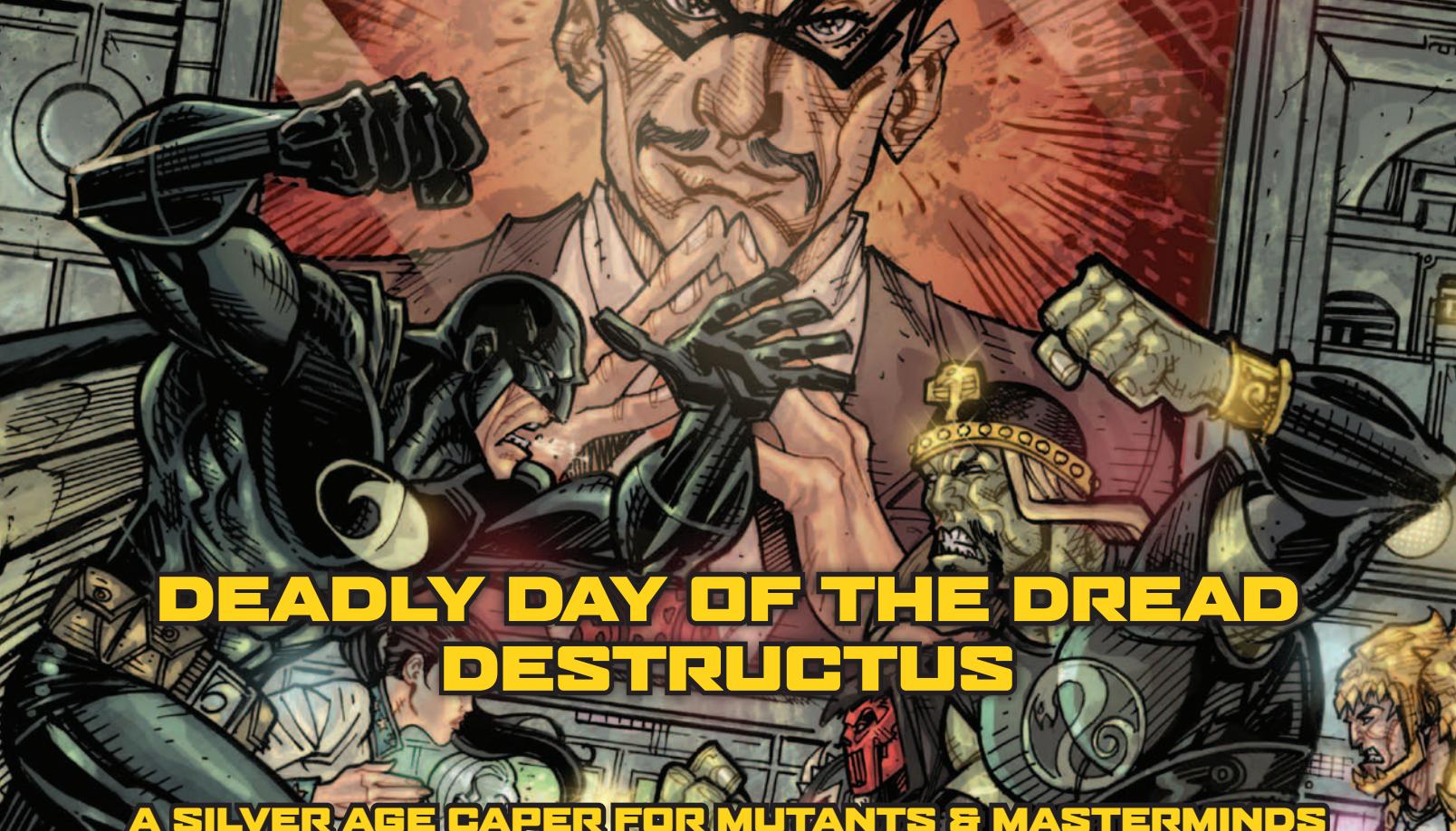


DEADLY DAY OF THE DREAD DESTRUCTUS

A MUTANTS & MASTERMINDS CAPER!





DEADLY DAY OF THE DREAD DESTRUCTUS

A SILVER AGE CAPER FOR MUTANTS & MASTERMINDS

A GREEN RONIN PRODUCTION

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DEADLY DAY OF THE DREAD DESTRUCTUS

Deadly Day of the Dread *Destructus* is designed for six to eight *Silver Age Mutants & Masterminds* heroes at approximately power level 10. It can accommodate a lone power level 12 hero as part of the group, but more such mighty do-gooders are going to require the gamemaster to ratchet up the opposition, either in numbers, power level, or both to provide a sufficient challenge for the heroes.

A SENSES-SHATTERING STORY!

This adventure is set in Freedom City during the mad, wonderful era circa 1956-1969 (described in detail in the *Silver Age* sourcebook from Green Ronin Publishing). It can, however, be used in any seaboard campaign city of the gamemaster's choice simply by changing the proper names.

The adventure's Silver Age time frame can be adjusted too, as it's anchored to that era mostly in tone rather than history. Advice is given on how to substitute more modern versions of the Silver Age villains included right after their game statistics.

