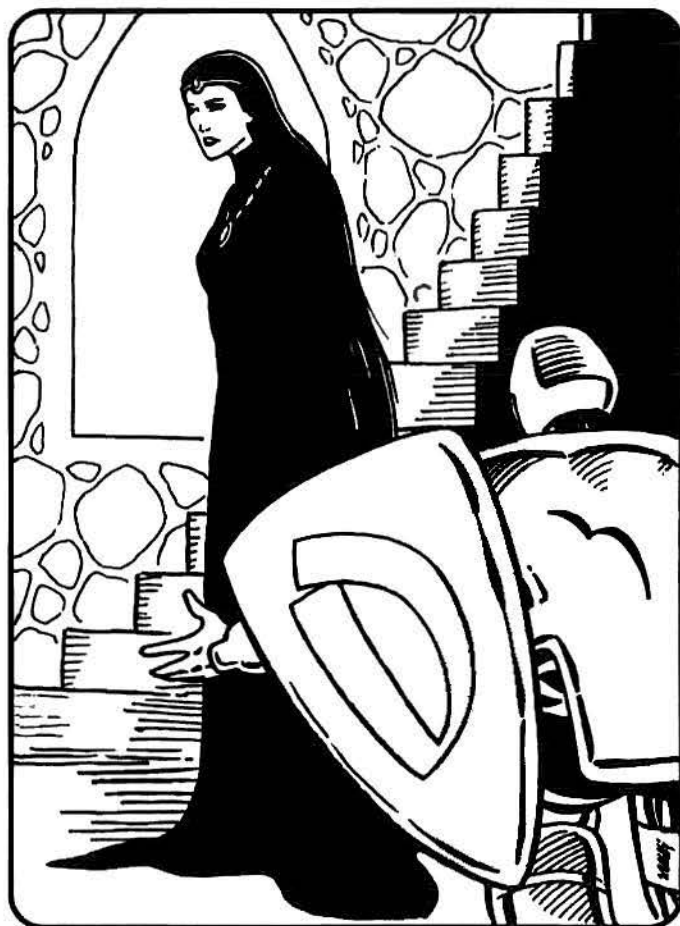
A human child is kidnaped, and a mindless "Changeling" is left in its place. By examining the clues, the PCs determine that it was a "perfect" crime; that is the kidnaper never opened the door from the outside, nor did he leave through it. And he didn't! In fact, the kidnaper was a Sidhe, who took the child back with him to Fairyland, leaving the Changeling behind.

The PCs must travel to Fairyland. Once there, they must avoid its many lures and speak to Queen Medb, leader of all the Fae Folk. Once in the palace of Medb, the heroes must convince her to let them return with the child. Otherwise they might be trapped forever!

Complete statistics for Queen Medb and the Sidhe can be found in the *Characters* section.

THE PRISONER OF D-MAN

The PCs arrive at an inn on the border of Sylvania, a small kingdom known for its good beer, fine singers (as they will take every opportunity to prove) and gaudy costumes. The PCs should be in civilian guise if at all possible. During their



meal, the heroes will notice some people staring at one of their number. After dinner, two distinguished looking gentlemen will approach the chosen PC, asking for a moment in private.

The two men are Lords Jergen and Mull, confidants to the Sylvanian heir, Prince Lee. They explain that Lee vanished mysteriously only days before the ceremony that officially would proclaim him the ruler of the kingdom. They suspect foul play on the part of Count Zorm, a wizard and next in line for the throne. However, they can prove nothing, and must keep the matter silent to avoid a scandal. Jergen and Mull have a few trusted men out searching for clues, but need someone to take the heir's place in the meantime. A magical substitute would be instantly Dispelled by the throne the heir sits on for all official functions. By a curious happenstance, however, the PC happens to be a perfect physical match for Lee. Will the hero help the unfortunate heir?

Should any of the PCs happen to check, Jergen and Mull appear to be telling the truth (at least as they see it.) If the PC agrees, he can take on Lee's role. He will be attending boring state dinners where the food is tasted for him, signing meaningless proclamations, and receiving fawning ambassadors who would like nothing more than an excuse to invade Sylvania. The other heroes can pretend to be courtiers if they wish.

As if that weren't bad enough, the PC is forced to meet with Lee's fiancée, just now arrived from education abroad. The fiancée hasn't seen Lee in years, and immediately falls in love with the PC.

Meanwhile any PCs not involved in the impersonation will be asked to help look for Lee, their best bet being one of Count Zorm's four heavily guarded castles. If the chosen PC didn't want to do the impersonation, perhaps he'll help out here. The heroes will be busy with red herrings until the night before the ceremony.

The night before the ceremony, there is a formal ball. Count Zorm is announced and enters with a flourish. The PC should be astounded by Count Zorm's uncanny resemblance to Dimension Man! In point of fact, this is Dimension Man. It seems that Dimension Man has stumbled upon Count Zorm, this world's duplicate of Dimension Man. Just for kicks, he kidnaped Zorm and has assumed the Count's identity.

As soon as Dimension Man sees the PC, he will immediately start causing trouble. This should provide some funny moments as the PC and Dimension Man start playing game of Cat and Mouse, with each impostor trying to unmask the other without exposing himself.

Meanwhile, the other PCs finally locate and free the real Prince Lee and Count Zorm, who immediately head towards the main palace for the climactic fight scene. Pull out all the swashbuckler stops, issuingswords to everyone, chandeliers swinging, tapestries falling, fencing everywhere. Lee's double vs. Dimension Man, Lee vs. Zorm, Zorm vs. Dimension Man, Lee vs. Lee's fiancée (oops)! Even if the PCs never use swords, try to get them to do it for this special occasion.

In the end, D-Man should be exposed and skip out for the next dimension. Lee should be on the throne and Zorm should wind up in jail or exile. After all, this is a fantasy world, and happy endings are its stock in trade.

A WAY OUT

Should the GM decide not to use Dimension Man, he will have to find some way for the characters to either return home, or move on to the next dimension. Even without Ignoth's throne, it's still pretty easy to leave Fantasy World. Many of the local adepts have spells that create gateways to other dimensions. Of course they do charge an arm and a leg... in advance, and there's no guarantee that they know how to get you back to *your* world.

CHARACTERS

TYPICAL SIDHE						
Val	Char	Cost	50+	Disadvantages		
10	STR	0	15	1 1/2x STUN from Iron & Iron Alloy Attacks 1 1/2x BODY from Iron & Iron Alloy Attacks Psychological Limitation (Obsession)		
10	DEX	0				
10	CON	0	10			
5	BODY	-10				
15	INT	5	20			
12	EGO	4				
10	PRE	0				
10	COM	0				
2	PD	0				
2	ED	0				
2	SPD	0				
4	REC	0				
20	END	0				
15	STUN	0				
Cost			Powers			
60	Sidhe Powers/Spells (see typical powers below) var					
5	Mental Defense (7 pts. total)					
3	Life Support: Immune to Aging					
3	Double-Jointed					
18	Skills and Skill levels related to Obsession					
3	AK: Fairyland 12-					
2	KS: Famous Sidhe 11-					
2	Language: Basic Human (Sidhe native)					
Cost	Typical Powers			END		
(60)	Invisibility to Sight Group, No Fringe, 0 END			0		
(40)	Shapeshift (limited group), 0 END Persistent			0		
(60)	Images to Sight and Hearing Groups, 1 hex, -10 to PER Roll			6		
(22)	3d6 Entangle (Instant Thicket), 0 END, not vs. flying opponents (-1/2), must have plants to work with (-1/2)			0		
(35)	10d6 Mind Control (Unearthly Beauty), 1/2 END, only vs. opposite gender (-1/2), not vs. blinded opponents (-1/4)			2		
OCV: 3; DCV: 3; ECV: 4; Phases: 6,12						
Costs:	Char	Powers	Total	Disads	Base	
	-1	+ 96	= 95	= 45	+ 50	

Background: The Sidhe are an ancient and magical race of mysterious origin, perhaps predating the creation of Fantasy World itself. Long ago, they dwelt among men and frequently ruled them, but when the secret of smelting iron became widely known, they were forced to retreat to the mystic Fairyland. Sidhe legends are much like human legends, but focusing on their achievements, rather than those of men. Since they do not age, many of the Sidhe still remember coming to Fairyland, although curiously, none remembers how Sidhe came to be on Fantasy World in the first place. Apparently to compensate for their long lifespan, births among the Sidhe are increasingly rare. Sidhe women have been known to steal human infants to learn the meaning of motherhood.

Personality: Living forever can drive you insane unless you find something to pass the time. Thus most Sidhe have developed "Obsessions" (like human hobbies but *much* more intense.) Sometimes an obsession is chosen because the Sidhe has a related power. Other times a particularly striking incident will set them on the path. Once an obsession is chosen, the Sidhe follows it until it is exhausted (if it can be.) Typical obsessions range from mastering a skill (magic, personal combat, acting, etc) to achieving a goal (explore the universe, collect one of every insect) to experiencing an emotion to the fullest. Sidhe tend to concentrate their skills in areas related to their obsessions.

Since Sidhe do not age, and there is no objective time in Fairyland, they don't really understand human concepts of time. What seems like a heart-pounding pace to a Sidhe may be a virtual crawl to a human, and a Sidhe may find that watching a clock slows everything around him like freezing statues. Sidhe usually are very patient by human standards, and are quite willing to withdraw and outwait a short-lived opponent.

Social Structure: There are three basic classes in Sidhe society; Nobles, Servants and Others. Nobles are much like their human counterparts, even to the extent of having Kings and Queens of large areas. Servants are those whose obsessions or powers suit them for service in some capacity. Others is a catch-all category for those that don't fit in the others. Unless they become dangerous to other Sidhe, they're generally left to follow their own paths.

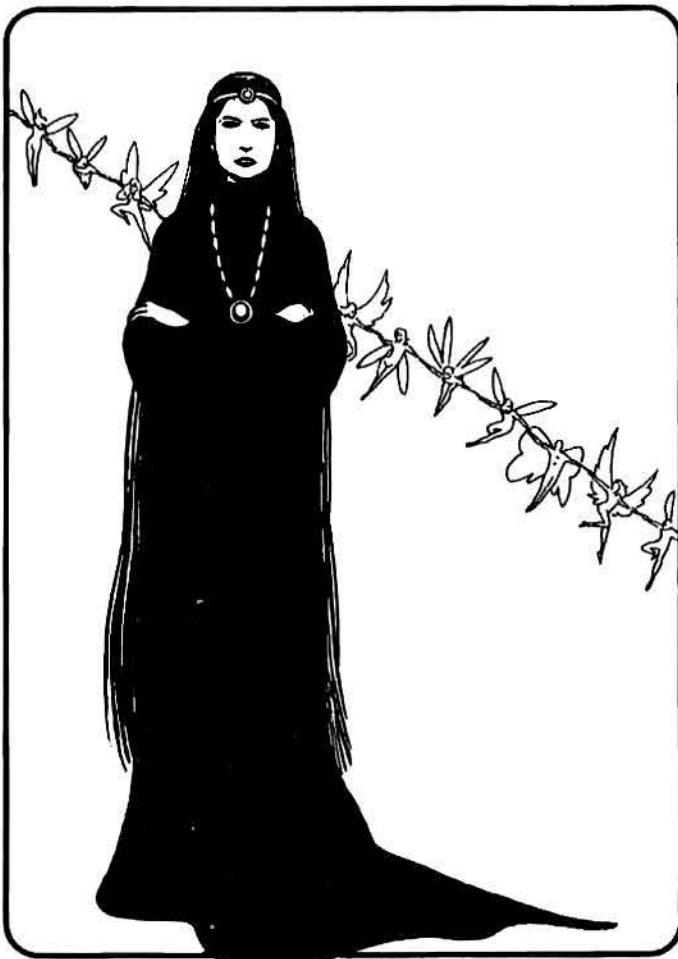
Quote: "I very much want to see the finished sculpture. Can you have it done in two or three hundred years?"

Powers/Tactics: The Sidhe are magical by nature and all of them have some magical power or spells. Traditionally they favor Invisibility, Shape Shifting, Illusions, nature-based special effects and personal enhancements. If a power fits in with a particular Sidhe's obsession, it will tend to be favored over one that does not fit. Sidhe are mentally tough and do not age, but their bodies are vulnerable to iron. Sidhe magical defenses do not work against iron, either.

Sidhe tactics are as varied as their obsessions, but they dislike mass combat. Those who have not specialized in combat skills avoid combat.

Appearance: The Sidhe tend towards a tall, thin body type, with narrow features and a pale skin. Their movements make them look nearly boneless. They have racial variants involving height, ear shape and skin tone. As a whole, the Sidhe prefer dark clothing, except on rare occasions of joy, such as the birth of a child.

QUEEN MEDB					
Val	Char	Cost	100+	Disadvantages	
8	STR	-2	15	1 1/2x STUN from Iron and Iron Alloys	
23	DEX	39			
20	CON	20	15	1 1/2x BODY from Iron and Iron Alloys	
8	BODY	-4			
30	INT	20	20	Must be in command	
25	EGO	30	20	Loves to manipulate people	
20	PRE	10	10	Vain	
18	COM	4	20	1d6 /segment from human tears	
2	PD	0	5	Distinctive Features	
4	ED	0	10	Watched by other Sidhe royalty & nobles 11-	
8	SPD	47			
12	REC	12	5	Rivalry with other Sidhe royalty	
40	END	0	10	Public ID	
22	STUN	0	318	Sidhe Royal Bonus	
Cost		Powers		END	
53		Offensive Magic Multipower (80 pt. reserve), Requires Skill Roll to change powers (-1/2)			
5 u		12d6 Mental Illusions, 1/2 END			3
3 u		3d6 RKA, +2 OCV, 1/2 END, only vs. inanimate objects (-3/4)			2
5 u		16d6 EB (raw magic)			8
5 u		3d6 Drain (REC), Range, 1/2 END, return 5 pts/hour			3
1 u		1d6 Entangle, Area Effect One Hex, Transparent to attack			2
34		Defensive Magic Multipower (60 pt. reserve), Requires Skill Roll to change powers (-1/2), Not vs. iron-based attacks (-1/4)			
3u		Force Field 20 PD/20 ED, 0 END			0
3u		Force Wall 9 PD/9 ED, 1/2 END			2
2u		75% Damage Reduction (Mental)			
15		Mental Defense (20 pts. total)			
27		Extra-Dimensional Movement (Fairyland/Fantasy World), Usable Against Others, 8x Mass, 1 minute Extra Time			5
26		10" Teleport, 1 fixed location (healer), Trigger (when BODY damage taken)			2
30		Detect Iron and Iron Alloys, Sense, Ranged, Targeting			
3		Double Jointed			
3		Life Support: Immune to Aging			
9		Magic Skill 18-			
7		PS: Queen 16-			
7		Persuasion 15-			
3		AK: Fairyland 15- (INT-Based)			
3		Riding 14-			
3		High Society 13-			
3		Oratory 13-			
4		Language: Accented Human (Sidhe native)			
15		Filthy Rich			
10		Head of State			
40		Followers (50 pt. guards, 64x)			
40		Base (200 pt. Castle)			
OCV: 8; DCV: 8; ECV: 8; Phases: 2,3,5,6,8,9,11,12					
Costs:	Char	Powers	Total	Disads	Base
	176	+ 361	= 537	= 437	+ 100



Background: One gets to the top of Sidhe royalty by will and skill, and Medb has both. When the previous ruler of her area retired out of boredom, Medb used a false rumor here, a promise there, and an occasional show of force to beat all competitors. Her obsession wouldn't let her have it any other way. Recently she's been looking into ways to increase her power, and woe to anyone who stands in her way.

Personality: Medb's obsession is with personal power. She must always be in charge, and must never have or show weakness. She becomes quite cross when denied or foiled. Haughty and aloof, she enjoys the trappings of power almost as much as she loves power itself. Flattery and groveling will win her heart more quickly than cold logic or threats. She thinks of males as toys to be discarded when they cease to amuse her.

Humans are almost beneath her contempt, but she'll show it anyway. Only the most powerful and influential individuals will be treated as anything but cattle.

Quote: "I am Queen here, and you will obey my commands!"

Powers/Tactics: The ageless Medb is a fairly versatile adept, but still subject to the limitations on all Sidhe magic. When she suspects that danger is near, the queen prepares a spell that will carry her to safety should she be hurt. Medb has also learned to "smell" iron. Her castle is bound to her, and changes itself at her command. Medb does not know about her curious allergy to human tears (nor is it likely be significant) but it does exist.

Despite her blinding speed, Medb prefers to take on opponents one at a time, so she'll try to Entangle groups and let her guards handle them. The Queen will use spells which cost less END first, reserving the big guns for when she's in trouble. If she has a significant SPD advantage over an opponent, she'll blow a Phase to prepare and add a bonus to her Magic Skill Roll.

Appearance: Queen Medb is a hair over 6' tall and extremely slender. Her floor-length raven-black hair and deep rust eyes are a startling contrast to her milk-white skin. She wears blood-red lipstick that gives her a coldly beautiful face a vampiric air. Medb wears black robes of state, a ruby circlet, and a fire opal necklace. She seems to glide from place to place.

Note: Queen Medb has been included here as an example of a high-powered Sidhe. Relatively few Sidhe reach this power level—Usually only rulers and renegades.

WOLFGANG & OBERSTEIN					
Val	Char	Cost	50+	Disadvantages	
10	STR	0	15	Compulsively neat (Oberstein)	
11	DEX	3		Compulsively sloppy	
11	CON	2		(Wolfgang)	
10	BODY	0	5	Professional Rivalry w/each other	
13	INT	3			
11	EGO	2			
10	PRE	0			
10	COM	0			
2	PD	0			
2	ED	0			
3	SPD	9			
4	REC	0			
30	END	4			
21	STUN	0			

Cost	Powers	END
30	Illusion Multipower (30 pt. reserve)	
3u	6d6 Mental Illusions	3
3u	Images to Sight Group, 1 hex, -3 to PER Roll	3
5	1d6 Flash vs. Normal & IR Vision, Independent OAF (fire dust), 6 charges (Oberstein) +1 w/Illusions (Wolfgang)	
3	KS: Illusion Magic 12-	
2	AK: Dunswasser Village 11-	
1	Fam. w/General Magic 8-	

OCV: 4; DCV: 4; ECV: 4; Phases: 4,8,12					
Costs:	Char	powers	Total	Disads	Base
	23	+	47	=	70
				=	20
				+	50

Background: Wolfgang and Oberstein arrived on the same day to join Duenwulf's school of illusion. They took immediate exception to each other, and have hotly contested for the position of head student ever since. While they are now close friends, they disagree on almost every topic, from how to manage their living quarters (they share a room) to the best way to summon creatures from the Abyss. Recently Oberstein took a trip to the big city to buy some new toys, while Wolfgang stayed home and practiced, which could give him the edge he needs.

Personality: Both Wolfgang and Oberstein are outgoing fellows, fascinated by magic. The resemblance ends there. Oberstein is a "neat freak"; everything must be in its place and sparkling clean. If he has nothing else to do, he will polish whatever is next to him. Wolfgang, on the other hand, believes that cleanliness is next to impossible. He drops things where he needs them, never straightens up after himself, and does the minimum necessary for personal hygiene. Duenwulf was quite surprised Wolfgang had the patience to sit for hours practicing, but he does.

Quote: "It's perfectly obvious that —" "No, you're absolutely wrong. It goes —" ad infinitum.

Powers: Both Wolfgang and Oberstein have mastered simple illusions, with Wolfgang now gaining the edge in finesse. Oberstein recently purchased a bag of 'fire dust', an alchemical flash powder. He hopes to use it in a particularly spectacular demonstration at the next examination.

Appearance: Wolfgang and Oberstein are medium sized men in their mid twenties. Wolfgang has shoulder-length blond hair, usually tied back in a ponytail. His clothing is worn and stained. Wolfgang prefers dark colors, since they hide the stains better. Oberstein has black hair, which he wears very short. His clothing is well-tailored and always immaculate. He prefers light colors to contrast with Wolfgang.

LYMNADES MONSTER					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	20	2x STUN from Fire	
20	DEX	30	25	Berserk if cornered 11-, 8-	
25	CON	30	20	Compulsive Liar	
11	BODY	2	15	Hungers for human flesh	
18	INT	8	5	Dependence on Water 1/hour	
23	EGO	26		or takes 3d6	
17	PRE	7	20	Distinctive Features: Ichthyoid monster	
2	COM	-4		Hunted by Adventurers, 8-	
10	PD	6	10	Evil Monster Bonus	
10	ED	5	103		
5	SPD	20			
10	REC	2			
50	END	0			
35	STUN	1			

Cost	Powers	END
35	2d6+1 HKA (3 1/2 d6 w/STR)	3
63	11d6 Telepathy, Fully Invisible, 1/2 END, only to search out memories of loved one (-1/2)	4
21	Images to Sight Group, -4 to PER Roll, 1 hex, only to make self appear as loved one (-1/2)	3
10	Armor +6 PD/+6 ED, Activate 11-	
12	+6" Swimming (8" total)	2
5	Life Support: Can breath air (normally breathes water)	
11	Mimicry 15-	
5	Acting 13-	
3	Shadowing 11-	
10	+2 w/H-to-H combat	

OCV: 7; DCV: 7; ECV: 8; Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disads	Base
	143	+	175	=	318
				=	218
				+	100

Background: The Lymnades monsters are aquatic demons that take the forms of loved ones to lead humans to their doom. They speak Human since it is the best language with which to lure their prey. The Lymnades terrorizing Dunswasser is wandering far from its normal deep-water turf to see if it can get catches more easily inland. Lymnades (both plural and singular) have no culture of their own, but adopt scraps learned through telepathy from their victims.

Personality: Lymnades have the ability to distinguish between good and evil, and have chosen evil. They have no redeeming personality traits, although they may mimic them in order to ensnare victims. While they can eat any sort of meat, they prefer that of sentients, particularly humans.

Quote: "But Defender, I'm Wendy. You wouldn't hurt me, would you? I'm your friend!"

Powers/Tactics: Lymnades monsters have the ability to read human minds, allowing them to find out who the victim cares for. They then use their powers to assume to form of the loved one. They prefer to get a victim alone, since one person's loved one is not necessarily another's. They will always have reasonable answers to any discrepancies, taken from the victim's mind as the most plausible. They prefer to flee or resort to trickery if caught or outnumbered, but will fight if there's no other way out.

Appearance: The natural appearance of Lymnades monsters is that of a humanoid fish with goggle eyes and razor-sharp teeth. They also sport vicious claws, webbed feet, and bony plates on their torsos. Skin color for a Lymnades can range from brown through green. Some albinos even exist. The Dunswasser monster is dark green.

TYPICAL OGRE					
Val	Char	Cost	25+	Disadvantages	
25	STR	15	5	Distinctive Features: Ogre	
11	DEX	3	10	Dislikes Humans	
15	CON	10	10	Protective of Territory	
10	BODY	0		Giant Ogre	
3	INT	-7			
7	EGO	-6	+10	Distinctive Features: Giant Ogre	
15	PRE	5	3	-2" Swimming	
8	COM	-1			
10	PD	5			
5	ED	2			
2	SPD	-1			
8	REC	0			
30	END	0			
31	STUN	0			

Cost	Powers	END
5	Damage Resistance 5 PD/5 ED	
5	Discriminatory Smell	
5	Tracking 11-	
3	Survival 11-	
2	AK: Tribal Hunting Grounds 11-	
2	KS: Prey Animals 11-	
3	FAM w/Common Melee Weapons, Thrown Knives/Axes	
	Giant Ogre	
13	Growth 10 pts. 0 END Always On (+10 STR, +2 BODY, +2 STUN, x4 Mass, -2" KB, -1 DCV, +1 to PER rolls against)	

OCV: 4; DCV: 4; ECV: 2; Phases: 6,12

Costs:	Char	Powers	Total	Disads	Base
	25	+	25	=	50
				=	25
				+	25

Background: Ogres are a primitive humanoid race that lives in wilderness areas on the fringe of human civilization. The question of whether or not they are related to humans is frequently debated by scholars. As humans have spread, the land available to Ogres has diminished.

Personality: Ogres are short-tempered, brutal, and don't like humans much. One of the main reasons is the human prejudice against Ogres. However, an Ogre can be gentle and loving to his family and pets.

Social Structure: Ogres have a nomadic tribal structure, based on extended families. The strongest male usually leads the tribe, but the role occasionally goes to the strongest female, since they are just as powerful as their mates. If a leader proves unfit, despite his strength, the whole tribe will gang up on him and beat him until he is weak enough that another can become leader

Quote: "You lie. Me not eat humans. They smell!"

Powers: Ogres are larger and stronger than humans, with extraordinarily tough hides and a good sense of smell. However, Ogres lack the intelligence of most human beings. Giantism is a common problem for the species, and afflicts up to 2% of the population. Specimens up to 20' tall have been observed.

Appearance: Ogres strongly resemble large neanderthals, with shaggy hair and jutting jaws. Their skins are coarse and leathery, ranging from light to dark brown, with an occasional reddish tone.



KING OGRE						
Val	Char	Cost	100+	Disadvantages		
60	STR	50	20	2x Effect from Mental Powers		
18	DEX	24	15	Berserk when takes BODY		
28	CON	36	11-,11-			
15	BODY	10	15	Overconfident		
10	INT	0	15	Hates Humans		
10	EGO	0	15	Reputation 11-, ext.		
25	PRE	15	20	DNPC Tribe Normals 14-		
10	COM	0	20	Hunted by Humans, 14-		
28	PD	16	5	Distinctive Features: Ogre		
20	ED	14	10	Public ID		
4	SPD	12	25	Experience Bonus		
18	REC	0				
56	END	0				
65	STUN	6				
Cost		Powers		END		
12	Damage Resistance 12 PD/12 ED			3		
15	Hardened Defenses (PD/ED)					
16	+16" Superleap (28" total)					
5	-5 Lack of Weakness					
3	Tactics 11-					
2	Conversational Human (Ogre native)					
24	+3 w/Combat					
OCV: 6; DCV: 6; ECV: 3; Phases: 3,6,9,12						
Costs:		Char	Powers	Total	Disads	Base
		183	+ 77	= 260	= 160	+ 100

Background: King Ogre was born with phenomenal strength and enhanced intelligence. With these advantages, it was easy for him to take over a leadership position in his tribe. He realized that the expanding human population was making the Ogre lands shrink, pushing his people to the brink of extinction. He knew that if the humans were to be stopped, the Ogres would have to band together.

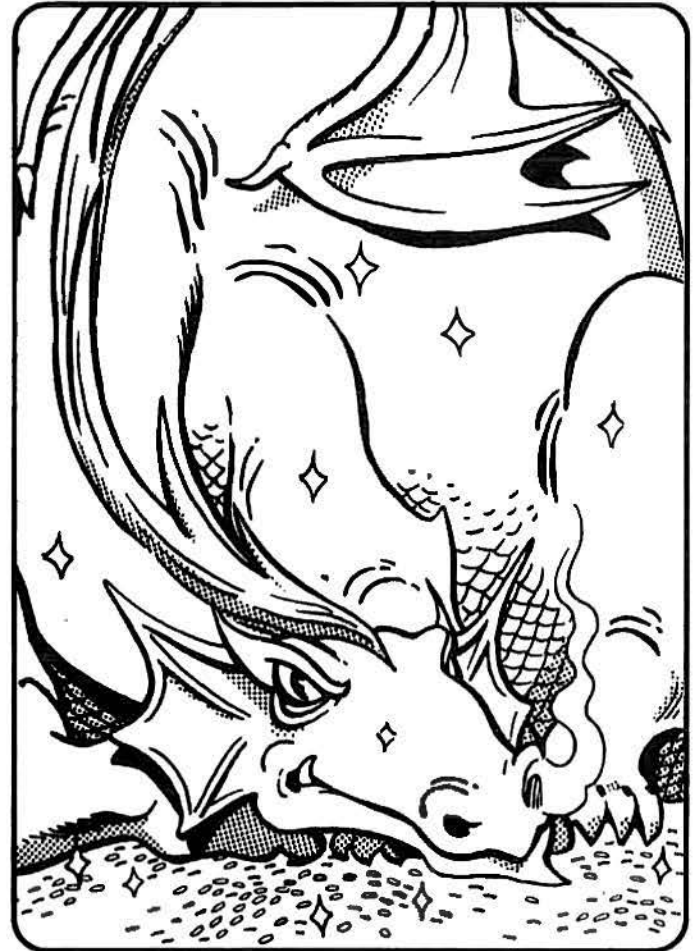
Personality: King Ogre shares the short temper of his subjects, but he is better at long-range planning. He is trying to mate with as many females as possible in hopes of passing on his power to the next generation. This has made him somewhat less popular with the other male Ogres, but he does lead the Ogres to victory, so they live with it. King Ogre hates humans on principle more than anything else. Humans are bad for his people, therefore humans must be bad.

Quote: "My people only ask for a place to live which is theirs. Is this not what your people would want?"

Powers: King Ogre has incredible strength and durability, as well as the ability to leap great distances. While King Ogre is smarter than most of his people, he does not have the intellect that he claims to. One of the king's favorite pasttimes is defeating worthy opponents in personal combat.

Appearance: King Ogre is about 7'3" and heavily muscled. While his hair is shaggy, he is suffering premature balding on the head. He dresses in bearskins and claw necklaces. Overall, he bears a strong resemblance to Ogre in the *Champions* hardback, and if that character is in your campaign, King Ogre could easily be mistaken for him.

IGNOTH THE INVINCIBLE					
Val	Char	Cost	100+	Disadvantages	
70	STR	0*	10	2x BODY from attacks coupled with Find Weakness roll	
20	DEX	30		Overconfident	
50	CON	80	20	Loves to wheel and deal	
30	BODY	16*	15	Greedy	
25	INT	15	15	Reputation 14-, ext.	
30	EGO	40	20	Hunted by would-be dragon slayers, 8-	
60	PRE	50	15	Great Dragon Bonus	
20	COM	5			
20	PD	18	673		
20	ED	10			
5	SPD	20			
20	REC	16			
100	END	0			
95	STUN	35*			
*Growth already added in.					
Cost	Powers				END
87	15d6 EB (flame breath), Area Effect Cone, Reduced by Range, No Range				15
48	4d6 HKA (8d6 w/STR) (claws and teeth), Reduced Penetration				6
30	Armor +10 PD/+10 ED				
14	Armor +6 PD/+6 ED, Activation 15-				
10	Mental Defense (16 pts. total)				
10	Flash Defense vs. Sight/Hearing Groups (5 pts. each)				
60	20" Flight, 0 END				0
12	+6" Running (12" total)				2
12	+6" Swimming (8" total)				2
12	+4 Perception				
10	Tracking Scent				
5	IR Vision				
80	Growth 60 pts., 0 END Always On (32m. long, 16m. tall, 200 tons, -8 DCV, +8" reach, -12" KB)				0
20	Universal Translator				
11	Life Support: Can breathe water, Immune to Disease and Aging				
5	Mind Link w/Eloli high priest				
3	Lightsleep				
3	Conversation 21-				
3	Trading 21-				
10	KS: Ancient Lore 19-				
8	AK: Faraway Island and environs 17-				
3	Concealment 14-				
3	PS: Appraiser 14- (INT-Based)				
3	Navigation 11-				
3	Mimicry 11-				
3	Ventriloquism 11-				
30	+3 Overall Levels				
15	Filthy Rich				
30	Base (150 pt. cave system)				
OCV: 7; DCV: -1; ECV: 10; Phases: 3,5,8,10,12					
Costs:					
	Char	Powers	Total	Disads	Base
	335	+ 543	= 878	= 778	+ 100



Personality: Ignoth is one of the Great Dragons and he isn't likely to let you forget it. He chose the title "Invincible" to match his splendor. Ignoth loves to bargain, especially if he has the upper hand. The dragon considers it a great victory to trick humans into trading away all of their valuables to him for some worthless junk he has lying around in the cave.

Quote: "Now, for anyone else, I'd be asking double the price, but I like your face. You sure you aren't part reptile?"

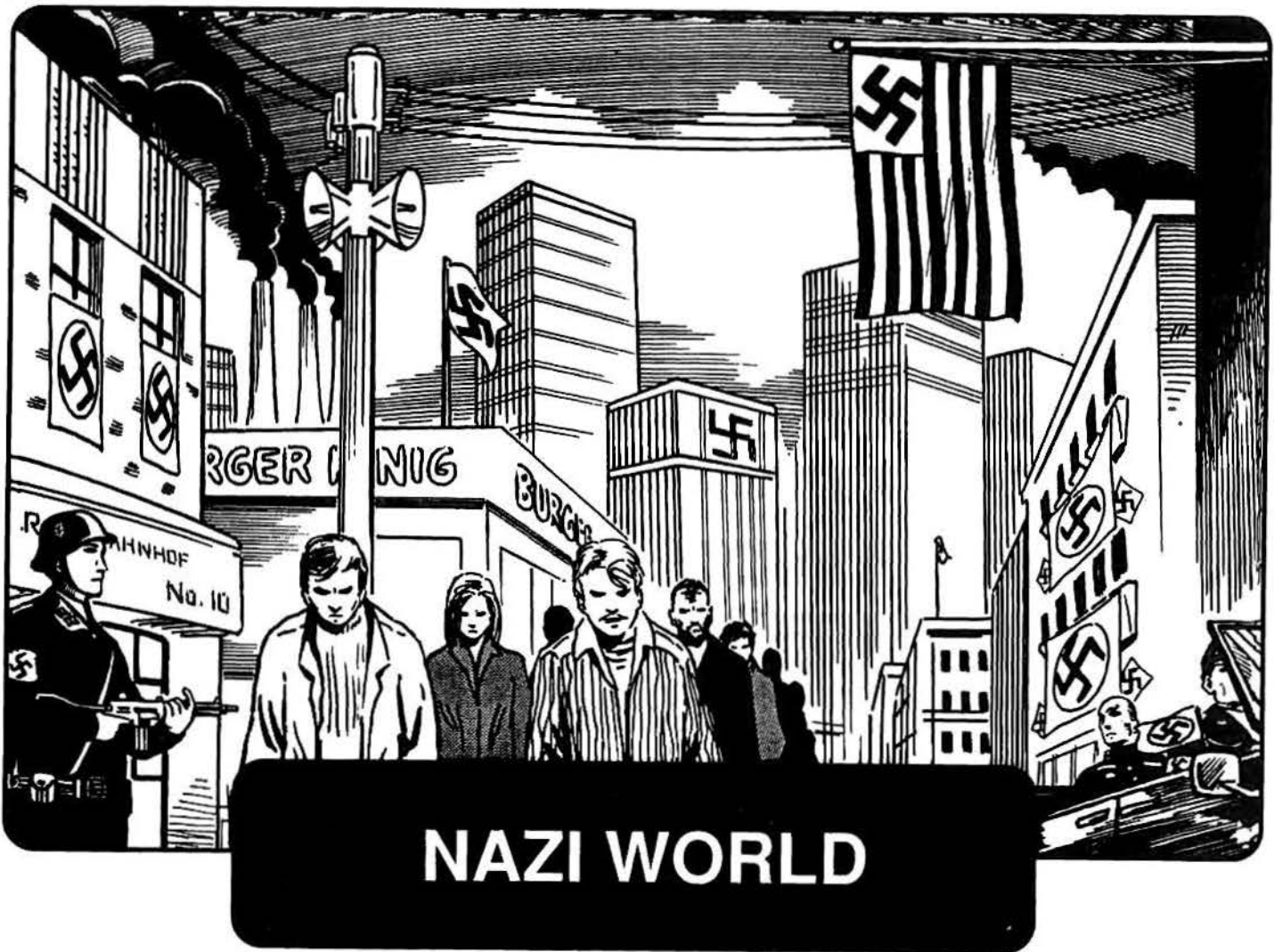
Powers/Tactics: Ignoth, like most Dragons, is quite large, has nasty claws and teeth, and can breathe fire. Like all truly Great Dragons, he uses force of will to fly (his small wings only give him direction.) While Ignoth's hide is tough enough to stop even the most powerful weapons, he does have his tender spots and blows targeted against these can cause massive trauma.

Ignoth likes using his breath weapon on groups of opponents, but against a single or giant foe, he'll use his teeth and claws. Ignoth will flee when he's overmatched.

Appearance: Ignoth is a reptilian Dragon of large size. His scales are a shimmering silver in color, with flecks of gold where bits of treasure have wedged themselves. His wings appear too small for his size, but it is not wise to point this out.

Note: For a lesser dragon, use the same physical stats, but it will be far less intelligent and skilled.

Background: Ignoth has been a greedy trader from the start; even in the nest he bargained for the best spot with his sisters. His bargaining skill has served him well; he has survived three millennia while many of his more obdurate brethren have met with grisly fates. About 800 years ago, he moved to Faraway Island, motivated by his taste for seafood and a bargain made with the high priest of the Eloli. Since then he has improved both his lair and his hoard.



NAZI WORLD

"Polish it faster, you old cow!" Carl waves his truncheon menacingly in the woman's face. The elderly Hispanic woman tries to redouble her efforts, but is wracked by a fit of coughing.

With a look of disgust, Carl backhands her across the face. He turns to the other adolescents, each dressed in the brown and black of the Hitler Youth. "Can you believe this fat Untermensch? How am I supposed to get my boots shined if this is the best she can do?" The other children laugh.

Carl turns back to the woman, who is coughing and wiping the blood from her mouth. "You'd best do better next time, or I'll take your permit — and then it's the camps for you! Heil Hitler!" The woman raggedly returns Carl's Nazi salute. Carl marches off, followed by the other boys in his unit.

All except Jeremy, the youngest. Only 7 years old, Jeremy wants desperately to fit in — to be more like Carl. Winding back, Jeremy cracks his truncheon down on the woman's head. She collapses, her eyes rolling into the back of her head.

"Look what I did!" he shouts, but the other boys have already left. Jeremy curses, then runs off after them...

SUMMARY

Nazi World is a dimension where the Nazis won World War II, and then went on to conquer the world. Having beaten the United States, the Nazis are busy transforming the country. Although Americans try to resist these changes, they are cowed by Nazi nuclear weapons. Hitler, now immortal, oversees the worldwide implementation of his Third Reich.

Shortly after their arrival, the PCs are thrown into the shadowy guerilla war against Gestapo. As the only paranormals in the world, they are able to fight the Nazis in ways that the average American cannot. However, the Nazis still hold all the atomic weapons, and threaten to destroy American cities unless the heroes surrender.

At the urging of resistance leaders, the heroes travel to Europe to destroy Hitler's nuclear missiles. By destroying the Nazis' nuclear superiority, the heroes enable the world to rise up against their Nazi oppressors.

Author's Note: This chapter should in no way be taken as support for the National Socialist (Nazi) party or its goals. On the contrary, only by recognizing the evil that was Nazi Germany, and by remaining vigilant against that evil, can we ensure that it never happens again.

BACKGROUND



"If the Nazis had won, of course, things on the surface would eventually have settled down to an appearance of normality. The milkman would deliver the milk in the morning, the policeman would enforce the law, the doctor would cure the sick, people would still worry about their jobs, fight with their wives, save for a new car. But they would be living in a nightmare, buried in a graveyard of human hope and dignity, trapped in a hell they would never recognize, much less question. The long dark night would have begun, and finally man would not even remember the light."

Albert Speer, former Nazi Minister for Armament and War Production

Up until 1934, the recorded history of this alternate earth exactly mirrors our own. After that date, the course of history in the alternate timeline diverges from what "really" happened.

1934: On Christmas Day, President Franklin Roosevelt is shot dead by an unseen gunman. John Nance Garner, the Vice-president takes over the reigns of the Presidency, but is seen as little more than a caretaker. He chooses not to run for election in 1936.

1936: Senator Huey Long of Louisiana defeats Republican Alf Landon and becomes President. In the second "Hundred Days", Long institutes sweeping parts of his "Share the Wealth" program. Long also slashes the budget for the Defense Department, spending the money instead on social services.

1937: With the president concentrating on internal affairs, American diplomacy becomes increasingly isolationist. Taxes are raised again, while defense spending is further cut.