Although the *Silver Age* and *Freedom City* sourcebooks are recommended for running this adventure and capturing the feel of the era, they are not required. The adventure contains everything needed to run it using just the *Mutants & Masterminds* rulebook.

Players intending to play in this adventure should read no further. The rest of the text is for the gamemaster only!

FROM THE BACK-ISSUE BIN

Even supervillains need somewhere they can talk shop, tell some party jokes, smoke, and drink a few martinis. In Freedom City, their preferred gathering place is the top secret, masked-baddies-only, floating night spot affectionately known as the Hive of Scum & Villainy. As they are wont to do, a silly debate amongst the patrons got more serious after every round of drinks, until the fateful "Oh yeah? Show me!" stage was reached. At that point, the three male villains and three female villains present were obliged to prove which sex makes the superior costumed crook.

The nearest worthy target for burglary was the Hunter Museum of Natural History, and the heist proceeded smoothly until some alcohol-enhanced bad blood led to a shoving match. During the scuffle, the alarms were accidentally tripped, and the dirty half-dozen quickly found themselves holed up and surrounded by the Freedom City Police Department.

What no one yet realizes is the masked baddies also accidentally awakened a huge monstrous serpent, and—not having had its coffee in ages—it's plenty cranky, and looking to make Freedom City pay. The only thing between the greater metropolitan area and a giant scaly temper tantrum is the player characters. Lucky them.

GET TOGETHER

This adventure begins in the wee small hours, when the characters are most likely sacked out for the night or up late watching Jack Paar. If they're all part of the same established hero team (playing members of the Freedom League, for instance), the Freedom City Police Department contacts them for help shortly after the museum is cordoned off.

If the player characters haven't met before or are part of a new pre-debut hero group, the gamemaster can use TV and radio news reports, the scores of flashing lights and sirens all headed to the museum, or concerned phone calls from loved ones as needed to alert the heroes that something is indeed amiss.

Once they're on the scene, the characters are briefed by "Mad Dog" Rae, head of the "Dog Pound Squad," a special Freedom City Police unit meant to combat superhuman violence. Famous or not, he's glad to see the heroes, as he believes they've the best chance of smoking the crooks out of the museum with a minimum of damage to the many priceless exhibits inside. Unfortunately, Rae doesn't have much to offer other than moral support. The police have no specifics on whom the villains might be, and Rae can't spare any men at the moment without compromising the cordon. Unless they just need a flashlight, a museum floor plan, or a Chesterfield, the characters are entirely on their own.

LET'S ALL GO TO THE LOBBY

The museum has too many lead-painted walls for X-Ray Vision to see through, so the player characters are eventually going to have to head inside to assess the situation firsthand. If they choose the direct approach and simply walk into the front lobby, they know immediately something is afoot, and events proceed to **We Just Disagree**.

To successfully sneak up on the supervillains, each character must make an opposed Stealth skill check against the bad guys' top Notice skill—Alchemistress' +10. (Sure, there are a lot of bad guys, but it's kinda dark and they're arguing, so it's a wash modifier-wise). The Gamemaster should of course reward or punish any especially brilliant or foolish plan for getting the drop on these suspicious characters, as appropriate. If the heroes successfully sneak up on the bad guys, they of course reap the benefits of surprise before combat.

WE JUST DISAGREE

All the assorted supervillains are in the museum's main lobby, ostensibly trying to maintain a picket but mostly just bickering like Thanksgiving at the Passive-Aggressive Family residence. When the heroes enter, the lights are low enough to provide partial concealment—at least until someone makes a DC 15 Notice skill check and

finds the switch. Even in the dim light, it's apparent there are already some broken and smashed bits of things scattered across the floor.

Curious characters can attempt a Knowledge (current events) skill check (DC 20) or Knowledge (streetwise) skill check (DC 15) to recognize each villain. Recalling specific details about any given baddie is a little trickier (+5 DC), but success reminds a hero of a particular masked crook's general capabilities.

The ensuing fight means different things to different baddies, and these quirks can affect how the gamemaster portrays them. To wit:

THE ALCHEMISTRESS

Her mercurial nature means she's not always lucid enough to use her potentially lethal powers to their fullest extent. This makes her the gamemaster's great equalizer. If things are going too well for the heroes, the Alchemistress can regain her cunning long enough to transform the air around them into chlorine (Suffocate) or the floor into hot tar (Snare). On the other hand, if the villains are winning, she can spend her actions giggling to herself and transmuting the broken glass on the floor into pretty emeralds.

COLOR QUEEN

Her powers offer a lot of options, but being surrounded by so much art reminds her of her failed painting career and infuriates her. Therefore, she's prone to using powers like Blast, Telekinesis, and Emotion Control (hatred) that are likely to cause gratuitous damage to the museum. Savvy heroes can pick up on her frustrations with a successful Sense Motive check (DC 20), and exploit this sore point for a +5 bonus on attempts to demoralize her with the Intimidate skill or to employ the Distract feat against her.

THE CREEPING TERROR

The senior supervillain present has seen enough prisons for his liking, and is thus one of the few with any mind to affect an escape. He's more than willing to sacrifice his Thugs (named Slow, Steady, Languid, Leisure, and Delay—as their monogrammed sweaters clearly indicate) for the sake of his own getaway. Not that he's going to make it very far, mind you, but still.

THE HUMAN CENTRIFUGE

It was his ego that ultimately turned idle bar talk into felony burglary, and any hero listening to his ranting can piece together most of what prompted this caper. A character who makes a Sense Motive check (DC 20) figures out why this bungled heist is so personal to the Human Centrifuge: he's one of Roller Girl's former partners, and was set up, robbed, and betrayed by her. Mischievous heroes can prey upon this grudge and get a +5 bonus on attempts to demoralize him with the Intimidate skill or to employ the Distract feat against him.

THE MINSTREL

Like the Creeping Terror, the Minstrel is quite prepared to use his Thugs (Bass, Treble, Soprano, Tenor, and Baritone) as distractions in order to save his own hide. His Sidekick/girlfriend *du jour* Octavia is a different story, as he has to at least make a show of protecting

her, lest he lose his rep with the ladies of Freedom City. Speaking of the Minstrel's romances, he took part in the heist for reasons similar to the Human Centrifuge, as he was the very first criminal boss betrayed by Roller Girl (she was the original Octavia). Therefore, his old resentment can also be exploited with a Sense Motive skill check in the same manner as the Human Centrifuge, previously.

ROLLER GIRL

By far the most sensible person in the room, Roller Girl aims to fight just long enough to avoid being labeled a coward by her villain peers, then rocket-skate out the nearest open door to freedom. Her doing so is another way gamemasters can tilt the odds back in the good guys' favor. In fact, if the heroes are really taking it on the chin, Roller Girl is more than willing to hit either of her former associates the Human Centrifuge and the Minstrel with a parting shot as she exits stage left.

WE DON'T TALK ANYMORE

If the maybe-not-all-that-super superheroes manage to lose to the motley collection of masked baddies, the good news is they suffer no further harm other than extreme embarrassment. They wake up with almost everything of interest gone, but the humbled heroes probably want to look around a bit just to confirm these facts (see **Private Investigations** below for details).

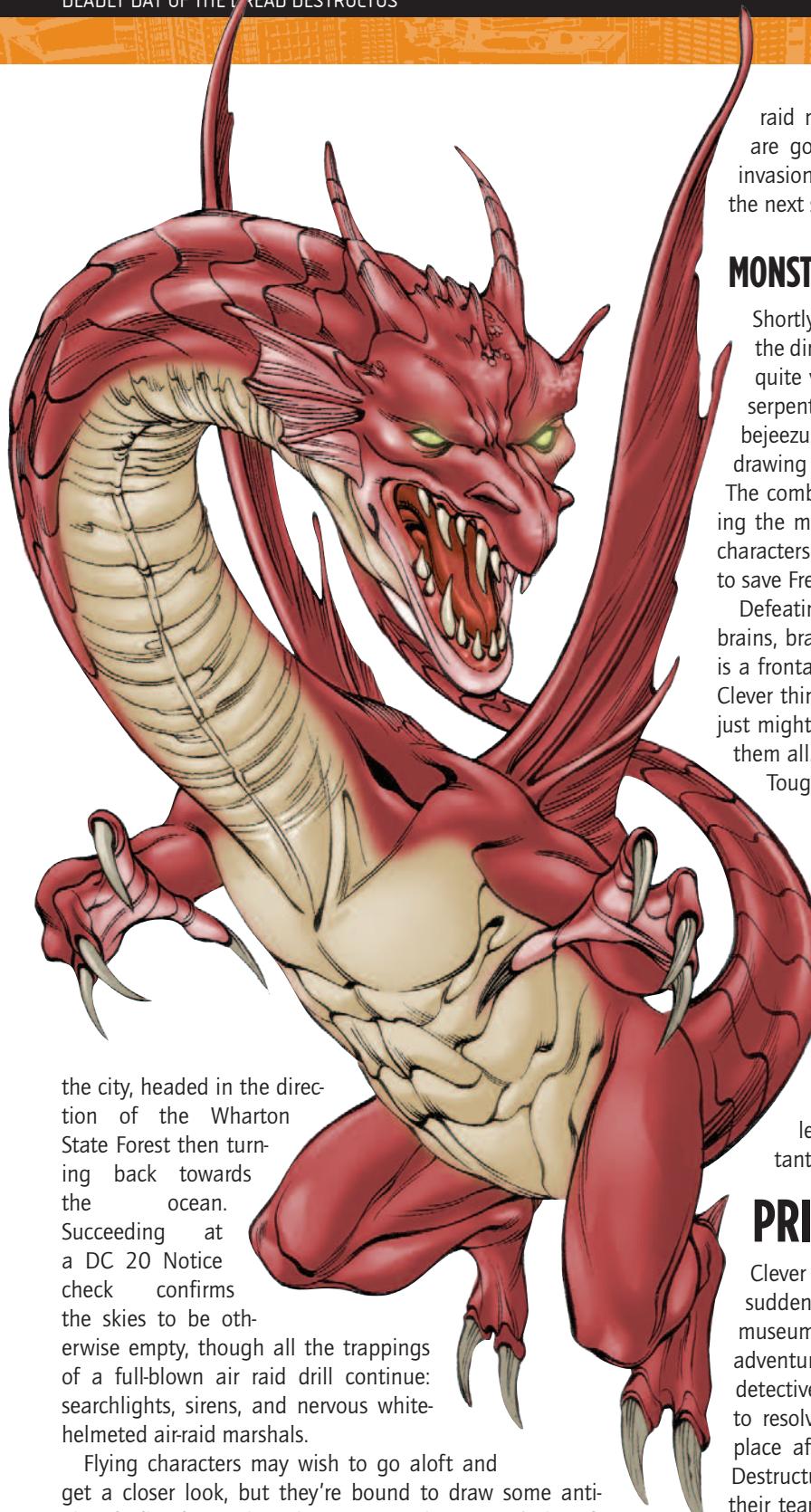
In the more likely outcome, the good guys win, and the bad guys are in FCPD custody en route to the nearest jail cell. Ambulances and doctors arrive for those who need them shortly thereafter. The police allow the heroes to question any captured crooks, just so long as things remain civil, and an officer is always present to listen for anything useful.