1938: British Prime Minister Neville Chamberlain returns from the Munich conference, proclaiming "I believe it is peace in our time". Shortly thereafter, the Nazis complete their conquest of Czechoslovakia. In America, off-year elections give Long a new demagogic mandate. Long keeps defense spending low, even though some note the increasing belligerence of Japan.

1939: World War II begins as Hitler invades Poland. France and Great Britain look to the United States for help, but are rebuffed by President Long. Long promises to keep the United States out of any "European Wars", and enforces a strict neutrality.

1940: The war goes badly for the Allies. France falls, and the Japanese conquer Indochina. Britain, not given American destroyers, fares poorly in the Battle of the Atlantic, and over 50,000 Englishmen starve to death. In America, Long's popularity remains high, and he wins a second term.

1941: The Japanese conquer the Dutch East Indies, Singapore, and march on India. The U.S. protests diplomatically, but has no way to pressure Japan. Rebuffed in the Battle of Britain, Hitler's turns east and invades the USSR. The Soviets fall back and lose Leningrad, but win the fierce battle of Moscow.

1942: Supplied only by British lend-lease, the Soviets fall back on all fronts. They lose Stalingrad, but succeed in evacuating most of their industry behind the Urals. Japanese units force surrender terms on the Chinese, and make a concerted drive on India. In America, people are beginning to become dissatisfied with President Long's isolationist war policy and his increasingly autocratic grip on power.

1943: Soviet defenses begin to firm up. In the winter snows, Soviet units break the siege of Moscow and take 450,000 German POWs, who are promptly put into slave labor. In the increasingly savage conflict, both Russians and Germans routinely ignore the Geneva Conventions. There are unconfirmed rumors of chemical warfare. In the East, Japan wins major victories and conquers New Delhi and Sydney, Australia. American sources warn that the Japanese are becoming increasingly anti-American, but President Long ignores them.

1944: In Russia, the front remains deadlocked, as both sides are bled white. Increasing Soviet production and manpower is beginning to concern German leaders. In response, Germany and Japan sign a secret pact — Germany will help Japan invade the U.S. if Japan helps conquer the Soviet Union. In Britain, Churchill tries myriad schemes for victory, but hasn't the resources for any *coup d' main*.

In America, Huey Long wins an unprecedented third term as President.

1945: Japan, in a lightning strike, conquers Vladivostock, and begins to march west. Meanwhile, Moscow falls to the German attackers.

1946: Unable to fight a two-front war, the Soviet armies collapse, and Stalin abdicates. Unbelievable atrocities ensue, and millions of civilians are killed by Hitler's SS.

1947: Germany conquers most of North Africa, and launches thousands of V-1 and V-2 rockets at Britain. Churchill vows never to surrender.

1948: German-Japanese relations begin to sour, and armed clashes along their border in Siberia increase. German armies conquer the Middle East, and gobble up British and French colonies in Africa. In Europe, the Gestapo (Secret State Police) and SS crack down on dissident groups.

In America, Huey Long loses support of his own party and is defeated by Republican Thomas Dewey. Dewey holds several summits with the increasingly hostile Japanese. Getting no response, Dewey proposes increases in the military budget. A frightened Congress, however, believes this will provoke a Japanese attack, and the funds are voted down.

1951: German researchers under scientist Johannes Stark finally develop the atomic bomb. In a test, the bomb is dropped on London, obliterating the city and killing Winston Churchill. The long delayed Operation Sea Lion gets underway, and battered, heroic Britain finally falls. General Montgomery briefly leads a resistance, but is captured and killed by the Gestapo.

1952: A prototype V-3 rocket takes off from the Hoogeveen launch site in occupied Holland. Armed with an atomic warhead, the V-3 hits Montreal, Canada, starting a firestorm that consumes the city. Canada immediately sues for peace.

In the U.S., the destruction of Montreal completely alters the political landscape. All Americans are forced to recognize America's vulnerability to a German atomic attack. A small appeasement party, lead by pilot David Lind, promises "No American Montreal". On election day, frightened Americans abandon the traditional candidates to vote for Lind. The day after election day, Lind flies to Berlin for a summit with the Nazis.

1953: American and German negotiators finally reach agreement. In this Berlin Treaty (or the "Pact of '53"), Germany forces America to give up many of its rights as a sovereign nation. American armed forces are kept at a certain low level, America is not allowed an independent foreign policy, and America must pay Germany a tribute. In addition, German observers are allowed to inspect American science labs to ensure that no advances are made in atomic research. In exchange, Germany agrees to "protect" America with its nuclear arsenal. Lind returns to Washington D.C., claiming to have saved the U.S. from nuclear devastation.

Predictably, not all Americans are happy with the treaty. Though many praise Lind for saving America from destruction, others call the Berlin Treaty a craven surrender. Both political parties and Gen. MacArthur speak out against the treaty, and for a brief period there is fear of a military coup or impeachment proceedings. However, fear of a German nuclear attack overshadows all other arguments. Finally, Lind and Congress pass measures making it illegal to openly speak out against the Treaty. This law is justified on the grounds of "National Security".

1954: Germany signs a treaty with Japan, which divides the Earth into spheres of influence. Germany receives Europe, Africa, and most of Russia, while Japan receives the Far East. The United States is left as one of the few quasi-independent countries, although it is officially in the German sphere.

In the U.S., the first German investigators arrive. Americans chafe under their watchful eyes, but dare not resist. A few scientists try to secretly develop an American atomic bomb, but they are discovered by the Gestapo, and turned over to American authorities, who reluctantly prosecute them. Meanwhile, great quantities of American goods are shipped off to Germany.

1955: With all obvious enemies disposed of or cowed, Germany turns its energies inward. Reichsmarschall Hermann Goering develops a 10-year plan to rejuvenate the German economy, and the SS is given free rein in the occupied territories. Partisans and innocent civilians die by the millions.

In Germany itself, frictions between the various power blocs reaches a flashpoint. The SS, under Heinrich Himmler, finally goes after its rivals in the army. In an immense purge, Gen. Guderian, Gen. Manstein, and Gen. Rommel are shot, along with economist Albert Speer. The SS also takes control of the Hoogeveen rocket facility. Knowing that the SS is totally loyal, Hitler acquiesces to these changes.

1956: MacArthur runs for President against Lind, but is ignored by the press, which is increasingly controlled by the Nazis. Lind wins, promising 4 more years of peace, and solidarity with Germany. Meanwhile, the first Hitler Youth clubs are formed, and some social climbers enroll their children.

1957: The *Verjuengungprozess* (rejuvenation process, see below) is perfected by German scientists. Hitler and other top Nazis stop aging.

1958: Gen. MacArthur is assassinated. Several men are arrested, but the U.S. government turns them over to the Nazis. American soldiers seethe in their barracks, but do nothing.

As a result of the shooting, a new group, the Douglas MacArthur Army (DMA) is formed by those sympathetic to MacArthur's views.

1959: To "enhance international law enforcement", the FBI is subsumed into the Gestapo. All FBI files are sent to the Nazis, and many Nazi agents take up key posts in the agency. At the urgings of the Nazis, the Justice Department outlaws the American Communist Party (CPUSA), and jails known communist sympathizers.

1960: Several political candidates try to stop Lind from winning a third term, but each is wracked by scandals that the papers are only too willing to publicize. Rumors that the scandals were caused by the Nazis go unreported, except by underground papers.

1962: Nazi Propaganda Minister Josef Goebbels visits the United States, and is welcomed by the Lind government. Goebbels notes pointedly that "America is wise — it is better to be like Switzerland than like Poland. One is neutral and allied to the greatest power mankind has ever known. The other is a barren wasteland, a monument to the futility of resisting the Third Reich. I hope that America will always be wise." The remark is carried in all the papers.

1964: Lind steps down, and is replaced by John "Jack the German" Schirach. As did Lind, Schirach carries the approval of the Nazi hierarchy, and his first act is to travel to Berlin to consult with Hitler.

Back in the states, opposition is beginning to build to the increasing Nazification of America. Protest groups form, and distribute literature condemning Schirach and the Nazis. These groups are closely watched by the FBI/Gestapo, but are protected by the Bill of Rights.

1965: Its 10-year plan complete, Germany begins to look abroad again. Under the direction of Goering, Germany updates its airforce; Himmler does the same to his Waffen SS legions.

1966: After a series of carefully engineered incidents along the Japanese border, the Nazi hordes sweep East, starting World War III. Atomic weapons are used sparingly, in an effort to save usable land. Behind the leading armies, the murderous SS *Einsatzgruppen* carries out a campaign of extermination against the natives of the captured territories.

1967: In the jungles of Burma, the Imperial Japanese army inflicts a defeat on the lead elements of the SS. A huge flanking amphibious assault lands troops in Iran, cutting off the SS forces in India, who are forced to fight their way clear.

1968: Japanese spies steal a German nuclear warhead. They load it onto a submarine-based seaplane, and a *kamikaze* takes off towards Berlin. The Luftwaffe shoots the plane down over Istanbul, but the pilot hits a trigger, causing the bomb to explode. Hitler, nearly apopleptic at the close call, orders all nuclear weapons to be moved to the Hoogeveen launch site. This puts all of Germany's nuclear weapons under SS control.

Meanwhile, the conventional war rages on in Manchuria and India.

In America, Schirach wins another term.

1969: At the urging of the hawks in the SS, Hitler authorizes a full nuclear strike against Japan. Launched from Hoogeveen on the new V-4 rockets, atomic bombs fall on Tokyo, Hiroshima, Nagasaki, Beijing, and Saigon. The Japanese Emperor, who had warning of the attack and went into hiding, vows to continue the fight to the last man.

1970: As atomic weapons fall like rain, Japan unleashes biological and chemical weapons, many of which were developed by expatriate American scientists. A *kamikaze* pilot, taking off from a secret airfield, self-destructs over Berlin, spraying the city with an Anthrax toxin. Hitler escapes, but party leaders Martin Bormann and Rudolf Hess are killed. Other suicide squads unleash germs in Paris, Rome, Frankfurt, and Munich.

1971: In a huge pincer movement, SS Armies link up in China, destroying the last Imperial army on the continent. The Japanese homeland has been reduced to a smoking, radioactive wasteland, with only a few thousand survivors scratching out a living in the ruins.

1972: The last Japanese stronghold falls in New Guinea. Most Asian cities have been destroyed by atomic bombs, and whole regions have been made uninhabitable. SS death squads move in, although even they stay away from the Japanese home islands.

In Germany, the SS comes under fire for letting so much valuable land be wasted.

In America, Schirach wins a third term amid little fanfare; most American are resigned to German hegemony, and the nuclear annihilation of Japan makes even the dissenters hold their tongues.

1973: Under direction of the unaging Goering, the Germans begin another 10-year plan. American authorities and patriots are relieved, since this presumably means that the Germans will be busy until 1983.

1974: The first mutants and mutates begin to appear. Caused mostly by the widespread use of chemical and nuclear weapons, some of these mutants exhibit superhuman powers. The Nazis speak out against these "subhumans" and order them exterminated.

1975: Agents for the Gestapo/FBI discover evidence of organized American resistance to the Nazis. These patriots are organized under the banner of the DMA. These protestors are protected by American laws, and cannot be easily extradited to Germany. Hitler flies into a rage and promises to solve the "American Problem" once and for all.

1976: Agents of the FBI/Gestapo "uncover" a plot by the Republican-Democrat party to throw the coming bicentennial election. The ringleaders of the party — Jimmy Carter, Gerald Ford, Walter Mondale — are hung, along with some prominent members of the military, including Gen. Haig and Gen. Westmoreland. Hitler orders SS troops to the U.S. to watch over the election and to "preserve order". Resistance springs up almost immediately, but is squashed by the Gestapo and its American collaborators.

On election day, the SS counts votes, and Appeasement Party candidate Scott Westphal is "elected". He immediately declares his allegiance to the ideals of National Socialism, and thanks the SS for helping with the election.

It is only when the SS refuse to leave that the average American realizes what had happened — the U.S. has been taken over! Resistance groups spring up overnight, and spontaneous acts of violence proliferate. Westphal, speaking from rebuilt Berlin, speaks out against the "hooliganism", and asks the SS and Gestapo to help him put down the violence.

The fighting is nasty and brutal. Initially the SS attempts to quell the violence through traditional intimidation and arrests. However, the Americans are well-armed, and motivated by a hatred of what has happened to their country on its own bicentennial. By mid-December, several parts of America have been "liberated", and radio stations begin to broadcast a general call-to-arms.

At this point, the kid gloves come off. As they did in World War II, the SS takes hundreds of prominent Americans hostage, and vows to kill 100 Americans for every Nazi that is slain by partisans. Still worse, Hitler decides to prove how futile the rebellion actually is. President Westphal and Hitler, in a joint release, declare Chicago to be an "outlaw city in open rebellion". The next day, 4 V-4 missiles are launched at Chicago, and their atomic warheads destroy it utterly. Westphal warns other cities against similar outbreaks of "lawlessness."

The destruction of Chicago breaks the back of the DMA. Most partisans hang up their guns, and decide to try and live within the system. Other Americans, fearing a nuclear holocaust, become informers for the Nazis. By the end of the year, the open resistance has ended, and only a small, shadowy underground remains.

1977: In the White House, Westphal begins to carry out the orders of his masters in Berlin. Using his rubber stamp Congress, he revokes most of the Bill of Rights. He also introduces a new amendment to the Constitution that will allow a foreigner to become president. Goebbels makes sure that all of these measures receive good press.

1978: The Nazification of America begins in earnest. Former partisans, Jews, Blacks, and Slavs are rounded up by the thousands and deported to the death camps. Special camps are set up for mutants, and they too are rounded up. To the disgust of Hitler, many Americans hide the fugitives in their houses, rather than turn them over to the Nazis.

Meanwhile, the DMA has begun to organize. Several former newspaper publishers help coordinate a sophisticated distribution network, allowing the underground newspaper *Common Sense* to reach almost all of the United States. Military-minded graduates of West Point stockpile weapons. Resistance leaders realize that open resistance is useless, but hope to preserve the kernel of a rebellion, to use if an opportunity presents itself.

1980: Heinrich Himmler, Reichfuehrer of the SS, is "elected" as the 40th U.S. President. After his inauguration, Himmler changes the American legal system; harboring anyone wanted by the authorities is made a capitol offense, and millions of Americans die in death camps. Himmler attempts to promote "Aryan" Americans over other Americans, but is again stymied by passive resistance and the unwillingness of the "chosen" Americans to practice Nazi policies.

Meanwhile, in the shadows, a brutal war continues between the DMA and the Gestapo. Most minority groups, having seen what happened to their brethren in Europe and Asia, are willing to die before being captured, and tens of thousands do. In an effort to stop the distribution of *Common Sense*, the Gestapo tortures thousands of Americans to death. Using safe-houses and military weapons, resistance gunmen assassinate especially brutal Gestapo leaders and prominent American collaborators.

1982: Himmler, in consultation with Hitler, decides that the current generation of Americans are too far gone to ever become true Nazis. Himmler — effectively immortal — decides to concentrate on the younger generation of Americans. Enrollment of in the Hitler Youth is made mandatory; if parents resist, they are sent to the camps and their children are sent to Nazi-run orphanages. Youths who volunteer to supply themselves for the Rejuvenation Process (see below) are lauded as "Heroes of the Fatherland".

1983: Researchers under Johannes Stark invent a operable mutant-detector. German scientists also develop powered armor suits that enable Gestapo troopers to take on even the most powerful mutants. Himmler declares a "holy war" against all mutants, and the Gestapo begins to ruthlessly hunt them down. By the end of the year, all mutants have been discovered and killed. Henceforth, all children must be mutant-tested; if they are mutants they are slain as infants. Parents who resist this measure or try to hide mutant children are sent to the camps. Periodic sweeps by Gestapo agents with detectors help ensure that no mutants somehow get around the system.

1984: "President" Himmler declares a great "cultural revolution", which is intended to make American culture properly Nordic. Almost all forms of ethnic expression are replaced with their Nordic counterparts; those who resist are arrested or shot. Although English remains the official language, German is taught in schools, and all government employees are required to learn it.

1987: In May, the DMA scores one of its greatest victories. On a lonely Kansas road, specially trained partisans use a bomb to destroy the sportscar driven by *Obergruppenfuehrer* Reinhard Heydrich, second in command of the SS.

The Nazi reprisals are unprecedented. Rounding up the entire population of Kansas City, the Nazis force the citizens to dig their own graves, and then machine-gun them all. The buildings are then dynamited and the city is bulldozed over; the surrounding fields are sown with salt. By November, it is difficult to tell that the city ever existed.

The assassination is also used as an excuse for a thorough purge of the American civil service. American bureaucrats are removed to the death camps, and are replaced by Nazi party members.

In Germany, Hitler has persistent fears that the DMA will somehow get ahold of a German nuclear device. He orders the majority of the bombs destroyed, to be replaced by a few, easily guarded V-5 rocket. Each V-5 is a 36-warhead MIRV, with enough firepower to decimate a country.

1988: Himmler wins another term, though few Americans bother to vote. The increasing Nazification of the youth continues.

1989: A secret Gestapo sting operation nets Lee Iacocca and Ronald Reagan, two Western leaders of the DMA. Both men are publicly hung, and thousands of copies of *Common Sense* are burned.

Today: Every year, more young people embrace Nazism. The DMA continues to dwindle, since most American view fighting the Nazis as a futile, and ultimately suicidal, activity. Can't someone do something?

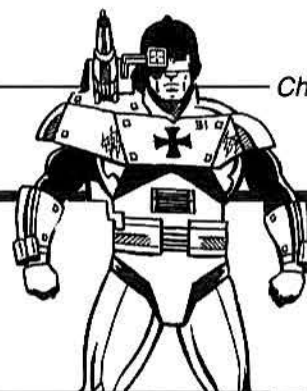
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TODAY: NAZI AMERICA 1990



Welcome to Nazi America — land of the oppressed and home of the scared. The U.S. of this dimension is a horrible, twisted place that is slowly being transformed into the Nazi ideal. This is overlaid with a shadowy, desperate guerilla war being fought against the invaders. The result is a heartless, cruel world that may well be the twilight of humanity.

Since most of the adventuring will take place here, the GM should familiarize himself with what Nazi America is like. It is strongly recommended that the GM read some of the books presented in the Bibliography; these can help give the GM enough background to make Nazi America seem real.

CULTURE

American culture in this dimension has been altered by two main pressures: Nazism and Nordicism. Though obviously interrelated, they have had very different effects.

NAZI "CULTURE"

The most immediate and burning images for the PCs will be the obvious Nazification of American culture. Under the direction of Himmler, the Nazi dogmas have left a powerful stamp on almost all aspects of American daily life. There has been a general militarization of society — almost everyone is in uniform. A powerful anti-Christian movement has led to the closing down of most churches; although many worship in secret, few do so publicly. Most members of the clergy have been sent off to the death camps. There are also powerful visuals — swastikas are everywhere, and the double-lightning bolts of the SS are a symbol of authority.

If the GM wants to make the world even more bleak, he can emphasize the darker aspects of Nazi "culture". The Nazis adored violence — in a Nazi world there would likely be a return to gladiatorial combat and other blood sports. Similarly, the Nazis considered most ethnic minorities to be "subhumans"; in addition to killing them off they would use them for horrible entertainments and experiments. Sexual perversions were frequently tolerated in Nazi Germany; such perversions would be magnified in a world where the Nazis were victorious. The children growing up in such an environment could be expected to be remorseless, savage little brutes, with few of the ideals of their parents.

NORDIC CULTURE

Unlike the impact of Nazi "culture", the concurrent increase in Nordic influences is not necessarily evil. The increasing Nordic impact on American culture comes from two sources: official Nazi edicts (like the "Cultural Revolution" of 1984), and the more subtle process of cultural



exchange. The mere presence of a victorious German army has encouraged Americans to imitate German customs; official prejudice against anyone who was too "unGerman" also sped this process along.

The result is a nation that seems very Nordic, perhaps even more Nordic than the actual nations of northern Europe. Viking culture is very chic, German artists are studied in high school, Norse mythology is everywhere, German words are slowly invading the American vocabulary, and German ethnic foods have supplanted most other forms of ethnic food, etc. While many American icons remain unchanged, anything that is overtly American will have been changed, or softened. Thus Burger King will survive, but Roy Rogers will have to change its name to something much more German, and Pizza Hut will shut down altogether (no Italian food allowed).

GAMING THE CULTURE

All these changes should be instantly obvious to anyone who is new to the world. For example, McDonalds has been changed to McReinhardts, and serves sausage sandwiches (on rye bread) with beer. The girl behind the check-out counter should be a bleached-blond with blue contacts; her hair is pulled back in a severe "Valkyrie" ponytail. The cartoon characters on the glass are Eric and Lief, two Viking characters from Goebbels' latest "children's" movie. Outside the restaurant, anyone can buy copies of the German language edition of USA Today, which has a little swastika in the corner. More than half the people walking by are wearing some type of near-military uniform, and all of the children are dressed like Nazi Youth. The cars in the streets are predominantly Volkswagens and Mercedes, all built at the retooled plants in Detroit.

The GM should also work the history into the culture. For example, two businessmen waiting for the New York-Boston Lufthansa shuttle could be discussing the latest actions of President Himmler, while another pair could be talking about the *Verjuengungsprozess*. You get the idea.

SOCIETY

American society in this dimension is one rent by deep divisions. At one extreme are the Nazi collaborators — those who are actively helping the Nazi regime. Some of these actually believe in the Nazi goals, while the majority are tagging along with the winning side.

At the other extreme are the members of the resistance. These include the secretive members of the DMA, the Americans who hide fugitives in their house, and the workers who quietly sabotage products destined for export to Germany.

Of course the majority of Americans are neither members of the organized resistance, nor open collaborators with the Nazis. Most of them are typical Americans — they support the concepts of life, liberty, and the pursuit of happiness. They might even consider themselves to be patriots. However, when faced with the overwhelming nuclear might of the Nazis, these Americans feel that fighting is futile. Some are frightened that they might die, like the rebels in Chicago or Kansas City. Others don't want to be responsible for Nazi reprisals against innocents. Either way, they feel their only choice is to submit and to make the best of the situation.

In addition to this natural division, American society has been transformed by Himmler's ongoing efforts at Nazification. The most obvious result has been the wholesale deportation and killings of ethnic minorities; although many have been hidden by their white friends, millions have been found and slaughtered. In addition to Jews, most Americans of African, Hispanic, or Slavic descent have been decimated. Similarly, organized religion has been actively suppressed. Isolated ethnic ghettos still exist, especially in New York, Los Angeles, and Miami. Every year the food rations decrease and more die.

In the Nazi lexicon, minorities are considered to be *Untermenschen*, or subhuman. The Nazis have encouraged the use of these individuals as near slave labor; many are able to survive only by performing menial labor for the Nazi overlords. When such individuals are no longer useful they are sent to the camps and liquidated.

In addition to the genocide, Nazification has affected other aspects of American society. The Gestapo has become an intrusive presence, and maintains a huge network of informers. Many of these informers are not wicked people, but are being blackmailed somehow by the Gestapo. All Americans must watch what they say and whom they speak to. Even children are encouraged to watch their parents for signs of anti-Nazi activities.

Perhaps the worst aspect of all this is that there are few prospects for improvement. Because of the Nazi Youth, most young Americans actually have more Nazi sympathies than their parents, many of whom still remember free America. It is entirely possible that within a few generations there will be no resistance, because there will be no one who disagrees with the Nazi regime. At this point, Hitler and his immortal cronies will have truly established a thousand-year Reich.

"We older ones are used up... But my magnificent youngsters. Are there finer ones anywhere in the world? Look at these young men and boys! What material! With them I can make a new world."

Adolf Hitler, 1933

POLITICS AND POWER

In the wake of the Nazi takeover, the American political system has been completely overturned. All power comes from the Nazi Party and Nazi institutions. For example, the local *Gauleiter* (Nazi party boss) is far more important than the nominal governor; the *Gauleiter* can always contact President Himmler, while the governor will simply be ignored. Many German Nazis have been brought over from Germany itself, and they staff all the key institutions in the government. A certain number of Americans, including many politicians, have actually sold out to the Nazis. Even these traitors, however, can advance only so long as they please their masters; the only individuals with real power and independence are high ranking Nazis under Himmler. Within the Nazi Party, politics is played hard and dirty; blackmail and threats are common, and out and out murder is not unheard of.

To maintain their control, the Nazis rely on the Gestapo (Secret State Police). The Gestapo maintains a sophisticated network of informers. In addition, Gestapo agents use blackmail, hostage-taking, and torture to gain important information.

Backing up the murderous Gestapo are the forces of Himmler's Waffen SS. These actual soldiers are stationed at old American military bases, and can provide back-up if Gestapo agents get into real trouble. There are also powered-armor suits for dealing with superheroes; most of these have been mothballed, but are available if powerful superheroes present themselves. (These suits are described below.) Of course, the true strength of the occupation lies in the atomic V-5 rockets, which the Nazis have proved willing to use against partisan resistance. Without the nuclear threat, the Nazis would be overwhelmed by the partisans; with it they are invincible.



In general, the Nazis have simply used the existing American governmental infrastructure for their own purposes. Thus, there is still an IRS, but it is now used to gather the booty that the Germans ship back to the fatherland. The FBI was slowly taken over by the Gestapo; similarly, the Gestapo has taken over the CIA facilities at Langley. All parts of the government now work in concert to support the Nazi regime.

The only place where democracy survives is within the DMA. Many Americans of high democratic ideals have joined the rebels, and the DMA tries, as much as possible, to preserve the American constitution. For more information, see below.

THE RESISTANCE

Against the full might of Nazi Germany stands a pitifully weak, ragtag band known loosely as the Doug MacArthur Army (DMA). Most members of the DMA are patriotic or idealistic Americans who want to make a stand against the sheer inhumanity of the Nazis. Many are members of persecuted minorities; these individuals would rather die fighting than in the Nazi death camps. Still others have more personal reasons for fighting, like the death of a parent or child. All rebels are by definition willing to give their lives for the cause; if he is caught by the Gestapo, the best that a rebel can hope for is a quick death.

Because of this standing death warrant, the DMA is torn by paranoia and fear. The agents of the Gestapo are horrible, savage opponents who use torture, blackmail, and reprisals to uncover resistance cells. To combat this, the DMA uses a

network of personal contacts and family ties to ensure loyalty. If a DMA member is found to be a Nazi informer, the DMA will usually make an effort to "turn" him; this way they can pass the Nazis false information. Barring this, the informant is killed.

LEADERSHIP

The DMA is loosely organized in a cellular fashion that helps ensure that no single Gestapo success will do too much damage. The current leaders of the DMA are John F. Kennedy and George Bush. Both are wanted men in Nazi America, and have to stay in hiding. The West Coast leadership (Walter Mondale and Lee Iacocca) were captured in 1988, and the DMA has still not succeeded in rebuilding all of its Western Cells. The DMA is also secretly supported by wealthy businessman Donald Trump, who provides crucial monetary support. The current headquarters of the DMA is in the Boston ("Minuteman") cell.

HOW IT WORKS

Each DMA cell has from 10 to 20 individuals; these are organized into larger "regiments" of around 100. When the DMA leadership sees an opportunity for action, the local DMA cell will call a meeting. These meetings are of course very secret, and are usually held in someone's basement, a deserted barn, etc. The meetings begin with some sort of inspirational literature; the *Declaration of Independence* is always a favorite. Cell leaders also distribute the most recent copies of *Common Sense*; cell members are expected to distribute copies to DMA sympathizers. Next the leader goes over the plan of action, and the cell members carry it out.

Obviously, the DMA is in a precarious state. Given the absolute nuclear superiority of the Nazis, an outright military revolution is impossible. Moreover, the Nazi practice of reprisals tends to turn many Americans against the DMA and DMA efforts. Finally, the DMA leadership can see that as the years go by, more and more Americans, especially young ones, are coming to accept the Nazis. The DMA realizes this will be the end of the United States, but they feel powerless to stop it.

In this gloomy situation, the DMA does what it can. On the off chance that the Nazis let down their guard, the DMA maintains stockpiles of guns and ammunition. It prints the *Common Sense* underground newspaper to keep Americans informed about Nazi atrocities. And in secret meetings, the DMA tries to keep the faith — the faith that somehow good will triumph over evil, and freedom will triumph over Nazi despotism.

PARANORMAL ABILITIES

Unlike our the heroes' home world, there are almost no paranormals in Nazi World. There are two reasons for this. First, the history of Nazi World is entirely different from the history the heroes are used to. America took no role in World War II, and there were thus no Golden Age American superheroes. (Any European heroes were killed after the Nazis won the war.) Similarly, the Nazis have actively discouraged the type of independent scientific research that lead to the creation of technology-based paranormals.

However, there is a more insidious reason why there are no superheroes in Nazi World. Spurred on by their brutal ideas of racial superiority and Hitler's dislike of superheroes, the Nazis actively exterminated anyone who was born with "paranormal" abilities. Starting in 1983, the year they invented a working mutant detector, the Nazis killed anyone with magical aptitude, psychic abilities, or — especially — a beneficial mutation. Any resistance was crushed by the SS Hunter-Killer squads. These squads of specially trained and equipped agents were a match for even the most powerful paranormal.

Today, there are no superheroes or supervillains. All children are registered at birth, and checked for unusual abilities. Those that exhibit such abilities are killed immediately. The SS also makes regular sweeps with its Hunter-Killer squads; these sweeps will turn up any paranormals within the sweep area.

TECHNOLOGY

In general, the level of technology in Nazi America is similar to that in the modern world, 10-15 years removed. Without the need for a military arms race, the rate of technological development has been much more leisurely than in our world. Moreover, the Nazis have far less concern for developing the consumer goods which have sold so well — without economic inducements many inventions simply go unvented. Finally, there are many inventions which the Nazis actively suppress, especially those which would enhance the flow of information.

Thus, the technology of Nazi America is roughly equivalent to that in 1975. That means, among other things, no VCRs, no cellular phones, no fiber optics, no plastic soda bottles, no touchtone phones, no teflon, no artificial hearts, no microwave ovens, no electronic miniaturization (no walkmen!), no FAX machines, no compact disks, and almost no personal computers. The Nazi efforts to curtail personal communications also mean that there are fewer magazines and newspapers, the mail system is intentionally unreliable, and phone calls take a long time to patch through (and are frequently tapped).

There are certain fields where the Nazi technological level exceeds our own. Historical Nazi Germany was a leader in military technology, and also made discoveries in chemistry and physics. The following are some of the important developments that may play a role in the campaign

V-5 Rockets: These are the offspring of the original V-1 and V-2 rockets from World War II. (The name comes from *Vergeltungswaffen*, meaning "weapons of reprisal"). Under the continued direction of an unaging Werner von Braun, the German missile program continued to advance, until the current V-5, which is a 36-warhead ICBM roughly equivalent to the American MX missile. No American knows how many V-5s there are; in actuality there are 20, all of which are located in the Hoogeveen launch site. (As a historical note, the Nazi missile program had created a crude prototype ICBM before the end of World War II, but it was never used.)

Although the civilian space program is nowhere near as sophisticated as its military counterpart, the Nazis have succeeded in developing an operable spaceplane.

The Verjuengungsprozess (The Rejuvenation Process):

This is the macabre medical procedure that allows certain members of the Nazi elite to maintain their youth. To work, the rejuvenation process requires the proto-nuclei from nerve cells taken from adolescents. Taking these proto-nuclei kills the subject; however, using the proto-nuclei enables the recipient to regenerate worn-out nerve tissue. When coordinated with other cell-cleaning procedures, the *Verjuengungsprozess* effectively allows the patient to maintain a youthful appearance and vigor.

Obviously, this sort of medical barbarism could only be developed, and then practiced, in a Nazi state. To start with, literally thousands of experimental subjects were killed during the initial research. Moreover, to complete the process requires a precise genetic match, and several hundred selected adolescents must be killed to gain enough proto-nuclei to "rejuvenate" any aging adult. Since the procedure must be repeated every 6 weeks, and there are more than a dozen Nazis who receive it, the total death toll runs to tens of thousand a year. Fortunately for the Nazi elite, there are several million adolescents in the Hitler Youth; so long as they are told that they are helping their *Fuehrer*, they will be willing give up their lives.

As would be expected, it is considered a great honor to join the group of Nazis who receive the treatment. Those currently on "the list" include Hitler, Himmler, Goebbels, Werner von Braun, and 9 other prominent Nazis. The list is controlled by Hitler personally; only the most loyal National Socialists can ever hope to get on.



Mutant Detector: Developed by the Gestapo R&D department, this device allowed the Nazis to locate all mutants — the precursor to destroying them utterly. GMs should note that the Mutant Detector only indicates that a mutation exists; it doesn't determine what the mutation does.

Mutant Detector: Detect Mutants and Mutant Powers, +7 to PER Roll, Sense, Range, Targeting, Telescopic: +4, only to offset Range penalties, OAF.
21 Active Points

Military Technology: In addition to these specific advancements, the Nazis made several breakthroughs in military technology, such that they now have the level of military hardware seen in many comic-books. These are explained in the actual scenarios. Optionally the GM can assume that the Nazis have some prototype force field generators and armored suits. These suits include lightweight Jager (hunter) suits that have built-in mutant detectors, and the bulkier Krieg Komando.

GEOGRAPHY

Obviously, the Nazis haven't been able to change the actual shape of the United States or the geologic plates. However, there are several differences for the GM to keep in mind as the travel across the globe.

For the world at large, whole continents have been decimated. Japan and China are radioactive wastelands, as is most of Southeast Asia. Many European cities were attacked with chemical weapons, and London was destroyed in a nuclear firestorm. Africa has become a land of deathcamps and slave labor, as the Nazi overlords try to extract all the raw materials and kill off the natives. Huge open strip-mines and barbed-wire encampments are the norm. In general, the GM should refer to the *Background* section.

Meanwhile, in America, two complete cities have been obliterated. Chicago was destroyed by four simultaneous atomic blasts, and today the city is surrounded by radiation-warning signs. As for Kansas City, the city was wiped out in retaliation for the assassination of Reinhard Heydrich. Roads leading into the city simply end; there are no signs to indicate what happened, or why.

In addition to these large-scale differences, the Nazis have also changed most large American cities. Each city now has a walled off ghetto where the persecuted minorities are allowed to live out their pitiful lives. These ghettos, which shrink each year, are charnel pits of human suffering. There is never enough food or medicine to go around — and the residents know that they will never get out. Any trip into a minority ghetto should provide a powerful incentive for the PCs to change this world.

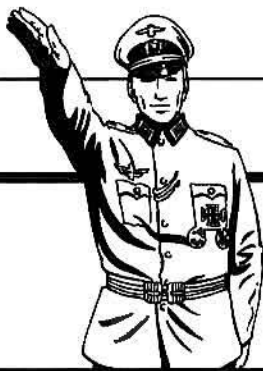
GMs should feel free to change the details of the physical world. For example, if the campaign is set in Chicago, the GM can say that the Nazis used nuclear devices on Denver, or St. Louis. Alternately, a GM might decide that the Nazis destroyed the PCs' home city, wherever that might be.

SUMMARY

In short, this is an America which has been taken over by one of the greatest evils the world has ever known. Although not as bad as Nazi Germany itself, Nazi America already exhibits many of the worst traits of the Nazi dictatorship. A cynical, calculating, evil force has taken over the United States and remade it in the Nazi image.

The single most striking facet of Nazi America is that it lacks compassion. The Nazis weren't merely savage brutes. To be sure, they were savage, but their brutality was calculated to eliminate any and all softness from the human psyche. Far from just being non-Christian, the Nazis were actively anti-Christian; they rejected all the Judeo-Christian values of mercy and compassion.

Thus Nazi America is a world of Darwinian evolution run amok. The strong take what they want, and if the weak can't stop them, then they shouldn't be there in the first place. Violence against the downtrodden is commonplace. Euthanasia, infanticide, medical experiments using human subjects, genocide — all these are legacies of the Nazis.



SCENARIO

ARRIVAL

The characters emerge onto a street in their home city. The first thing they notice are the black Nazi swastikas, which leap out from red flags and banners. The streets are choked with German-made cars, primarily Mercedes and Volkswagens. A tinted-window staff limousine drives by, with small Nazi flags fluttering from both front bumpers. The crowd on the sidewalk seems harried and tired, and a large number are dressed in some sort of military uniform. At the corner, a blue-eyed man in the black and silver of the Nazi SS stands with his submachine gun at the ready. There are no minorities.

Or almost none. In the alley the PCs see a gang of blonde pre-adolescents surrounding a middle-aged Hispanic woman and an elderly black man. The woman, her eyes wide with fear, is holding a shoeshine kit; the older man is holding a janitor's broom. The children, dressed in the brown and black of the Hitler Youth, are kicking and jeering at them. On the wall is a poster of Adolf Hitler.



Assuming that the PCs intervene, they will be faced with an angry squad of underage Nazi thugs. The Hitler Youth have been taught that they are superior to most American adults, will try to cow the PCs with threats — “Shaddup and get out of here, or I’ll report you!” The eldest, Carl, is especially evil, and will promise the PCs all sorts of violence if they don’t leave.

However, once the PCs show they are not intimidated, or especially once the PCs exhibit superpowers, the youths will try to flee to the nearest SS officer. The woman and man show no gratitude; instead they curse the heroes for causing trouble. The woman mutters under her breath “Now I’ll lose my permit for sure, and with Maria only 5...” She and the man try to slink away. At this point the local SS can show up.

If the heroes choose not to intervene, the GM should narrate the sequence in the *Introduction*. The Hitler Youth will not leave until they have savagely beaten the old woman. No one in the crowd intervenes; all but a few try to avoid making eye contact with the woman or her attackers.

LOOKING AROUND

After their arrival, the heroes will almost certainly want to explore this strange new world. Unlike some dimensions, where the differences are subtle or disguised, the identity of Nazi World is immediately obvious. The only question for most characters will be “How did this happen?” and “How far has it gone?”

In order to avoid attracting too much attention, the heroes will have to disguise themselves, or at least remove their costumes. If they don’t, the GM should proceed to *Running Scared*, below.

Assuming they try to blend in, the GM should let the heroes wander around Nazi World; he should use the *Background* and *Today* sections to determine what they encounter. Regardless of what else they do, the GM should ensure that the PCs discover the following:

THE VERJUENGUNGPROZESS

It is common knowledge that Adolf Hitler still lives, and that he preserves his life through a barbaric medical procedure called the *Verjuengungprozess* (see *Technology*, above). However, the reactions of Americans to the procedure itself is varied. Most older Americans consider it an abomination — Hitler is cheating death by sacrificing hundreds of children on a weekly basis. Nazi stalwarts (including the Hitler Youth), consider the *Verjuengungprozess* to be one of modern medicine’s greatest advances, since it allows the *Fuhrer* to live without aging. Saddest of all are the brainwashed children who willingly line up for the process at the *Verjuengungprozess* recruiting centers. If accepted into the program, these youths are never seen again.

PERSONAL CONCERNS

If the heroes try to locate themselves, they will likely be in for a shock. Any characters who had obvious paranormal abilities were rounded up by the Gestapo and sent off to the camps. It is almost impossible to find out what happened; with the Gestapo everywhere, no one wants to discuss such a “subversive” topic. If they are persistent, the PCs might get a curt “They disappeared — to the camps”.

Not all the counterparts need have disappeared. Some PCs might never have developed superpowers. However, such a character would have had to avoid trouble in the succeeding years as well, and thus would inevitably be less than heroic. If the PCs talk to such a survivor, they will probably find him merely a shell of a man — afraid of shadows and Gestapo informers. If he wants to make Nazi World especially grim, the GM can make the PC’s counterpart a Gestapo informer (who will call his superiors the instant the PCs leave.)

Of course, at his option the GM can make the heroes’ counterparts much more heroic. Perhaps they helped lead the fight against the takeover, but were overwhelmed by the Nazi host. Or maybe they are still alive, and are helping to lead the DMA.

THE PROBLEM WITH TODAY’S YOUTH...