Depending on the villain, they are varying degrees of cooperative during interrogation. The Intimidate skill works as normal. On the Diplomacy skill Interaction Table, the Creeping Terror is Indifferent, Color Queen, Roller Girl, Octavia, and the assorted Thugs are Unfriendly, and the Minstrel and the Human Centrifuge are Hostile, while the Alchemistress can have any attitude the gamemaster needs her to. Roller Girl's attitude can improve to Helpful if she's offered a plea bargain in exchange for testifying against the others, as will the attitudes of her spurned former partners if they're offered the chance to give evidence against her.

If they agree to talk, all of them recount the evening's goings-on colored by their individual crazy supervillain perspectives. However, none willingly give up the location of the Hive of Scum & Villainy, and if the characters learn of it by other means (e.g., Mind Reading), it will relocate long before the forces of law and order arrive.

THIS IS NOT A TEST

Immediately after the heroes have learned all they can or will from the villains a loud disturbance echoes through the night, accompanied by searchlights sweeping the sky from all directions. Even without their aid, the sight and sound of a large object streaking across the stars is readily apparent. For a moment, it looks like it will take the tops off the city's skyscrapers, but it passes safely over



the city, headed in the direction of the Wharton State Forest then turning back towards the ocean. Succeeding at a DC 20 Notice check confirms the skies to be otherwise empty, though all the trappings of a full-blown air raid drill continue: searchlights, sirens, and nervous white-helmeted air-raid marshals.

Flying characters may wish to go aloft and get a closer look, but they're bound to draw some anti-aircraft fire from trigger-happy ground crews. It's just for in-game effect, though; a DC 15 Stealth check sees them safely to the ground without further incident.

A huge flying object above their home city is all it takes to get most heroes to go investigating. If not, it won't be long before the stern-faced cops (who've secured the museum) and the insistent air-

raid marshals begin asking when exactly the costumed folks are going to check out the maybe-a-missile, maybe-a-Martian-invasion thing. When the players take the hint, events move on to the next section.

MONSTER MASH

Shortly thereafter, a great commotion becomes noticeable from the direction of the dockyards, the source of which soon becomes quite visible, the Dread Destructus: a 60-foot-long scaly-winged serpent. The fantastic beast is headed out to sea, scaring the bejeezus out of hundreds of innocent bystanders as it goes and drawing heavy fire from nearby U.S. Navy ships and Air Force jets. The combined firepower seemingly has no effect other than drawing the monster away from the more-populated areas, leaving the characters (inconveniently, the only heroes in town at the moment) to save Freedom City.

Defeating the surly serpent is not easy, but it can be done using brains, brawn, or a combination of the two. The most difficult way is a frontal attack, because the flying lizard is not easily damaged. Clever thinking on the players' parts and a lot of combined attacks just might be able to do the trick before the sinister snake crushes them all. If the monster accumulates a -10 penalty (or more) to its Toughness saves, it decides to run back to the ocean depths.

The heroes can then pursue the Dread Destructus if they wish, but they've pretty much saved the city at that point.

There are plenty of men, women, and children who need aid and comfort after even a brief monster rampage, so the heroes' proper place at this juncture is helping them.

If the characters lose, the gamemaster can have the Dread Destructus flatten the city before returning to its oceanic slumber, but that's kind of a jerk move.

More mercifully, the Freedom League or similar hero group can arrive in the nick of time and save the day, leaving the heroes hopefully a little wiser and (more importantly) alive, with standing homes to go back to.

PRIVATE INVESTIGATIONS

Clever player characters may suspect a connection between the sudden appearance of a giant winged serpent and the attempted museum heist. Or not. It's certainly possible to conclude the adventure with Giant Flying Alligator Wrestling, but any caped detectives amongst the heroes may look for a less violent way to resolve the city's current crisis. Their investigations can take place after the supervillains are beaten and before the Dread Destructus' arrival in town, or while the monster rampages, forcing their teammates to battle the scaly menace until they put all the clues together. It's the gamemaster's call.

The head curator Dr. John Banning (clad in robe and slippers) arrives at the museum shortly after the battle's conclusion to inspect the damage, and is more than happy to confirm information for the heroes between yawns. With the right combination of smarts and a hot die, the following clues can be uncovered in the museum.

- A Search skill check (DC 15) of the lobby turns up all the apparent loot the villains failed to get away with. It's all obviously valuable (items that were labeled "RARE ARTIFACT" in the display cases and the like) and culturally significant, but of no obvious bearing on the current reptile emergency.
- Succeeding the Search check by 5 or more (DC 20 or higher) uncovers another item, wedged behind a display column. It resembles an unusually large ram's horn, but colored an odd reddish-brown color (matching the Dread Destructus' hue, by the by).
- Studying the horn with an Investigate skill check (DC 15) or Notice skill check (DC 20) confirms the narrow end is open, like it was intended to be a musical instrument. It shows signs of having been played recently (The Minstrel swiped the horn from the locked room where it was undergoing study, and blew it in a fit of anger in a vain attempt to stop the villains' petty arguing—a story he will recount for the heroes if properly questioned).
- Another Investigate skill check (DC 15) or Notice skill check (DC 20) reveals a strange series of symbols around the large open end of the horn. A Knowledge (arcane lore) skill check (DC 15) identifies it as ancient Atlantean, and success against DC 20 provides a rough translation: "Beware the Dread Destructus who hears only this horn!" Dr. Banning's ancient Atlantean is a little rusty, but he can confirm the language and the word "Destructus" if the heroes can't dope it out themselves.

If the good guys piece together that the Minstrel's errant toot brought down the wrath of the Dread Destructus on the city, their options increase dramatically. They can use the horn to lure the evil flying lizard out to sea and far away from Freedom City for a start, perhaps to a waiting A-bomb (a sensible solution during the Silver Age). Alternately, once the heroes figure out the sound of the horn attracts the Two-Eyed, Two-Horned Flying Vermillion People Eater, they can simply bait the Dread Destructus out towards the deep water then chuck the horn into the drink. It will follow, all the way back to its watery rest.

THE NO-PRIZE

The players each get a power point for stopping the Dread Destructus from destroying Freedom City, unless (in the gamemaster's view) the reckless heroes caused so much unnecessary collateral damage in the process they essentially did Destructus' evil work for it. In that case they get nothing, to help cover the city's clean-up costs. The gamemaster may also want to give each player a power point for their earlier encounter with the villains and the interrogation and investigation that followed.

IN NEXT MONTH'S EXCITING ISSUE...

Depending on the outcome, there may be unresolved plot threads the gamemaster can follow up on in later adventures. Freedom

City may still have a stray super-villain or two on the loose if any escaped the museum battle. Given the nature of giant comic-book monsters, it's just a matter of time before someone else summons the Dread Destructus and the monster returns to plague the heroes and their beloved home city again. Thus, the players can look forward to *Deadly Day of the Dread Destructus Deux* on some future game night.

CAST OF CHARACTERS

This section provides all the statistics for the opponents facing our heroes in *Deadly Day of the Dread Destructus*.

THE ALCHEMISTRESS

Christina Hartley was hailed as the greatest mind in the field of chemistry since Marie Curie herself. She won every accolade and award that could be bestowed on a scientist, but she wanted more. Hartley's genius allowed her to see as no one else could how all the seeming miracles of modern chemistry barely scratched the surface of its possibilities. She aimed to unlock those remaining secrets at any cost, and as a result of her incautious maniacal obsession she was exposed to ever-more dangerous and exotic chemical concoctions. In time she realized the ancient dreams of the alchemists and fashioned a wand capable of transmuting the elements at will, but by then she was also quite mad.

The now criminally insane Hartley dubbed herself "the Alchemistress," and dedicated herself to pursuing the wealth and power she feels is due someone of her awesome abilities. Throughout Freedom City's "Silver Age" era, only the heroism of its costumed heroes and the Alchemistress' own lunacy prevented her from getting them.

THE ALCHEMISTRESS

PL 10

Str 10 Dex 12 Con 12 Int 30 Wis 18 Cha 16

Skills: Bluff 8 (+11), Craft (chemical) 15 (+25), Craft (electronic) 8 (+18), Knowledge (physical sciences) 15 (+25), Notice 6 (+10)

Feats: Attack Focus (ranged), Attractive, Defensive Roll 8, Dodge Focus 8, Improvised Tools, Inventor, Master Plan, Skill Mastery (Craft [chemical], Knowledge [physical sciences]), Ultimate Skill (Knowledge [physical sciences])

Powers:

Device 20 (Alchemy Wand, easy to lose)

Alchemy Wand: **Enhanced Feat 2** (Quick Change 2), **Transform 16** (non-living matter into other non-living matter; Continuous; affects 500,000 lbs. of mass)

Combat: Attack +3 (melee), +4 (ranged), Grapple +3, Damage +0 (unarmed), Defense +11 (+1 flat-footed), Knockback -4 (-0 flat-footed), Initiative +1

Saving Throws: Toughness +9 (+1 flat-footed), Fortitude +3, Reflex +3, Will +5

Abilities 38 + Skills 13 (52 ranks) + Feats 23 + Powers 60 + Combat 12 + Saves 5 = 151 Total