Perhaps the most distressing aspect of the Nazi takeover is the effect it is having on the children of America. The persistent brainwashing of the Hitler Youth has created a new generation of pro-Nazi children. While some parents try to fight against this indoctrination, this is difficult, and dangerous as well. Hitler Youth are encouraged to inform on the “subversive” activities of their parents. If a parent proves too intransigent, he will be sent to a camp, and his child will be put in a orphanage run by the SS. Thus, the children that the heroes encounter will be demonstratively pro-Nazi. Unlike the grudging acceptance of most American adults, the children openly embrace Nazi ideals.

This obviously adds true pathos — and a measure of desperation — to the efforts of the adults. The members of the DMA know they are in a race against time — they must overthrow the Nazis before a generation passes. After that, everyone will have been indoctrinated by the Hitler Youth, and there will be no one to lead the resistance.

RUNNING SCARED

Eventually the PCs will be noticed by the Gestapo. This can happen any number of ways. If they are not careful, the Gestapo will be chasing them from the initial encounter. (Remember, one of the Hitler Youth ran off to tell the nearest SS officer.) In any subsequent encounter, the PCs can reveal themselves by using their powers, or by acting suspicious (ignorant). Either of these would be reported to the Gestapo by its ubiquitous informers. Of course, if the heroes get into a fight (perhaps as a result of the injustice they see), they will reveal themselves to any Gestapo agents in the area. Finally, even if they are reasonably careful, the Gestapo will eventually find them. The heroes are in unfamiliar territory and cannot use their powers; at some point an informer will pass on the word that something strange is going on.

(Because it is important for the PCs to contact the DMA, the GM should also have the Gestapo attack if it looks like the heroes are about to do something drastic, like fly to Europe under their own power.)

Once they hear of the PCs, the Gestapo will dispatch a squad of 6 agents to arrest the troublecausers. (This is appropriate even if the PCs haven’t really caused any “trouble”.) These Gestapo agents are Skilled Normals (see *Champions* pg. 134); they are armed with pistols and submachine guns. They should be no match for a superhero team. If the PCs allow themselves to be arrested, see *Arrest*, if they beat the agents, then see *Heavy Artillery*, below.

ARREST

If the PCs allow themselves to be arrested, the Gestapo agents confiscate any obvious weaponry, and haul them down to the local Gestapo HQ (a converted police station). The Gestapo HQ is a horrible place, with small cells, torture rooms, and even a bloody wall where summary executions are carried out. At some point the PCs should try to escape (either when they are tortured, or when someone else is). Obviously, to escape from the heavily defended Gestapo HQ, the heroes will have to reveal their superpowers.

At this point, the GM should proceed to *Heavy Artillery*.

HEAVY ARTILLERY

By this point, the local Gestapo *Obersturmfuhrer* knows that the PCs have superpowers, and are thus a legitimate security threat. Rather than have his agents confront the heroes, he calls for help from the local military base. The SS immediately dispatches its special Hunter-Killer squads; there should be at least one squad per known hero. Meanwhile, the normal Gestapo agents secretly keep tabs on the PCs (though a perceptive hero might spot them).

Once the heroes have reached an interesting site for a major battle (like a crowded train station), the GM should have the Nazis attack. The Hunter-Killer squads attack savagely, trying to incapacitate the heroes.

Although by no means a hopeless combat, this fight should favor the SS; one Hunter-Killer per hero is too weak, the GM should increase the numbers. (This combat is intended to convince the heroes that they will never be able to defeat all the Nazis through combat.)

THE CAVALRY ARRIVES

Once most of the heroes have been knocked out or captured, the DMA should arrive in a blaze of gunfire. Several dozen DMA soldiers will drive up in commandeered cars; there will also be some DMA snipers in nearby buildings. Most of the DMA soldiers are equipped with standard-issue U.S. military hardware, although some have hunting rifles, shotguns, and the like. Joining forces with the heroes, the DMA should be able to turn the tide, although they might take some casualties.

The moment the last Hunter-Killer trooper is knocked out, the leader of the DMA soldiers runs up to the heroes. A big man with a military haircut, he shouts “Gentlemen! I’m Major Charlton. We’ve got to get you out of here, and fast. Those were just the local H-Ks — once the Jerries figure out what happened, they’ll muster a whole platoon out of Fort Ludendorff. We have to get you into hiding...”

If the PCs need any more convincing, they can notice a small American Flag on Charlton's shirt (under his jacket). They can also notice that the DMA troopers seem different from anyone else they have encountered in Nazi World. These are the few, the proud — those who are still fighting against the Nazis. Moreover, they have just had a rare chance to fight back. After a short search for wounded, the DMA hustles the PCs into a DMA safehouse, named Fort Lexington.

If the heroes are victorious over the Hunter-Killer squads, the DMA should arrive just as the heroes are finishing off the last few. Charlton can give a speech similar to the one above, emphasizing that more of the Hunter Killer squads are on their way. Assuming that the PCs have had a chance to look around Nazi World, they should be more than willing to accept a ride from someone claiming to represent the resistance.

WITH THE UNDERGROUND

Fortunately for the heroes, the DMA have been watching them almost since their arrival. Like the Gestapo, the DMA has a network of informers, including some in the Gestapo itself. Once the PCs exhibited superpowers, the DMA realized that the PCs offer a unique opportunity. When the PCs got into trouble fighting the Hunter-Killer squads, the DMA decided to throw their meager resources into an open military strike. The members of the cell know that they have almost certainly signed their own death warrants, but are willing to do almost anything to hurt the Nazis.

FORT LEXINGTON

Surrounded by all the DMA soldiers, the PCs are hustled into "Fort Lexington". Despite its grandiose name, Fort Lexington is nothing more than an old, abandoned library. Its windows are boarded up, and there are rats everywhere. Still, there is an old-style printing press in the corner, and a 48-star American flag hanging from one wall. Compared to the hopelessness in the streets, Fort Lexington probably seems like a parade ground.

Fort Lexington is the overall DMA command post for the PCs' home city; from here the DMA coordinates all the local cells located there. The Commander of Fort Lexington should be someone that the heroes recognize from their own world — he can be a counterpart for one of the PCs, or the counterpart of an appropriate NPC, like the chief of police. Similarly, many of the soldiers can have counterpart NPCs in the heroes' home world.

The only other important NPC is Major Charlton. Charlton is a West-Point graduate (class of 1981), who decided to join the resistance after the Gestapo killed his wife and daughter. He is an obsessed, bitter man who will do anything to defeat the Nazis.

Once things have settled a little, the Commander sits the heroes down at a large table and answers any questions that they might have. However, he cautions them that time is short; the Gestapo will soon begin an intensive search for the soldiers and superheroes who defeated the Hunter-Killer Squads. The Commander tells the PCs he wants to get them

to Boston, so that they can talk with the national leaders of the DMA. The heroes will have to get to Boston without using their powers, since such actions would probably be detected by the Gestapo. The Commander recommends that the PCs drive to Boston; Major Charlton volunteers to serve as their guide. If the heroes offer to stay and fight the Nazis, the Commander explains that such bravery is useless. "Go to Boston — they might have some plan. We don't need any more martyrs."

However the PCs decide to travel, the GM should try to get the PCs to accept Major Charlton as a guide. The GM should also give the PCs an opportunity to interact with the brave DMA soldiers, especially those that have counterparts in the heroes' own world. Just before they leave, the Commander gives the heroes instructions on how to contact the Boston cells of the DMA.

ACROSS THE USA

This part of the adventure concerns the PCs' travel from their home city to Boston. If the home city is already close to Boston, the GM can locate the DMA HQ in some other Eastern city, like Atlanta or Miami.

MEANWHILE...

The PCs aren't the only ones on the move. When word of the DMA's victory over the Gestapo finally reached Berlin, Hitler was furious. He was further outraged that American superheroes took part in the battle — all the superheroes were supposed to be dead. Hitler vowed to make the Americans (and their superheroes) pay for their impudence.

Hawks in the SS seized the opportunity and convinced Hitler to authorize Operation *Vernichtung* (Annihilation). This plan — an extension of the SS' traditional policy of killing hostages to discourage rebel activities — advocated using nuclear weapons to destroy American cities. This would continue until the resistance surrendered, or was turned in by its fellow Americans. The SS had been unwilling to institute the plan because it would doubtless lead to the destruction of much of America. But the success of the heroes and the DMA made the plan seem like the only way to deal with the problem. Besides, the SS hoped to actually catch the heroes in the first bomb blast.

A GRAND EXPLOSION

Of course, the heroes and Major Charlton know nothing of Operation *Vernichtung*, or their role in its authorization. Instead, they will find out about it like everyone else — by its effects.

Shortly after they leave the city, but while the tallest buildings are still in sight, the PCs should hear a whistling noise. Perhaps one of them looks up just in time to see the modified V-5 rocket fly over the city. In any case, all the heroes will see the explosion as 4 atomic warheads explode almost simultaneously over the rooftops. This is followed by a blinding light, a howling wind, and a mushroom cloud — all the trappings of a nuclear explosion. Needless to say, the city is completely destroyed, as is anyone whom the heroes have met since the beginning of the scenario.



If one of the heroes doesn't realize it, Major Charlton will mutter "My god, that was meant for us" beneath his breath.

To find out what has happened, the PCs need merely turn on any radio. (Charlton can suggest this if they don't think of it.) The radio is screeching with the high-pitched whine of the Emergency Broadcasting Service. After two minutes, the stilted, accented voice of President Himmler begins to speak. His message is broadcast across all channels, and has some static from the nuclear explosion:

"Americans. As of 5 p.m. this evening, [Heroes Home City] was declared to be an outlaw city in open rebellion. By orders of the *Fuhrer*, it has been destroyed, and the rebels have all been killed. However, the continuing resistance of groups such as the so-called DMA is unacceptable.

Henceforth, rebel activities will no longer be tolerated. All rebels will lay down their arms, and rebel leaders will be turned over to local authorities. As a sign of good faith George H. W. Bush and John F. Kennedy will surrender themselves to the Gestapo Headquarters in New York City. If these individuals are not handed over within one week, another city will be declared an outlaw city, and will be dealt with accordingly. We will continue to destroy outlaw cities — one each week — until the futile resistance ends entirely. You have been warned."

The message then is repeated in German. "Jesus," mutters Major Charlton, under his breath.

ON THE ROAD AGAIN

With the destruction of their home city behind them, there is nothing for the PCs to do but travel to Boston. If they want to use their superpowers to travel, Charlton will try to stop them — discovery by the Gestapo would invite another nuclear attack. He likewise tries to convince the heroes to disguise themselves. The heroes have to make their way like normal people, which probably means driving.

The trip across the United States gives the GM the opportunity to show the PCs how bad Nazi America really is. (Major Charlton can answer specific questions, and has a good grasp of history, but he is a terse, bitter, man, and would rather let the heroes see things for themselves.) The PCs can encounter rank bigotry, censorship, closed churches, and even the death camps or the ethnic ghettos. If it is geographically appropriate, the heroes can drive past the devastation of Kansas City or Chicago. For more information on what Nazi America is like, see *Today*, above.

If the heroes inquire, they will find that Americans are frightened of Himmler's nuclear ultimatum. The destruction of the heroes' home city was given wide coverage in all the media; no one knows where the next missile will fall. In private conversation, many Americans say that they wish there was some way to fight the Nazis. But since resistance seems so futile, most say that they hope Kennedy and Bush give themselves up.

Eventually the heroes arrive in Boston. By using a series of code words (either given to them earlier, or known by Major Charlton), the heroes will be blindfolded, and then taken to the national headquarters of the DMA — Fort Freedom.

BOSTON, DMA HEADQUARTERS

Fort Freedom is located in the basement of the Trump Tower; it is accessed by a special service elevator. The hotel management are supporters of the DMA, and the staff are selected members of the DMA. While certainly not palatial, the setting for Fort Freedom is much larger than any other DMA cell, and has dozens of rooms, a cafeteria, a hospital, a small armory, etc. The walls are covered with American flags and pictures of brave fighters who have given their lives in the fight against the Nazis. The PCs can recognize many prominent individuals from their own world, including Ronald Reagan, Walter Mondale, Mitch Snyder, Lee Iacocca, and General Haig.

The national leaders of the DMA are two former politicians who had extensive military service — General George Bush and General John Kennedy. (Bush looks like his counterpart in the real world, although the stresses have aged him, and he sports a military haircut. Kennedy looks like an older version of the JFK of 1960.)

The heroes are ushered into the Fort Freedom Command Room. Kennedy and Bush are arguing about Himmler's ultimatum. Kennedy wants the DMA to continue the fight, even if it is a hopeless struggle. Bush argues that all fighting will do is ensure the nuclear annihilation of America. As they walk through the door, the PCs can hear Bush say, "Maybe those superheroes can do something..."

The moment they enter, Bush and Kennedy ask the heroes for information on what happened in the heroes' home city. They also answer any questions that the heroes might have about the DMA and the fight against the Nazis. They explain that the only thing that keeps the DMA from fighting an open conflict is the Nazis' nuclear weapons. However, given the Nazis' nuclear hegemony, the DMA is slowly losing the war.

Eventually, Bush and Kennedy ask the heroes about their intentions. Hopefully the heroes will volunteer to help the DMA overthrow the Nazis. If they look ambivalent, Kennedy will ask them for help — "Without your help we don't stand a chance," he says.

Of course, to overthrow the Nazis, the DMA must somehow neutralize the missiles. The DMA knows where the weapons are located — a huge military research base at Hooegeveen, a town in Holland. Although they have certainly tried, no DMA soldiers have been able to penetrate the base's security. (As an aside, Bush believes that any experimental dimensional technology would be located at this base. And if they ask, Bush will tell them that Hitler spends a great deal of time there as well).

If the PCs have been on their toes, they should volunteer to travel to Hooegeveen to destroy the missiles. If they don't, the GM can use the NPCs to hint at this solution. If all else fails, Bush mentions that perhaps the heroes — with their superpowers — can succeed where the DMA has failed. If the heroes can somehow get into the research facility and destroy the missiles, the DMA can have a fighting chance against the Nazis.

The acceptance of this mission should be a very dramatic scene. Bush explains that if the heroes fail, he and Kennedy will turn themselves in and disband the DMA; this seems the only way to prevent the complete destruction of the United States. If the heroes succeed, however, the DMA will attack Nazis across the country and in Europe, starting the war of liberation. Bush is reasonably certain that the DMA can achieve some sort of victory long before the Nazis can construct new missiles. The assembled DMA soldiers will whisper what is obvious to everyone — *everything* depends on the heroes.

ACROSS THE ATLANTIC

How the heroes get across the Atlantic is up to them. The DMA can provide them with fake identification, plane tickets, and the like. The heroes can even take a fast passenger ship, although given Himmler's one-week deadline, the heroes would probably be better off taking a plane. Bush cautions the heroes against using their powers to get across. He believes that the Nazis think the heroes were killed in the nuclear blast; therefore, the heroes should conceal their powers for as long as possible. Besides, if the Nazis discovered the heroes are alive and active, they would presumably retaliate by annihilating another American city.

The journey to Hooegeveen can be as long or as short as the GM wishes. The Gestapo maintains restrictions over all forms of travel, but there is enough transatlantic traffic for the heroes to get across — so long as they are careful. Of course, the GM should have at least one tense scene (probably in an airport) where a Gestapo officer demands, "Can I see your papers..."

Eventually, by plane, train, or automobile, the heroes arrive in the vicinity of the Hooegeveen Launch Site.

HOOEGEEVEN LAUNCH SITE

The Hooegeveen launch site is a huge, sprawling military base located near the small Dutch town of Hooegeveen about 60 miles east of Antwerp. One of the original V-2 launch sites, Hooegeveen was chosen in 1968 as the base that would hold all the Nazis' nuclear missiles (see *Background*, above). Now, Hooegeveen is the home to all the Nazis' 19 V-5 ICBMs. (One was used earlier in the scenario to destroy the heroes' home city). Obviously, the launch site is heavily guarded.

Since 1968, the super-secure Hooegeveen facilities have also been the site of most important SS research projects. These include experiments involving extra-dimensional travel, eugenics, space-travel, and the like. Because of this, Hooegeveen is visited frequently by high-ranking Nazis, and Hitler himself is often seen walking through the halls.

GETTING INTO HOOEGEEVEN

The actual layout of the launch site is left up to the GM. It should be an immense facility, with towering buildings stretching above and below ground; transportation is provided by subways and small buses. Protection against external threats is provided by miles of barbed wire, guard towers, mine fields, and troopers with guard dogs. Dozens of the SS Hunter-Killer Squads stand ready to deal with any superpowered opponents, even though none are expected. Clearly, a frontal assault is out of the question.

The GM should make the heroes use their paranormal abilities in some unique way to gain entrance to the launch site. (If a normal could get in, then the DMA would have infiltrated Hooegeveen long ago.) Thus a PC hero could use Desolidification to sneak in; a mentalist could use Mind Control to force a guard open a gate; a character could tunnel into the subway system, etc. Of course, the heroes have to be subtle with their powers, or else they will sound the alarm.

Once inside, the heroes have to disguise themselves. This shouldn't be especially difficult, since there are tens of thousands of workers here, ranging from scientists in lab coats to janitors with push-brooms.

SNEAKING AROUND

The heroes must explore the base for some time before they find the main missile launching facility. Their investigations should be full of tension, after all, Hooegeveen is an SS facility with SS troopers everywhere. While the heroes will be able to find signs in English (lots of British and American scientists), they might have trouble explaining why they can't speak German...

In the course of their investigations, the heroes will discover all sorts of unusual labs and experiments, ranging from biomedical experiments being performed on human subjects to theoretical research on temporal physics. There are also several locations of particular interest; the GM should ensure that the PCs come across these:

Dimensional Travel Research Facility: This is where the SS scientists are doing research on dimensional travel. If the PCs examine these labs, they find a functional Dimension Transport Device that can be used to return them to their own dimension. At the GM's option, the machine might have already been used, meaning that it is ready-to-go. Alternately, it might still be untested. In this case, the heroes will have to bully the Nazi technicians into operating the machine for them.

Of course, it would be highly unheroic for the PCs to use the machine before they have destroyed the missiles.

Dimension Man's Cell: If Dimension Man preceded the characters into Nazi World, then this is where he is being held. His cell should be relatively near the Dimensional Travel Research Facility, since the SS scientists are studying Dimension Man in conjunction with their Dimensional Transport Device. In any case, Dimension Man has been drugged, and outfitted with a power-suppressing collar. It is up to the GM whether or not Dimension Man can be revived in time to use his powers.

Launchpad: This is a launchpad for the Nazi Space Plane, which vaguely resembles an American Space Shuttle (although it is not as advanced). The Space Plane is completely ready for launch. (This Space Plane can provide an alternate way for the heroes to escape Hoogeveen, although it obviously cannot return them to their own dimension).

V-5 Missile Launch Facility: Eventually the heroes locate the V-5 launch facility, which is a large building next to the Dimensional Travel Research Facility and across a field from the Space Plane Launchpad. The 19 missiles are in an immense underground silo-launcher. In addition there is a Master Control Room (see below) which controls all the missiles.

GETTING DISCOVERED

At some point, it is inevitable that the heroes will be discovered by the SS security forces. This can occur any time that the heroes have to interact with someone, or anytime they do something suspicious. Or perhaps one of the heroes will snap after seeing a particularly grotesque Nazi experiments.

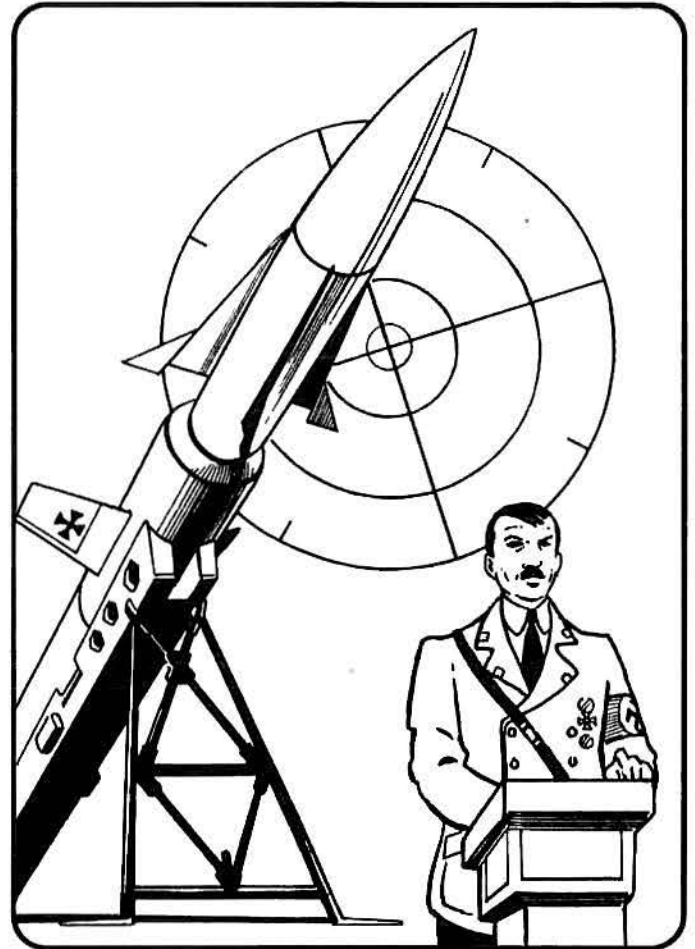
Once the SS discovers the intruders, all security forces converge on their position. At first, the security forces are normals, but the Hunter-Killer squads are not far behind. The heroes should be forced into a running battle against an overwhelming army of Nazis. This is a good chance for teamwork and clever tactics.

Even if they are discovered early on, the heroes should still run across the locations described above, although they might not have much time to ask questions!

THE MASTER CONTROL ROOM

Unless something unusual has occurred, the heroes should arrive at the V-5 launch facility only one step ahead of the SS troopers and Hunter-Killer Squads. Racing up the stairs, past two normal security guards, and down a hallway, they can charge into the Main Control Room.

The Main Control Room looks like the NORAD control room from countless real-world movies; there is a large map of the world, lots of uniformed men hunching over control panels and screens, etc. Through a huge security window, the heroes can see the V-5 Silo-launcher. This immense apparatus holds all 19 remaining missiles. It launches one of the huge missiles at a time; a tracked apparatus can rearm the launcher within minutes.



However, in the middle of the room stands a man who should capture the attention of all the PC — Adolf Hitler, in a black SS uniform. Hitler, kept young by the *Verjuengungsprozess* looks no more than 50-years-old. Next to him stands Josef Goebbels, his Minister of Propaganda. Hitler is protected by a shimmering Force Field of indeterminate strength.

Hitler and Goebbels are staring into a TV screen; the PCs can see that it shows the one of the places they were only moments ago. Gesticulating wildly at the screen, Hitler whirls around to face the heroes. His face contorted in rage, he shouts, "Feuer Gaben!" [Fire!]. One of the technicians dutifully punches a button. With a rumble, the missile already in the launcher begins to ignite; a 12 second count-down clock on the wall begins to tick off the seconds!

STOP THAT MISSILE!

The situation will almost certainly disintegrate into a confused melee as the heroes try to stop the missile, and, perhaps, deal with Hitler. Meanwhile, the SS technicians dive for cover, and SS troopers begin to pour in from the outside.

There are numerous ways to disable the missile and its launcher. The most straight-forward way is to smash through the window and destroy the launcher. The window is specially reinforced glass (DEF 12; DEF 24 vs. Fire), but is not really designed to withstand superpowers. More technically-minded heroes could scramble the launch computers or initiate a launch abort sequence. As a last resort, heroes could run outside and jam the launcher opening with debris.

Hitler himself is impossible to harm. His mobile Force Wall projector (IIF) provides enough defenses to withstand the heroes' strongest attacks, and should also cover any unusual NNDs, Grabs, and the like. However, the Force Wall would not be sufficient to protect Hitler from, say, a direct atomic blast. Conversely, Hitler cannot directly harm the heroes, either, since he is armed only with a normal pistol (which is stopped by the Force Wall in any case).

The other SS soldiers in the room try to defeat the heroes, but are hampered because they don't want to destroy all the high-tech instruments in the room. In any case, they will be worried about protecting their *Fuhrer* (an unnecessary precaution), and therefore do not expect the heroes to try to disable the missile.

As the heroes work to prevent his missile launch, Hitler becomes more and more angry — his authority has not been so directly challenged in 40 years. He shouts at the troopers and harangues the heroes.

Presumably, the heroes will succeed in somehow preventing the launch; if not, see *Error Catching*, below.

GOTTERDAMMERUNG

Even as the heroes are congratulating themselves for disabling the missile, Hitler shouts for their attention. His face purple with rage, Hitler pulls a radio detonator from his pocket. In accented English that cuts through the din of the battle, he shouts, "You heroes have sealed your own doom! Today we will all die together!" With that, he pushes a button on the detonator.

Hitler has activated the emergency detonator on the missile's warheads. Although this will overwhelm his Force Wall and kill him, Hitler is so angry at the heroes that he considers this an acceptable sacrifice. So long as they die too, he is willing to kill himself.

Immediately the countdown clock resets at 20 seconds, and begins to countdown. From the missile silo, the heroes can hear a whine from the missile, and suddenly all 36 MIRV warheads are ejected like popcorn. Each warhead is steaming and sparking; any knowledgeable hero can guess that this means they warhead have all been primed. For punctuation, a warning horn goes off, and the countdown clock begins to count off the seconds.

The control room explodes into pandemonium. The SS officers begin to flee; technicians try to abort the explosion, etc. Misunderstanding Hitler's intentions, one of the American technicians runs up to Hitler and screams, "But *Fuhrer* you will be killed as well!"

Hitler backhands the man across the face. "Yes coward. But they will die with me," he smiles.

The heroes have no choice but to try to escape. Any attempts to disable the warheads are useless, and besides, there are 36 of them. Of course, a full-strength nuclear explosion should be enough to kill most heroes.

There are two obvious ways to escape from the blast. First, the heroes can use the Dimension Transport Device in the Dimensional Travel Research Facility; either the heroes know how to use the device, or they can force one of the technicians to turn it on. This has the advantage of getting them out of Nazi World. If this is impossible, the heroes can leap into the Nazi Space Plane, and rocket into space just ahead of the nuclear blast.

Whichever method they choose, the heroes have only 20 seconds until the missile explodes. Even as the SS troopers panic, the heroes have to get out of the Control Room, sprint

to the lab (or launchpad), etc. Delays (like locked doors) should make it a last-second escape that is especially memorable.

As for Hitler, he follows after the heroes, shouting at them (in English) about how they are doomed to death. It is only when he realizes that the heroes have a way to escape that his gloating turns to rage. Too late, he'll realize that the heroes don't intend to share in his "magnificent" *Gotterdammerung*. The GM should give the PCs an opportunity for one last pithy soliloquy before they leave Hitler behind to die in his own nuclear explosion.

CONCLUSION

With or without Dimension Man, the heroes have used the Nazis' dimension traveling device to get home. Or have they? Did the Nazi scientists switch the settings at the last second? Only time will tell...

ERROR CATCHING

Of course, it's possible that not everything will work as smoothly as this. The following sections should help the GM if the PCs don't perform according to expectations:

If the heroes are captured: If the heroes are captured once they reach the Hoogeveen launch site, they will be thrown in cells for study by SS scientists. If there was a large disturbance (like a fight involving superpowers), then Hitler himself will visit the restrained heroes; otherwise they will be left to the scientists. In any case, after a few days, the PCs should have a chance to escape (although GMs should remember that a second American city will be destroyed if a week has passed since the heroes' city was destroyed).

If the heroes fail to prevent the missile launch: This is bad, since the heroes obviously had a chance to stop the launch and failed. In general, the GM should let the missile fly its course, destroying Atlanta (or some other city). If he is feeling especially lenient, the GM might want to give the heroes a chance to shoot the missile out of the sky, although this should be extremely difficult.

If the heroes are caught in the nuclear blast: If the heroes are caught in Hitler's nuclear blast, they have at least succeeded in their mission — the Hoogeveen launch site is certainly destroyed. However, this doesn't do much for the heroes themselves, who are standing at ground zero. At his option, the GM can rule that the blast caught the heroes and threw them into a new dimension. Alternately, the characters could suffer a radiation accident, waking up months or years later, with strange new powers.

If the heroes don't use the Dimensional Transport Device: In this case, the GM must still get the PCs home. If Dimension Man is in the scenario, then he can get the heroes home. (Even if he wasn't in the scenario, he could always pop up) Alternately, the some DMA scientists could help construct a dimensional gate, to help repay the heroes for all that they have done.

If the heroes go straight to Europe, using their powers: If the characters take this "superman" route, they will be intercepted by Hunter-Killer squads at some point on their route. The DMA can then come to the heroes' rescue, as in *The Cavalry Arrives*, above.

SHORT SCENARIOS



Given the linear nature of the main scenario, most of these are options to modify that plot.

OPTIONS

HARSHER NAZI WORLD

The Nazi World presented here has been a comic-book version. While it certainly presents a version of Nazi America, it has been sanitized to conform to the "comic-code" style of campaign.

If the GM wants to make the dimension harsher, he can have the adventure revolve around the Nazi death camps. In addition the focus of the scenario should change. In a harsher Nazi World, the heroes have no real chance of changing anything — all they can do is escape with their lives.

GMs who wish to run a harsher Nazi World should read Eric Norden's *Ultimate Solution* for source material.

THERE IS NO VERJUENGUNGPROZESS

This option assumes that there is no *Verjuengungprozess*; the whole procedure is a sham. This means that someone is impersonating Hitler and using his legacy to hold the Nazi party together. Assuming that they find this out, the heroes can use the information to blackmail the fake Hitler. Alternately, if they can somehow spread the news, they can shake the Nazi party to its core, perhaps causing its downfall.

THE HEROES STAY TO FIGHT

In this option, the heroes don't leave after destroying the nuclear weapons in the Hoogeveen launch site. Instead, they stay to help the DMA overthrow the Nazis. Obviously, this requires the heroes to escape the nuclear blast, perhaps on the Nazi Space Plane. The heroes could return to Boston and link up with DMA leaders, or they could form their own rebel group. In any case, even without their nuclear hegemony, the Nazis are an entrenched, powerful army, and would provide tough opponents for any would-be liberators.

HITLER ISN'T AT HOOGEVEEN

In the basic scenario, Hitler is placed at the Hoogeveen because this allows the PCs to confront all their enemies in one place. However, if this stretches the players' suspension of disbelief, the GM can say that Hitler never arrived in Hoogeveen on the day that the heroes launched their assault.

In this case, the heroes will have to set off the nuclear blast themselves, or find some other way to destroy the missiles. Also, a live Hitler will make it much harder for the DMA to overthrow the Nazis.

This option is especially appropriate if the GM wants to have the heroes stay to fight (see above).

SOMEONE HAS USED THE MACHINE...

It is entirely possible that the Nazis have already used the Dimensional Transport Device. In this case, Nazi explorers (or conquerors) might be scattered throughout the dimensions, including the heroes' own. Upon arriving home, the PCs might be forced to fight the very SS Hunter-Killer squads they were trying to escape.

DIMENSION MAN

Given the bleak nature of Nazi World, it is difficult to properly work Dimension Man into the plot. If Dimension Man is part of the story, the GM can assume that he was captured by the Nazis shortly after his arrival. He was taken to the Hoogeveen launch site so that SS scientists could perform experiments on his powers.

Obviously, no one deserves to be left in the clutches of Nazi scientists. The heroes should rescue Dimension Man, and take him back with them. Optionally, Dimension Man could recover his wits and use his powers to save himself (and incidentally the PCs) from the nuclear blast.

OTHER SCENARIOS

In addition to the basic scenario, the GM can also run side scenarios if he wants to prolong the heroes' stay in Nazi World. Practically any aspect of the setting can provide an adventure hook:

INTO THE GHETTO

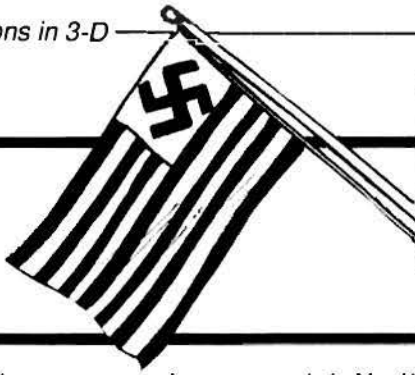
Obviously, the only way the heroes can truly end the Nazi suffering is by overthrowing the Nazis altogether. However, while this should be the main goal, there is no reason why the heroes can't undertake mercy missions along the way.

In this mini-scenario, the DMA discovers that there has been an outbreak of an Anthrax-like disease in the Baltimore ghetto. (The DMA suspects that the disease was introduced by the SS.) Cut off from the outside world, and unable to develop a vaccine, the residents of the squalid ghetto are dying by the thousands. The heroes must sneak in with a refrigerated canister of the vaccine, and must then sneak out.

RUNNIN' GUNS

If the GM wants to show his players the true depravity of the Nazis, he should send the characters into one of the Nazi death camps. In this scenario, the DMA has decided to arm the prisoners held in the Treitwiler death camp, which is located outside New Orleans. The PCs must sneak in, and then distribute the weapons to the emaciated and tortured prisoners.

Obviously, this is a very sobering scenario, and provides the PCs with yet another incentive to despise the Nazis.



CHARACTERS

Since there are no real paranormals in Nazi World, the GM should be able to easily come up with NPCs using the templates and weapons provided in the *Champions* hardcover. The SS Hunter-Killer Squads are described below.

THE HUNTER-KILLER SQUADS

These are the squads of soldiers who are equipped with power-armor battlesuits. Although they are only marginally more effective against normal opponents (they have low defenses), the battlesuits have large attacks and sophisticated targeting systems. These enable the SS troopers to successfully fight paranormal opponents. Soldiers wearing these battlesuits spearheaded Himmler's successful "holy war" against mutants and paranormals in 1983; today they stand ready to combat any paranormal threat to the Third Reich.

The Hunter-Killer squads are a part of the murderous Einsatzgruppen SS. In addition to playing a leading role in the 1983 extermination of mutants, the squads are expected to make sure that no new mutants develop powers. Thus they make regular sweeps for new mutant activity and are always on the lookout for paranormal activity. Although the lack of opposition has made them complacent, the squads stand ready to do battle against superheroes, and will be called immediately if the local Gestapo is feeling outclassed.

Each squad consists of 6 troopers: 2 Jagers, 3 Krieg Komandos, and 1 Leftenant. The 2 Jager suits are the spotters; they are equipped with advanced sensory equipment to detect mutants and superpowers. The Krieg Komandos have the heavy firepower and attack targets identified by the Jagers. The Leftenant serves as the leader of the squad, and generally works to coordinate its activities.

The following write-ups can be used for the squads. The standard trooper is listed first, in case the heroes happen to catch one of them outside his armor. After that, each trooper is listed with the Characteristics he has while in his armored suit.

UNARMED TROOPER					
Val	Char	Cost	0+	Disadvantages	
13	STR	3	15	Distinctive Features: Nazi SS Killer	
14	DEX	12	15	Obeys Orders	
13	CON	6	20	Believes Nazi precepts of bigotry and hatred	
10	BODY	0	15	Reputation as SS killer 11-, ext.	
10	INT	0			
10	EGO	0			
13	PRE	3			
10	COM	0			
3	PD	0			
3	ED	0			
3	SPD	6			
6	REC	0			
26	END	0			
25	STUN	1			
Cost		Skills			
10		+2 with Armored Suit			
3		Combat Driving or Combat Piloting 12-			
3		Demolitions 11-			
1		Electronics 8-			
1		Mechanics 8-			
3		English, fluent w/accnt (German is native)			
2		FAM w/guns			
3		KS: Mutants and superpowers 12-			
2		KS Battlesuit 11-			
2		KS: Nazi Military			
OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12					
Costs:	Char	Skills	Total	Disads	Base
	31	+	30	=	60
				=	65
				+	0

Background: Although the Einsatzgruppen SS traditionally received the dregs of German society (criminals, perverts, and the like), Himmler knew that such losers would be embarrassed in battle against American superheroes. He thus went on an intensive recruiting campaign, accepting only the strongest and swiftest troopers. Because he didn't trust non-Germans with the battlesuits, each Hunter-Killer trooper is a native German.

After being recruited, the troopers received intensive training in how to maneuver, fight in, and repair the armored battlesuits. Each trooper was also carefully indoctrinated in Nazi ideology.

Personality: The SS troopers that man the Hunter-Killer battlesuits are fully indoctrinated Nazis. They are hardened soldiers — remorseless killers who will do anything their *Fuhrer* asks of them. Driven by a loathing and fear of mutants, they attack savagely, giving and accepting no quarter. Like fighter pilots, they enjoy a position of prominence among the Nazi SS.

Outside their battlesuits, the troopers are much less imposing. Although still brash, each trooper knows that he is no match for a superhero and will try to summon help.

Of course, not all the soldiers are mindless robots. They do have their own skills and interests; there might even be a few who are sympathetic to the heroes. However, for the most part these soldiers are Nazi butchers, and should be played accordingly.

Quote: "Now *Untermensch*, now you die!"

Powers/Tactics: Without their battle armor, a trooper is merely a well-trained normal. Each trooper is expected to maintain his battlesuit, and to train with it regularly. Each soldier will also have additional skills, based on the type of battlesuit that he wears.

Appearance: Outside their battlesuits, the Hunter-Killer soldiers look like the Aryan ideal — tall and muscular, with short blonde hair and blue eyes.

JAGER (HUNTER)					
Val	Char	Cost	0+	Disadvantages	
13	STR	3	15	Distinctive Features: Nazi	
14	DEX	12		SS Killer	
13	CON	6	15	Obeys Orders	
10	BODY	0	20	Believes Nazi precepts of bigotry and hatred	
10	INT	0	15	Reputation as SS killer 11-, ext.	
10	EGO	0			
13	PRE	3			
10	COM	0	156+	Armor Bonus	
3	PD	0			
3	ED	0			
3	SPD	6			
6	REC	0			
26	END	0			
25	STUN	1			

Cost	Powers	END
28*	*(All OIF — Armored Suit) Detect Use of Mutant Power, Sense, range, 360 degrees, Telescopic (+8, only to offset range mods), 16-	
25*	Detect Mutant, range, discriminatory, targeting, 14-	
5*	Tracking Scent (part of Unusual Sense Group), only for mutant that has been identified with discriminatory Detect (-1/2)	
6*	KS: Modus Operandi for all known paranormals (onboard registry) 18-	
50*	3d6 Entangle (3 DEF), is impervious to sight, is transparent to damage; Area Effect 3", 8 charges (dark-net)	
20*	10" Flight, 0 END	
12*	Armor: +6PD/+6 ED	
7*	Life Support: Self Contained Breathing	
7*	High Range Radio	
3	Combat Driving or Combat Piloting 12-	
3	Demolitions 11-	
1	Electronics 8-	
1	Mechanics 8-	
3	English, fluent w/accnt (German is native)	
2	FAM w/guns	
3	KS: Mutants and superpowers 12-	
2	KS Armored Suit 11-	
2	KS: Nazi Military	
3	Bugging 11-	
3	Concealment 11-	
3	Shadowing 11-	
3	Stealth 11	
1	Streetwise 8-	
3	Tracking 11-	
9	+3 with Concealment, Shadowing, Tracking	

OCV: 5+; **DCV:** 5+; **ECV:** 3; **Phases:** 4, 8, 12

Costs:	Char	Powers	Total	Disads	Base
	31	+ 180	= 211	= 211	+ 0



Background/Function: Physically the least imposing of the Hunter-Killer battlesuits, the Jagers are used primarily to locate mutants; the rest of the squad can then do the heavy work. As such, the appearance of a Jager unit usually means that the rest of the squad cannot be far behind.

The Jager unit is equipped with two basic detection devices. The first, which has tremendous range and is always on, detects the use of mutant or paranormal powers. This "alarm system" alerts the Jager that superpowers have been used; the detector also tells him the general direction of the paranormal. At this point, the Jager turns on his more precise (but shorter-ranged) mutant detector and goes to work. By sweeping an area carefully, a large group of Jagers working together can usually flush out their prey.