COLOR QUEEN**PL 10****Str 10 Dex 14 Con 16 Int 22 Wis 14 Cha 14****Skills:** Craft (artistic) 4 (+10), Craft (electronic) 5 (+11), Knowledge (art) 5 (+11), Knowledge (physical sciences) 5 (+11), Profession (painter) 5 (+7)**Feats:** Attack Focus (ranged) 4, Defensive Roll 6, Dodge Focus 6, Inventor, Master Plan**Powers:****Device 26** (Color Wheel; easy to lose)*Color Wheel: Blast 12* (infrared heat ray; Subtle), **Create Object****6** (solidified violet-light ray), **Dazzle 12** (white-light ray, visual),**Drain Strength 12** (black light ray; Ranged; Slow Fade),**Emotion Control 10** (blue-light ray [despair], yellow-light ray [fear], red-light ray [hate], green-light ray [jealousy], indigo-light ray [love]; Burst Area; Sight-Dependent), **Invisibility 2**(ultraviolet-light ray, negated by Toughness 2+ barriers; Attack (Reflex Save, use power on self & others at once), Ranged; Alternate Power: **Invisibility 2** [Close Range], Close Range),**Telekinesis 3** (heavy load: 200 lbs.; orange-light ray)**Combat:** Attack +4 (melee), +8 (ranged), Grapple +4, Damage +12 (Blast), +0 (unarmed), Defense +10 (+2 flatfooted), Knockback -4 (-1 flatfooted), Initiative +2**Saving Throws:** Toughness +9 (+3 flatfooted), Fortitude +4, Reflex +4, Will +4**Abilities 30 + Skills 6 (24 ranks) + Feats 18 + Powers 78 + Combat 16 + Saves 5 = 153 Total****USE IN LATER AGES**

The Alchemistress was a frequent escapee from the Providence Asylum into the mid-1980s, after which increased security and advancing years combined to keep her incarcerated. One last escape during the Iron or Modern Ages is certainly possible, as is the appearance of a new Alchemistress who somehow learned the scientific secrets of the original.

COLOR QUEEN

Carla Paisley was driven by her overriding love of painting, but her singular lack of talent kept her from earning the acclaim she felt was her due. Her despised day-job in her family's electronics firm and the endless critical mockery of her art left her angry and embittered. While scouting potential landscapes, Carla discovered the wreckage of a crashed flying saucer, and from it she salvaged the multi-hued "Color Wheel" device that became her criminal trademark.

As the Color Queen, she became the scourge of Freedom City's art community, as she jealously sought revenge on "lesser" creators who "unjustly" robbed her of fame and adulation. She also proved herself quite willing to line her own pockets with ill-gotten loot in the process.

USE IN LATER AGES

Color Queen was defeated by the Star Knight (A'Lan Koor) just prior to his departure from Earth in 1977, and he confiscated the Color Wheel and returned it to its planet of origin. Of course, if one such

THE CREEPING TERROR**PL 10****Str 10 Dex 10 Con 10 Int 26 Wis 18 Cha 14****Skills:** Concentration 5 (+9), Craft (electronic) 9 (+17), Disable Device 9 (+17), Escape Artist 4 (+4), Investigation 5 (+13), Knowledge (history) 5 (+13), Knowledge (physical sciences) 8 (+16), Knowledge (streetwise) 8 (+16), Knowledge (technology) 9 (+17), Notice 5 (+9), Search 5 (+13), Stealth 4 (+4)**Feats:** Assessment, Dodge Focus 6, Improvised Tools, Inventor, Master Plan, Minions 4 (5 Thugs—see *M&M*, page 229)**Powers:****Device 8** (Fatigue-Ray Gun, easy to lose),**Device 4** (Force Field Generator, hard to lose), **Device 8**(Paralyzing-Ray Gun, easy to lose), **Device 5** (Sleeping-Gas Capsules, easy to lose)*Fatigue-Ray Gun: Fatigue 10* (Burst Area, Ranged)*Force Field Generator: Force Field 12* (Impervious 7; Selective)*Paralyzing-Ray Gun: Paralyze 10* (Burst Area, Ranged)*Sleeping-Gas Capsules: Blast 6* (Burst Area, Fortitude Save, Sleep; Sedation)**Combat:** Attack +2, Grapple +2, Damage +8 (Blast), +0 (unarmed), Defense +8 (+1 flatfooted), Knockback -9, Initiative +0**Saving Throws:** Toughness +12, Fortitude +2, Reflex +2, Will +5**Abilities 28 + Skills 19 (76 ranks) + Feats 14 + Powers 79 + Combat 8 + Saves 5 = 153 Total**

device can be found on Earth, there can certainly be others just waiting to fall into a more contemporary villain's hands.

THE CREEPING TERROR

Dr. William Bradford's scientific acumen was equaled only by his loathing of the new-fangled era he was living in. As his prodigious intellect devoured all that science had to teach and more, his soul longed for the simpler era of his turn of the century youth. If only people took things a little easier, he thought, folks would think more before they acted and live in much happier, nicer world. The misery of the Great Depression and the madness of World War II convinced him to move his theories into practice, and he set out to force humanity to live at a more unhurried pace.

Bradford used his mad genius to construct an arsenal of fantastic devices all designed to plumb tucker folks out and make them slow down. With them, he set out to steal enough money to fund construction of larger-scale models with which he could force his leisurely will on the whole human race. Freedom City was sufficiently panicked by his strange weaponry that the papers dubbed him "the Creeping Terror," and the name stuck long after the alleged "terror" subsided. Bradford's "creeping," however, continued unabated for another three decades.

USE IN LATER AGES

The Creeping Terror's criminal career dates back to the Golden Age when the original Johnny Rocket routinely sent him off to prison, and continued well into the Bronze Age. Even after Bradford's death in 1977, the technological fruits of his off-kilter genius remain, waiting for the right loon to come along and pick them up.

THE HUMAN CENTRIFUGE

PL 10

Str 10 Dex 20 Con 20 Int 24 Wis 12 Cha 12

Skills: Craft (chemical) 8 (+15), Craft (mechanical) 8 (+15), Disable Device 8 (+15), Knowledge (current events) 8 (+15), Knowledge (physical sciences) 8 (+15), Pilot 8 (+13), Profession (airman) 8 (+9)**Feats:** Attack Focus (ranged) 4, Improvised Tools, Instant Up, Inventor, Master Plan**Powers:****Device 17** (grenades, easy to lose)**Spinning 8** (Radius Sight)Binding grenades: **Snare 7** (metallic streamers)Exploding grenades: **Blast 6** (Explosion Area)Flash grenades: **Dazzle 5** (blinding light, visual; Burst Area)Hologram projector grenades: **Illusion 5** (visual)Smoke grenades: **Obscure 6** (visual)Vortex grenades: **Blast 8** (air)**Combat:** Attack +6 (melee), +10 (ranged), Grapple +6, Damage +8 (Blast) +0 (unarmed), Defense +6, Knockback -6 (-2 not Spinning), Initiative +5**Saving Throws:** Toughness +13 (+5 without Spinning), Fortitude +6, Reflex +6, Will +3**Abilities 38 + Skills 14 (56 ranks) + Feats 8 + Powers 68 + Combat 24 + Saves 4 = 156 Total**

THE MINSTREL

PL 9

Str 10 Dex 18 Con 16 Int 18 Wis 16 Cha 14

Skills: Bluff 8 (+10), Disable Device 9 (+13), Disguise 9 (+11), Escape Artist 9 (+13), Knowledge (art) 8 (+12), Knowledge (history) 6 (+10), Knowledge (physical sciences) 8 (+12), Knowledge (streetwise) 9 (+13), Knowledge (technology) 8 (+12), Perform (singing) 6 (+8), Perform (stringed instruments) 6 (+8), Profession (composer) 8 (+11), Sleight of Hand 9 (+13), Stealth 9 (+13)**Feats:** Attack Focus (ranged) 3, Attractive, Distract (Bluff), Dodge Focus, Hide in Plain Sight, Master Plan, Minions 4 (5 Thugs—see *M&M*, page 229), Quick Change, Sidekick 6 (Octavia; use Criminal archetype—see *M&M*, page 226), Taunt**Powers:****Device 9** (Sonic Lute, hard to lose)Sonic Lute: **Sonic Control 10** (Alternate Powers: **Blast 10, Blast 6** [Burst Area], **Disintegration 6** [Limited to crystalline objects], **Illusion 9** [auditory], **Mind Control 9** [Burst Area; Hearing-Dependent], **Stun 6** [Ranged]), **Force Field 9, Sensory Shield 10** (auditory)**Combat:** Attack +5 (melee), +8 (ranged), Grapple +6, Damage +10 (Blast), +0 (unarmed), Defense +6 (+2 flat-footed), Knockback -6, Initiative +4**Saving Throws:** Toughness +12 (+3 without Force Field), Fortitude +4, Reflex +5, Will +4**Abilities 32 + Skills 28 (112 ranks) + Feats 20 + Powers 36 + Combat 20 + Saves 3 = 139 Total**

THE HUMAN CENTRIFUGE

Air Force Captain Bobby Smith seemed poised to become another of NASA's clean-cut, athletic, go-getter astronauts until a freak accident sent him down a crooked path. Exposed to an accidental radiation leak while undergoing centrifuge training, Smith emerged from the machine with vastly increased intelligence, the ability to spin at incredible speeds, and a new sociopathic personality. The former officer and gentleman thereafter dedicated himself to criminal mayhem, and became infamous as the Human Centrifuge.

USE IN LATER AGES

Smith was eventually cured in 1984 through the efforts of Dr. Alexander Atom. As long as centrifuge training continues, however, the world remains only one radiation leak away from another person assuming the Human Centrifuge's mantle.

THE MINSTREL

It's said children are born to break their parents' hearts, and so it was with Charles Van Johnson, progeny of Basil (the Maestro) Fatherton. The unexpected result of a dalliance between Fatherton and a comely young cellist, infant Charles was quickly abandoned by his father when Fatherton turned to supervillainy. By the time Fatherton emerged from Providence Asylum seemingly cured and ready to reconnect with his son, Charles had grown into a heartless philanderer.