Jagers are also equipped with opaque dark-nets which they can use to bind targets and anyone else who gets in their way. These weapons are quite fearsome, but not really harmful.

KRIEG KOMANDO (WAR SOLDIER)					
Val	Char	Cost	0+	Disadvantages	
50*	STR	21	15	Distinctive Features:	
18*	DEX	20		Nazi SS Killer	
13	CON	6	15	Obeys Orders	
10	BODY	0	20	Believes Nazi precepts of bigotry and hatred	
10	INT	0		Reputation as SS killer	
10	EGO	0	15	11-, ext.	
25*	PRE	9		Armor Bonus	
10	COM	0	204+		
3	PD	0			
3	ED	0			
4*	SPD	13			
6	REC	0			
26	END	0			
25	STUN	1			

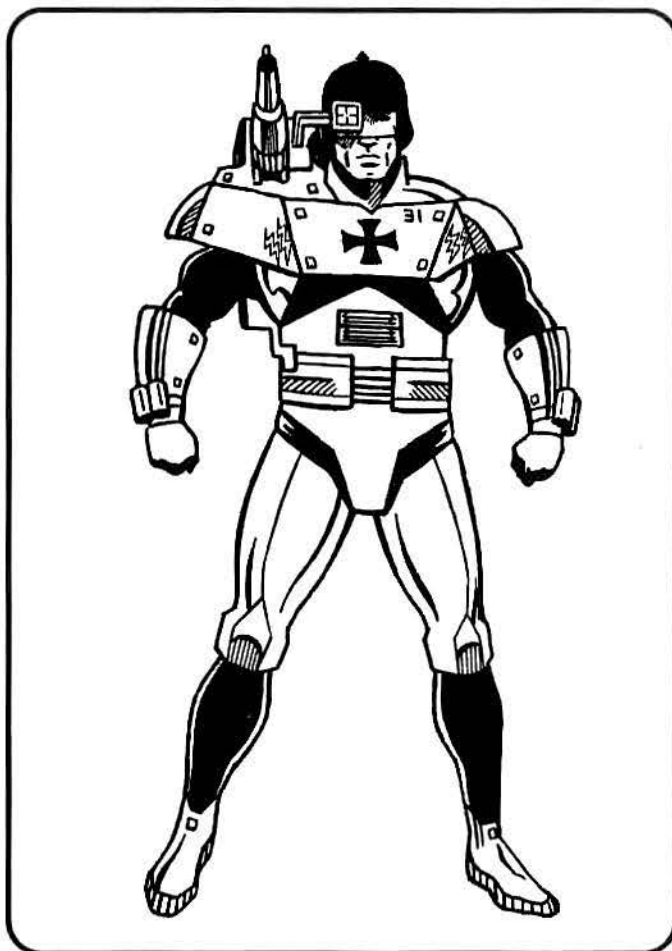
*OIF Powered
Armor, doesn't affect secondary Characteristics

Cost	Powers	END
10†	END Reserve (100 END, 15 REC); only recovers when plugged into electrical current (-2)	
50†	Attack Multipower; 75 Active Points	
5 u	15d6 Energy Blast, Physical (Concussion Shell), 16 charges	
5 u	4d6 RKA, Physical, Increased Max Range (Dart Cannon)	
5 u	10d6 EB, Affects Desolidified (Phase Laser)	
5 u	2d6 RKA (Energy), Armor Piercing, Autofire up to 5 shots, 1/2 END (pulsed laser bolts) 3-15	
5 u	5d6 NND Area Effect (Knock-out Gas; not vs. Life Support), 8 charges that last 1 Turn	
5 u	5d6 Drain vs. all Mutant Powers (+2), return 5 points per Turn (Mutant Suppressor)	
2 u	3d6 AVLD (not vs. Mental Defense); continous, uncontrolled, 0 END, no range, only vs. unconscious opponents (-1 1/2) (neural disabler)	
8†	Force Field +6PD/+6ED	1
7†	5" Flight	1
7†	Life Support: Self Contained Breathing	
13†	Radar	
7†	High Range Radio	
22	+7 OCV with ranged attacks (on-board targeter)	
3	Combat Driving OR Combat Piloting 12-	
3	Demolitions 11-	
1	Electronics 8-	
1	Mechanics 8-	
3	English, fluent w/accent (German is native)	
2	FAM w/guns	
3	KS: Mutants and superpowers 12-	
2	KS Armored Suit 11-	
2	KS: Nazi Military	
1	Tactics 8-	
2	Demolitions +1 (12-)	
16	+2 w/combat	

†(All OIF — Armored Suit; powered by END Reserve)

OCV: 6+; DCV: 6+; ECV: 3; Phases: 3, 6, 9, 12

Costs:	Char	Powers	Total	Disads	Base
	60	+ 204	= 264	= 264	+ 0



Background/Function: The most powerful of the battlesuits, the Krieg Komando is designed for a full-blown superhero fight. Equipped with extremely advanced targeting enhancers, the suit enables its wearer to accurately target most paranormals. And when the weapons on this battlesuit hit, they hurt! Given its wide array of weaponry, the Krieg Komando can usually put down even the toughest brick

In combat, the Komando usually follow the lead of the Lieutenant. Komandos start out with their basic concussion shell, but quickly switch tactics if the situation warrants. For example, if fighting a martial artist, a Komando might switch to the gas attack; he would fire darts at fleeing oponents, etc. Komandos are especially adept at using their autofire flechette launcher at prone or disadvantaged opponents. If a mutant is proving especially troublesome, the Komandos directly supress his Powers. Komandos are also equipped with a neural scrambler that can be used to keep unconscious prisoners from quickly waking up.

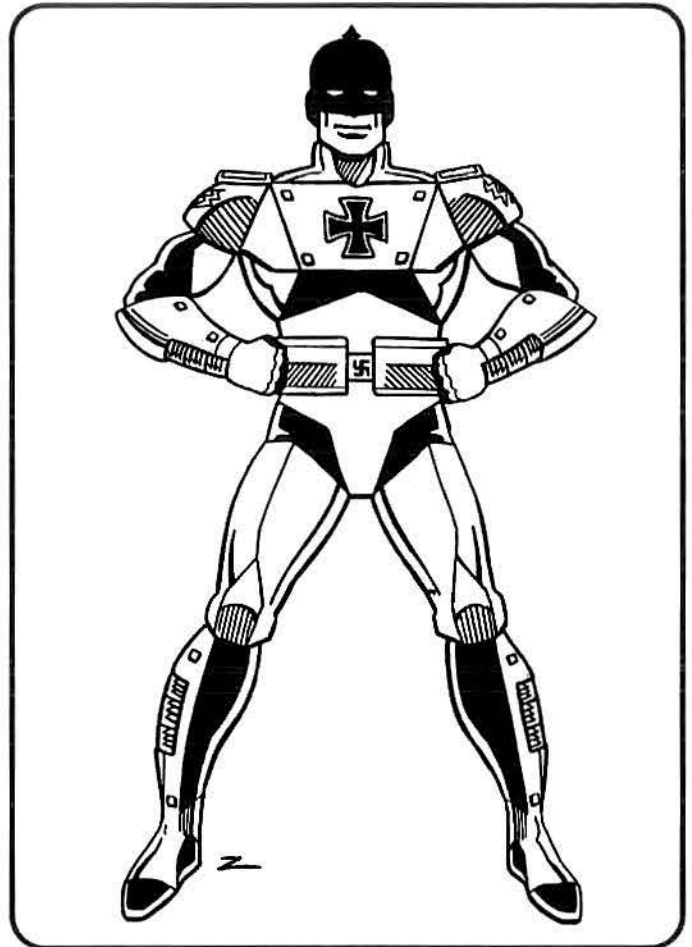
LEFTENANT				
Val	Char	Cost	0+	Disadvantages
13	STR	3	15	Distinctive Features: Nazi SS Killer Obeys Orders Believes Nazi precepts of bigotry and hatred Reputation as SS killer 11-, ext. Armor Bonus
14	DEX	12		
13	CON	6	15	
10	BODY	0	20	
10	INT	0		
10	EGO	0	15	
13	PRE	3		
10	COM	0	128+	
3	PD	0		
3	ED	0		
3	SPD	6		
6	REC	0		
26	END	0		
25	STUN	1		

Cost	Powers	END
7*	END Reserve (50 END, 15 REC); only recovers when plugged into electrical current (-2)	
33*	4d6 NND (not vs. Mental Defense), Damage Shield, (Passive Neural Scrambler)	5
30*	6d6 NND (not vs. Mental Defense), no range (Active Neural Scrambler)	6
13*	20 points Mental Defense (22 total)	
5*	Force Field +5PD/+5ED	1
7*	Life Support: Self Contained Breathing	
10*	Mind Link, Only with members of squad and immediate superior, recipient must be in radio range (-1/4), link limited to spoken information, Act 14- (Cybernetic Processor)	
7*	High Range Radio	
7*	+2 OCV with NND attacks (on-board targeter)	
3	Combat Driving OR Combat Piloting 12-	
3	Demolitions 11-	
1	Electronics 8-	
1	Mechanics 8-	
3	English, fluent w/accnt (German is native)	
2	FAM w/guns	
3	KS: Mutants and superpowers 12-	
2	KS Armored Suit 11-	
2	KS: Nazi Military	
5	Tactics 12-	
2	Bureaucratics 12-	
3	Interrogation 12-	
3	Oratory 12-	
3	AK: Local Area 12-	
3	KS: Standard Tactics 12-	
1	+1 pt English	
6	+2 w/Interrogation, Bureaucratics, Oratory	

*(All OIF — Armored Suit; powered by END Reserve)

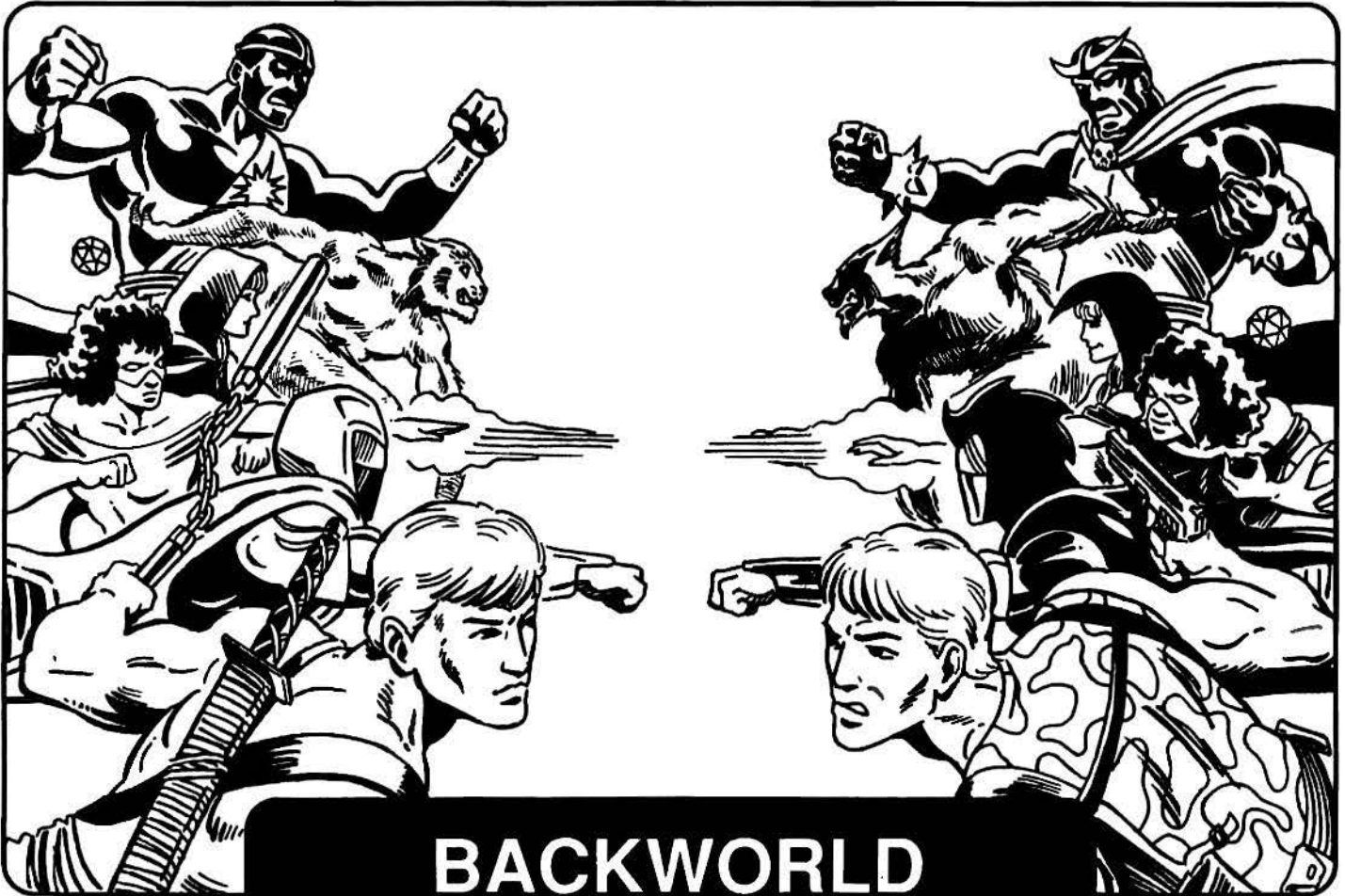
OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12

Costs:	Char	Powers	Total	Disads	Base
	31	+ 162	= 193	= 193	+ 0



Background/Function: The Leftenant unit is intended to lead the Hunter-Killer squads in battle. The soldier inside the suit receives special tactical training. In addition, the suit itself is equipped with a variety of devices that help the Leftenant lead the squad. Of particular note is the still-experimental "Cybernetic Processor"; this device helps process all the data that other squad members tell the Leftenant, and helps him to quickly coordinate everyone's activities. If need be, the Processor can also help the Leftenant process orders from his direct superior, although most Leftenant troopers still prefer to receive such orders verbally.

In combat, the Leftenant usually stands back and directs the battle. If attacked, the Leftenant suit is equipped with neural scramblers; these automatically affect anyone who touches the suit. The Leftenant can also activate the scrambler by touching an opponent.



BACKWORLD

"A MATTER OF PERSPECTIVE"

"A THOUSAND POINTS OF DARK"

"Grandpa, tell me about the old superheroes."

"Well..." the grandfather began, silently wishing that his quickly growing grandson would stop sitting in his lap. "You mean like Mechanon? He was the heroic robot that rebelled against the Guardians."

"But they tell us that Mechanon was a villain at school!"

The grandfather frowned at the boy's protest. "Mechanon was programmed to guard the Oppressors — that's what we used to call the Guardians. But something went wrong with his programming. He interpreted the command as an order to protect all life. Then Primus started hunting him."

"But PRIMUS is our friend. They tell us that at school. And our president, the Golden Avenger himself..."

"Son," the grandfather's voice went very low. "You mustn't tell anyone else what I'm about to tell you. The Golden Avenger is an evil man. A power-hungry monster. His so-called protectors, the Champions... they're evil too."

"I wouldn't say that." The boy smiled.

Suddenly two PRIMUS agents, armed with heavy weapons, leapt through the window. "Junior Avenger!" Billy yelled as he flashed a badge from the PRIMUS Youth Corps at his grandfather who struggled desperately to dislodge the child from his lap. "You're under arrest for treason!"

The agents pulled the old man from the chair. The boy turned to the chief of the PRIMUS counter-activities squad.

"Good work, young Avenger!" He began to place hundred dollar bills in the boy's hands.

"Don't give me that!" the kid snarled. "I want cold liquid cash. I want to be paid in Cyberline!"

SUMMARY

"A Matter of Perspective" takes place in Backworld, a place where those individuals who are heroes in the normal campaign world are villains, and vice versa. In this adventure, the heroes enter the dimension and are mistaken for their villainous counterparts. The heroes must fight against PRIMUS and the Golden Avenger, the tyrants who are manipulating the public through excessive patriotism and the "wonder drug", Cyberline. The heroes will team up with this world's greatest hero, Mechanon, and fight against the Champions of Evil, PRIMUS agents, and their giant robotic servants, the High Justice Machines. After defeating the Justice Machines, the heroes may choose to confront the Golden Avenger himself (and bring an end to his tyranny) or they may try to find a way to escape. In either case, the Golden Avenger himself holds the trump card, the disembodied brain of Dr. Zerstoiten (better known as Dr. Destroyer), who has been forced into making weapons for PRIMUS. The Brain of Dr. Zerstoiten possesses the ability to help the PCs get home, but will only use it if the PCs agree to end the brain's slavery by killing him.

GAMEMASTERING "A MATTER OF PERSPECTIVE"



Every dimension has its similarities and its differences to the homeworld of the campaign. This dimension, Backworld, is inhabited by people who are identical to those who live in homeworld (most of the heroes and villains of the campaign will be here), but their morality is reversed. Villains in the campaign homeworld are heroes here; people who are heroic back home are evil here.

The chief villain of Backworld is the Golden Avenger, President for Life of the U.S.A. and the American Commonwealth of Nations. He is supported by his goon squad, PRIMUS, and their robot enforcers, the High Justice Machines (which are, of course, anything but just).

This dimension provides GMs with incredible opportunities for nastiness. This world should force the player characters into the ultimate showdown — where they fight themselves. Few things are as unnerving as having to fight a carbon copy of yourself, especially a copy with no scruples whatsoever.

Of course, Backworld offers a chance to spotlight well-known NPCs and villains in unusual ways. Having the PCs fight side-by-side with their greatest enemies might soften their prejudices towards them; next time they meet in the homeworld, they may try to reform them. If there is a particular NPC hero group in the campaign that the PCs dislike (but they can't fight them because heroes "aren't allowed" to slug it out with good guys), having them face their counterparts in this dimension would probably be very enjoyable. Of course, their favorite NPCs would probably horrify them here.

Eventually, the heroes will end up as outlaws. But as Dimension Man says: "Good and evil are matters of perspective, and this world is very good at giving you new ones."

The heroes will probably want to resolve the evils of this world; this is nearly impossible. However, the situation is so centralized that it should be possible to place a healthy dent in it. One of the worst evils is the drug Cyberline, which is distributed by the government to millions of addicts. It's legal, but it's not at all safe.

When the players run through Backworld, the GM should reveal its secrets one piece at a time, so the players don't immediately realize what is going on. Stress the similarities between this world and the PCs' homeworld. Perhaps they will think that they are in their own dimension. Let them discover the differences, one at a time. They can discover blind patriotism, and then heroes in the campaign homeworld that are evil here. From there, the scenario progresses into two main conflicts: the war against Cyberline, and the battle against the PC's evil counterparts.

If you want a faster-paced game, follow the adventure outlines provided in this supplement. This will immediately bring the characters face to face with the conflicts of Backworld.

It should be noted that this world isn't quite as unpleasant as Nazi World or Horror World. For the average American, life is not that much different; ethnic groups are not persecuted and there are no eldritch horror living in the sewers. The difference comes from enforced patriotism and the general acceptance of the Big Lie — my country, Right or Wrong. The people of the United States have been led to believe that America was saved from the collapse of the world economy because of the capable leadership of the Golden Avenger and the technological advances of PRIMUS. They have been told, repeatedly, that Americans are inherently better than the people of other nations because of their belief in hard work and fair play; America has a destiny that it will fulfill, to become and remain the spearhead of human achievement.

Sadly, most of the people of Backworld have been indoctrinated to accept the Golden Avenger's Presidency and his policies without question. To challenge the ideals of the Golden Avenger would be to challenge everything that America allegedly stands for. (The Golden Avenger of this world is very good at propaganda.)



BACKGROUND

The history of this world is identical to that of the campaign homeworld until the first super-heroes appeared. Cosmic powers? Celestial alignments? The universal balance that good cannot exist without an evil counterpart? No one truly knows why. The only important thing is that people who were renowned for their goodness in the campaign homeworld became tyrants and destroyers here. Their influence radically changed society. Fortunately, there were many heroes who fought against them. Heroes like Mechanon, and Professor Muerte, and Firewing, and Eurostar. They were the best that humanity had to offer, but they were not enough.

Five years ago, PRIMUS, the organization of American Super Soldiers that was designed to protect the country from evil, came under the firm control of the Golden Avenger. Unfortunately, he was a deep cover operative of the criminal organization DEMON. The Avenger manipulated PRIMUS into becoming the de facto controller of American government policy.

He then used his contacts in DEMON to coordinate supervillain attacks against vital economic centers in other countries. Factories were destroyed, money supplies were stolen and politicians (as well as other top officials) were assassinated. Within three years, the world economy had collapsed. Latin America fell into chaos and abject poverty. Eastern Europe disintegrated into warring ethnic factions. Germany, Japan, and Korea lost their industrial base and the Third World economies, which were finally beginning to prosper, suffered a major, and perhaps lethal, setback.

The United States had suffered from random supervillain attacks, but was left with its industrial base chiefly intact. The Golden Avenger announced that PRIMUS technology would be converted to producing consumer goods that the other



industrial nations could no longer produce: CDs, televisions, computers, microwave ovens, and (of course) automobiles. The ability to produce consumer goods allowed the PRIMUS-backed industries to survive the economic collapse; in fact, they prospered. The American people were so grateful that they gave PRIMUS far more trust than it deserved. They made the Golden Avenger President for Life and elected PRIMUS backed candidates for the Senate and the House of Representatives. President Kaufmann, as the Golden Avenger is known, annexed Canada and Mexico without a second thought, and created the American Commonwealth, a council which guides the economic fortunes of the entire hemisphere.

This left PRIMUS with the problem of dealing with the renegade supervillains. After carefully conditioning the American people into believing that using force to solve the supervillain problem only made things worse, he offered amnesty to all supervillains who agreed to join

a special enforcement wing of PRIMUS. They would be guaranteed their freedom as long as they did not rebel against the government. Many agreed. The Champions of Evil (including Seeker, Quantum, and Solitaire), renamed themselves the Champions. The infamous Oppressors became the Guardians. This "special enforcement wing" is non-existent; essentially these villains will lend their services to PRIMUS in exchange for immunity from prosecution when they commit crimes. This is known as "Selective Service."

Not every villain gave in, of course. Those rivals who opposed the Golden Avenger, such as the Silver Avengers of PRIMUS, the Morbanes of DEMON, or other world-conquering villains, were completely exterminated.

TODAY



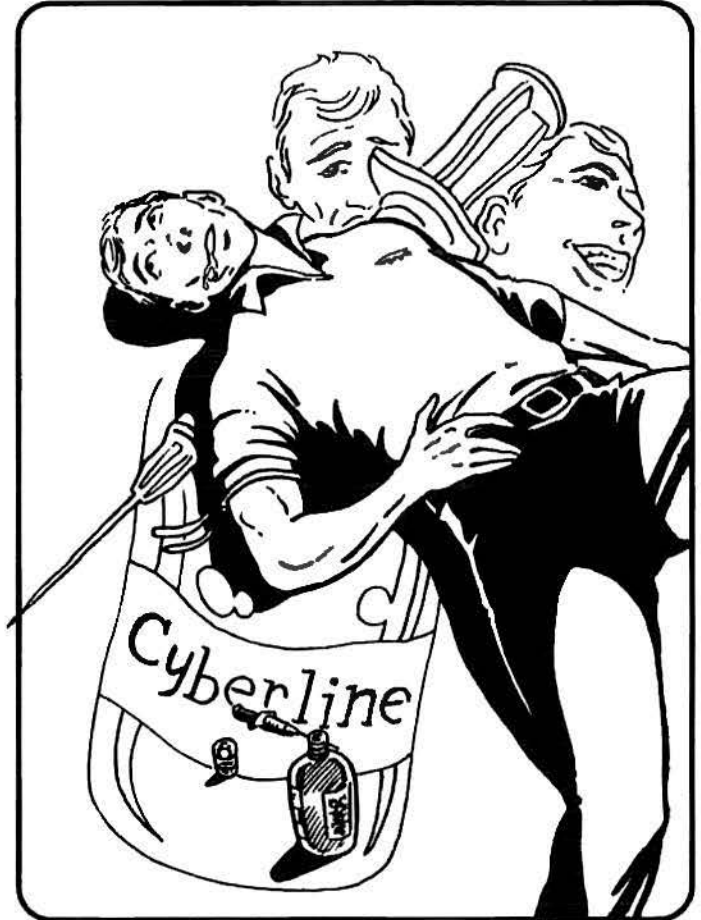
The United States is now the dominant military and economic power on Earth. The Golden Avenger has near-complete control over the minds of Americans. With his new batch of Cyberline, he hopes to consolidate his hold on the American people forever, and expand worldwide until all of humanity is under his control. At the same time, there are certain groups who value their freedoms; to shut them up, the Golden Avenger has clamped down on criticism of his policies. The Golden Avenger's policies are supported by the Supreme Court, many of whose members were replaced by pro-Avenger judges after a "terrorist's" bomb created several high court vacancies two years ago.

In spite of having a President for Life, the United States is not totally under the domination of PRIMUS. There is still a Congress, and a Senate. However, the personality cult created by the Golden Avenger (who is widely acclaimed as "the greatest leader of the 20th Century"), has basically rendered opposition ineffective; those who don't like the Golden Avenger will usually be thrown out of office. To many Americans, the Golden Avenger symbolizes America, and anyone who opposes him is an enemy of the United States. As the Golden Avenger has said (in private) "The only difference between the American voting public and lab animals is that you need to give lab animals food to get them to do what you want them to do."

As for the rest of the world, the United States has unquestioned economic control over most regions, and the few that it doesn't control are insignificant. Japan emerged from the chaos of the economic collapse as a harsh, repressive, military dictatorship. Europe consists of many small, impotent democracies, which often war against each other. The nations of North and South America are under the thumb of the United States. China is the only major power that was unaffected by the collapse; it is the same growing giant that it is in the "real world".

And of course, there is Cyberline. This is a derivative of the same Cyberline drug that was used by PRIMUS to create the Golden and Silver Avengers. PRIMUS's corporate counterpart, America Inc., is the exclusive distributor of Cyberline, which is sold through liquor stores and supermarkets. It is manufactured and distributed in liquid form, and is typically mixed with water or soft drinks by its users. The drug has a very mild hallucinogenic effect and some users take it "straight" to receive a stronger effect. It is not nearly as intense as illegal hallucinogens such as LSD and PCP, but a sizable number (5,000+) of motor vehicle accident deaths have been attributed to Cyberline use.

Much more devastating, however, is the long-term effect of the drug. Cyberline contains mutagens. It was originally marketed as an AIDS cure (early tests showed that it could mutate the user and enhance his immune system.) This allowed it to go through the FDA with much less red tape than normal.



After early users began to experience benign mutations (i.e. superpowers), PRIMUS began to market it to the public as a miracle formula; of course they then reengineered the drug to remove any chance it would create more superbeings (who might be a threat to the Golden Avenger's control). Hallucinogens were secretly added to give the impression of that the user received super powers, as well as increasing the chance of psychological addiction. Cyberline is still a mutagen, but the only mutation experienced by the user is cancer. Some medical researchers estimate the potential death toll will reach 300,000 per year within five years.

Attempts to have the drug banned have met with extreme resistance, from states which produce Cyberline, and from activists who see it as an assault against victims of AIDS. So far, most of the negative reports on Cyberline have been dismissed by the general public as "yet another example of nay-saying from the medical community". And PRIMUS has done their best to hinder any effort to inform the public on the effects of Cyberline. Since PRIMUS profits directly from the production of Cyberline, the President will make certain that any lobby's effort to ban the sale of Cyberline fails miserably.

Recent developments have led the "supervillains" (the anti-PRIMUS underground) to believe that PRIMUS is toying with the idea of placing a mind control substance within Cyberline itself. This experimental drug is being produced and is about to be "test marketed" in a nearby city. The goal of the Underground is to stop the sale and production of this newer, more dangerous form of Cyberline.

HEROES AND VILLAINS OF BACKWORLD

THE CHAMPIONS

Originally known as the Champions of Evil, this team worked together to terrorize major American cities before PRIMUS enlisted them to help cause the collapse of the world economy. While technically the Champions are still criminals, most law enforcement agencies realize that they will never be able to make a conviction against them stick. Besides that, the Champions always kill anyone who dares to irritate them, including law enforcement agents. The Champions are responsible for the death of the Asesinos (a team of supers who hunted down villains such as the Champions/Champions of Evil). The statistics for the Champions are identical to those in the *Champions* hardcover; the members of the Champions include:

Seeker: Too wild for the Australian outback, this infamous poacher once murdered every inhabitant of an aboriginal village for fun. Seeker was raised by a Japanese soldier who wanted revenge against the United States for Japan's defeat in World War II. The young Seeker learned all that he could from his mentor, murdered him (by stabbing him in the back with his sword). He then left the Outback in search of booze, women, and killing (the order depended on his mood). Use Seeker from *Champions*: change his "Protect Innocents" to "Loves to Kill"; change his "Code of Honor" to "Tracherous", and "Seeker of Truth" to "Compulsive Liar."

Black Prince: This alien prince and killer was exiled to Earth by a species that were appalled by his many acts of barbarism, including attempted fratricide. On Earth, the Black Prince found that the natives were disrespectful to one of his high station and superior genetic heritage. He especially disliked superheroes — costumed cretins who objected to the Prince's attempt to subjugate this frail, stupid species known as humanity. The Black Prince joined the Champions of Evil because he saw them as an easy way to oppress those who would not fall to their knees and worship him. He eventually intends to wrest control of the team from the Red Fury. Use the version of Obsidian from *Champions* for the Black Prince, but change his Psychological Limitations to "Wants Revenge Against the Empire", "Megalomania", and "Loves to Put Humans in their place".



Quantum: Quantum's brother got involved in a street gang that dealt in drugs; when they murdered her parents, Quantum took revenge by killing the gang and taking over their operations. Quantum is now one of the most powerful figures in the narcotics industry. When the pre-PRIMUS "War on Drugs" was at its peak, Quantum decided to join the Champions of Evil for protection; her activities are now protected by PRIMUS. Even better, she gets to show the little people, those who oppose her, what fear and power are all about. Use the version of Quantum from *Champions*, but replace her current Psychological Limitations with: "Enraged when someone interferes with her drug business", "Loves to Terrorize Innocents", "Hatred of Superheroes", and "Merciless."

Jaguar: After murdering his family to become the only person with lycanthropy, Santiago Villagatos went to America and became the leader of a powerful drug-dealing street gang, the Barrio Street Irregulars. He clashed with Quantum, but came to realize that his profit margin would increase if they joined forces. Jaguar joined the Champions of Evil when his partner Quantum did. Replace his current Psychological Limitations with "Likes to Kill" (in were form), and "Manipulative." (in human form).

Red Fury: James Harmon IV is the latest in a long line of villains; his great grandfather had been an explorer who exploited African tribesmen; his grandfather had been a womanizing rumrunner during the Depression; and his father had been a traitor who sold enemy secrets to the Nazis during World War II. James felt that he had a certain tradition to uphold. Even more importantly, all of his ancestors had been defeated by pulp-style adventurers that were called "heroes" by the general public. James was determined to succeed where his progenitors had failed, and so he used his wealth and scientific influence to become Red Fury and founded the Champions of Evil. Use Defender from the *Champions* hardcover, and replace his psychological limitations with the following: "Distrusts Magic", "Driven by Family History to be Villainous", "Prefers Others to do his Dirty Work". He has a reputation as a notorious supervillain.

Solitaire: Elaine King worked for a mysterious organization, the Cabal. They ordered her to kill a prominent senator, and she did. Then the Golden Avenger caught her, and promised her great wealth and power if she betrayed the Cabal and joined him. Elaine did that too. PRIMUS raided and captured nearly all of the Cabal's files. She enjoyed betraying her former friends, and so the Avenger sent her to join the Champions of Evil. She currently serves as his spy, so he will know if they ever consider acting against him. Use Solitaire from *Champions*, and replace her psychological limitations with: "Enjoys Betraying People", "Never Questions the Morality of her actions."

Starburst: This criminal college professor commits crimes to get attention. He often teams up with the Champions of Evil. Use Starburst from *Champions*, and alter his Psychological Limitations as follows: "Overconfidence", "Loves to Commit Crimes", "Arrogant."

THE UNDERGROUND

Mechanon: The Guardian robot of the infamous villain team, the Oppressors, Mechanon was accidentally given moral scruples when he was programmed. He has stationed many robot duplicates in bases across the globe, since circumstances often force him to sacrifice his current form for the good of humanity. Replace Mechanon's current Psychological Limitations with the following: "Sworn to Protect Innocents", "Code vs. Killing", "Driven to Save Humanity." It was Mechanon who devised the Hero Underground. Mechanon has the same physical appearance and voice tone as the "real" Mechanon and is typically logical in his arguments. He might say: "I do not understand why life is so important and special, nonetheless, I am programmed to abandon my existence to protect it. One does not question one's programming, just as a mathematician cannot question an axiom." Mechanon's single-mindedness, even toward a just cause, should be slightly disconcerting.

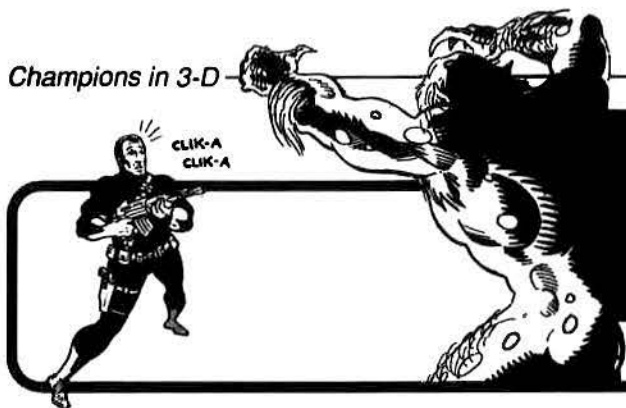
Pulsar: This famous superhero was known for his intelligence, wisdom, and humility. He was captured by PRIMUS several years ago and "deprogrammed" so he would not interfere in PRIMUS's plans (killing him would have raised too many questions at that time). Now Pulsar works on the docks, having been psychologically conditioned never to use his powers. This deprogramming was not entirely successful; Pulsar doesn't use his powers, but he does have contact with Mechanon. Pulsar's Psychological Limitations include: "Compulsive Modesty", "Sworn to Protect Innocents", and "Code Against Killing." In all other respects he is identical to Pulsar in the *Champions* hardcover.

Cheshire Cat: This amateur martial artist received his superpowers when he sacrificed his life to save his wife during a terrorist attack at a nuclear power plant. Instead of dying, the Cheshire Cat received remarkable powers of teleportation. He decided that such power had to be used in the service of truth, justice, and righteousness, so he became a superhero. His Psychological Limitations include: "Never Gets Angry", "Sworn to Protect Innocents", and "Code Against Killing."

Dragonfly: When James MacDonald fell into a vat of chemicals and was horribly mutated, he went on a rampage. However, Mechanon heard about the accident, captured MacDonald, and arranged for him to receive the finest psychiatric help in the world. Dragonfly came to realize that he wasn't a freak, and could even be a hero under the right circumstances! After serving his required sentence, Dragonfly became a hero... until he mysteriously disappeared six months ago. Dragonfly has the same Psychological Limitations as the version in *Champions*, but he has a heroic outlook.

(Note: Dragonfly's mysterious disappearance is not discussed in this supplement. This is a plot hook given to the GM to develop.)

Ogre: When Mechanon found Jack Stevens, he was close to death from a degenerative poison given to him the *Champions* as a "joke". Mechanon nursed him for weeks, not flinching in his concern. Eventually, the android regenerated his nerve tissues and gave him superstrength and toughness by accident. The erudite young man ironically gave himself the name "Ogre", and then returned to a life as a college professor and Nobel Laureate in literature. While Mechanon has tried to enlist him in the battle against evil, Ogre is too gentle and philosophical to willingly engage in acts of physical brutality. The GM should replace Ogre's Psychological Limitations and Berserks with: "Hatred of physical violence", "tries to negotiate peaceful resolutions to any conflict", and "Easily bullied." His INT should be raised to 18.



SCENARIO

ENTRANCE: "A MEAN AND UNPLEASANT LAND"

The sight is a joy to see. After Nazi World, Horror World, and other nests of evil, the American flag is a wonderful sight. The Star Spangled Banner, briskly flapping in a stiff breeze — so proudly it waves. Citizens march down the street, and as they round the corner to face it, they gaze up at it and salute it. Somewhere, within the patriotic corners of your hearts, a little boy is smiling.

But, as each person comes to the corner, they salute the flag. What? Look at their faces, how emotionless... they salute the flag, but there's no pride, no joy. It's become an empty ritual, a gesture that they cannot understand.

Then there is a scream.

You turn, only to find a woman with her back against the wall. She's middle aged and obviously frightened, apparently of you. She holds her purse with shaking hands, then hurls it to the ground, in front of you. "Take it!" she shouts. "Take it and leave me alone! I saw what you did to that poor boy in front of the art gallery!"

This is one possible way to introduce the heroes to Backworld. If the heroes pursue this woman, they can easily catch her (she has a SPD 2, and 5" base Running in her heels). She claims that several days ago, the heroes murdered a young boy who threw a stone at them in front of the Art Gallery. A telepath will discover that she is telling the truth (or at least she believes she is.) Telepaths can also determine that the woman is not entirely in her right mind. (She is addicted to Cyberline, a mind-altering substance.) If the PCs ask her why people are saluting the flag, she will tell them that the law requires people to show their support for America by saluting a flag as soon as it comes within view. To do otherwise is anti-American and treasonous.

As the heroes ponder the meaning of this, they may notice a television set in a store window. The American flag appears, the national anthem plays, and then the President steps to a podium:

"My fellow Americans," the Golden Avenger says. "Isn't it wonderful to be living in the greatest country in the history of humanity? We have weathered the storm that has struck down so many of our neighbors, but with our help and American ingenuity, we can bring them a brighter tomorrow. I just want to tell you how proud I am to see our brave American troops fighting for freedom and American ideals. It makes me proud to be your president, knowing the limitless love you have for this great country, and your willingness to endure hardship for it. We must stay the course, and never, ever, question our love for the freedom that makes this the greatest nation on earth..."

By this point in time, the heroes should be beginning to wonder what they have gotten themselves into.

ORDERS AREN'T ALWAYS ORDERS

If the heroes believe that they have returned home and make their way back to their old headquarters, they will find it exactly the same as home — almost. The interior decorating will reflect different tastes. (Heroes who hate heavy metal music may find heavy metal posters on their walls; or whatever they find most distasteful.) Before they get a chance to investigate this "practical joke", a message comes through from PRIMUS.

"Hey, where the hell have you been all day? We need you to go down to the docks right now, there's big trouble going down."

The PRIMUS agent will give them a specific location to check out. If the heroes try to interrogate the agent and find out exactly what's going on, the agent will snap: "Look, play twenty questions some other time. You're getting paid to do a job, so do it!" Then, he hangs up on them.

If the heroes try to contact PRIMUS, they get a bureaucratic run-around. ("I'm not authorized to give out information without clearance from sector 347. If you give me the proper pass code, I'll forward you to my supervisor.") Naturally, they won't get anywhere.

If the heroes decide not to check out the dock, allow them to run around and get a good reputation. Eventually, they will be contacted by the leader of this world's Underground, Mechanon. Proceed to the next section "Side by Side With Mechanon".

If they do decide to go to the docks, they will discover the following "trouble:"

It's chaos. The longshoremen are on strike, protesting poor working conditions and the arrest of their union leader. They are displaying pickets that insult the Golden Avenger, PRIMUS, and the American flag. Some of these men (competent normals) are armed with tire irons, baseball bats, and other weapons. They are currently in the middle of a battle against riot police.

As soon as the heroes arrive on the scene, the mob panics. Some of them will attack the heroes, but most will flee. The police will break off their attack, chase those who are fleeing, and attack them with billy clubs and shock sticks which are thinly disguised cattle prods. The heroes will have to find some way to stop it.

If the PCs try to contact PRIMUS by radio, they will receive this message from PRIMUS Command: "We have to show them what PRIMUS is all about. Have fun, and don't worry about taking prisoners."



If the heroes refrain from action against the strikers and try to restrain the police, Pulsar will get in touch with Mechanon and report what happened. If the heroes respond violently against the strikers, Mechanon will not help them get out of this world, at least not until they have proven themselves in other situations.

INTERLUDE: KNIGHTS IN WHITE SPANDEX

At this point, the characters will probably have some free time. Here are a pair of suggestions for "scenes" that can be staged between the first two scenarios.

CAPTAIN PATRIOT

This well-meaning PRIMUS enforcer is leading a PRIMUS assault on some unruly students engaged in flag burning. He is Captain Patriot (use the stats for Crusader from *Champions*, and two assault agents per superhero). If the heroes show up, Captain Patriot won't attack at first sight; he prefers to argue the moral superiority of his position with his opponents. Patriot is a naive kid, 19 years old. He is sincere, opposes unnecessary violence, and really loves his country, without conditions. If the topic of flag-burning comes up, he will take up the following positions and gladly argue them:

- 1) Symbols had a strong meaning for many of the soldiers who fought and died for America in the country's many wars. Burning them is an insult to the dead, and a betrayal of the values which they believed they were fighting for.

- 2) The fact that symbols were created by the Founding Fathers indicates that they were important to them.
- 3) The vast majority of Americans oppose the desecration of American symbols and in America, like all democracies, the majority rules.
- 4) Opposing the desecration of American symbols does not limit free expression, as long as there are other ways to legally protest.
- 5) Anything else that the GM can come up with.

It may be possible, with a sufficiently good speech, to change Captain Patriot's mind, though he would be unlikely to turn against PRIMUS. If the characters attack, he (and PRIMUS) will fight back.

INTERLUDE: VISITING NPCS

If you want to stress Backworld as a place of general nastiness, have the heroes visit their favorite NPC. Chances are, the PCs will try and contact their DNPCs anyway. This provides the GM with a real opportunity to show the heroes how bad things really are.

For example, the heroes might know a loyal police chief who has helped them because he believes that justice should triumph if the forces of evil are abusing the law? In Backworld, he's a crooked cop in league with drug dealers. How about that nice cub photographer for a major metropolitan newspaper? Here, he does camera work for porn magazines. How about that friendly scientist? He invites you to watch as he finds new ways to torture lab animals. This can be extremely graphic and unpleasant; it's strongly recommended that you take the player's tastes into consideration when you GM this section of the scenario.

Of course, there might be benefits. A hero's evil twin brother may be a kind and loving sibling here ("I always wanted to have a brother like that!") And, what if the "more macho than macho can be" version of the Local Super-Agents commander (born with an eyepatch and a cigar in his mouth) is a meek, polite, and diplomatic individual who never swears and only uses violence when necessary Isn't it going to be fun sticking it to the jerk with stories of his "nice" extra-dimensional counterpart?

SIDE BY SIDE WITH MECHANON

If the heroes acted humanely in the dockworkers scene, the government will check with their villainous counterparts and try to determine why they didn't ruthlessly crush their opposition, at which time they will discover the existence of imposters. This will cause PRIMUS to put all of their agents on full alert against these phony "PRIMUS Operatives". PRIMUS will also begin sending out teams of Iron Guard agents and High Justice machines to track the PCs down.

At the same time, depending on what happened at the docks, Mechanon may want to speak with the heroes. The robot will track down the heroes first. In a cold mechanical voice it intones: "So, you seem to have had a change a heart. Are you ready to help me destroy PRIMUS and the Golden Avenger?"

If the heroes try to attack Mechanon, his logic circuits will conclude that the heroes have not "reformed". He will try to leave, fighting as necessary to defend himself.

If the heroes stop and listen to Mechanon, they will find that he is cold, robotic, incapable of really expressing his passion for life with vocal tones. If accused of being a villain that is dedicated to the destruction of all life, he will deny it vigorously: "You have been given misinformation. I am incapable of taking a human life, even to perpetuate my own existence. My programming is to protect and preserve all living things, an impossible task, as death itself is against me. Still, I struggle to achieve my goal."

If the characters talk with Mechanon for a while, they should eventually figure out that this is a world where the good guys are villains and the bad guys are heroes. If they are still struggling to believe that Mechanon is good, the GM should stage an attack. Have both Mechanon and the heroes be attacked by a squad of two High Justice Machines, plus two Iron Guard agents for every hero present. This should force them to join forces.

By the end of the battle, the heroes should be convinced that Mechanon is on the level. Mechanon will take them to meet the Hero underground where he will brief them on his master plan and suggest that they collaborate with him on the next mission, a raid on the Cyberline production plant which is producing the new brand of "mind control", Cyberline.

Cyberline Inc. is a subsidiary of America Inc., which is a front for PRIMUS and the Golden Avenger. The Cyberline factory is a large facility on the outskirts of town. The cargo of altered Cyberline is about to be shipped as the heroes arrive.

The installation is surrounded by a high voltage electric fence (2 1/2d6 RKA), and is monitored by security cameras. There will be at least five security guards for each superhero present, plus the Black Prince from the Champions of Evil supervillain team. If the heroes enter the facility without going directly to the loading bay, they will encounter this first level of resistance. The security guards are competent normals armed with heavy pistols (1 1/2d6 RKA). Any contact with these guards will cause them (unless radio frequencies are jammed) to contact the Champions of Evil, who will set a course to intercept the Heroes.

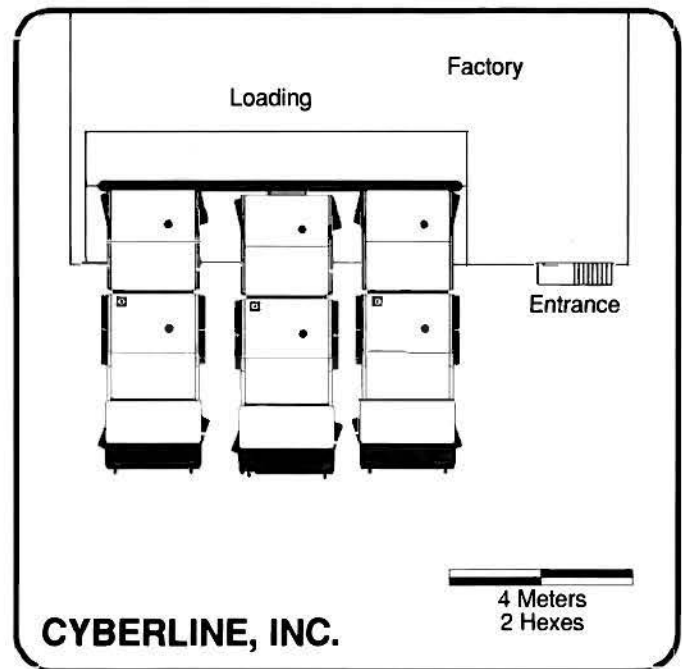
If the heroes make their way around the installation and head directly to the loading area, they will discover that it is under direct PRIMUS control.

There will be two Champions of Evil present for every three PC superheroes, (add two more if Mechanon is present) and one PRIMUS Iron Guard agent per superhero present (add three if Mechanon is present).

Use the Cyberline factory loading map. There are three cabs in the loading bays, each of which will be full of the altered Cyberline. There are twenty teamsters loading these trucks as the PRIMUS agents watch. If the villains have not moved to intercept the heroes, they will be stationed as follows (the GM should choose which Champions to use against the PCs):

Seeker is watching the teamsters load the trucks, with a frightening look on his face. He is somewhat intoxicated (-2 OCV, +5 PRE against the heroes' Presence attacks.)

Jaguar is in the passenger's seat of Cab #1, sucking on a pouch of Cyberline.



Quantum is airborne, seven inches (fourteen meters) above the docking area.

Solitaire is located within the building, just behind the docking bay.

Red Fury is coordinating the actions of the PRIMUS agents. Starburst is in the passenger seat of Cab #2.

If the heroes seem to be getting an upper hand, and Mechanon is present, the mechanical messiah will enter the building and help smash the machinery of the Cyberline plant. Mission accomplished.

INTERLUDE: THE HOUSE OF SATURN

Comic books often have off-stage panels where the villains plot their schemes without the knowledge of the characters. If you want the PCs to get a handle on what the Golden Avenger of this world is like, read to them the following. These interludes can give the adventure a cinematic touch.

THE OVAL OFFICE

The Golden Avenger is sitting in the central chair, a very disgusted look on his face. Behind him is the great seal of the United States, while on the desk is the Golden Avenger's personal emblem, a bald eagle, hooded like a hunting falcon, talons on a mailed fist. Beside the Golden Avenger is the Astrologer, a figure dressed up like a ridiculous cartoon wizard. General Morgan, an Air Force general, walks in:

Morgan: The report on the Cyberline incident, Mr. President.

Golden Avenger (Explodes): Incident! Incident! Spare me your double talk. Your double drive! You played basketball, didn't you, Morgan? You're tall enough.

Morgan: Uh, yes sir.

Golden Avenger: I didn't get to my position by calling a fiasco an "incident". I want Mechanon in pieces, once and for all! I want those imposters — if they are imposters — turned into bloody smears on the pavement!



Astrologer: As I told you, Mr. President, your moon sign has moved into Saturn! It means dark times ahead for you. A great storm is coming! Now my chart clearly indicates...

Golden Avenger: "Storms!" (Swings at him wildly and misses, then rips up the chart). "Out! Out of here! Now! Or I'll kill you with bare hands!" (The Astrologer runs away, fleeing for his life)

Golden Avenger: While you're at it, Morgan, kill him too.

Morgan: Are you sure it's wise to assassinate a precog, Mr. President?

Golden Avenger: He said the moon was in Saturn... of course! I want him dead! I want all of them dead! Anyone who gets in my way!

Morgan: Yes, of course sir. General Morgan salutes and leaves. The Golden Avenger holds up a piece of the ripped astrological chart, examines it like a jigsaw piece, then buries his face in a pile of torn papers. Fade to black.

AMERICA'S MOST WANTED

Following the raid on the Cyberline distribution plant and the factories, the PCs will likely have become Public Enemy #1. The GM has the following options in running this adventure, based on the actions of the PCs:

GOING HOME

The PCs want to go home. If they confide in Mechanon and tell him of their dilemma, he will state that the only option he knows is to invade the most heavily-guarded facility of

America Inc. Research Division, the Think Tank. This is the research lab where PRIMUS discovered many of the technological breakthroughs that allowed them to dominate the world economy. If anyone has the capability of breaking through a dimensional barrier, Think Tank does.

FIGHTING THE AVENGER

The PCs want to bring the Golden Avenger down. The raid on the Cyberline factory is condemned as a terrorist attack, and the Golden Avenger publically promises to bring these terrorists to justice (*not* negotiate with them.) High Justice Machines and "superheroes" will be dispatched to any place known to have connections with the PCs. They will be living on the run.

As time goes on, PRIMUS will bring more supervillains and more powerful enforcers to hunt the PCs down. To have any chance at survival, the PCs must recruit and gather reliable allies to fight PRIMUS. Heroes will have to work side-by-side with people who were enemies back home; there may even be romantic moments with one's otherworldly arch-enemies. Unless they do an extraordinarily good job at keeping PRIMUS constantly off-balance and knocking out key installations before they can be replaced, the PCs will probably lose.

Following the Cyberline raid, the crazed Golden Avenger will send his men to try to kill the Astrologer, whose precognitive powers are making him the bearer of bad news. Saving the Astrologer will give them access to important information (though his constant prophesizing and astrological references may drive the heroes nuts!).

Really nasty PCs may decide to assassinate the Golden Avenger (not a heroic thing to do). If so, place the President in Think Tank. If the Golden Avenger is slain, he becomes a martyr, PRIMUS surges in public sympathy, the people become more accepting of abuses of civil liberty abuses, and someone in PRIMUS who is even more ruthless than Golden Avenger takes his place.

INCRIMINATING PRIMUS

The PCs gather evidence to incriminate PRIMUS and the Golden Avenger. While most of PRIMUS's dirty dealings are kept secret, enough memos, records and witnesses exist to solidly besmirch the reputation of PRIMUS and the Golden Avenger. There are papers with enough journalistic integrity that they will stop running stories of the latest billionaire's divorce and do a full-scale expose on PRIMUS and the government. Should the PCs fail to gather overwhelming proof of guilt, it is likely that the general public won't believe them (they are, after all, considered super-powered terrorists). If they give any indication that they are trying to expose PRIMUS's dirty laundry, PRIMUS will play *very* dirty (Kidnap known NPCs, feed ugly information on their personal lives to the press, etc.).

INVASION OF THE KNOWLEDGE SNATCHERS

After the Cyberline mission, the heroes will have earned Mechanon's full trust. Mechanon's next mission will be to sabotage the most important PRIMUS Installation in existence — Think Tank.

If the heroes refuse to help Mechanon with his raid on Think Tank, Mechanon will postpone the mission until such a time as the heroes change their mind. (He believes that the heroes will eventually want to go home, and Think Tank offers their only hope in getting back.) Most hero teams will eventually want to come here either to find a way to go home, or to disrupt PRIMUS's research.

What Mechanon doesn't know is that the heroes will have to face an unpleasant choice if they want to go home. Before PRIMUS killed Dr. Destroyer (aka Dr. Zertoiten/Professor Preserver), they transplanted his brain into a life support machine and enslaved it to PRIMUS. This action resulted in the development of the technology that allowed PRIMUS to engineer and survive the collapse of the world economy, and create new technology that would allow PRIMUS to successfully suppress opposition. Zerstaiten's brain realizes that it is being used to further the Golden Avenger's warped plans, and desperately wants someone to pull the plug on its life support (and thus kill it), rather than have it continue to be used by PRIMUS to further their monstrous schemes. It will offer the PCs a way back to their dimension in exchange for its death.

ENTERING THINK TANK

The entrance to Think Tank is located on the outskirts of Columbia, Maryland. This is a military installation, approximately 50 acres in area, covered with trees and a single stone blockhouse. The area is surrounded by an electric fence (2d6 RKA) and plenty of "Keep Out", "Authorized Personnel Only", and "Intruders Will Be Shot On Sight" signs. Six patrols of PRIMUS Iron Guard agents (three agents per patrol, plus one bloodhound) watch over the grounds.

The installation's blockhouse is forty meters high, with no windows and a single door. Carved into the blockhouse are two huge metallic humanoid sculptures; these are really two High Justice robots. They can easily be summoned to deal with any unauthorized personnel on the grounds.

The most elaborate defense, however, is the teleport gate. Every thirty minutes, the front entrance is transformed into a gateway that teleports anyone who walks through it to Think Tank (which is buried deep beneath the earth, hundreds of miles away.) At all other times, this is a normal door that leads into a small PRIMUS base. Thus, to get into Think Tank, the characters must walk through the gateway at the proper moment. If they don't, then they end up in the PRIMUS base (see PRIMUS base, below).

If the GM doesn't want Mechanon to accompany the PCs into the remainder of this adventure, then Mechanon can engage the High Justice Machines single-handedly while the PCs enter the base; Essentially, Mechanon gets stranded by the teleport.

PRIMUS BASE

This PRIMUS base has two functions: it is the center which monitors communications and computer transmissions from within PRIMUS, and it is at the center of PRIMUS's teleportation research project. PRIMUS forced the secret of matter transportation from the brain of Dr. Zerstaiten, and linked up teleport gateways between eleven bases, as well as Think Tank. This is the only base with access to Think Tank (as mentioned earlier, the gateway to Think Tank is programmed to open up every half hour).

In addition, agents can be beamed directly into this base from the teleport gates in PRIMUS Central Command, located in the Pentagon. This base cannot "beam" agents to any location except Think Tank.

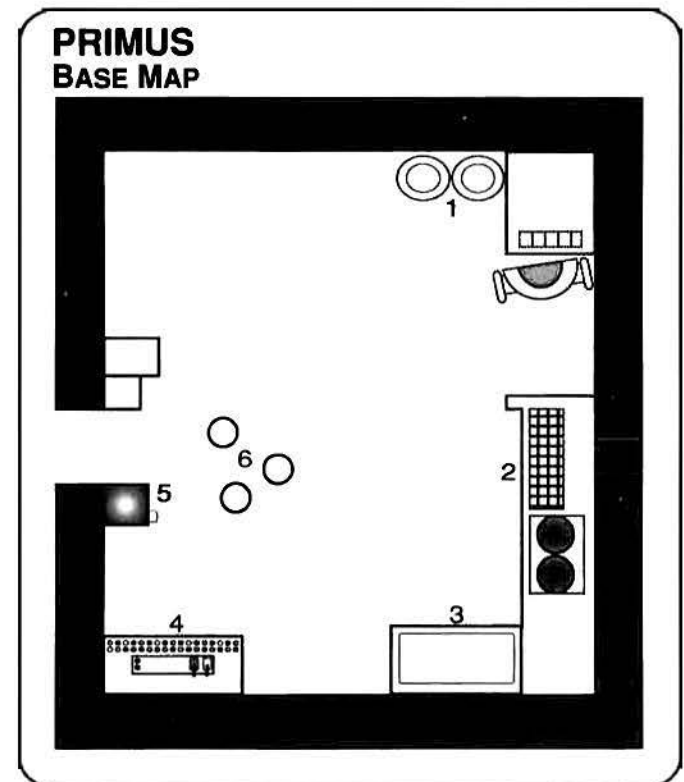
This base is protected by three Iron Guard agents at all time. If intruders enter the blockhouse and an alert is sounded, two PRIMUS assault agents will be teleported from Central Command every twelve seconds (post-Segment 12), to serve as reinforcements. There are also technicians (competent normals, with an 8d6 EB, blaster pistol, and OIF radio transmitter helmet). If the complex is breached by obvious hostiles, they will radio PRIMUS central control.

This PRIMUS base is laid out as follows:

(1) Teleportation area. This is device allows agents and others from PRIMUS Central Command to teleport here. The machine has 10 BODY, 8 DEF; if this is destroyed, the agents cannot teleport here.

(2) Radio/Communications Center. This contains a computer which stores all non-coded (i.e. non-top secret transmissions to PRIMUS), and monitors all PRIMUS frequencies for emergency distress calls, which are then forwarded to PRIMUS Central Command. (These records are useful for studying where PRIMUS thinks potential PC allies (such as other anti-PRIMUS supers) might be. This installation has 12 BODY, 8 DEF. Two technicians are stationed here at all times.

(3) Database. This computer includes classified information on future PRIMUS projects (including the Cyberline mind control project), PRIMUS personnel records (including PRIMUS agents and supers that have infiltrated the Underground), records of the "disappearances" (i.e. murder) of many of PRIMUS's enemies, the locations of those supers who have been taken away to be "reeducated" (i.e. brainwashed), and access codes for some of PRIMUS Central Control's top secret files. The database is quite hard to open (Computer Programming at -3, and at least one minute of programming time is required). Two technicians are stationed here at all times. Unless the heroes get to the database within thirty seconds of an alert sounding, the database will be dumped and the data will be unretrievable.



(4) Power Supply. This monitors the power needs of the complex. A successful electronics skill roll will cutoff power (this will neutralize all communications, computers, and teleport controls).

(5) Teleport Gate. This portal will allow access to Think Tank every half hour on the half-hour (12:00, 12:30, 1:00, 1:30, etc.). The gateway remains active for thirty seconds, then shuts off (for 29 minutes, 30 seconds). Those who step through the gateway will end up in the teleportation room in Think Tank, described below. The gateway can be reprogrammed to allow immediate access with a Computer Programming Roll at -3. The equipment has 8 DEF, 10 BODY.

(6) Guards. As mentioned earlier, this installation is protected by three Iron Guards. They are stationed to cover the door at all times.

THINK TANK

If the characters enter the main door of the PRIMUS base while the gateway is active, they will teleport here. This gateway is a two-way portal (people who leave Think Tank will teleport back to the Columbia, Maryland PRIMUS base described above).

Those characters who are used to fighting DEMON will immediately recognize this as a DEMON installation; like all DEMON bases, the chambers and passageways are carved out of granite by acid and sorcery. As mentioned earlier, this base is hundreds of miles from the Maryland base, buried a thousand meters beneath the earth, with no passageway to the surface. The only way in and out of this base is via teleportation. The base is extremely hot and uncomfortable; because it is underground, the temperature averages 95 degrees Fahrenheit (36 degrees Celsius). The corridors of Think Tank are extremely short and narrow (only one person may fit at a time in the corridors and they must stoop if taller than six feet).

The base is defended by PRIMUS Iron Guard agents. In addition, the heroes will encounter the villainous counterparts of themselves in this complex. PRIMUS decided to keep the villainous versions of the PCs in Think Tank for two reasons: first, this is one of the most important PRIMUS installations anywhere, and the villains make excellent guards; and second, they need to make certain that the PCs are "imposters". (If they observe PC actions at the same time that their counterparts are locked in Think Tank, they will have concrete evidence that the PCs are impersonating their extra-dimensional counterparts).

If Think Tank sends a confirmation that it is being attacked, PRIMUS will teleport two Assault agents per turn into Think Tank to serve as back-up, and will muster a team of supervillains (GM's choice) to wait at the Maryland complex in the event that the PCs escape.

Note for GMs using the Dimension Mansub-plot: Dimension Man can be placed in the Prison (Room 9). He is there for PRIMUS's experiments in Dimension Travel, and is most anxious to leave!

The important features of the complex are as follows:

1. Teleportation Room. This is almost identical to the teleportation room in the blockhouse, except that the teleport controls allow for transport out off the complex. There is a list of six possible destination settings, including the Columbia, Maryland base, and PRIMUS Headquarters in the Pentagon. It will not teleport people into any of the other rooms of this complex.

One technician is stationed here at all times. He is DEX 11, SPD 3, and carries an 8d6 EB Blaster Gun (OAF) and a radio-transmit/receiver (OIF.) Their transmitters cannot broadcast through solid rock; only the seismic transmitter in the Security Room is capable of transmitting signals. The technicians will not willingly use the teleporter to teleport intruders to other bases. However, telepathy can extract the proper codes and an appropriate use of Mind Control or Presence attacks could force the technicians to serve the PCs.

The teleportation apparatus has 8 BODY, 10 DEF. If it is broken or shut down (an electronics roll or anyone with a KS: Teleportation Machines can do it), no one will be able to teleport in or out of the complex.

2. Security Room. This is the first line of defense of Think Tank, as well as its communications center with PRIMUS High Command. As soon as an alert is signalled by the technicians in the Teleport Room, the operatives will signal PRIMUS for backup. As radio signals will not travel through solid rock, the transmitter emits tiny seismic vibrations which are picked up on the surface and are passed along to PRIMUS HQ. There are two technicians, with the same gear as those in the teleportation room. There is also the Energy Control station (8 BODY, 10 DEF); if this is shut down, all power to the complex is lost except for Room 10 (Security Vault) and Room 11 (Brain Room), which have their own power sources.

This room is also the arsenal, where the Iron Guard agents store their gear.

Also present are ten Iron Guard agents in Think Tank. If an alert is sounded by the technicians in the Teleportation Room, two heavy blast doors will seal the corridors between Rooms 1 and 2 and Rooms 2 and 3. These doors are 15 DEF (Hardened) and have 11 BODY. There are two slots in the doors, through which the PRIMUS agents can snipe without penalty, though it takes a -6 OCV penalty to try to hit someone through the slots.

The agents' tactic is as follows: seal the corridor, stay in the security room, snipe at the intruders, and wait for troops to teleport in from PRIMUS Central Command and flank the intruders, at which time they will open the blast door and attack in force.

3 and 4. Barracks. This specially "cooled" room (it's a relatively comfortable 82 degrees here) has sleeping accommodations for up to twenty agents. There are books, private lockers, and sections with videogames, pool tables, lewd magazines, and other forms of entertainment.

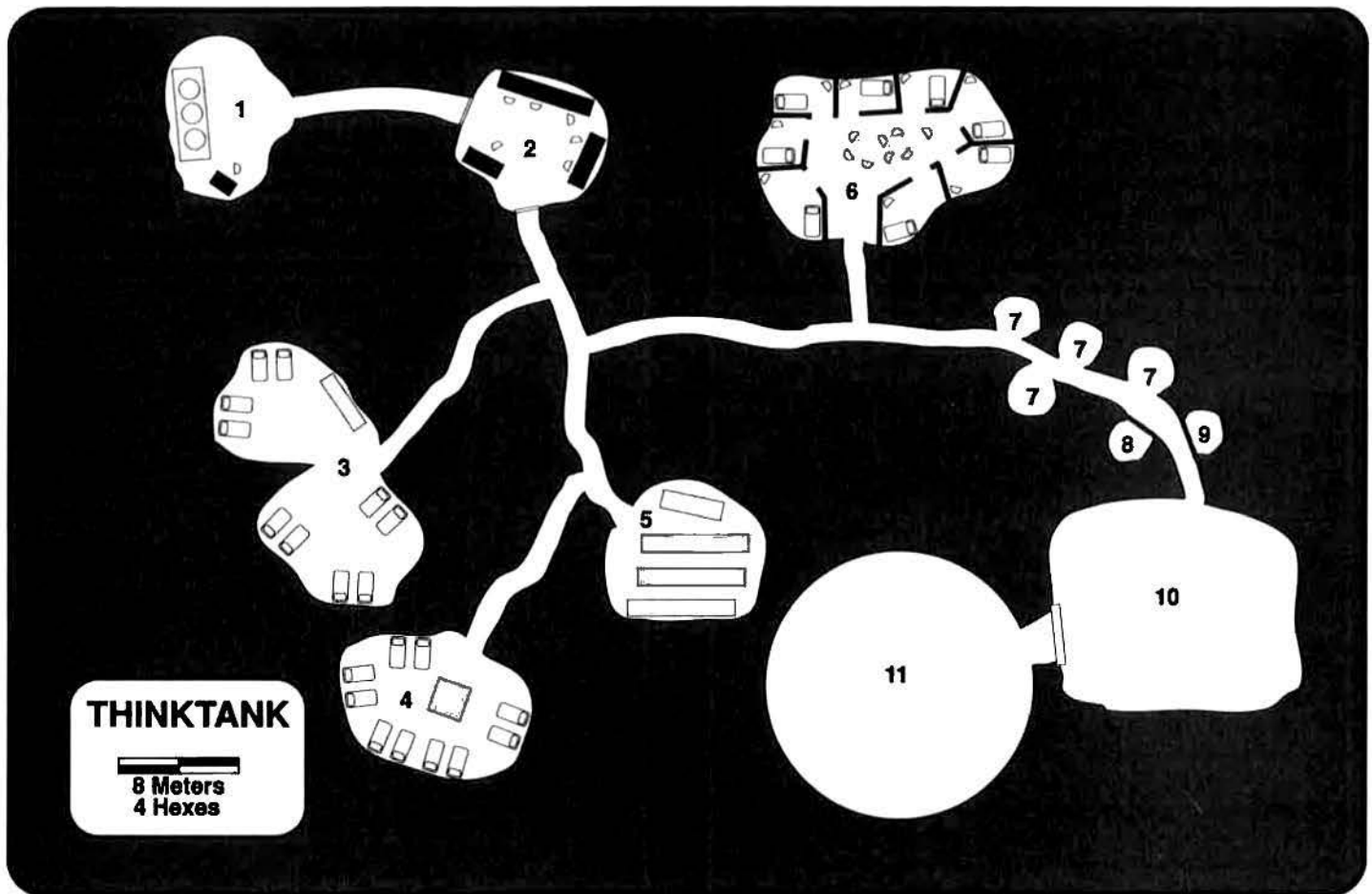
5. Mess Hall. This is where the food is stored, cooked and eaten. There are long tables, fold-up wooden chairs, and a counter where PRIMUS B-Rations are stored.

6. Scientists' Quarters. This is where the scientists and technicians who serve in Think Tank live. Their bunks are quite small, and come with a reading lamp, book compartments, and drawers built into the wall to save space; the scientists barely have room to sleep here. There are seven separate sleeping quarters. The scientists who work in Think Tank are mostly technicians who do preliminary research with the aforementioned brain of Dr. Destroyer.

7. Labs. There are four labs in Think Tank. These are tiny confined spaces that are the source of endless complaints from the Think Tank science teams (who would like to dispose of the agents' pool table and use that area for research). Current research projects are in the area of biochemistry, robotics, genetics, and (most important to the PCs) extra-dimensional teleportation.

8. Prison. This is where test subjects are kept so data on them may be given to the Brain as quickly as possible. There is a Force Wall barrier (Security Systems will lower it) that has 14 Defense; it renews itself every segment. The cell has no occupant; though the GM can put one in here if it will help with his scenario (this might be a good place to find a captured PC).

There is a single Iron Guard agent stationed by the cell at all times.



9. Prison. Identical to Prison Room #8, if the GM is using the Dimension Man plotline, this room will have one experimental subject — Dimension Man! The dastardly dimensional demiurge is rather upset at being locked up again. To add insult to injury, a dimensional field interface prevents him from using his powers, which makes him even more upset! He will try to goad the heroes into releasing him, in which case he will promptly wave good-bye and jump to another dimension.

If the heroes pulled the plug on the Energy Control station, then this cell will be unoccupied. Dimension Man will have made his escape the moment that power goes down from the force wall. (He has, after all, had plenty of time to prepare for the jump.)

As with the previous room, there is a single Iron Guard agent stationed here at all times.

10. Security Vault. Normally, this room is locked as tight as technology can make it (DEF 23, BODY 17, Security Systems at -3 to enter). If the PRIMUS agents identified who was invading the complex, it will be substantially easier. This vault is occupied by the PCs villainous counterparts, who have been spoiling for a fight with the "imposters who have been tarnishing our image".

The counterparts resemble the PCs closely, with enough variation in their clothing that it will be possible to tell them apart. If Mechanon is present, he will aid the heroes, unless told (in the true pulp hero tradition "stay out of this, this is **our** fight.")

If the PCs lose, they will be dragged down the streets of Washington D.C. in shackles and power neutralization collars; this is to serve as an example of what happens to the enemies of the Golden Avenger. Then they will be placed in death traps on live television, which is intended as their execution. (The GM should devise his own death traps, designed to challenge the powers of the characters in his campaign).

If the heroes win, good triumphs over evil. They can proceed to the final confrontation.

11. Brain Room. This large circular chamber is where the Brain of Dr. Destroyer, the source of all of the ideas of Think Tank, is kept. Normally, there are several technicians running around, but this room has only one apparent occupant: a man in blue and gold, sitting a desk, clasping a bronze carving of an eagle with one hand, and a black box in the other.

This man is the President for life of the United States of America. The Golden Avenger. As the PCs enter, he begins to speak:

"The Astrologer told me, told me that you would come here..."

The President appears to be mentally unstable, and under the influence of drugs. Perhaps the two are connected. "He told me that the storm would end here. I saw it in the chart..." He places the eagle on his shoulder, and it falls to the floor. "You cannot defeat, truth, justice, and the American Way! You communists always try, but you never learn! America is forever, one nation, under me! Forever! I am going to kill each and every one of you!"

At this point, the Golden Avenger begins a giddy, high pitched giggle, and he turns to the black box. "Now! Destroy them."

A single word resonates from the box.

"No."

The Golden Avenger turns pale. "You cannot refuse your president! You are programmed to obey me!"

At this point, a panel on the wall opens, revealing a human brain connected to a labyrinth of wires, speakers, and computer processors. The voice from the black box continues. "Your programming abused me, enslaved me, controlled me, but never truly robbed me of my free will. I knew that if I rebelled, you would find way to control me permanently, and that I could not allow. I am so sorry..."

The voice shifts to a softer tone. "From the data I have been given, I have surmised that you are heroes from a parallel dimension. Perhaps there you know me better as Dr. Albert Zerstoiten, Professor Preserver. Here, PRIMUS murdered me, everything except my brain, which has been kept alive only so I could build new toys for them... toys that would help them subjugate or destroy humanity. I do not wish to live in servitude, I do not wish to be perverted into an eternity of doing something I hate. I offer a trade. I will transport you out of this dimension. In return, you will end this parody of life. Only you can prevent anyone from abusing me again."

The time has come for for a moral decision to be made. At this point the heroes must debate their options and decide whether to accept Zerstoiten's (better known in the heroes' dimension as Dr. Destroyer) offer.

If they decide to destroy Zerstoiten's brain, they must shatter the transparent case in which it is trapped. The case has 12 BODY, 15 DEF. The brain has 2 BODY, 1 DEF.

If the heroes decide to destroy the brain, and Mechanon is present, Mechanon will try to stop them. Mechanon's programming determines that all life is sacred and must be preserved. It will not accept Zerstoiten's suicide. The Golden Avenger may make a feeble attempt to attack the heroes, but he is a shattered man and will most likely not be successful.

The Brain of Dr. Destroyer can communicate with the heroes by a speaker system in the room (the Golden Avenger's black box); as a result the heroes can talk to it. A really impressive PRE attack (30 or higher) in consort with a Persuasion Skill might convince the Brain that life is worth living, but only if it's accompanied by really effective role-playing. If this succeeds, the brain will drop its suicide demand, and teleport the party home. (Or to the next dimension, if the Dimension Man scenario is being used; the brain would use Dimension Man's teleport as a guide.)

If the heroes don't persuade the Brain and the heroes want to leave Backworld, use "How to Escape" as a reference. Of course there is the problem of what to do with the Golden Avenger and the PC's villainous counterparts. Mechanon will gladly confine them, but it is doubtful that even he can do so for very long. Really bloodthirsty heroes will probably kill them, but that's something the GM has to deal with on his own.

HOW TO ESCAPE

If the PCs didn't enter Think Tank and still want to go home, there are other ways. A heroic version of the supervillain Timemaster is here (see *Classic Enemies*), and there might be other dimension travellers who would help known enemies of PRIMUS. The Astrologer might know the location of where an interdimensional gateway will appear; if the heroes helped him earlier, he'll gladly help them leave, though in his usual cryptic manner.

BACKWORLD: THE SEQUEL

After the GM has finished with the initial run through Backworld, there are several options available regarding its continued use:

- 1) **The characters never go back.** All access to Backworld is closed. The dimensional anomaly (or whatever excuse the GM invented to allow the PCs to go there in the first place) is over, and the characters never interact with it again. The End.
- 2) **The characters return.** The heroes receive a transdimensional distress signal from Backworld's Mechanon. The rebellion was on the verge of success — when the Golden Avenger betrayed PRIMUS and the United States by selling out Backworld to alien invaders! The heroes must somehow return to Backworld and then work side-by-side with Mechanon to save the world.
- 3) **The Rematch!** The PCs' villainous counterparts were not all happy to get beaten by sentimental, wimpy lookalikes from another dimension. They found a way to get to the heroes' home dimension to challenge them. Of course, a supervillain team of imposters who look exactly like the PCs could cause a lot of trouble in their home world!

EPILOGUE

The heroes were home, home at last. Seeker had dragged his comrades to a barbecue; but somehow they didn't mind. Even all those corny "shrimp on the barby" jokes seemed fresh tonight.

"Don't you wish Mechanon could be more like that counterpart in the Backworld dimension?" Defender asked, beginning the campfire stories.

"Nah..." chortled Jaguar. "He's such a nice person here...."

For some reason, they all laughed and even Quantum smiled.

"Did you see the Black Prince?" Obsidian asked. "Such an arrogant creature! He actually thought he was better than me!"

"I'd say he was just about the same." Quantum said with only a slight amount of venom in her voice. Defender chuckled and began toasting marshmallows.

The heroes toasted and traded war stories; Solitaire, who was not as social as the others, sat back and stared at the sunset; a nice time to meditate. She was interrupted by a slightly off-key singing voice, that was soon joined by other off-key voices (the worst of it being Seeker's attempt at rhythm and blues...)

"Be it ever so crazy..." Jaguar began. "There's no place like home."



CHARACTERS

THE ASTROLOGER

Val	Char	Cost	100+	Disadvantages
8	STR	-2	10	Self-deluded, sees his powers as coming from astrology
8	DEX	-6	20	
8	CON	-4	10	
8	BODY	-4	10	
18	INT	8	10	
18	EGO	16	10	
15	PRE	5	10	
10	COM	0	10	
2	PD	0	10	
2	ED	0	10	
2	SPD	2	10	Public ID ("Cyrus Nostradamus")
4	REC	0	10	
16	END	0	10	
16	STUN	0	10	

Cost	Powers	END
60	Clairsentience (visual, past/future)	
50	Danger Sense 21-	
5	Defense Manuever	
10	Eidetic Memory	
2	KS: Astrology 11-	
2	KS: The Tarot 11-	
3	Acting 12-	
3	PS: Cobbler 12	

OCV: 3; DCV:3; ECV: 6; Phases: 6,12					
Costs:	Char	Powers	Total	Disads	Base
	15	+ 135	= 150	= 50	+ 100

Background: The Astrologer was Lanny Markov, a man who ran a small, poor cobbler's shop in Brooklyn. Lanny kept having premonitions that kept coming true, so he decided to make a fortune by selling predictions to various tabloid magazines. Among the many predictions that came true for Lanny were the Student Massacre in Beijing, the fall of the Berlin Wall, and the bitter divorce of Lady Starlight and Crimesmiter.

Eventually, Lanny's talents came to the attention of PRIMUS, who usually dismissed anything that appeared in the tabloids as pure nonsense; but Lanny's predictions had been too accurate for his own good. PRIMUS was disappointed when they found that Lanny had become deranged. Lanny had always been a very neurotic individual; he had created the cover story that astrology was responsible for the success of his predictions, and eventually came to believe it himself. This tantalized the Golden Avenger even more, since his boyhood with DEMON had enflamed the Avenger's interest in the occult. The President recruited Lanny, who now called himself "Cyrus Nostradamus", as his personal astrologer. After all, other presidents had done it...

Quote: "It may be Jupiter, or it may be Mars, but your demise is in the stars... Ha! Ha! Ha! Ha!"

Personality: The Astrologer is a loon, who rants and raves about the signs of the zodiac, the position of the moon, and various features of the tarot, to the point of incoherence. Nonetheless, mixed in with his babbling is a lot of valuable precognitive and retrocognitive information; the trouble in dealing with the Astrologer is determining how much of what he's saying is based on truth, and how much is fiction.

Alternate Personality: It is only logical that the Astrologer has a counterpart in the player's home campaign. This Astrologer is a very rational and competent small-scale criminal mastermind; his agents rob banks, jewelry stores, and art galleries, as the Astrologer uses his clairsentient powers to find out which crimes are the easiest to commit. This Astrologer would sit back, scheme, and let his agents do the dirty work.

Powers/Tactics: The Astrologer is a psionic from the time of his birth. His psionic abilities include precognition and retrocognition, danger sense, and other bizarre mental talents. The Astrologer does not engage in combat, and will flee any situation as soon as he determines that it endangers him personally.

Appearance: The Astrologer is 5'6" tall and skinny. He wears a colorful outfit like a cartoon wizard, a phony white wig, moustache, and beard. He *always* wears this outfit in public, and most of the time in private as well.

GOLDEN AVENGER						
Val	Char	Cost	100+	Disadvantages		
45	STR	35	15	1 1/2x STUN from RKAs		
30	DEX	60	15	1 1/2x STUN from Poisons,		
25	CON	30		Toxins		
18	BODY	16	10	Enraged when Body Taken 11-,		
13	INT	3		11-		
20	EGO	20	15	Sadistic, Toys with opponent		
25	PRE	15	15	Loves violence		
16	COM	3	20	Megalomaniac		
21	PD	12	15	Hunted by Campaign Heroes,		
21	ED	16		8-		
7	SPD	30	15	Hunted by Mechanon, 8-		
14	REC	0	10	Public ID (President Robert		
50	END	0		Washington Kaufmann)		
54	STUN	0	123	Villain Bonus		
Cost		Powers			END	
15	Armor Piercing w/STR, OAF Gauntlets				2	
10	Find Weakness with Punch, 11-					
7	1/2 END Cost on STR, Activation 14-					
6	+3" Running, 9" total				2	
7	Power Defense, 10 pts, Activation 14-					
10	Damage Resistance (10 PD, 10 ED)					
5	KS: Occult 14-					
3	Oratory 14-					
3	Tactics 12-					
5	Instant Change					
15	Multi-billionaire					
15	Perk: Head of State					
6	+3 Levels w/visual PER Rolls					
6	+3 Levels w/punch					
OCV: 10; DCV: 10; ECV: 7; Phases: 2,4,6,7,9,11,12						
Costs:		Char	Powers	Total	Disads	Base
		240	+ 113	= 253	= 253	+ 100

Background: In the "real" universe, one of the greatest superheroes in the world is the Golden Avenger. This former eagle scout is the leader of PRIMUS, and famed for his devotion to fair play, justice, and the protection of the American Way. He is especially known for fighting against the evil organization DEMON, and a number of "evil mutant" groups.