Charles feigned interest in his father's make-good efforts just long enough to learn all the Maestro's criminal secrets. With

them, he created his own villainous alter ego as the Minstrel, and committed daring robberies throughout Freedom City during the "Silver Age" era.

USE IN LATER AGES

The Minstrel has not been seen or heard from since the Maestro resumed his own criminal career, and is generally believed to have suffered some unpleasant fate at his father's hands. Therefore, the Maestro is best substitute in a Modern Age series, and his game statistics are found in the *Freedom City* sourcebook, page 150. The Minstrel's stats are close enough to serve if the gamemaster doesn't have that sourcebook handy.

ROLLER GIRL

Lisa Elliot always made the most of any opportunity, no matter how strange. She became a star on the roller derby circuit when it proved more lucrative than any other potential use of her considerable wits. Later, when the chance to join up with a supervillain's gang came her way, she took it. Lisa excelled at crime, and ingratiated herself enough to learn all the boss' trade secrets. When the opportunity to betray him emerged, he was soon on his way to prison, and she walked away richer and better-armed. After making saps out of a couple more unsuspecting bad guys, Lisa was more than ready to make her debut as the villainess Roller Girl.

Her solo crooked career sometimes made her rich, and sometimes made her a prison inmate, but whatever the circumstances

ROLLER GIRL**PL 10**

Str 10 | Dex 20 | Con 12 | Int 18 | Wis 18 | Cha 20

Skills: Acrobatics 3 (+8), Craft (electronic) 5 (+9), Disable Device 5 (+9), Knowledge (current events) 5 (+9), Knowledge (physical sciences) 5 (+9), Knowledge (technology) 5 (+9)

Feats: Accurate Attack, Attack Focus (ranged) 4, Defensive Attack, Defensive Roll 3, Dodge Focus 4, Improved Block, Improved Disarm, Improved Initiative, Instant Up, Move-by Action, Power Attack, Quick Draw

Powers:

Device 2 (Rocket-Powered Roller Skates, hard to lose)

Device 19 (Sequin Gadgets, easy to lose)

Rocket-Powered Roller Skates: **Speed 6, Strike 4**

Sequin Gadgets: **Blast 8** (force beam), **Disintegration 6** (acid), **Force Field 6** (Impervious), **Gravity Control 9** (artificial gravity field; Continuous; Increase Only), **Illusion 5** (holograms, visual; Action), **Mind Control 5** (hypnotic light; Continuous; Sight-Dependent)

Combat: Attack +6 (melee), +10 (ranged), Grapple +6, Damage +8 (Blast), +4 (Strike), Defense +10 (+3 flatfooted), Knockback -8 (-6 flatfooted), Initiative +9

Saving Throws: Toughness +10 (+7 flatfooted), Fortitude +3, Reflex +6, Will +5

Abilities 38 + Skills 7 (28 ranks) + Feats 20 + Powers 65 + Combat 24 + Saves 4 = 158 Total

she always came out with the best possible results. It was a lesson learned the hard way by all who ever underestimated Roller Girl.

USE IN LATER AGES

Lisa retired her Roller Girl identity in 1986 and became a freelance consultant to other super-criminals, a move that led to many more riches and far less jail time. It's easy then to conceive of her training a new Roller Girl for the Iron or Modern Ages.

THE DREAD DESTRUCTUS

At 60' in length, Destructus is hard to miss. It's serpentine in appearance, covered in prominent red-brown scales the color of dried blood.

THE DREAD DESTRUCTUS**PL 12**

STR DEX CON INT WIS CHA

+16 +0 +16 -4 +0 +0

42 10 42 2 10 10

TOUGHNESS FORTITUDE REFLEX WILL

+16 +16 +2 +2

Skills: Intimidate 4 (+10, includes +6 size), Notice 4 (+4), Survival 12 (+12)

Feats: Attack Focus (melee) 6, Dodge Focus 6

Powers:

Blast 9 (venom; Burst Area, Fortitude Save, Poison; Fades)

Flight 5 (250 MPH)

Growth 12 (gargantuan; Continuous; Permanent; Innate)

Impervious Toughness 4

Super-Senses 2 (infravision, scent)

Super-Strength 12 (*heavy load:* 12.5K tons; Super-Breath, Thunderclap)

Combat: Attack +8 (melee, includes -4 size), +2 (ranged, includes -4 size), Grapple +36 (+48 vs. medium-size targets), Damage +16 (unarmed), +9 (Blast), Defense +8 (+1 flatfooted, includes -4 size), Knockback -22, Initiative +0

Abilities 20 + Skills 5 (20 ranks) + Feats 12 + Powers 115 + Combat 24 + Saves 4 = 180 Total

About a quarter of its length from the head are two scaly bat-like wings, and four razor-sharp fangs protrude from its hideous maw.

Its name appears in the ancient writings of the Serpent People, where it is mentioned with frightened awe and fearful worship. Only the most powerful sorcerers of fabled Atlantis were able to keep its kind at bay, but through their efforts the Dread Destructus was reduced to a slumbering potential threat. The secret of how to awaken it survived the sinking of Atlantis, with that forbidden knowledge transmitted by word of mouth through the ages. Now, the monster awakens, and the Deadly Day of Dread Destructus threatens to be Freedom City's last.



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