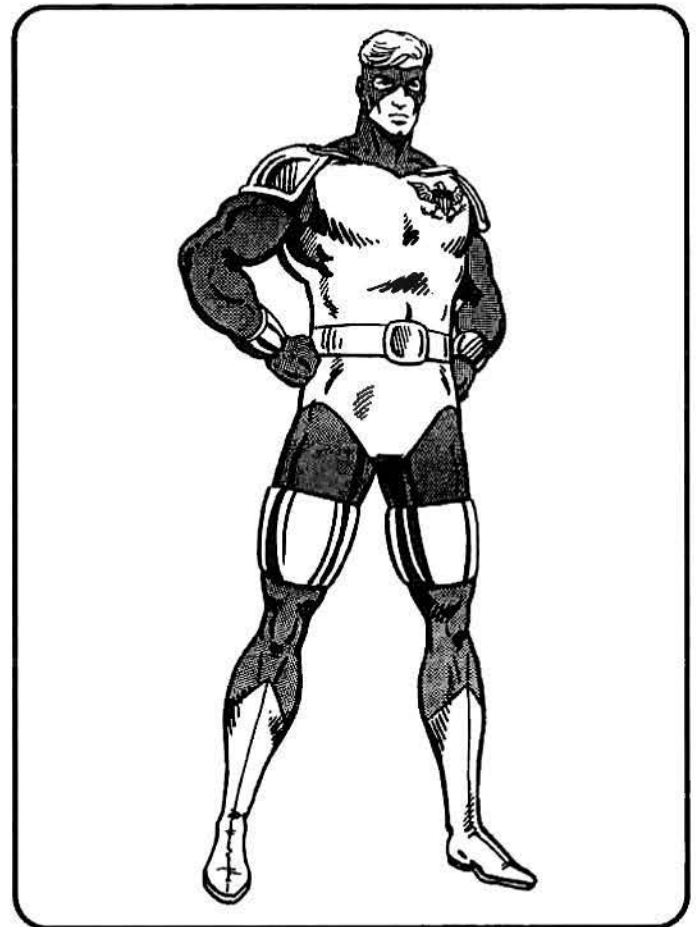
What a difference a world makes.

Welcome to Backworld. In this world, Robert Washington Kaufman was found by DEMON when he was an infant, and raised to become their inside man in the United States military. Their magic spells made young Robert stronger, tougher, and more handsome than any of the other recruits: a natural leader. Robert found it difficult to suppress his natural bullying tendencies, but unlike the "real" Golden Avenger, this evil Robert Washington Kaufmann knew how to wait to get what he wanted.

Eventually, Robert got into PRIMUS, the super-soldier program. Through clever manipulation, he became the test subject of an extraordinary program of drug treatments, bio-feedback, and augmentation. (The magic spells of his DEMON masters didn't hurt either.) Soon Robert was the Golden Avenger, the first super soldier, America's champion.

Robert rapidly advanced in PRIMUS's ranks until he became the leader. At this time, he viewed DEMON's usefulness to him as minimal, so he betrayed all save a few agents to PRIMUS. During this time, he made contact with some supervillains, and began to put his plan to takeover the United States in motion, destroying the world economy in the process. This plan eventually succeeded.

UNTIL and the United Nations were abandoned, and VIPER's financial backers lost their ability to keep that organization going. Soon, the Golden Avenger had everything he wanted. No rivals.



Robert Kaufman, President-for-life, ruler of humanity... Has a nice ring to it, doesn't it?

Personality: Robert Kaufman is a real slime. His goal is to have everything that he could ever want, and make certain that nothing in the world can challenge his control. He is a devious megalomaniac of an epic scale — for many years, the majority of the American people have bought his ultra-patriotic act (and he still has a fanatical personality cult that will do anything he says).

However, a growing number of people are beginning to question his sincerity. His sanity is even more questionable; Kaufman has no morals, no scruples, and is quite irrational when crossed.

Quote: "No man in the world is more proud of his country, and no country in the world has a right to be more proud than we are of the good "ol USA..."

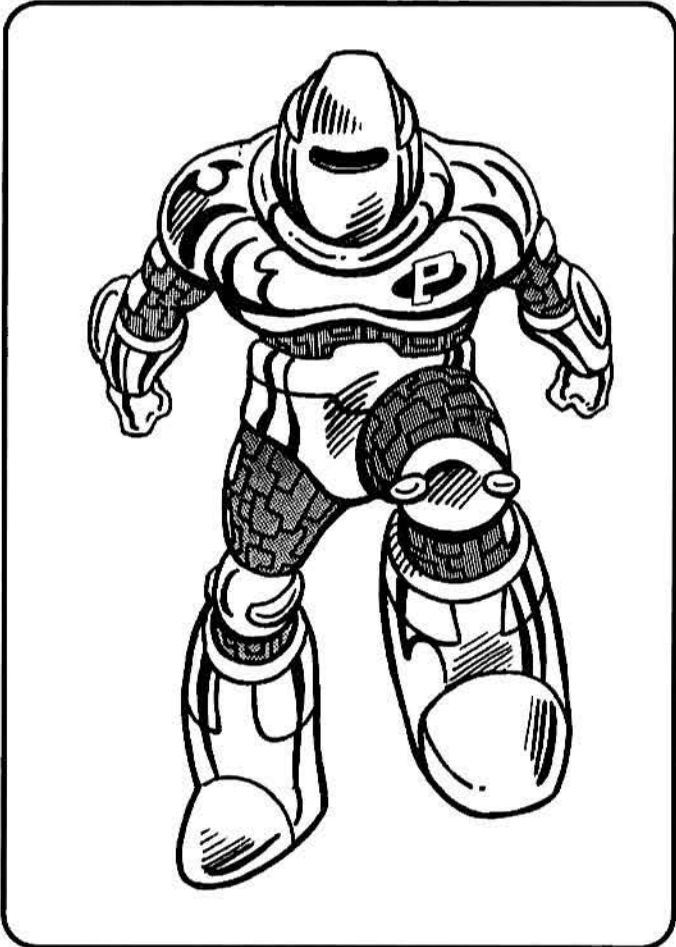
Powers/Tactics: Robert's extremely impressive physical characteristics left him with two significant weaknesses; his finely tuned metabolism becomes susceptible to poisons, and toxins, as well as high velocity missile attacks.

In combat, the Golden Avenger will try to find weakness and then hit the weakest known opponent with his armor-piercing punch. He'd rather torture a defenseless opponent than have a straight-up fight.

Appearance: The Golden Avenger's physical appearance and costume are identical to that of his "real" counterpart; over six feet tall, blond hair, blue eyes, and a build for which the word "impressive" is a severe understatement. His costume is gold colored with blue trim, with a red, white, and blue eagle symbol on his chest.

Author's Note: The real Golden Avenger and PRIMUS are the creations of Andrew M. Robinson, and were first published in *Organizations Book 2: PRIMUS and DEMON*. The villainous counterpart to the heroic Avenger bears only a superficial resemblance to the original character.

PRIMUS IRON GUARD					
Val	Char	Cost	100+	Disadvantages	
35	STR	25	20	Overconfidence	
17	DEX	21	15	Loves Violence, bullying people	
15	CON	10	15	Hunted by Campaign Heroes, 8-	
12	BODY	4	15	Hunted by the Underground, 8-	
13	INT	3	15	Public ID	
11	EGO	2	10	Thug Bonus	
15	PRE	5	9		
10	COM	0			
7+	PD	0			
4+	ED	1			
4	SPD	13			
11	REC	0			
30	END	0			
30	STUN	-8			
Cost	Powers			END	
45	9d6 EB, Double Knockback, 16 charges, Burnout 14- (OIF — Gauntlets)			0	
20	Armor, +10 PD, +10 ED (OIF — Suit)				
7	Life Support, Self-contained (OIF — Suit)				
4	+3" Running, 9" total (OIF — Suit)			2	
7	+10" Superleap(OIF — Suit)				
7	Hi-Range Radio Hearing (OIF — Suit)				
8	+1 Level with combat				
10	+1 Overall Level				
OCV: 6; DCV: 6; ECV: 4; Phases: 3,6,9,12					
Costs:	Char	Powers	Total	Disads	Base
	76	+ 108	= 184	= 84	+ 100



Background: Before the benign genetic effects of Cyberline were removed, many young mutants were created. Some of these young mutants agreed to join the "Super America" program, designed to hone their skills and brainwash them to serve PRIMUS. The most successful of these young mutants became PRIMUS Iron Guard agents.

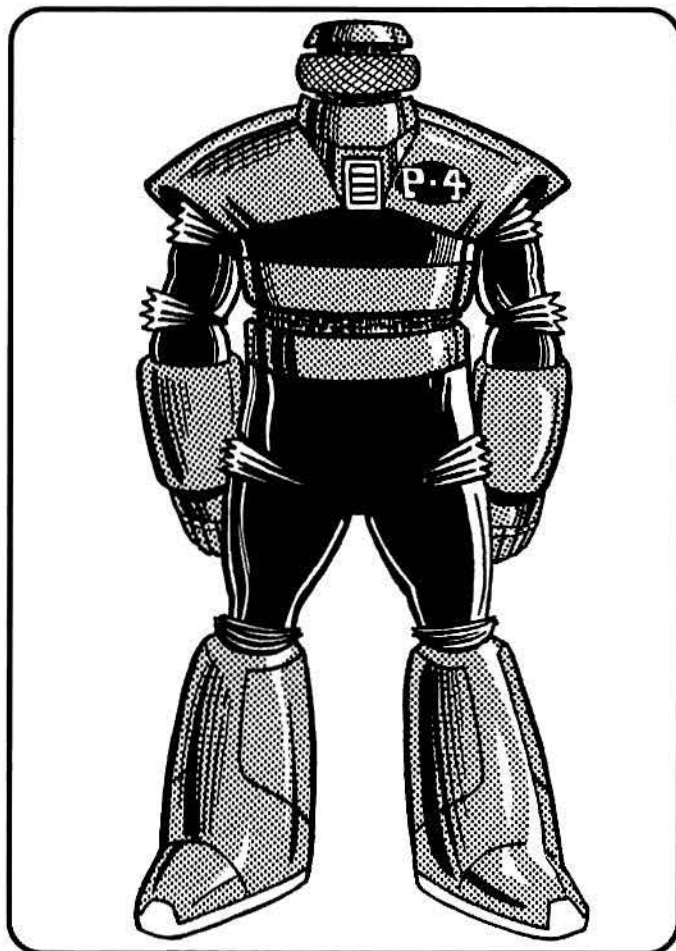
PRIMUS ASSAULT AGENT					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	20	Overconfidence	
17	DEX	21	15	Loves Violence, bullying people	
15	CON	10	15	Hunted by Campaign Heroes, 8-	
13	BODY	6	15	Hunted by the Underground, 8-	
13	INT	3	10	Public ID	
11	EGO	2			
15	PRE	5			
14	COM	2			
5+	PD	1			
4+	ED	1			
4	SPD	13			
6	REC	0			
30	END	0			
29	STUN	0			
Cost		Powers		END	
20	Martial Arts (Commando Training)				
		OCV	DCV	Damage	
	Strike	-2	+1	7d6	
	Throw	+0	+1	3d6 + v/5	
	Choke	-2	+0	2d6 NND	
	Disarm	-1	+1	25 STR vs. disarm	
22	Multipower (45 pt. reserve), (OAF — Carbine)				
2 u	3d6 RKA, 15 charges				
2 u	6d6 AP EB, 15 charges				
16	Armor (+8 PD, +8 ED, OIF suit)				
3	Flash Defense vs. visual (5 pts)				
2	+1" Running, 7" total				
3	Radio Listen/Transmit, OIF radio				
3	KS: Power Systems 12-				
3	Security Systems 12-				
3	Skill: Computer Programming, Deduction, Stealth, Streetwise or Tactics				
16	+2 Combat Levels				
10	+1 Overall Level				
OCV: 6; DCV: 6; ECV: 4; Phases: 3,6,9,12					
Costs:	Char	Powers	Total	Disads	Base
	70	+ 105	= 175	= 75	+ 100



Background: PRIMUS Agents come from all walks of life; the police force, the army, (some have even been culled from evil organizations such as DEMON and VIPER). After an extensive program of intense training, Cyberline treatments, and (of course) brainwashing, these men are ready to serve in the front lines to keep America the decent and outstanding country it's always been. The PRIMUS Assault Agents serve on the front lines of the struggle, following the orders of PRIMUS High Command (and the Golden Avenger) with blindness, diligence, regardless of personal risk. They're fanatics, and damn proud of it.

PRIMUS HIGH JUSTICE MACHINES					
Val	Char	Cost	100+	Disadvantages	
60	STR	20*	10	2x BODY from magnetic attacks	
23	DEX	39			
0	CON	-20	10	Hunted by Backworld Heroes 8-	
20	BODY	8*			
20	INT	10	15	Hunted by Mechanon 8-	
0	EGO	-20	10	Public ID	
40	PRE	30	301	Giant Robot Bonus	
10	COM	0			
10	PD	0#			
10	ED	0#			
6	SPD	27			
0	REC	-12			
0	END	0			
0	STUN	0			
Cost	Powers			END	
90	Multipower (90 pt. reserve)				
9u	12d6 EB (blaster) 0 END			0	
9u	6d6 Entangle DEF 6 (plastic/steel mesh) 0 END			0	
9u	4d6 RKA (electrical bolt) 0 END			0	
40	Growth (30 pts) 0 END, Persistent, Always On, 8m tall, 6400 kg, +2" reach			0	
60	Takes No Stun, Only Takes Body				
90	Armor (10 PD, 10 ED)				
5	IR Vision				
4	English				
5	KS: Enemies of the State 14-				
5	KS: Laws 14-				
20	Programs				
8	+4 Levels w/sight perc rolls				
10	+2 Levels w/Multipower				
OCV: 8; DCV: 8; ECV: n/a; Phases: 2,4,6,8,10,12					
Costs: Char Powers Total Disads Base					
82 + 364 = 446 = 346 + 100					

Powers/Tactics: These robots possess the necessary programs that will allow them to use their weapons intelligently in a wide variety of settings, issue warnings, try to subdue their opponents with presence attacks, etc. Their normal procedure is to identify their target, demonstrate their presence (i.e. use a Presence attack), and fire on anything that doesn't obey an order (such as falling prone) or matches an entry in their crime files (their KS: Enemies of the State).



Their attacks are to use their entangle first, render helpless anything that breaks from the entangle helpless with their EB, and then kill anything that won't be rendered helpless. They have one major weakness — their delicate memories make them vulnerable to magnetic attacks. They are not programmed to avoid causing incidental property damage or hurting innocent bystanders.

Appearance: These huge robots are nearly thirty feet tall. They are humanoid shaped, copper colored, and have no facial features. Their speakers are sensors are located in the blank space where a face would normally be.

Background: The High Justice Machines were originally designed by Dr. Albert Zerstoiten (sometimes called Professor Preserver); these were the prototypes for a much larger robot, who were designed as Preserver's defense against invading extra-terrestrials.

Then PRIMUS attacked Preserver, and stole the High Justice design, and adapted it for their purposes. Now High Justice Machines are sent into any place where known super-criminals are known to inhabit; they will destroy any super-powered being in their crime files. These are the cold, stoic, inhuman guardians of the age of freedom and morality, in an age that has neither.

Quote: "You are no match for the High Justice of America. Fall to the ground and remain in the prone position, and you will not be harmed. This is your only warning."



SHORT DIMENSIONS

This chapter contains 26 short dimensions. While not as extensive as the five full dimensions, these short dimensions should give the GM a good starting point, and plenty of information for a single scenario. With just a little work, any of these short write ups could be expanded into a complete dimension.

GMs wishing to use these dimensions should refer to the previous sections for ideas on how to flesh out each world.

Alien World
 Anti-Mutant World
 Aztec World
 Camelot
 Cartoon World
 Confederate World
 Dinosaur World
 Disaster World
 Egyptian World
 Hero World

Japanese World
 Mad Viking World
 Magic World
 Mecha World
 Monster World
 Normal World
 Old Russian World
 Old West World
 Prehistory
 Rome World
 Space World
 Soviet World
 Tech World
 Undersea World
 Victorian World
 Wimp World



ALIEN WORLD

Seeker looked up at the shattered Washington Monument.

"Oyl Wouldn't want t'meet whatever broke that!"

Defender simply pointed up to the sky. Seeker looked up to see a large saucer-shaped object which blocked out the sun.

"I do not wish to make you unhappy," Obsidian replied, "But I believe they are about to pay us a visit."

In this dimension, Earth has been invaded by alien enemies. The GM should decide whether the invaders are well-coordinated military types, or a band of wandering monsters. The GM must also determine what the aliens are like. Are they shapeless entities, who steal the bodies of their victims, or are they gladiators who exult in combat? (For more information, see *Invasions: Target Earth*.) What follows is a sample background for a post-invasion Earth.

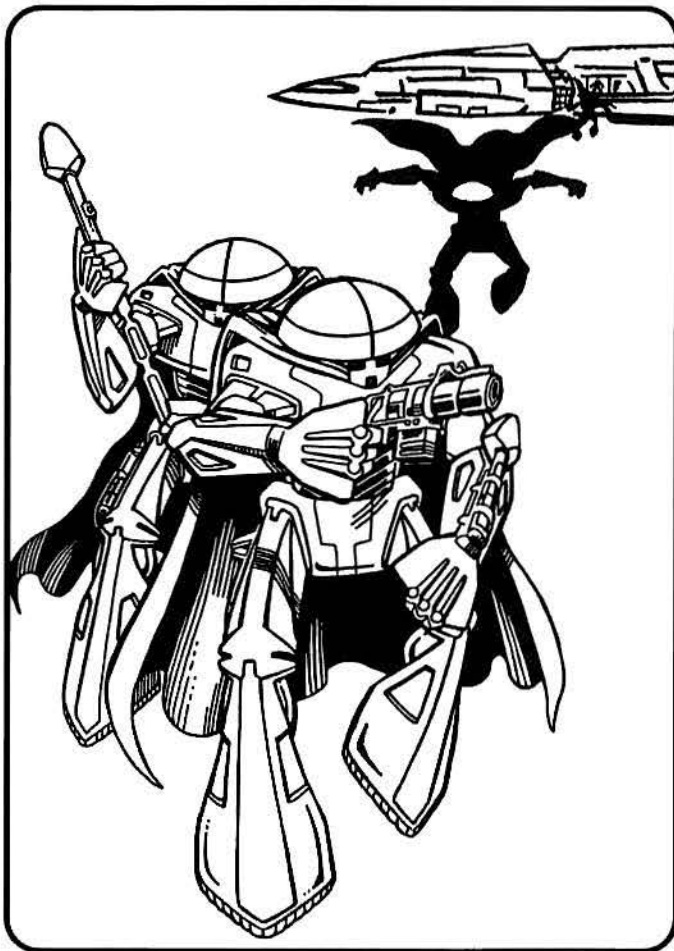
In the late 1960's, Earth was visited by a race of aliens known as the Vril. While they would not show themselves, the Vril claimed that they were friendly and wished to aid the people of Earth using their advanced science. Over the years, the Vril gave Earth every technological advancement the Earghtlings could ask for — medicine, communications, transport. Everything, that is, except weapons.

In the year 2021, the Vril, a race of lizard-like creatures, revealed their true forms and declared that they were taking over the Earth. At first, the people of Earth tried to fight. Human ingenuity, however, had been given more than 50 years to rot away. The last thing of any real significance which humanity had invented was the nuclear weapon, and the Vril had set up a special jamming device which prevented the weapons from exploding.

Once humanity saw how badly outclassed they were, most of them surrendered. The Vril took control of the planet, and have ruled with an iron hand ever since. They turned Washington D.C. into their world capitol, and most other major cities became military bases. The Vril control all of Earth's resources, which they are slowly shipping off-planet. Humanity has been reduced to a race of slaves, treated little better than animals by the Vril. Only a few humans remain to carry on the fight against the invaders, but they are badly organized and poorly equipped.

SCENARIO

The characters arrive in Washington D.C., only to find that the monuments are in a state of disrepair and large sections of the city have been destroyed by some form of high tech weaponry. As the characters explore, they find out that Earth has been invaded by a race of lizard-like aliens known as the Vril.



After a few encounters with Vril patrols, the characters are contacted by the human rebels. The rebels have a plan to reach the Vril mother ship and disable the jamming device which prevents the humans from using nuclear weapons. The plan might succeed, but they need the heroes' help.

First, the PCs must steal a Vril shuttle craft. Then they must either sneak aboard the mother ship, or fight their way to the control room and disable the jamming device. The last sequence should be the heroes escaping from the ship as the rebels launch a nuclear strike at it, perhaps jumping dimensions just as the missiles hit the ship.

This can be either a patriotic and uplifting scenario with all the heroes pitching in to battle the onslaught, or a depressing vision of the future with a handful of city states vainly holding out against alien aggression.

ANTI-MUTANT WORLD



"Why are they all so scared of us?" asked Solitaire, staring at the nearby crowd of people.

"I'm not sure," answered Defender. "Maybe this world has never seen a paranormal being before."

As the Champions contemplated their situation, the Minuteman robots homed in on their prey.

"Mutants detected in sector 311-A. This unit is proceeding to intercept and eliminate."

In the year 1980, the first mutants appeared. Some people saw their newfound abilities as an easy way to gain fame or money. Among these early mutants criminal groups were Eurostar, the Ultimates, and the Conquerors.

A few superbeings did have the courage to stand up to these villains. While these people were fewer in number, they were also quite significant; they included the Champions, the Protectors, and [your hero group]. Epic battles were waged between the new superheroes and the supervillains.

Of course, this war had its effects on the public. Many people found it disturbing that a battle between two paranormals could destroy entire city blocks. Since heroes and villains kept their identities secret, there was no legal way to take action against them. This forced people to rely heavily on insurance to replenish their lost savings, and thus insurance rates skyrocketed.

Eventually the public decided that it had had enough. Hatemongers had a field day. In the midst of all this anger, Genocide was formed.

Genocide is an organization created to destroy all super-powered beings, especially mutants. Its founder, Dr. William Andevers, decided that it would take much more than his limited funds to make Genocide a success, Andevers began looking into politics. His anti-mutant sentiments went over well with the public, and he was elected President in 1984.

One of his first actions as President was to authorize the creation of the Minuteman robots. These robots were specifically designed to track down and kill superbeings. Andevers stated that he would only activate the robots in times of crisis. He lied.

As soon as the prototypes were finished, they were activated. Systematically, each and every paranormal was hunted down and attacked. Few escaped the initial attack from the robots. Over the course of a year, mutants were wiped from the face of the planet.

Today, things are pretty grim. Almost every known hero or villain is dead. The few that remain are forced to live in concentration camps. As if that weren't bad enough, Andevers has gone completely crazy. Having seen the realization of his dream, the man has decided on his new goal, complete world domination.



Andevers already rules the United States with an iron hand. Without any superbeings to fight, the Minuteman robots are the most powerful weapons on the planet. Andevers uses them as his eyes, ears, and strong arm to keep the populace under control. He has even formed a fake resistance movement to root out anyone who would move against him. It is only a matter of time before he has complete control of the world.

SCENARIO

The heroes appear in the middle of a crowded downtown area. It should be instantly obvious that the normals are deathly afraid of the characters. Before the characters really have time to think, they are attacked by a Minuteman robot (use the stats for Mechanon and add 10 points of Growth.) They should be able to defeat it, but just barely.

As soon as they've trashed the robot, a member of the "underground resistance" approaches and explains how dangerous their situation is. He tries to lead them into a trap where they're ambushed by two or three Minuteman robots.

Once more, the PCs should manage to escape. Make it obvious, however, that if there is another encounter, they could be in real trouble. Allow the PCs to do some investigation. If the characters try and look up themselves, they will find that they were all hunted down and killed by the Minuteman robots.

After the PCs have a better idea what the situation is like, they can be contacted by the real resistance. It is led by the world's last free superpowered being: Doctor Destroyer. He claims that he has a plan to break into Genocide HQ and destroy all the Minuteman robots, thus freeing the U.S. It is up to the characters whether or not they help Destroyer, but his plan won't succeed without them. (Perhaps one of them has a special effect which is required the plan.)



AZTEC WORLD

The Champions all looked around the room desperately. There had to be some way out.

Obsidian pounded on a wall in frustration. "Hurry my friends. If we do not find a way out of here, they will surely kill Solitaire."

"Bleedin' right! They said they'd rip 'er bloody 'eart out!"

In our world, the Aztecs had an empire which reached across Mexico. They were knowledgeable about advanced mathematics, astronomy, and agricultural techniques. Their communication networks were superb and their cities were among the cleanest in the world. Some say it was only the Spaniards' weaponry and the Aztecs' superstition that allowed the Europeans to destroy Aztec civilization.

In one dimension, however, the Indians' mysticism was, at least in part, real. The Aztecs of this world worshipped the god of death, Mictlantecuhtli, and held him in esteem above all others. The reason for this was that Mictlantecuhtli actually appeared to the Aztecs, requesting blood sacrifices in return for healthy crops and successful battles. In return for the sacrifices, Mictlantecuhtli taught the Aztec priests how to use magic.

By the time the Spaniards came, the Aztecs were masters of the mystic arts. The Europeans guns were no match for the powerful spells of the Aztec priests. The Aztecs soon captured all of the Spaniards and forced the strange men to explain where they had come from.

Once he heard about Europe, the Aztec Priest-king decided that he must add it to his Empire. A fleet of Aztec barges were wafted across the Atlantic on a magical current. Once they arrived, the Aztecs laid waste to Europe. Before long, the Indians had taken over the entire Earth.

Today, Aztec World looks very much like modern day Earth as we know it. Technology, architecture and modes of dress are quite similar to those on the real world. However, appearances can be deceiving. 90% of the population is of

Indian origin. (Almost all Europeans have died out because of disease or mass sacrifices.) Also, there are no organized religions other than the worship of Mictlantecuhtli. Tiered pyramids can be found in any major city, and human sacrifice is still carried out regularly.

Magic is known only to the priests of these temples; its use is considered sacred. Important spells deal with weather, fertility and war. Technology is still relied on to provide the necessities (and comforts) of life that the priests' spells can not.

SCENARIO

The characters appear on top of one of the Aztec pyramids, during the middle of a human sacrifice. At first, the natives will be awed. They consider the characters to be gods who have arrived to receive the sacrifice personally. If the PCs try to stop the sacrifices, the natives will seem confused. Then, Mictlantecuhtli will appear, calling the PCs frauds. The god will call upon his people to hunt them down.

The PCs will be chased all over the city, but should be able to avoid the mob. (They are only normals after all.) At some point, the PCs should probably try and track down Mictlantecuhtli, who lives in a palatial cave outside of the city. The PCs should have to fight their way past some priests before they reach Mictlantecuhtli and discover his secret: he's not really a god, but a vampire-sorcerer who has organized the Aztec religion to insure his power as well and a source of food. (Use the statistics for Stalker, and give him a 50 point Magic Pool as well.)

It is up to the PCs to reveal Mictlantecuhtli as the fraud he is, and end the Aztec's practice of human sacrifices. This may be harder than it sounds. The Aztecs have practiced their religion for thousands of years. What's more, proving that Mictlantecuhtli is not a god will be difficult. (He is a vampire and a sorcerer after all.)



CAMELOT



"Sir Lancelot, art thou ready?" cried the Marshal of the Lists. "Ayel" said the knight proudly.

"And Sir Defender, art thou ready?" the Marshal asked in the same voice. "I don't believe any of this," came the mumbled reply.

"Then I charge thee, in the name of King Arthur, lay on!"

The PCs appear in Medieval Britain, as portrayed by the inventive romance writers of the Middle Ages. Arthur, having drawn the sword Excalibur from a stone, rules over the British Isles from his glorious castle Camelot.

Camelot provides a chance for the PCs to meet some of the most stupendous figures of legend: Arthur himself would be fascinated by the many stories the heroes had to tell of their journeys. Arthur has high Characteristics across the board, with numerous Skills helping him in war and governance. He also has Excalibur, a 2d6 Armor Piercing HKA (or better)! The Knights of the Table Round would all have STR and CON around 20, DEX around 15, and Combat Skill Levels with swords. Merlin, Arthur's enigmatic court magician, can be defined two ways. He is either a legitimately powerful sorcerer (about 300 points, possibly with a Variable Power Pool) or a skilled trickster (about 200 points, mostly Skills) — or he can be some combination of the two.

Other figures to have your characters meet: the fair Guinevere, Queen of Britain and wife to Arthur, whose affair with Sir Lancelot will eventually shatter Arthur's kingdom; Sir Palomides, a Knight of the Table Round who is constantly searching for the legendary Questing Beast (he never found it — use your imagination); the evil Morgan Le Fey, a witch who constantly clashes with Arthur and Merlin; and Mordred, Arthur's son, who in the legend mortally wounded Arthur in battle at Camlan.

SCENARIO

Any of the various stages of Arthur's reign could provide an interesting scenario for your characters. The PCs could arrive at the very beginning: the climactic moment when young Arthur (sometimes known as the Wart) draws Excalibur from a stone. Possibilities arise right away: will the heroes get challenged in the tourney? If so, will they win? What if the team brick gives the Sword in the Stone a try before Arthur gets a chance? Will the PCs help Arthur unite Britain?

Later in Arthur's realm, Sir Gawain informs the Knights of the Table Round that they have been charged with the Quest for the Holy Grail, or Sangral, which could only be completed by one with "holy blood" in his veins (or sang ral). Either Sir Galahad or Sir Percival completes the Quest, depending on which version you read, but with the addition of the PC's into the legend, who knows what may result! It's entirely possible that one of the more innocent or reverent PC's may find the Grail. This has its own complications; either the character must get the Grail into the hands of Sir Galahad without his suspicion, or he must return to Camelot with the Grail and tell

Arthur the truth — and perhaps become a Knight of the Table Round himself! To complicate matters, what if the PC's needed the Grail to cure one of their own members mortally wounded in battle?

For an action-oriented scenario, the GM can place the characters alongside Arthur at Camlan, in final battle against the usurper Mordred. Can the heroes make a difference? Will they keep King Arthur from being mortally wounded? If you want to give your characters a rougher time choosing sides, place them instead at Launcelot's last stand at his castle in France, the Dolorous Gard. The PC's then may choose whether to fight for Arthur or Lancelot, or perhaps attempt to reconcile the two, possibly by recovering Guinevere, who at the time was in a nunnery in Scotland.

Whatever the scenario, be sure to enforce the genre. Male PC's will be expected to be fair, honest, and chivalrous at all times; women may be treated as property, or — depending on their powers — witches. For examples of this setting, read *The Once and Future King* by T. H. White, or see the movie *Excalibur*. General guidelines for running fantasy adventures can be found in *Fantasy Hero*.





CARTOON WORLD

The Champions couldn't believe their eyes. Cats chasing mice with huge mallets. Mice fighting back with sticks of dynamite. Oversized anvils falling out of leaning, crazily-constructed, red-and-yellow houses.

"Ha!" said Defender, wagging a finger at Quantum. "See, I told you it was worth my while to watch cartoons!"

Talk about a change of scene! The PC's find themselves among the chaos of Cartoon Land, a dimension with a sense of humor. Physical laws cannot be trusted. Characters may find their powers, their costumes, or even themselves changed. And the locals... well, if you have to ask how the locals act you obviously haven't seen many cartoons lately. (If you're in a pinch assume the cartoon characters follow the most illogical course of action at any given time.)

The most prominent feature of Cartoon Land are the laws by which the world operates. Physics as we know them simply do not exist. Literally anything can happen, as long as it's funny, and no one ever dies.

The GM should pace the Cartoon Land adventure frenetically, starting the moment the characters realize where they are. Slapstick, sight gags, and incredibly-huge-but-never-harmful attacks should be the norm. For the first several minutes of the run, the characters will be attempting to get their bearings — don't allow them the chance!

Example: "Defender, you see a cartoon mouse pushing a piano out of a window above you! What do you do?"
"Er — dive for cover!"

"Okay, you jump clear — except the piano halts in mid-air, moves sideways until it's over your hex, and falls. Take... (the GM rolls at least 20 dice)... er, 2 STUN. There are now little chirping birdies flying around your head." And if he's the animated version of Defender, you might also describe that the mouse is now playing 'Edelweiss' on his teeth, which resemble an octave and a half of piano keys."

SCENARIO

Once they've had a good healthy dose of mayhem, give the heroes a break and allow them to figure out what's going on. This lets the PC's get back to the matter at hand, whether it be finding someone they came for (like Dimension-Man, for instance), recovering something, or just getting home. If they can get one of the Cartoon Leaders to stop for a minute and answer a few questions coherently, he'll be able to tell them

quite a bit about what they're looking for. Whatever they seek, he tells them, is in the hands of a standard cartoon nemesis; let's say this time it's cartoon gangsters in a secret hideout across town. The PC's shouldn't have much trouble finding it, he tells them — it's the house with a neon sign on it reading "SECRET HIDEOUT". (If they don't get somebody to tell them this, feel free to drop a large sign in front of them from out of the clear blue sky. The sign has the words "THIS WAY!" drawn on it with an arrow underneath. Subtlety has no place in Cartoon Land.)

When the characters tromp off to investigate, they'll find a house full of nine-foot tall Cro-Magnon gangsters in pinstriped suits (except for "Da Boss", who's in a contrasting suit and who is only nine feet tall by virtue of his six-foot hat). All the gangsters are gloating over their loot — bags of cartoon money! Whatever the players are looking for has been discarded in the corner; any prisoners (like Dimension Man) have been tied to a chair and forgotten. Naturally, the PCs will attack, and regardless of any plans, instant mayhem will be the result! Treat everyone in the room as if they have 6d6 Unluck, and the more absurd the PCs act, the more successful they should be! But in the end, as in all cartoons, the bad guys will be defeated, and no actual harm is ever done.

There are dozens of ways to leave Cartoon Land, and the funnier the GM makes the exit, the better (they fall through a circle of black paint someone painted on the sidewalk, they hit themselves in the head with something heavy and discover it was all a dream, they find the animator and demand that he bring them back, etc.)

GMs looking for source material should watch classic Saturday morning cartoons (which are generally better than the more modern cartoons); the movie *Who Killed Roger Rabbit* is also a must-see. The game *Toon* (by Steve Jackson Games) also has useful material.

Cartoon Land is not for every campaign; some players may resent their characters being lampooned. On the other hand, it may be just the thing to wind down a PC group after a particularly frightening or intense run. Give everyone equal time: spoof your villains, too! (Imagine a cartoon Dr. Destroyer?) If everyone has a good sense of humor, needs a break from the ordinary, and pays more attention to the tube than their cornflakes on Saturday mornings, there's no reason not to give it a try!



CONFEDERATE WORLD



It was bad enough that she was in another dimension; Solitaire knew nothing of Nashville in the first place. But she had to try to reason with these people!

"Please, you must believe me," she pleaded. "I'm not a spy. My friends and I are heroes."

"Well, I've never heard of you," said the young security guard at the shopping mall, "and you're not in the Confederacy's computer files. I'd better call in the ACCI."

Nearby, a ten-year-old kid's eyes grew wide. "The ACCI! There's gonna be trouble..."

It all started one hot August day in 1863. General Robert E. Lee, leaving the Army of the Potomac in defeat at Gettysburg, joined with reinforcements fresh from his native Virginia in a cornfield in southern Maryland. Within the week, members of that Virginia regiment raised the Confederate battle flag at the U.S. Capitol. The stunned Union surrendered immediately, made war reparations, and agreed to recognize a new sovereign country: the Confederate States of America.

From that auspicious beginning, things quickly deteriorated for the new confederation. States' rights interfered with cooperation and unity, and talk of a second secession began to circulate. It was not until war hero Robert E. Lee himself replaced Jefferson Davis as President that states began to answer to the central government, and by then the vital port of New Orleans was Confederate no longer.

But Lee and his flamboyant Vice-President Pierre Beauregard provided strong, charismatic leadership and began to ready the agrarian country to meet the challenge of the coming industrialized times. By the turn of the century, Atlanta, Houston, Richmond, and other Southern cities had become manufacturing centers as well as agricultural trading sites. Slavery became an outmoded system, and President Beauregard abolished it in 1887.

Today, the CSA is smaller than but not overshadowed by its reluctant neighbor to the North. The relationship between the two countries has been cool at its most cordial, but has broken out into open hostility only a few times. The CSA in particular is extremely paranoid about "Yankee subversives" coming across the border to ruin the "good Southern way of life", and the Agency for Confederate Central Investigation (ACCI) is ever vigilant and quite gung-ho about their duty. (Treat ACCI agents as you would FBI agents, except that the entire agency seems to have Overconfidence, and they

might carry some advanced weaponry to deal with American supers.) The main aspect of the Confederacy is their "Township System", a Southern version of apartheid which has drawn criticism from the United States and the world community. All Confederate states have separate-but-equal statutes to deal with blacks and restrictive immigration rules against minorities. Black and other minority Confederates are given their own counties and towns in which to live, and administer them as "distinct societies" within the states. Conditions in these Townships are generally poorer than the rest of the country.

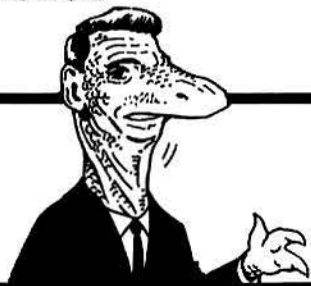
SCENARIO

The characters will find themselves in a typical Township upon arriving in Confederate World. From here, the adventure can be run one of two ways. You may choose to emphasize the squalid conditions of the Township and the plight of minorities in the CSA; if so, the characters can undertake a "fix-it" adventure, and use their skills and powers to spread the idea of peaceful and passive resistance throughout the Townships. Alternately, you may have the ACCI on hand to get on their case immediately, in which case the adventure becomes an action-oriented survival run as the characters break for the North or the Free Port of New Orleans, the separate city-state formed in the Secession of 1866. In either case, the characters would leave upon completion of their objectives, using either the same plot device which brought them there, or an already extant magical spell or technological device. If that's too short a scenario, the GM can combine the two adventure elements.

Remember, not all Southerners will be bigoted and terrible, and not all Northerners will be friendly and open-minded. Most of the citizens in both countries are simply normal people trying to get on with normal lives, and reacting to the world in whatever way they learned how. Southerners may not realize how unfair their system is; some Northerners may not agree that it is or may think it's none of their affair.

For bibliographical reference, Winston Churchill's excellent speculative history essay, "What If Lee Had Not Won at Gettysburg?" should give a better idea of what the Confederate status quo might be; for a fine example of superheroes in a modern CSA, check out *Captain Confederacy*, by Will Shetterly, Vince Stone, and John M. Ford.





DINOSAUR WORLD

Defender looked at the sea of green leaves surrounding him and sighed.

"Well... If we're home, we're nowhere near the United States!"

Then, the shadow fell over them. Jaguar spun and stared up at the thing. It was a three-story tall brontosaurus, wearing khaki safari clothes and carrying a large pink insect.

"I say Winston, I think there are a few over here!", the dinosaur shouted.

Was it a meteor? A comet? Competition from mammals and birds? Or perhaps global warming? Whatever the reason, all the dinosaurs died out on Earth millions of years ago.

But there is a dimension — Dinosaur World — where the dinosaurs never died off. Instead, dinosaurs evolved into fully sentient and rational creatures. *Homo Sapiens* never developed true intelligence, and men on this world are bestial creatures which the dinosaurs hunt for sport.



Over the years, the dinosaurs have developed a level of technology comparable to that of modern day Earth. On this world, dinosaurs wear clothes, live in houses (big ones), and do yardwork.

The biggest breakthrough has been in organic engineering. Most of their weapons, ships, and homes are grown, rather than built. Some examples of dinosaur technology include: Flying reptiles grown to scout out humans and other prey, creatures designed to deliver a poisonous sting to a pre-determined victim based on smell, and a battleship grown out of a plesiosaur.

Mechanical technology, however, is almost nonexistent. There is no such thing as television or radio. Communications are still limited to the speed of a carrier pterodactyl. Space travel is unknown, because no living thing yet known can live outside of the atmosphere.

SCENARIO

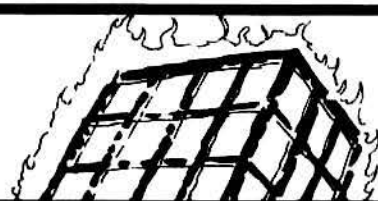
The heroes appear in a vast jungle. After exploring for a bit, the characters realize that they are not in Africa, or South America, but Europe — a supposedly temperate region. Just as this becomes clear, they are attacked by a party of dinosaurs dressed in hunting clothes. When it becomes apparent that the characters can actually fight back, the dinosaurs become frightened, and retreat.

Eventually the characters should discover that human beings, still in their Cro-Magnon state, are being hunted down all over the planet and put to death. The reason? One of the dinosaurs' top genetic scientists was doing research on human beings and discovered that *Homo sapiens* was a species with evolutionary potential; that is, humans could someday challenge dinosaurs. After informing the world leaders of this information, fear spread through the reptiles' political network. What if these creatures eventually evolved enough to replace the dinosaurs? The order was immediately given that all humans were to be hunted down and destroyed.

There are many ways that the PCs could react to this. Perhaps they might try to reason with the dinosaurs, who have developed a set of moral standards similar to those of Earth. If the populace found out that humans had sentient thought, there might be tremendous objections to the current plan (like the animal-rights activists on Earth). If the GM wanted to be more bleak, these efforts could fail. Then the heroes would have to lead a guerilla war against the dinosaurs until a treaty could be signed.

For more information on possibly scenario ideas, consult the *East of Eden* series by Harry Harrison, or any of the *Planet of the Apes* books.

DISASTER WORLD



The Champions looked around them at the ruined city. "We better get out of here," said Defender, "I'm picking up a whole lot of radiation in this area."

"My god," whispered Solitaire as she stared at the silhouettes burned into the walls, "They really did it."

In the year 1990, news began to spread of a middle Eastern Leader calling himself the Source. This one man, later identified as Akeem Accad, claimed to be the next prophet — the mouth of Allah. He was known for his rabid anti-American and anti-European sentiments. He claimed that the East had been used by the West for too long.

Within five years, Accad had gained a fervent religious following. His people were known for their fanatic devotion and their willingness to die for his cause. In 1997, Accad and his followers started a rebellion which eventually consumed both Iran and Iraq. Accad took power, combining the two countries into Karanistan.

Within a year of its creation, the new country became the home of most known terrorist organizations. After a hijacking was traced directly to Tehran, the United States demanded an apology.

Akeem Accad's responded by saying, "We do not deal with greedy western pigs. Let Satan burn."

Infuriated, the United States called for a trade embargo on Karanistan. Karanistan responded with new terrorist assaults, including attacks on NATO and U.S. military bases.

After the raids, the U.S. declared war upon Karanistan and began conventional bombing. Everyone expected a short war. Certainly, no one expected what happened next. Karanistan revealed a large stockpile of nuclear weapons and threatened to use them if the United States and Europe did not surrender to them within a week.



Figuring that no one would be crazy enough to start a full-scale nuclear war (and not wanting to give in to blackmail), the United States refused. Accad was crazy enough; he launched his missiles. Almost every major American, Soviet and European city was devastated in the initial onslaught. The U.S. and the U.S.S.R. both countered with strikes of their own; Karanistan was turned to glass.

Today, the world lies in ruins. 90% of the population is dead, and civilization is slipping away. Most of the survivors live as nomadic gangs, scrounging whatever they can get. People will kill for almost anything useful: food, guns, fuel or shelter. A few outposts of civilization remain, but they guard themselves carefully, fiercely protecting what they have left. Radiation-scarred mutants prowl the wastelands, feeding on whatever they can get their hands on... including human beings.

GMs who want additional source material should watch the movie *The Road Warrior*.

The game *Twilight 2000* (by GDW) also has excellent source material.

SCENARIO

Once the characters have been given a chance to explore the environment, they must decide what to do. They may wish to try and find out why the war occurred. The only remaining history texts are in the outposts, and they refuse to admit any strangers. Most people don't even remember what happened. Most of them are too busy staying alive to worry about what caused the whole thing.

On a worldwide scale, there is probably not much the characters can do. On a regional scale, the PCs could stop rampaging mutants or sprawl gangs. Perhaps one of the outposts needs a new supply of food.



EGYPTIAN WORLD

"Ancient Egypt," said Defender, looking in wonder at the unfinished pyramids around her. "What a tremendous historical opportunity!"

Quantum whirled, crouching for combat. "Doesn't look like the locals are too interested in history!" he shouted as a band of spear-carrying Egyptians rushed toward them...

Egypt, the cradle of civilization! This world is the Egypt of 1300 BC — the land of the Pharaohs. The heroes will no doubt be fascinated at the spectacle of the Sphinx and the Pyramids being built, the principles of agriculture, just developed, worked upon the black silt by the mighty Nile, and the pharaohs commanding their people by divine providence. The characters' amazement will be short-lived, however — as the Egyptians attack!

SCENARIO

The reason lies only a few days before, as one of the hero team's enemies, perhaps Dimension-Man, arrives in ancient Giza. The curious Egyptians, unable to understand this "man from the sky" and his unusual costume, consult their priests — and Dimension-Man takes advantage of the situation! Laboriously, communicating mostly with gestures, Dimension-Man explains that he was sent by the sun god, Amon-Ra, and describes others that will come after him. These "spirits who follow" will be dressed strangely, as he is. Capture them, he commands, for they are minions of Set, God of Darkness, and irredeemably evil!

The characters will find the crudely-armed Egyptians no match — they're basically normals, armed with 1 1/2d6 HKA's. Their true purpose is as a distraction away from the real danger, which lies either in the villain (Dimension-Man, is hiding in the Sphinx, readying the Energy Blast pistol he swiped from a high-tech world...) or in the priests, who can attack with magical spells. Recommended spells include Flash or Change Environment (creating bright light, especially if the priest wor-

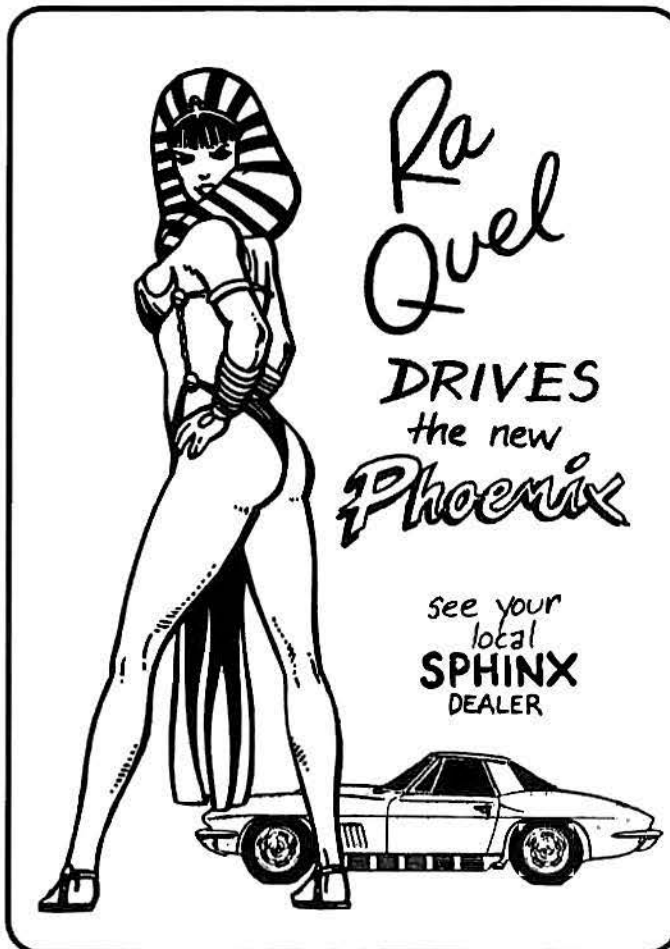
ships Amon-Ra), Ego Attack, Flight, Energy Blast (defined as creating fire, or using an ankh to focus sunlight into a powerful energy beam), and Dispel.

If the heroes are caught, they'll be tossed inside one of the pyramids "to be speedily sent back to the Underworld". There's air in there from ventilation shafts, but the closeness and heat can cause problems, and should be emphasized by the GM, perhaps by using Long Term END rules. Characters capable of Shrinking are sealed in jars and left elsewhere in the pyramid.

The key to getting out involves finding the right passage-way — some pyramids had dozens of them. If no one on the hero team has sufficient powers, allow them to find an old magical scepter, which glows when pointing in the proper direction. Even when they're travelling in the right direction, there's no telling what they might find in there; scorpions, grave-robbars, ghosts, even actual Egyptian deities (taking a vacation from God World, no doubt!). There could even be vast piles of treasure.

Once the characters get out, it'll be a matter of catching the villain and getting home. The cities in Egypt didn't always get along, and it shouldn't be too hard to find a priest in another city who will believe them, provided they can get to another city. Universal Translator, as always, is very helpful here. Rallying back with their newfound allies, the PC's can capture Dimension-Man and maybe convince the first priest of their innocence. It would be handy if they did, for the priests know a spell of dimensional transport, but it involves both of them working in concert, something they haven't been able to do for years. Afterwards, allow a historically perceptive character to realize what they've just done — by getting the two cities talking, the PC's may have just helped the early civilization get over its main stumbling-block: the unification of Upper and Lower Egypt!

For extensive guidelines on gaming in Egypt, see the *Fantasy Hero* book, *Mythic Egypt*.



HERO WORLD



As the Champions once more entered into a new reality, they could hear a siren blaring in the distance.

"Look," cried Quantum, "A bank robbery."

"I'll stop it, mates," said Seeker, "This'll be the easiest job I've 'ad in ages."

With a few acrobatic flips, Seeker landed inside the bank. Before he could approach the robber, however, an elderly woman at the end of the counter took off her emerald-quartz glasses. Green beams shot out from her eyes, knocking the robber into a book rack.

The woman replaced her glasses, then looked around at the other patrons, all of whom were readying blasters or priming energy blasts. "I got him first! The eye is quicker than the hand, you know." She smiled primly.

Two police officers — each bigger than Grond — lifted up the seemingly normal robber. One of them poked him in the chest and said "He wasn't too tough. I wonder what his mutation was?"

Seeker looked down at the Triple Irons in his hands. "What the 'ell 'ave I gotten myself into now..."

Imagine a world where *everyone* had super powers. In the year 1960, this Earth was bombarded by a burst of cosmic radiation. Everyone on the planet was endowed with super powers, most of them based on a person's personality or innermost desires. Suddenly, mechanics could control machines simply by thinking about them. Pilots found out they could fly. 98 pound weaklings across the world developed super strength.

At first, there was complete chaos, since the traditional laws were insufficient to deal with the glut of paranormals. Fortunately, President Kennedy had been gifted with incredible presence. He pulled the United States back together, creating new laws to regulate the use of paranormal abilities. Also fortunate, most of the police and military soldiers had developed advanced combat abilities, and they were able to keep the other paranormals in line.

The GM has two options when using this dimension. One is to try and make it serious. In this case, the world is a totalitarian state where everyone is strictly monitored and laws are enforced with an iron hand. The characters may find this kind of dimension extremely dangerous since the opposition is specifically geared to stop renegade paranormals.

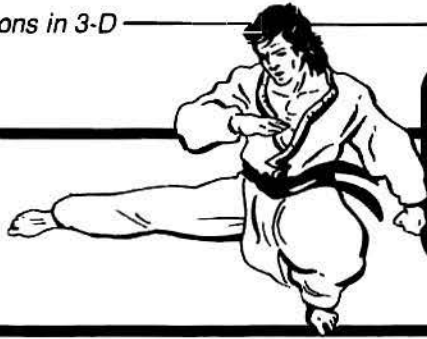
The second — and probably best way to use this dimension is for comedic effect. Imagine a setting where *everyone* has a superpower of some sort...



SCENARIO

What type of plot ideas could seriously be used in this kind of world? Try having the players appear in a seemingly normal city and instantly witness a bank robbery, a terrorist attack or some similarly typical plot hook. When they attempt to offer assistance, a police officer shoots the criminals with an energy blast. Furthermore, the little old lady at the end of the counter elongates her limbs to hold the "young whipper snappers" while the police officer goes for help.

If the GM is using the serious version of this world, then the police should hunting down the heroes. After all, they look like renegade paranormals. It should quickly become apparent that the police of this world are truly dangerous. PCs put in this kind of an environment will have to find a way out, and fast, before they are captured.



JAPANESE WORLD

SCENARIO

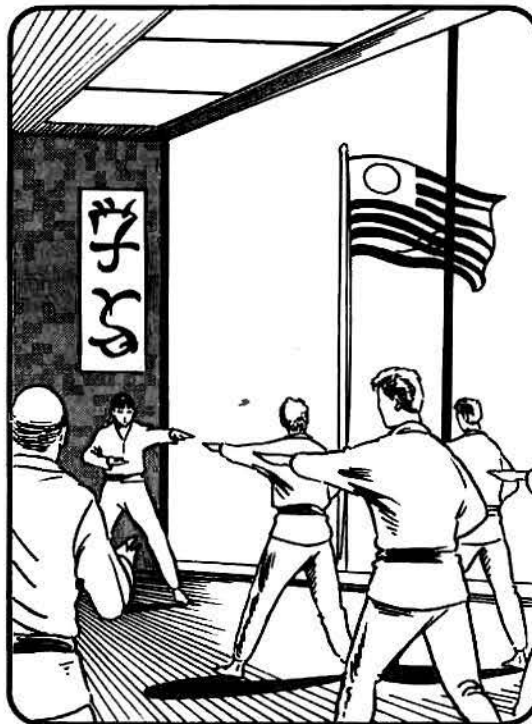
"I can't believe it," said Solitaire happily. "Look, the Golden Gate Bridge! We're in San Francisco! We're finally home!"

Jaguar, who wasn't convinced, continued to survey the skyline. "I don't think so, Solitaire," he said shortly thereafter, his gaze coming to rest on an Imperial Japanese flag...

It was in the 1600's when news from the outside world filtered through to their shores. Rather than isolate themselves to protect their way of life, Japan longed instead to be a part of the world scene and carve a niche for itself on the map...

Throughout the 1700's, Chinese warlords found their lands falling to the samurai-led Japanese invading forces, and Japan's sailing ships, modeled after Western influences, claimed island after island in the Pacific for the Emperor. By the mid-1800's, the British, Russians, and Mexicans began losing trade and territory in western North America to the Japanese, who used Hawaii as a mid-way point in their trans-Pacific route. It was also during this time that the Empire would gain a powerful enemy: the United States, whose dreams of "manifest destiny" faded in the Rising Sun. The enmity prompted two wars between the two countries, the last started by the infamous American sneak attack on the Japanese Navy at Pearl Harbor in 1941.

The Japanese Empire flourishes still in 1990. Well-established in the "outlying provinces" of Southeast Asia, Canton China, Manchuria, Siberia, Alaska, Oregon, California, and the islands of the South Pacific, the Empire is supported by a lucrative trade route with these areas. Technology and manufactured goods are shipped overseas; natural resources are shipped back to Honshu. Tokyo is by far the richest city on the globe, and with the overcrowding problem long since solved, the standard of living is very high. Almost everyone who expects to wield any sort of world power must first be conversant with the Japanese way of life; Japanese is routinely taught as a second language in most developed countries.



While the Japanese have a firm control of the Pacific, not everyone would like to keep it that way. After the heroes make their presence known and learn to deal with the accents (English is spoken in California, but it's strictly a second language), they'll be approached by two normals speaking English with a straight American accent. These individuals will agree to show the PCs around, but it will become apparent that they actually resent the world in which they live. If the characters seem receptive, or express any sort of offhand disdain for Japanese, however slight, the pair will bombard them with questions about their feelings towards the Japanese presence — "Don't you think it'd be better for California if it was in American hands?" A little bit of digging (use Conversation Skill) will reveal their true

loyalties; they're with a band known as the CLF (California Liberation Force), and they'd like the PC's to join them.

The CLF may appear reasonable at first, but if the PCs check out the recent media (almost all in Japanese, of course), they can discover that the CLF is a well-equipped terrorist force. The CLF is known for their trademark cowboy hats, and a penchant for striking at Japanese interests all over California, regardless of what innocents get in the way. The PC's must root out the CLF's hideout and take them on before their next action — an attack on a business conference at a hotel downtown. CLF agents would all be Talented Normals, each with +6 DEF Body Armor, a pistol (1d6+1 RKA), and maybe an automatic weapon (use the write-up for an Uzi, *Champions*, p. 200). If the PC's are very powerful, give the CLF some paranormals of their own. An even more challenging adventure might be explaining the whole thing to the

authorities, who aren't exactly on the friendliest of terms with the United States.

Keep in mind that some older Japanese traditions and practices would not have "Westernized" all that much, and other modern ones — such as those designed to curb overcrowding — would never have developed. For example, the PCs shouldn't be surprised if, when a Japanese police captain is killed by the terrorists, the policemen under his command go all-out in an attempt to shoot the murderer and avenge their fallen captain!

A good example of a Japanese World can be found in the novel *The Man In The High Castle*, by Philip K. Dick.

MAD VIKING WORLD



It would have been a typical American city scene, except that on the sidewalks... in the windows of the skyscrapers... in cars which sounded like nothing more than four-wheeled horns... every single person was a horned-helmeted Viking.

"Reminds me of a history book I read once," said Solitaire.

"Reminds me of a planet I once visited," said Obsidian.

"Reminds me of a very bad movie," said Quantum.

"Reminds me of my last date," said Seeker...

In the 11th Century, Leif Erickson and a band of hardy countrymen set off on a great journey of exploration. He found many exciting and different lands — Greenland, Iceland, Labrador, Newfoundland — and on each one, he attempted to set up a colony which could serve as a trading city in years to come for his homeland. But in each case, Leif was thwarted — by his wife. You see, all Mrs. Erickson wanted was a nice, warm place in which to live for a change, so that she and her children could spend some time at the beach while Leif was off on yet another raid. And Mrs. Erickson was used to getting her way.

So Leif Erickson continued down the coastline of this strange new world until he sighted a place exactly the way his wife wanted it — lush, green, and warm. Leif immediately claimed the land for his homeland and established his colony, which soon grew by leaps and bounds. Others of his homeland also established their settlements there, eventually colonizing most of North America.

Today, all nations of this world have progressed far from those early, barbaric stages, gaining refinement and wisdom, and taking their place in the world as a civilized nation. All nations, that is, except one: the American Vikings, who continue to baffle sociologists worldwide by continually defying any force of civility that might, by chance, befall their society. In other words, if your characters thought crossing the street was hazardous at home, have 'em show up here and try it ("Uff da!")

SCENARIO

The GM should start the scenario by giving the PCs a sympathetic Viking to show them the hazards of a modern city full of Vikings ("Vellkømm to Nu Jørki Háv a nice dei!") and explain a little about life here on Viking World, which has

all the familiar trappings of home: cars, buildings, politicians, high electric bills, even language, which requires more of a sense of humor than Universal Translator to figure out ("Hálloo, mi smál frind! Ysint itt á løvli dei???"). Everyone here is a Viking, and brings that unique Viking attitude to every situation.

As an example, treat your characters to a little slice of modern Viking life as they're walking down the street: a Viking policeman who repeatedly attempts to break up a fight, finally shrugs his shoulders, and wades in, on the premise that he hasn't had a good scrap in days. Similarly, the PCs could see a line of Vikings at a computer shop, each one carrying some piece of computer equipment with an axe sticking out of it, or a roadside diner with a table full of Vikings singing for Spam.

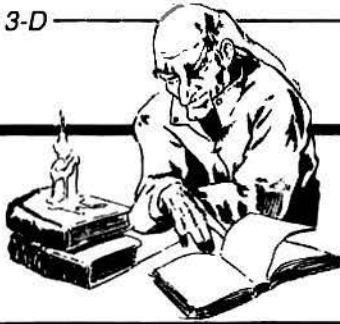
Characters asking to be taken to the Viking leader may find this requires some doing. The last attempt at permanent central government ended in 1787 when the 57th Continental Congress disintegrated in a fight during a coffee break over who got the last donut. Since then, they decided to go back to the old way: hold a fyrdmoot, a yearly or twice-yearly meeting where Vikings gather to make laws, tell stories, sing songs and drink — mostly drink. Very few laws get passed, and fewer still are adhered to, but the society seems to run just fine without them — at least to a Viking.

Heaven help the PC's if they should mention that they're here looking for something or someone, such as Dimension-Man. A huge group of enthusiastic Vikings will volunteer to help them recover it — whatever "it" may be. The Viking raiding party lends new meaning to the words "straight-line movement" and won't slow down

until they've found what they're after. By that point, the PC's may find themselves having to rescue Dimension-Man from being pummeled senseless and stripped of all his valuables, including the ones that the PC's were really after. If you really want to terrify your PC's, have a villain get to Viking World first and send a Viking raiding party after them...

By now, you should have gotten the idea that this dimension is not to be taken seriously, nor does it give any sort of realistic information about Vikings. It's tailor-made to provide a break in between "heavy" adventures. Watch the movie *Erik the Viking*; it will put you in the mood.





MAGIC WORLD

Jaguar growled involuntarily. He hadn't gotten used to the fire-fountains in the park, or the flying carpet that had brought them there. "It feels wrong," he said.

"Oh, come on!" said Solitaire with a smile. "How much better can you get? Look at all the wonderful things you can conjure here, just by saying 'Alakazam!'"

Suddenly the sky began to grow dark, and a bolt of lightning flashed down from the sky.

Obsidian's dark eyes grew wide. "What did you do?" he asked in a confused tone...

At first glance, this world will indeed seem a veritable paradise. Cars, factories, and power plants are non-existent; the flying carpets, magic wands, and spells of perpetual motion which developed in their place never polluted the air. Cities are open and there's lots of room to breathe in. But soon the PC's will begin to realize that they're simply not equipped to deal with everything — *everything* — being run by magic. And magic performed by the untrained is perhaps the most dangerous thing in the entire dimension.

This dimension is and always has been saturated with magic. Technology never really evolved here simply because there was no need; even the least talented Magic Worlder could be taught a couple of basic spells. Magic is so free here that normal, everyday activities could set off some sort of complex, unintended spell, often with disastrous results. The residents have long since learned how to keep such events from happening by automatically placing special spells on babies at birth — an "inoculation" of sorts. This enables everyday life on Magic World to go on much like modern-day everyday life, but with magic taking the place of technology (you can ride your flying carpet to work, play "video games" on a magic mirror, etc.)

However, the PC's won't be so lucky and won't know it. Think of it as granting each PC a 50-point Cosmic Variable Power Pool with the Limitation *No Conscious Control*. Maybe the Martial Artist's combat moves mimic the Gestures of a rain-maker's spell. This should be used mainly for dramatic (or comic) effect. At the very least, the GM should be consistent — if he's determined that a character's Energy Blast does nothing but fizzle in Magic World, then it shouldn't mysteriously go off later in the adventure.

Technology-based characters will be uniquely surprised at the intense scrutiny they receive; almost every Magic

Worlder will consider technological gadgets absolutely fascinating. Anyone seen operating a digital watch will draw stares; a character who uses a two-way radio will draw a crowd, wanting to see what he's talking to and why it's talking back. Powered armor? Best not to think about the reaction, although a hero could always pretend it was magical in origin.

Magic-based characters are in for a more rude surprise. When they start salivating at the prospect of using their powers at perhaps 1/2 or 0 END cost, allow them an INT roll. If they make it, remind them what would happen if they struck a match in an atmosphere of pure oxygen! Magicians will find

their powers going absolutely haywire if they have no previous experience with magic-rich environments, and may require quite a bit of practice to get them back within manageable levels again. Certain magical powers may not work because they're overloaded (such as Detect Magic, which would prompt a Flash vs. Detect). If there's no time to retrain properly, a mage may be forced to fall back on his non-magical skills.

A fine example of Magic World can be found in Poul Anderson's *Face of Chaos*.

Getting back would require the services of a very learned Magic Worlder to perform a spell. The spell itself, to the magician, is not hard; acquiring his services is. The magician may hold a well-respected office or position around town, and not have the time or the inclination to help — unless the PC's were willing to make it worth his while, of course...

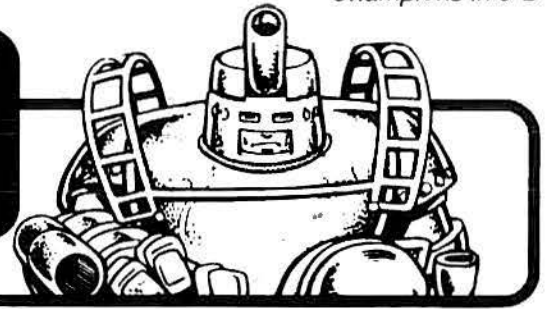


SCENARIO

After the characters have some time to explore, they are approached by a psychic man who tells them that their arrival has been foretold. If they are willing to listen, the old man tells them a story. This tale describes a dark and evil sorcerous lord, Tathe, who is using his power to try and enslave the entire world. He has acquired an ancient artifact, an amulet which protects the wearer from all magic. (Thus none of the local heroes can affect the evil lord at all.) If the characters do not attempt to stop him, Tathe will soon conquer the entire world. (As an added incentive, the GM may wish to have Tathe own a mirror of dimensional travel.)

If the characters accept, they must confront lord Tathe. Tathe is this world's Doctor Destroyer, and he uses magic instead of technology (obviously.) Use the stats for Doctor Destroyer from *Classic Enemies*.

MECHA WORLD



No trees were standing on the landscape around them. Blast craters and shell fragments dotted the ground. It resembled the Moon more than Earth. "I wonder what happened here," said Solitaire.

"Halt! State your names and your business!" The Champions wheeled around. A gigantic robot, standing over a mile away, hummed audibly with power.

"I think we might be in trouble," said Jaguar.

"Maybe... But what a suit of armor," muttered Defender.

It didn't take long for the machines of war to adapt to the 21st Century. The problem in certain world "hot-spots" such as Central and South America was armor, or the lack of it. The terrain wouldn't allow any tanks across it, and ground troops and aircraft either didn't pack enough punch or couldn't withstand terrorist-style "hit-and-run" attacks. What was needed was some variety of armor which could ignore guerilla forces and deliver powerful attacks when it reached its destination.

Enter Dr. Isao Takamoshi. His training with robotics in Tokyo led him to the creation of a battlesuit prototype which he believed would eventually be the best defense for Japan in the "uncertain times" of 2015. His ideas were a complete success, and soon not only Japan but many nations around the world had literally "armored infantry" in their defense forces.

Takamoshi's battlesuits were so successful, in fact, that it seemed the only way to stop battlesuits was to build larger battlesuits. Soon soldiers were forced to ride them rather than wear them; these would later be acknowledged as the first true mecha, or warrior-robots.

Today, with the second decade of the 22nd Century barely underway, the mecha rule the battlefields of Earth, retaining the original advantages which caused their development in the first place. They have superior mobility and are able to traverse all types of terrain where ordinary armor would bog down. They move far faster than the fastest ground troops. Their upright "bodies" give them a high density of offensive weaponry and can instantly demoralize the much smaller ground forces. And they can be operated by a handful of semi-trained soldiers.

Mecha, in *Champions* terms, should be bought as extremely large vehicles, with the smallest having at least 40 points of Vehicular Size, with the long dimension being vertical, not horizontal (see the Growth Table for Vehicles, *Champions*, p. 185). Mandatory Powers include Armor, Life Support, Enhanced Senses (Radio to keep in contact with other Mecha, plus Radar or similar Senses to locate targets), and Energy Blasts or RKA's to represent its weapons.

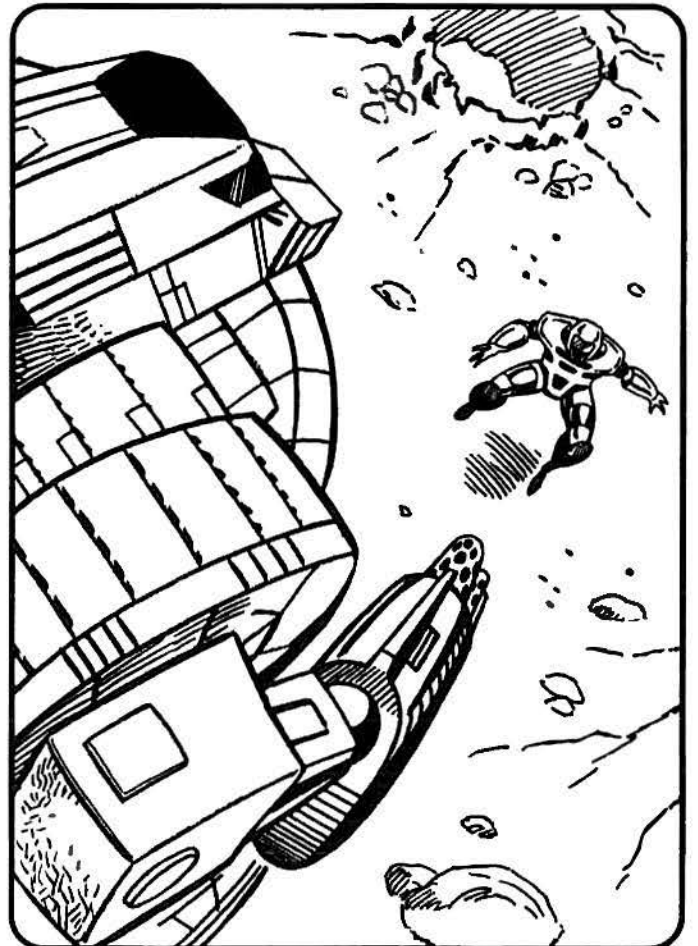
A large mecha should be enough to take on all but the most powerful superhero groups. Keep in mind when aiming for play balance during the combat that mentalists and martial artists will probably be ineffective against the heavily ar-

mored mecha. However, these characters need not be useless; a flying character could carry a martial artist up to the mecha's cockpit where he could attack the pilot, for instance.

SCENARIO

The characters will be appearing in a war zone, and will likely be attacked by both sides. The GM could choose to have a clear-cut, "good-guys-vs.-bad-guys" scenario in which it's easy for the characters to determine which side to join. Alternately, the war could be morally ambiguous; the characters have to choose the lesser of the two evils.

To add more spice to the run, try this scenario: one group of mecha is guarding, of all things, a dimensional gateway, and trying to prevent the other group from capturing it and using it for their own purposes. Not enough of a dilemma for your PC's? Have the "good guys" guarding the gate; the heroes will have to throw in their lot with the bad guys to gain their ticket off the dimension... or will they?





MONSTER WORLD

The Champions stood in a dark alley, the latest stop in their recent journey.

"Where are we now?", asked Solitaire innocently.

A young punk stepped out of the shadows, brandishing a switchblade. He stepped up to Jaguar, who was still in his human form.

"Hand over your wallet, man!"

"Amigo, you do not know what you are dealing with..."

With a smile, Jaguar transformed into a giant cat.

Solitaire's giggle died in her throat, as she saw the young punk transform into a large black wolf...



On this Earth, there are no superbeings, alien races or other such people. Instead, there are monsters. Vampires, werewolves and mummies all exist alongside mankind — and they are not at all uncommon. While not everyone is a monster, most people have seen one in action.

Many of these monsters have fallen into lives of crime. There have been reports of vampiric serial murders. Similarly, werewolves often form gangs or packs which roam the deserted areas of cities. Some creatures have even taken control of organized crime: the mob boss of New York is thought to be a spellcasting Lich.

Other creatures have turned to more legal professions. Several monsters are employed as police officers, office workers — even insurance salesmen. (Zombies and mummies make excellent night watchmen.) These creatures try very hard to fit in with the rest of the world.

The GM using this dimension can either make this world seem serious, or he can try for a more comedic affect. If the GM wishes to make Monster World serious, then monsters should exist on the fringe of society. People are afraid to go out at night, and with good reason. Most, if not all, creatures are evil and they take their delight in killing innocent humans.

Should the GM desire a more comic affect, he simply has to make the monsters funny. Have a professional wrestler who is an actual Mummy. There might be television ads for restaurants which specialize in exotic blood types. Perhaps *everyone* is a monster, and they are afraid of normal people.

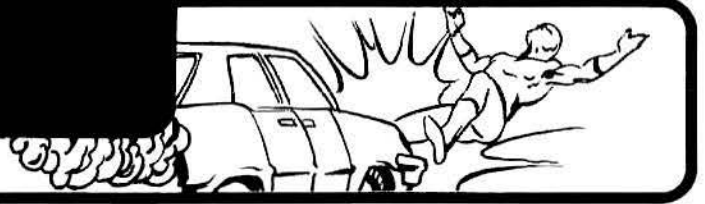
SCENARIO

The characters arrive in a dark alley just in time to see some kind of shady deal taking place. If the heroes try and break it up, they two participants attempt to flee. One is a normal, 17 year old kid, Joey Wates. Joey represents a chemical company which is developing a special drug which would allow vampires to walk in the daylight. The other

person is Jeremy Ballard, a 32 year old werewolf employed by the mob. He is trying to arrange a shipment of the chemical for his boss, an infamous mob leader and vampire, David Infantino. The drugs would give Infantino more personal freedom, and would help his vampire thugs as well. Ballard won't talk at all, but Joey can be bribed or threatened until he tells the PCs anything. The characters can, with a little detective work, discover that Infantino is one of America's biggest crime bosses. He is into everything dirty, but the police can't touch him because of his supernatural abilities.

The heroes can have a fairly typical "fight-the-mob" scenario, except this time their opponent is a powerful vampire (use the statistics for Stalker in *Champions*, pg. C57). Even if they can prove his guilt, the heroes will still have to bring Infantino to justice!

NORMAL WORLD



Now what? thought the Champions. Quantum had been enthused that the group was finally home, but upon going back to where their base Homestead should be, they found a library. Seeker bought a newspaper.

"I don't understand," said Solitaire. "We keep getting such strange looks. It's as if they've never seen superheroes before."

"That's just it, Soli, they 'aven't," said Seeker. "Look at the paper. Not a single 'ero, villain — nobody..."

It's pretty easy to describe the history here on Normal World — just check out a history book! This world is Earth the way that it really is. Superheroes are fictional characters in comic books and occasionally movies. Extraterrestrials have not been found and are still the province of science fiction and quacks.

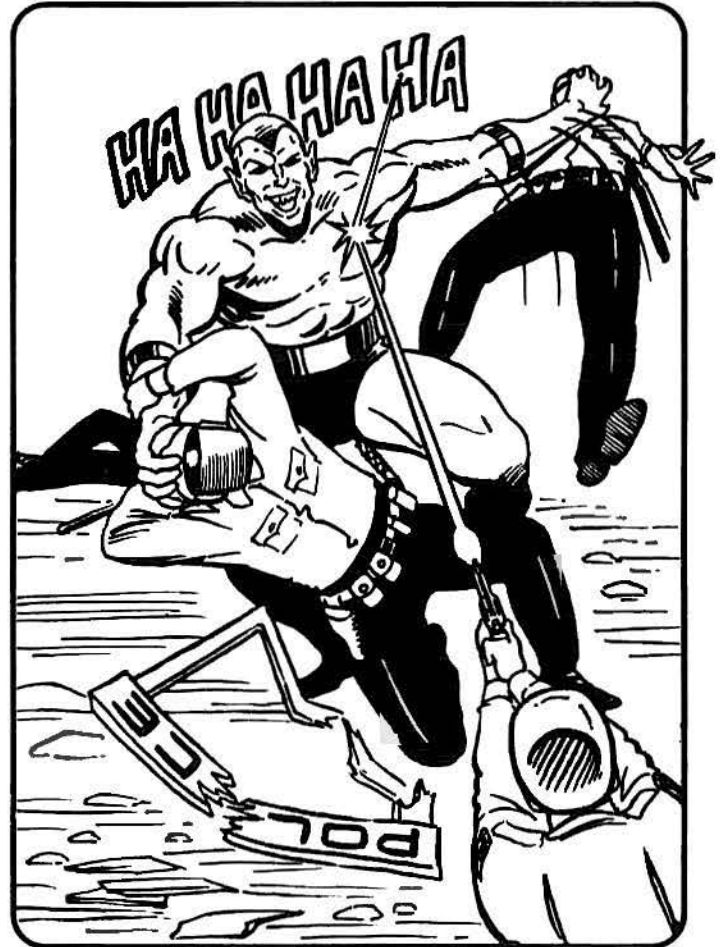
Immediately the characters will find themselves out of place. Their costumes or appearances will draw stares, giggles, and questions ("Are you in a play?"). All characters will gain an automatic Distinctive Features. Getting anyone in authority to cooperate with them will be extremely difficult, and exhibiting powers in order to be taken seriously might produce the wrong impression. For example, a hero who tells the police that he has flame powers will get laughed out of the precinct; turning them on to demonstrate would get a response, however — from the Fire Department.

A character who actually uses his powers would become an instant celebrity, and news crews will knock each other over trying to make the exclusive for six o'clock. Magical characters will be tailed everywhere by dozens of new age "magical practitioners" seeking "enlightenment". And of course, impressive personal weaponry would eventually draw the attention of the military...

Not that every situation will be an uphill battle. Heroes may find unlikely allies in children and young adults who read comic books and science fiction and play role-playing games (that's us!). For an ironic touch, the hero might run into the Normal World version of his or her DNPC. The GM should remember that villains who come to this world will have the same problems as the heroes, perhaps even more so. Laying low and staying hidden, a common villain tactic back on the campaign world, will be very hard to do on Normal World, although it might be just as easy to attract henchmen ("We can't lose on this bank heist! Check out what this guy can do!")

SCENARIO

The adventure on Normal World involves simply getting home. The way out may involve examining Normal World a bit closer, particularly the various unexplained phenomena, which the characters may be able to exploit in a way that no Normal Worlder can. What is the real secret of the Bermuda Triangle? Could the group's magician get any use out of Stonehenge? Remember, just because it hasn't been dis-



covered doesn't mean it doesn't exist! For example, there might be extraterrestrials, but no one's known where to look for them...

OTHER IDEAS

One interesting and possibly humorous variation on Normal World is Realistic World, where laws of science and social dynamics are strictly adhered to. If the kickback of an Energy Blast would, for example, logically knock a character over, then it does on Realistic World. If a device is powered by "cold fusion", then it can draw no power. This makes a great outlet for GMs, who can finally say that there's no way the cops would show up twelve seconds after the fight begins, that magical spells of teleportation don't obey the Law of Conservation of Momentum, and that the skimpy costume worn by a character would fall off as soon as he breathed in and out! As a merciful GM, give the characters a quick way out of this one — after all, if realism was so much fun, people wouldn't play roleplaying games!



OLD RUSSIAN WORLD

"I beg your pardon?" asked Obsidian politely.
 "Don't speak the language?" said the man, who then switched to English. "An Englishman, perhaps? An alien? No matter. We come from many different places ourselves, we who are loyal to the czar!"

From the cold lands of Siberia came the first wave, long before any other European settler had laid eyes on North America. By the time the early Russian Empire had developed its sea power and explored westward, it found countrymen in the New World. The resources of that rich land turned the Russian Empire into the greatest power on the globe, and so it remained, unchallenged by any power until the time of the Industrial Revolution. At that point, the Russian province of Amerika decided on a revolution of its own, defying Czar Nicholas and finally claiming victory and independence in 1891.

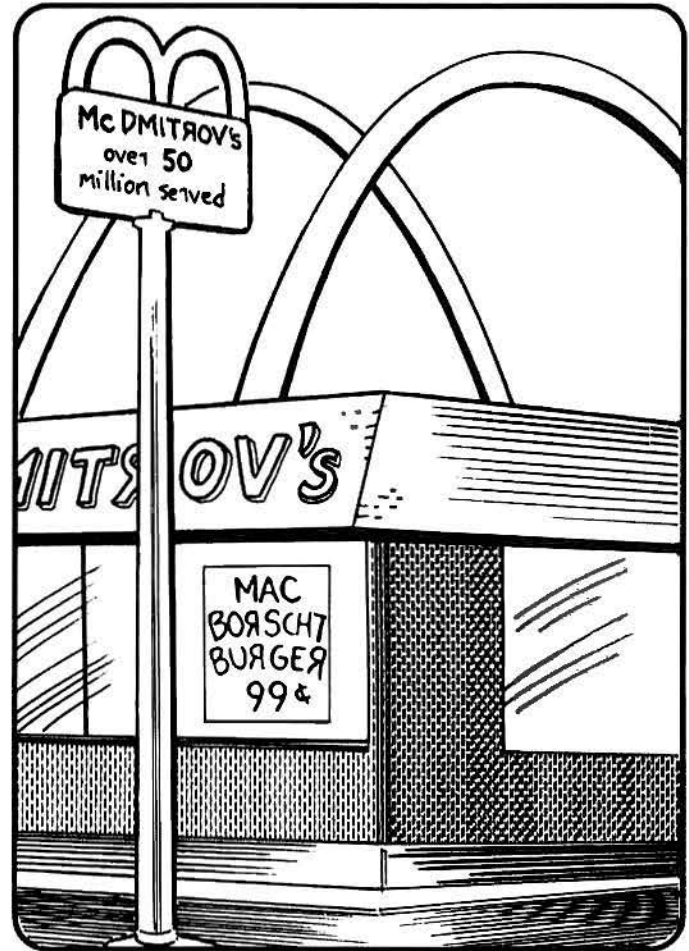
Amerika, though still mainly a "third-world" power behind Russia and China, prepares itself now for its Centennial Celebration and the trials which await it in the next hundred years. The threat of the Czarist province of Kanada has only recently been defused by President Regonovitch, and there are still rumblings in the Council that Czarist elements are active in Amerika today.

SCENARIO

The heroes, upon arriving (and muddling through the language if they don't speak Russian), will chance upon these "Czarist elements" in full force. The Empire still resents the defeat — the only defeat in its long history. Recently, the Empire decided that the only way to regain the Amerikan province was by subversive action, and Kanadian patriots were only too willing to help. The trenchcoated gentleman mentioned above is Kanadian, and would mistake the heroes for British, who have no special attachments to Amerika one way or the other.

Characters who went to the authorities would be taken very seriously, and a counter-terrorist force designed to chase the Czarists back into Kanada would be assembled immediately. At this point, the PC's may either join the Amerikans or back out on the whole scene. But eventually the choice will be made for them — Kanadian superheroes are also involved in the anti-Amerikan plot, and are prepared to sweep south at the vanguard of "liberating" forces.

But before an invasion begins, the characters will meet another faction: the British, who heard news of a group of previously unknown English superheroes reporting Czarists to the Amerikan FBI. The British would urge the heroes to act



"as good subjects" and return to Britain, allowing Amerika and Kanada to choose their own fates. Even if the heroes explain that they're not British, the agents will still offer them citizenship — and a chance to get away from North America. True, reason the British, it will probably end up in war, but Kanada and Amerika were headed in that direction anyway, and besides, the British could claim to be neutral (which they are) and sell weapons to both sides.

By this point the heroes should be extremely confused. Assuming that they don't want to have to fight anyone, they'll suddenly have their hands full when the fight finally does take place. The British may even join in, to "protect their nationals" if the heroes hadn't clued them in before. Getting out might involve finding an Amerikan scientist, or a harrowing journey to Moscow itself!

OLD WEST WORLD



"I suppose'n you're ready, stranger," said the gruff, bearded gunman from the other end of the vacant dirt street.

Seeker, his hat and serape protecting him from the sun, adjusted his gun belt and still found it uncomfortable. "As I'll ever be."

"Draw!"

It started in the days of the Gold Rush before the Civil War, and lasted to the young nation's Centennial and beyond. In a land crossed by more wagons than trains, the only law a man could rely on was the six-shooter at his hip — and justice, as the saying went, was the bullet in the barrel.

This is more of a setting than a full world. The characters are simply deposited in the wild west of the world they originally came from. The PCs should have a chance to meet some actual historical figures, such as Billy the Kid, or possibly some of their favorite fictional Cowboys.

SCENARIO

The characters will be deposited outside a typical town in the Wild West in about 1867. They'll attract an immediate commotion as they walk in, finally gaining the attention of the sheriff. The sheriff won't be at all happy to see the heroes. "For one thing," he says, "I run a peaceful town and don't need no strangers comin' in and makin' a ruckus, even if it does look like you just escaped from the circus. And for another thing, you interrupted my poker game."

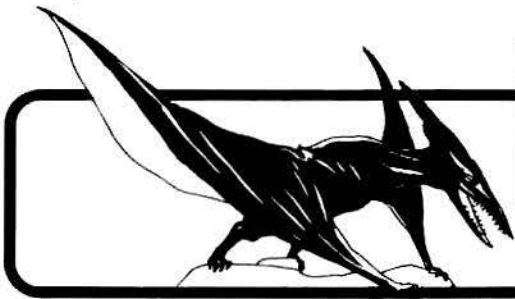
Of course, as it always happens in such stories, it won't be too long before the bandits come to town. There will be perhaps ten this time around, each on horseback (stolen horses, of course) and each armed with a Colt Peacemaker (listed in *Champions* on p. 200) with plenty of ammunition. At this point, the GM has to decide the tone of the adventure. If the GM is looking for a strictly Western feel to the adventure, then something went terribly wrong during the trip between dimensions, leaving the characters with reduced or no powers. If he really wants superheroes flying around the Old West bouncing bullets off their chests — then let them keep their paranormal abilities.

Whatever happens, fighting off the bad guys this time will only lead to more bad guys later, and regardless of whether or not the characters are powered, they can't possibly defend all the inhabitants from an all-out attack by the bandits! It's up to the characters to teach the citizens how to defend themselves. The martial artist could start teaching basic maneuvers to the bartender; the team gadgeteer could set boobytraps on the streets using whatever materials he could find, and so on. And, of course, it's a perfect lull in the adventure for the pretty "schoolmarm" to fall head-over-heels for the high COM hero.



After that, the PC's, the townspeople, and the sheriff lay low and wait for the bad guys. Of course, they do arrive, and don't suspect a thing (the GM should give lots of bonuses for surprise attacks!), and a good old-fashioned Wild West shootout commences. Don't forget to throw in all the classic "bits": the old gunfighter who fears he's lost his touch; the piano player, who keeps on playing when the fight breaks out; the town drunk, who never leaves the rocking chair on his front porch (unless a stray bullet gets too near, in which case he falls into the water trough); and the mysterious stranger, who rides in, believes the PC's when no one else will, and saves their lives just when it was thought he'd left.

As for how the heroes get home, who knows? Maybe the traveling medicine-show salesman actually has something in his wagon that will "cure what ails" the heroes. Maybe the silver mine outside of town struck "a mighty peculiar lode!" Whatever it may be, be sure to end the scenario the proper way, with each character on a horse, riding off into the sunset, leaving behind the lovestruck lass, who can only say one thing: "Who were those masked men?"



PREHISTORY

From the top of a tree, Seeker surveyed the landscape. Wild jungles filled his field of vision; beyond that, volcanic mountains loomed.

Rroaaaarrrrll Suddenly, Seeker found himself struggling for a handhold as the ground shook. "Strewth!" he gasped, as only yards away, a huge dinosaur reared its head and prepared to close in...

The characters will no doubt have their hands full as they find themselves millions of years in Earth's past, fighting against an environment which hasn't even evolved enough to allow humans yet. Unlike some of the other dimensions, there won't be any people around to offer advice, so the characters will have to be resourceful — or they might become lunch. Survival is an almost mandatory skill, good PER rolls come in handy, and Knowledge Skills in Prehistoric Flora or Fauna are greatly helpful (albeit unlikely). At the same time, the GM may wish to give the players the benefit of the doubt with some aspects of survival. For example, if it's vitally important that they find the dimensional gate — a floating ring of crackling energy — inside the cave a few yards up the mountain, allow the characters a Sight Perception Roll to see it, and a Hearing Perception Roll to hear the echoing, crackling sound coming from above them.

A recommended period for the adventure is the Jurassic, which is the middle period of the Mesozoic Era which took place about 65 million years ago. But you'll have some fine adversaries for your PC's no matter which period you pick. Brontosaurus were probably the largest dinosaurs, but are thought to have been strictly plant-eaters. However, they're great for effect, and everyone will start Diving For Cover if one comes their way! Triceratops were smaller, but well-armored (at least +10rPD, +10rED) and hard to stop once they got moving. From later eras comes the sabertooth tiger. The Smilodon, as it is scientifically known, was a formidable carnivore (30 STR, 23 DEX, with a vicious 1d6 to 2d6 Armor Piercing HKA), and considered anything moving to be food when it got hungry! But the most challenging prehistoric beast is undoubtedly Tyrannosaurus Rex, "the king of terrible lizards." 45 feet in length and 19-20 feet tall at the shoulder (about 45 points of Growth, occupies 2 hexes or more), the Tyrannosaurus was still very fast for its size (20 DEX). It was a meat-eater with a voracious appetite, and PC's may find themselves on today's menu!

If you can't decide on a particular period, feel free to take the best elements of each and combine them — no one ever said that this was the past of the Earth that you're acquainted with. This gives a much more "Hollywood" feel to the adventure; in this variation, there's a dinosaur around every corner and none of them have been fed in days. This also means that the PCs could encounter prehistoric men, but they shouldn't expect much of a conversation unless they have Universal Translator. If you're aiming for realism, prehistoric humans were physically similar to present-day *Homo sapiens*, and some, such as the Cro-Magnon, would need no more than a shave and a business suit to look normal. If the

GM prefers a more fanciful treatment of prehistory, "cavemen" could be strong (15-25 STR) and stupid (5 INT); they might fall to the ground and worship the PC's as some sort of deity.

Getting out of this dimension would probably require whatever mechanism got them there to reappear, but if you don't mind suspending disbelief, why not have a prehistoric shaman lead the characters to an "artifact of strange power"? Just what is in that dead volcano on the horizon? And did the dinosaurs die out — or were they transported someplace else?



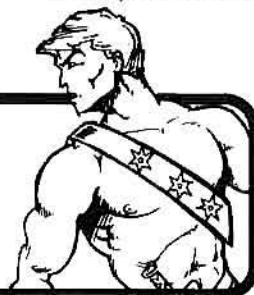
SCENARIO

Just as the PCs appear, they are confronted with a large dinosaur. Give them a split second to react, then have the creature step on the device which the PCs have been using to follow Dimension Man. This presents them with an interesting problem. They must repair the device while

avoiding hungry carnivores, natural disasters and with few (or no) tools. If the PCs cannot repair the device, then you can use one of the means of escape suggested above to get them somewhere where it can be fixed. (A high tech world if they are using a device, or a magical world if they are using a magical item)

If you really want a twist ending to your scenario which abruptly changes the adventure from a matter of survival to a matter of mystery, have the PC's in their wandering come across the ruins of a deserted, modern city, perhaps even the city the campaign takes place in. The characters would eventually come to the horrible realization that they aren't in Earth's past — they're in the future!

ROME WORLD



"Who are these fools?" asked the young man who sat upon the throne.

"Great Emperor Caesar Claudius, they dare to call themselves ... the Champions!"

"Champions... We'll see about that. Let them do battle in the Coliseum!"

They came, they saw, they conquered. But after the Caesars and Augusti, the Roman Empire was ruled by weak leaders, who let Earth's greatest empire fall into decay. Eventually it was conquered by barbarians, plunging the world into a dark age.

But what if there had been more competent Emperors?

Anthony Caliguli marched his legions over the Rubicon, and took Rome by force. Before word could spread, he executed the old emperor and

the corrupt members of the Senate. He killed the courtesans and hung their bodies through the streets of Rome to serve as an example to those who might follow in their footsteps. Anthony Caliguli named himself Emperor.

Throughout his reign, Anthony shrewdly played his opponents off each other. He used the same strategy in foreign affairs. By the end of his reign, the Roman legions had been welcomed into much of Germany, and the Eastern frontiers were also secure.

Over the next hundred years, Rome rebuilt her power and economy. Using Anthony's reign as an example, the Emperor was given great power, and he ruled with an iron fist. It took nearly a thousand years, but eventually Rome went on to conquer all of Asia. Over those years, many technological advances took place. By the year 1650, the Romans had discovered the American continents as well as Australia. Using their guns and naval superiority, the mighty Roman legions easily conquered

the Native Americans. By 1900, Rome had conquered the world. The *Pax Romanum* was complete.

The year is now 1990, and all the Earth's roads do lead Rome. The Empire has turned its eyes to the skies and the seas. Improvements are being made all the time, and scientists are hopeful that by the year 2000, Rome will have her first base on Mars.

SCENARIO

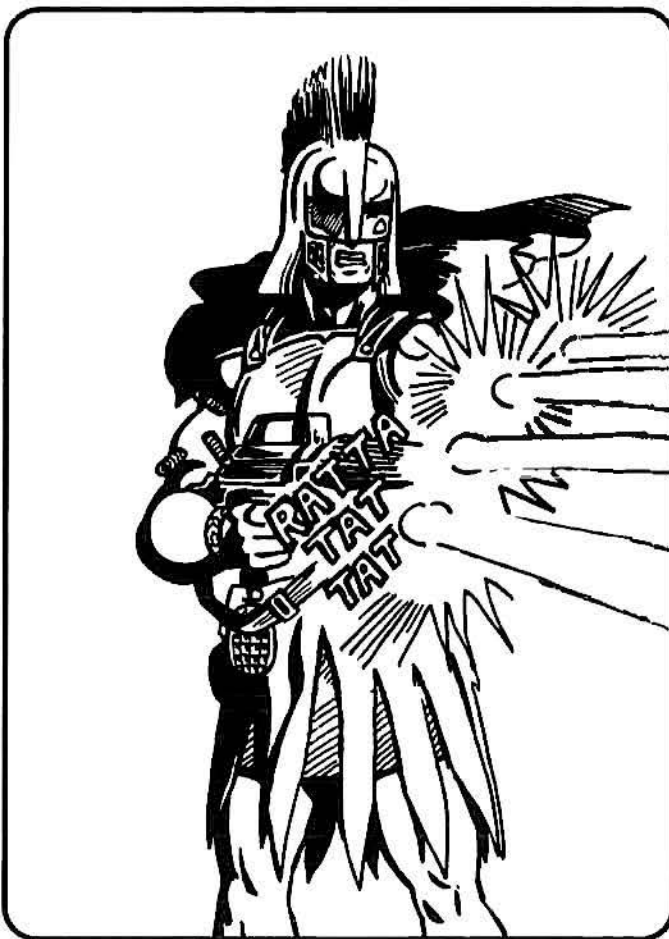
At first glance, Rome World closely resembles the PCs' Earth. However, it shouldn't take long for them to notice a few subtle differences in fashion, architecture and social customs. Certainly the characters will notice that the language is littered with Latin.

After the PCs have had some time to look around, they will

be arrested by some Roman centurions armed with machine guns. If the PCs go willingly, then they will be taken back to a building which resembles some kind of police station. It will soon become apparent that according to written records, the PCs simply don't exist in this world. The Romans will instantly become suspicious and attempt to interrogate them.

At some point, the PCs should be taken before the Emperor, an even-tempered but arrogant man named Claudius Maximus. He will chat with them for a while, interested in hearing their story. If the characters mention anything about extra-dimensional travel, Claudius will become very interested. He sees alternate dimensions as new territories for the Roman Empire to conquer.

Eventually, Claudius will get bored with the PCs and order they be fed to the lions. The PCs' only real goal is to escape the dimension and prevent Claudius from gaining the ability to travel across dimensions.





SPACE WORLD

Obsidian looked into the sky and smiled.

"Finally, a civilized world."

"What are you talking about?", asked Quantum.

Obsidian pointed at the starship which hung in the sky.

"My people have arrived."

In 1943, *The Together* a horde of insect-like creatures (see *Thok*, in *Classic Enemies*), landed on Earth and sided with Nazi Germany. The tide of the war swiftly turned against the Allies.

By early 1944, the *Unity* (see *Avar-7*, in *Classic Enemies*) and the *Stellar Empire* (see *Obsidian*, in *Champions*), decided to take steps to prevent *Together*/Nazi victory on the strategically important, though technologically backward, planet. The *Unity* sent troops and technology to the East (China and the Soviet Union), while the *Empire* sent its Prince-scientists to help with the war effort in the West.

By 1945, despite alien intervention, the Allied forces won, but the world would never be the same. FDR was rejuvenated by alien technology, and Stalin was killed by Dr. Destroyer. The Cold War ended before it could start.

United Earth technology progressed rapidly because of exposure to alien culture, though trading with the *Empire* and *Unity* was extremely limited. In 1965, Earth joined an Interplanetary Confederation with the *Unity* and the *Stellar Empire*. Today, Mikhail Gorbachev is Earth Chancellor, Boris Yeltsin is Russian President, Martin Luther King Jr. is the U.S. President, and George Bush is Prime Minister of the Interplanetary Confederation.

There are a number of obvious differences between this world and the one that the heroes left. First, extra-terrestrials are everywhere, and they are accepted like normal humans. Second, the level of technology is extremely advanced; the heroes' most advanced power-armor suits seem antiquated. Natural Language (voice-activated) computers are common, as are food synthesizers, teleport devices, and flying cars.

As much as the alien presence on Earth has helped, there are still people who, because of bigotry and narrow-mindedness, refuse to resign themselves to the concept of Earth as a single planet in the galactic community. These people, the *Genesis Patrol*, have blamed the alien presence on Earth for their difficulties. Led by their charismatic leader,



Hope Eternal, *Genesis* has vowed to rid Earth of "the serpents of alien anti-life," and to "make Earth for Earthlings" by "purifying the planet."

Hope is herself, ironically, half-alien. She is a human/Imperial crossbreed who looks human but has the physical prowess of an Imperial princess (use *Obsidian's* statistics, but change her psych limbs to "hates aliens (total commitment)" and "believes in human superiority (total commitment)."

SCENARIO

Once the heroes arrive, have one of the group be mistaken for his other-world counterpart by someone he knows well (a girlfriend, co-worker, or an established campaign NPC), who informs the hero that he's late for the meeting. When the heroes arrive, they are promptly admitted to a secure area in a U.N. administrative building, where they see a number of this dimension's versions of the greatest experts in a variety of fields. This

group should include a number of the people who are villains in the heroes' home dimension.

Shortly after the heroes arrive, President Gorbachev enters. President Gorbachev thanks everyone present for "coming at such short notice to respond to this grave crisis." He will go on to express his sadness that the PC's couldn't be here since they were kidnapped by *Genesis*.

At this point the heroes will probably step forward, if they haven't already, and at least announce themselves, if not explain what they are doing here. The response will be one of general confusion, until a famous scientist (one of the heroes' arch-enemies in their home dimension — like Professor Muerte) steps forward and explains that alternate dimensions and travel between them are theoretically possible. Then the president will ask the heroes for their advice, after explaining the nature of the crisis.

Genesis has acquired a doomsday weapon that they claim will utterly destroy all alien life on the planet if the aliens do not leave Earth forever in 48 hours. Furthermore, they claim that they will use the device again if aliens ever return to Earth. They have already detonated a small version of the device in an importing firm that employs almost exclusively aliens as an example of what they can do. It is up to the heroes to find *Genesis* and stop them before they bring disaster down upon the Earth.

SOVIET WORLD



"Get down!" was the first thing Defender heard upon arriving. He looked down, to see a modern American soldier crouched in a foxhole. "I don't know who you are or where you came from, mister, but get down here! With that red, white, and blue get-up, they'll aim for you first!"

Defender dove into the foxhole, but never got the chance to ask his unspoken question, for as he peered out, he could see Soviet tanks coming over the hill...

In the late 1970's, the Cold War between the United States and the Soviet Union began to get considerably more chilly. Right-wing congressmen asked for and got large Defense Department appropriations, and in Moscow, their counterparts in the Supreme Soviet did the same. During Ronald Reagan's two terms in office, the U.S. assumed adversarial relationships with first Andropov, then Chernenko, then Gorbachev, then Ligachev, which continued into the 1990's. The Soviet economy began to suffer as a result of American economic expansion and communist mismanagement. Revolts designed to produce democratic reforms in the Eastern Bloc countries in the late 1980's and early 1990's were dealt with mercilessly by the Soviets. Numerous summit conferences opened and closed with no resolution; by 1992, President Quayle declared that no further summits would be sought unless conditions changed.

Then came the last straw. During the Third Lithuanian Revolt of 1993, a GRU undercover operation netted literally hundreds of spies, advisors, and U.S. troops, all stationed inside Soviet borders, aiding the Lithuanians and preparing for an assault on strategic targets in the Russian SSR. The secret invasion was blown.

The Supreme Soviet demanded war, but Premier Ligachev feared that the use of nuclear weapons would provoke a similar response. Instead, Soviet troops overran Europe. Meanwhile, Soviet-inspired revolutions ripped through Latin America, providing staging grounds for an invasion of America itself. A limited nuclear exchange did take place, but overall, the Soviet plan has been successful.

Today, the U.S. is being invaded on both fronts, and most major cities on the East and West Coasts have fallen to the Soviets. In a gesture of arrogance, the Soviet Commander on the Eastern Front has located his headquarters in Washington. There are still some "wildcat" U.S. forces nearby, hidden in the hills of Virginia, West Virginia, Maryland, and

Pennsylvania, conducting "hit-and-run" style raids against the occupational forces, but they can gain no ground. It is to these soldiers that the heroes appear when entering this world.

SCENARIO

The characters should appear some place that looks relatively normal. Give them a chance to look around and get a feel for what makes this world different; then send a Soviet tank platoon after them. That should set the tone for what this world is like.

The personalities of your players and characters will dictate the direction in which to take this adventure. As is, it's a "fix-it" style universe; the PC's will spearhead the American attack from out of the hills, sweep across Soviet-held territory, and retake Washington, perhaps even capture the Soviet Commander himself. This would be a great blow to the Soviets militarily and would vastly improve the morale of the U.S. forces. Or, if they have good movement abilities, they may choose to strike Moscow in a surprise attack, perhaps capturing Ligachev or a military secret weapon (like a dimensional travel device?) and bringing it back to the U.S. But what if your characters have Codes Against Killing? In that case, allow them to make a second dimensional jump, back before the abortive

U.S. invasion in Lithuania, and try to persuade the U.S. Government and Supreme Soviet to change their feelings about each other.

The GM may choose to include Soviet superheroes in Russian World; they may be in on the attack or back in the Motherland (use the characters *Red Doom*). Wherever they are, the characters should get a chance to face them. Again, an option arises: the characters may challenge them openly and attempt to defeat them, try to capture them and hand them over to the United States, or talk to them and convince them to join in an appeal for peace. Of course, the characters might not have an option — the Soviet heroes may attack first!

If none of these are appealing, the GM can even try playing it for laughs. Sure it sounds crazy, but imagine this: instead of the characters meeting an American soldier in a foxhole, they instead meet a somewhat overweight country hick with a saucer on his head and a pillow strapped to his chest peering out of a homemade bomb shelter, saying "Is it safe out there yet?"





TECHWORLD

"Well, it's been wonderful to have you here, but I suppose it's time for you to be heading home," said the professor kindly. "The transdimensional re-mogrifier is just down this hall."

Just as he said these words to the Champions, however, the power briefly flickered. "Perhaps there's been a power outage, Doctor."

"No, you don't understand," the professor said, suddenly frightened. "We solved the problem of power outages forty years ago! Something is terribly wrong!"

Immediately after the Great War ended in 1918, the world began to look ahead to the future. No more would it concern itself with righting the problems of humanity by force; instead, it would gear itself to solving problems through science and technology. Bold plans and predictions were advanced by such men as Einstein, Planck, and Gernsback, and countries began diverting money into ideas previously considered "science fiction". The World's Fair of 1939 drew its power exclusively from a nuclear generator, and President Truman delivered on his promise of a man on the moon before the decade ended in 1949.

Now, with the challenges of the 21st Century only a year away, the world enjoys an era of prosperity and standard of living unparalleled in the history of mankind. The visions of the 1930's have been realized; there's a flying car in every garage, robots take care of jobs too dangerous for humans, and rare indeed is the disease or infection which cannot be cured. Power for this new world is provided by the Macrofusion Broadcasting Plants, completely safe, by-product-free fusion reactors which conduct power directly through the air, without wires of any sort. Each appliance is on a particular frequency, and receives just the proper amount of power.

In short, the characters will find absolutely nothing wrong once they reach Tech World. The people there will be friendly, cooperative and unflinchingly optimistic. They'll want to hear a lot about the characters' home, and they'll be amused at the notion of super-powered crimefighters — criminals in Tech World are taken care of by technological behavior modification, and any that persist in being a problem are dealt with by the extremely well-equipped Science Police. Perhaps the most important discovery the heroes will learn is that getting home won't be any trouble at all — there's a new machine just invented that will take care of that problem! "It'll take a few hours to calibrate," the Tech World scientists will explain, "but while you're waiting, you can grab something from the Food Synthesizer..."



SCENARIO

Once the characters arrive and have a chance to investigate their surroundings, they can quickly hook up with someone who can help them. The creation of the Transdimensional Re-mogrifier has been headline news for weeks, so everyone can tell the PCs where it is: MIT.

Once the PCs explain their story (And it is verified by a highly accurate lie detector), it is decided by the College administrator that the PCs should be allowed to use the Re-mogrifier. Just as they are being led down the hall towards

the device, disaster strikes. A power surge causes all devices in the local vicinity to go haywire. Flying cars will suddenly careen out of control, robots will attack people at random, and what's worse, the Transdimensional Re-mogrifier won't work! The characters will be stuck there unless they can figure out what went wrong. At first, the players may think that their characters would have the least idea what to do, but in actuality the PC's are the people in Tech World best equipped to fix the problem; most of the Tech Worlders have never experienced anything like this before, and even the scientists are panicking.

The problem lies at the Macrofusion Broadcasting Plant some miles away; a long-forgotten, old-style circuit board in a piece of back-up equipment has gone on the fritz, and at that particular second happened to have a certain amount of power coursing through it. The cause?

Well, it could be one of the heroes' worst enemies (this sounds right up Mechanon's alley; *Champions*, p. C22), leading to a showdown in the plant — careful with those Energy Blasts! Or, for a touch of irony and a shorter scenario, the circuit board could have been chewed through by a mouse. In any case, it's up to the heroes to save the day — and fix the problem, since the circuits in question resemble 1990-style integrated circuits more than Tech World-style Sub-ether Broadcasting Conduits! Tools shouldn't be hard to find or improvise, so anyone with Electronics Skill or an appropriate Professional or Science Skill (such as Electrical Engineering) could provide a reasonable "patch".

After that, it's a hero's welcome back in the city, where the high COM heroes can show off for the 3-D Vision cameras and everyone else can field strange questions from the Tech Worlders ("No weather control! Gee, do you still do rain dances, too?") Soon, the machine is ready and the characters will be on their way — but to where? One thing's for sure, any fancy gadgets the characters take with them will be totally inert upon arrival — unless there's a Macrofusion Broadcasting Plant where they're going!

VICTORIAN WORLD



The Inspector didn't quite know what to make of the story. Strangely garbed people fighting like devils and commanding great bolts of fire? Americans, no less, save one Australian! He'd have to call that Holmes fellow; this seemed just his cup of tea. But first, he'd have a look himself. "Show them in, Constable."

Seeker and Quantum were shoved into the office; both were cuffed. "Oh, what bloody now..." murmured Seeker.

In 1837, Victoria I was crowned Queen of England, and with that coronation began a period of over sixty years of prosperity, imperialism, and social dynamics; the Victorian Era. It was a time when the sun literally never set on the British Empire, and the power of Victoria's crown and Parliament were felt domestically and worldwide. The center of it all was London, a gaslit collection of the world's best, worst, and most interesting things and people; in short, a perfect setting for a dimension-traveling *Champions* character!

Victorian London was extremely active and eclectic, giving the characters the chance to encounter all sorts of people and things. The English were a proud and somewhat haughty people, always interested in new things from different parts of the globe. So it wouldn't be unlikely that the characters and their amazing abilities would become parlor conversation after the initial culture shock had worn off. In fact, celebrity status amongst the upper class would not be out of the question — imagine a superhero in full costume, sipping tea and chatting with Oscar Wilde and George Bernard Shaw about Disraeli and Gladstone! Women adventurers would receive similar admiration, but would endure the numerous double standards of the time, perhaps being mistaken for a showgirl in costume, or even a prostitute.

For interesting NPC's, there are none better than the exciting and varied personalities of Victorian London, both in fact and in fiction. For example, have detective characters could match wits with the great Sherlock Holmes. Holmes is a Talented Normal/Hero level character, with an INT of at least 25 and incredible Deduction and Criminology skills. His major weaknesses were his curiosity (Psychological Limitation) and an addiction to opium. If horror is more your "tea and scones", then you may want to pay close attention to the rumors that Count Vlad Dracula walks London's misty streets at night! Use the write-up for Stalker (*Champions*, p. C57), possibly adjusting powers up a couple of dice, depending on the number and strength of the attackers — he should be able to take on superhero teams single-handedly. For truly



chilling, realistic horror, have your PC's take on the challenge of capturing "Bloody Jack", a.k.a. Jack the Ripper. Jack should be written on 150-200 points, including a 20-25 STR, the Dirty Infighting Martial Arts Package, WF: Knives (scalpel), KS: Anatomy, some extra Running and a very high Stealth roll. Jack's main power is terror; in a one-on-one fight, he couldn't take out a superhero, but if a patrolling hero realized that a girl was murdered without a sound in an alley not 100 yards away while he stood and heard nothing...!

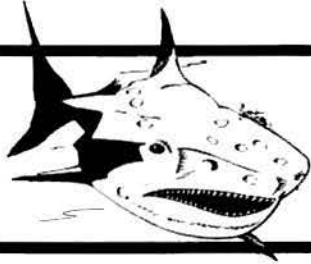
Far-fetched? The real Jack did just that with a police constable on patrol in 1888.

Aleister Crowley was also in London at the time — did he really possess magical powers? If yes, use the write-up for Mindlock (*Champions*, p. C19), substituting a 15 STR, 15 DEX, and 23 PRE, switching Mental Illusions for Mind Scanning, adding several PRE-based skills and possibly Extra-Dimensional Movement, Usable Against Others with many Limitations. If not, make him a normal, but keep the PRE, skills. Dealing with Crowley should never be easy in either case. Getting off-dimension may involve Crowley working his spell, however, unless the heroes lucky enough to find that Time Machine that H. G. Wells wrote about!

Alternately, you may use the flavor of Victorian London adapted to your own campaign city. The trick here is to translate modern people and activities into Victorian equivalents — a computer programmer might end up as a clerk in "Scotland Yard" or the like. The characters are then involved in a "fix-it" dimension, trying to figure out what to do to switch everything back to normal. Of course, to the city's residents, life had always been this way, leaving the characters trying desperately to convince a doubting public that things should not be this way, even while the characters' DNPC's may not even recognize them. ("Wendy, don't you remember? It's me, Defender!" "I don't recall you at all, sir. But with such odd clothing, I shan't be likely to forget you...")

SCENARIO

The characters arrive in Victorian London and are accosted by the police a few moments later. A murder has taken place nearby and the strange appearance of the characters is good enough to put the blame on them. The PCs might be taken away to prison, or perhaps even an insane asylum. The PCs must clear their names and track down the real murderer (perhaps Count Dracula or Jack the Ripper.)



UNDERSEA WORLD

Seeker struggled against the waves that were pulling him under. The Champions had stepped through the gate, only to find themselves in the middle of the ocean. Solitaire was unconscious and Seeker couldn't help but wonder where the others has gone.

Then he felt the webbed hand close on his foot...

The setting is the near future; the planet Earth has become so polluted and despoiled that the majority of mankind reside underwater in domed enclosures. Now, only horrible creatures, somehow created by the waste and/or radiation that made the land inhabitable dwell on the surface. Undersea societies consist of numerous "linked" domes that form stable governments. There are also a handful of independent city-domes. Humanity, through genetic manipulation, is now at home under the waves.

The two largest dome-cities are the democratic Chin Lai, and monarchical Undertow. The cultured, suave and sophisticated Undertow leadership has engaged in a treacherous campaign of diplomacy, assassination and conquest, and they have managed to bring many of their undersea rivals under their control. Once Chin Lai is conquered, the rest of the city-domes will fall under the control of Undertow.

SCENARIO

The heroes appear suddenly over the open sea and plummet into the waves. Since they are in the middle of the Pacific Ocean, drowning is a real possibility.

Fortunately, the ocean is not empty — a Chin Lai squad and a Undertow squad are patrolling the waters. The two groups detected a power surge in this location when Dimension Man arrived. The group from Undertow will appear friendly and helpful, while the group from Chin Lai will appear aggressive and hostile. Years of aggression by Undertow has forced the Chin Lai to be suspicious of strangers. Meanwhile, the soldiers of Undertow hope to lull the strange otherworlders into a false sense of security.

After some sort of battle between Undertow, the PCs and Chin Lai, the team should be split up. Some heroes are taken to Undertow, while the rest travel to Chin Lai. Alternately, to simplify the GM's work, the heroes could all be "rescued" by the Undertow. In any event, the heroes in Chin Lai will be imprisoned in a dungeon (with air, if they require it), where

they will be interrogated by Chin Lai in water-filled bubble helmets. The heroes in Undertow, by contrast, will be entertained like conquering soldiers, and placed in small air-filled boxes in the midst of the grand Undertow dining hall. Here they will meet with the ruler of Undertow.

Undertow is ruled by the evil undersea dictator, a completely ruthless fiend named Mal Mare. Mare is a bizarre hybrid of woman and shark, hard, cruel and constantly in motion. She has a huge undersea army armed with necessary underwater equipment, including minisubs, refracting lasers, constricting nets and propulsion suits. Mare may also be responsible for (and possibly even controlling) some of the above-mentioned pollution-based monsters.

Mal Mare will tell the PCs her version of the truth: that Chin Lai has been waging a campaign of aggression, that they have a secret doomsday weapon, and that Undertow is planning a small pre-emptive strike "only for self-preservation, and only to destroy the doomsday weapon."

The truth, of course, is that Undertow is planning an attack, but an attack of conquest. Having seen the heroes in action, the Undertow soldiers hope to send the PCs on a suicide mission against the Chin Lai. This suicide mission will distract the

Chin Lai from the main Undertow assault.

If all the heroes have been "rescued" by Undertow, then they should be captured during the assault on Chin Lai, but only after they have done tremendous damage to the Chin Lai research facility where the secret weapon (that might have prevented Undertow victory) was being built. There is no chance of a Chin Lai victory now unless the heroes switch sides and help battle against the Undertow.

The heroes should manage to overcome the Chin Lai xenophobia by being such nice guys and by telling the Chin Lai about the evil Undertow assault. The actions of the heroes should prove decisive in the battle, scattering Undertow forces and setting into motion a series of events that leads inevitably to the dissolution of the Undertow empire.

Afterwards, the Chin Lai tell the heroes of rumors of a mysterious cave that, much like the Bermuda Triangle and the Sargasso Sea, causes all who enter to disappear forever. The heroes, after some investigation, should be able to determine that the cave is an other-dimensional portal. Will it take them home? Only the GM knows for sure.



WIMP WORLD



Stepping through the gate, Defender's eyes were greeted by the sickly light of a weak sun. The heroes found themselves in the middle of a busy street between rows of single-story buildings. Pasty-faced people scurried cautiously from structure to structure.

Expecting the oncoming traffic to run them down, Jaguar leaped toward the side of the street.

"Come on compadres, let's not stir up any trouble."

The cars in the street stopped far away from any of the Champions and the drivers looked down nervously.

Seeker felt something brush his arm as he made his way to the sidewalk. He turned to see a man skulk away from him.

"I'm sorry! I didn't mean to run into you! It's not my fault!"

The heroes looked at each other and rolled their eyes collectively. Solitaire looked at the people as they scurried away from the heroes, avoiding their gaze and each other with great proficiency.

"Defender, I think I'd prefer Nazi World."

One of the most annoying of all the dimensions in the multiverse is Wimp World. It is exactly like our Earth, but all humans are born with little or no EGO and PRE.

History progressed similarly to the history we are familiar with, but wars (when someone could come up with the determination to declare one) were very short, for while those conscripted of course did nothing to try to avoid the draft, no one could get up the courage to fight. A victor could be declared by determining whichever side had less troops die of fright.

Governments exist, but only because the general populace would be too scared to live without them. No one has any courage to enforce what few laws exist, but then, no one has enough courage to break them, either.

A typical street sign on Earth saying "Yield" says "Give In" here. No one drives over 5 mph. Airplanes rarely fly more than 200 feet off of the ground. Someone who drinks milk after the expiration date is termed "reckless." No one runs with scissors. Everyone flosses.

Life for the people of Wimp World usually consists of going to their extremely non-dangerous job (dangerous jobs are performed by clean, safe industrial robots or not at all), avoiding everyone they meet, and trying not to attract **any** attention. A native of Wimp World actually dies of embar-

rassment after belching in public. This keeps the population down since few die in wars or from crime, and most major diseases have been wiped out. The "wimp mentality" is to make everything as safe as humanly possible. Boredom is encouraged, because excitement is, well, dangerous.

Wimps usually marry the person they find that scares or intimidates them the least, but the birth rate is still very low, for obvious reasons. Wimps are at least somewhat afraid of everyone, including family members.

There may be people on Wimp World with paranormal powers, but they are too afraid to use them, or at least of risking the attention they might attract to themselves.

SCENARIO

The heroes appear suddenly in the middle of the street in Wimp World. Judging from the reaction they get from all of the people around them (who are more afraid of these new strangers than they are of each other), it probably won't take long for them to realize what sort of a world they're in. Anyone

with any sort of a backbone could take over the world, just by bullying himself into the U.N. building and giving orders. Anyone on Wimp World will obey any and all commands, recommendations, or even suggestions.

The players could arrive on Wimp World only to find one of their old foes (who might have disappeared mysteriously a while back) has somehow found his way here and has taken over. Due to the nature of Wimp World, it wouldn't have to be a particularly powerful villain. In fact, it would be better if it was a foe who the players would never think of as the "world-conquering" sort. (Foxbat or Bulldozer, perhaps?)

If not that, then perhaps this world is about to be invaded by aliens, or perhaps one person on this world who has developed paranormal powers has also got the strangest mutant power of all: a backbone.

The players, being strong-willed, will get as much help from the populace as they ask for, except that

people will never do anything dangerous. Unfortunately, they consider almost everything dangerous. Faced with the situation of someone commanding them to do something dangerous, most people will cry, faint or maybe even die of fright (it happens all the time here).

Whatever the threat that faces this world, the players face a dilemma: does this place really deserve to be saved?



"Seeker, I don't think we're in Kansas anymore..."

"Too right..." Solitaire's *Wizard of Oz* joke had been funny the first time, but this was the fourth dimension and the humor was wearing a little thin. First there had been Rome World, where the Roman Empire still spanned the globe. Then came Fantasy World, where the Champions had fought dragons — and Seeker had rescued a princess. There was even a short trip to Prehistory, where Obsidian had wrestled with a brontosaurus. And now they were here, wherever "here" might be.

Suddenly a woman noticed the Champions. "Aiyeeeeeeee!" she screamed. "Run! It's the Champions of Evil!" A policeman jumped from his squadcar and started shooting at the erstwhile superheroes.

"Bloody 'ell," muttered Seeker. "'ere we go again..."

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