



## The Freedom League Attacks

*a Mutant and Masterminds 3<sup>rd</sup> Edition adventure by  
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*For 4 PL 10 characters*

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*This adventure is set in Freedom City as presented in Green Ronin's Freedom City Sourcebook, 2<sup>nd</sup> edition, with some minor tweaks. The current composition of the Freedom League has been changed, and sent off world while a few past members have been created.*  
*This adventure is based on an idea stolen from the example adventure in the Mutants and Masterminds 1<sup>st</sup> edition rulebook.*

## Scene 1: Wendel and Shields

The Freedom League have long been the primary defenders of Freedom City and known worldwide as champions of peace, but they have now been missing for several months. They often leave without warning or explanation, but this is an unusually long absence. Luckily, though, life in Freedom City has been relatively peaceful and uneventful.

It is with some surprise, then, that on this beautiful Spring Saturday, reporters begin telling stories of members of the Freedom League suddenly begin spotted around the city. Stranger is that they appear to be going on a crime spree.

However the characters choose to receive their news, they should be lead to a lab of Wendel & Shields Pharmaceuticals. Police have cordoned off several blocks around the biolab on Gould between 53<sup>rd</sup> and 54<sup>th</sup> Street where Captain Thunder, Lady Liberty and Johnny Rocket are ransacking the place. Several people have been reported injured, but ambulances cannot get close without being struck by Captain Thunder's lightning.

Authorities have called the Atom Family for help, but they are busy investigating strange happenings at an Egyptian Pyramid.

Captain Thunder is circling the labs while Lady Liberty and Johnny Rocket search the labs. Captain Thunder will toss lightning at anyone who approaches. If the heroes insist on interfering, he will call the others for help. If one of the three is defeated, the other two will attempt to abandon their mission and head back to Freedom Hall. If the heroes are defeated, the Freedom League will continue their search for a time, and then leave carrying off some of the cylinders from the upper level.

### **Wendel & Shields**

W&S is a large Pharmaceutical company, producing a variety of cutting edge drugs and medical devices. Many of their earliest advances were credited to the brilliant but reclusive co-founder David Shields, who has managed to stay out of the public eye. It is said that Shields rarely works directly with the company anymore, but periodically sends a prototype, experimental results or a theoretical report that leads W&S's scientists to amazing new discoveries. The lab under attack is relatively new and known to employ some of their top scientists in the fields of genetics and cybernetics.

The bottom floor is dominated by a glass-faced lobby and offices for most of the Human Resources and Public Relations departments. Lady Liberty has most of the staff (only a handful because it's Saturday) cowed in the lobby.

The three upper floors have a variety of labs and offices. Johnny Rocket has done a cursory search of the whole place and files and papers are scattered everywhere. Vials and glassware have been knocked to the ground. A whole box of advanced prosthetic limbs is wedged in the incinerator chute.

It is the top floor that Johnny Rocket has taken most interest in. One corner of the floor is filled with metal cylinders, 6 feet wide and almost reaching the 12 foot ceilings. Much of the computers and equipment in this room have been marked with a logo based on da Vinci's Vitruvian Man, except the figure is a woman instead.

If, after the fight, the employees are questioned, the scientists will be helpful, saying that Johnny Storm had repeatedly asked them for details on Project Eve and demanded access to the relevant files. The scientists explain that when the attack started, they dumped the computer systems into security mode. Access cannot be recovered without codes that are not kept on-site. If questioned about what Project Eve is, a lawyer, Wilmer Koenig, will speak up pointing out that all details of Project Eve are considered trade secrets of Wendel & Shields. If the heroes want ANY information about the project, or even want to search the labs he will try to insist they sign Non-disclosure Agreement forms to keep anything they learn in the labs to themselves. The agreements do have legal force, even for costumed heroes who sign with their heroic identity.

### ***Examining the Freedom League***

If the heroes examine any defeated Freedom League members, they will see that what look perfectly like the famous heroes are not what they seemed. They have no heartbeat or other vital signs. A Treatment DC 15 roll will reveal that any blood shed is not real, merely a red liquid. There is no heart or lungs, the chest cavity is filled merely with a reddish paste.

Ambulances will arrive to take injured hostages and the defeated enemies to the hospital. If the heroes point out that strange qualities of the Freedom League, Sergeant Dan Pinzer, the ranking police officer dispatched here will instead insist they be sent to ASTRO Labs for examination. The scientists at ASTRO Labs determine after a few hours of study that none of their internal organs resemble anything human.

A Mind Reading check (use the subject's will) or, with proper equipment, a DC 20 technology check, will be able to access memories of the Freedom Leaguers. The memories seem authentic, but are 5 years old and end during an encounter between the Freedom League and an alien race known as the Rodan who use extensive bio-technology. Then the memories skip to the present where Daedalus has ordered this raid but motivations are fuzzy.

## **Scene 2: Freedom Hall**

Escaping "Freedom League" members will make their way to Freedom Hall and lock the doors behind themselves. If no one escapes, Freedom Hall is likely to be the first place to investigate. Freedom Hall is a sturdy building, but cannot withstand a determined attempt to gain entrance. Ground floor walls are windows are Toughness 10, upper floors are Toughness 15. Lock on the front door requires a DC 25 technology check to open. The rooftop hangar's lock is only DC 20, but the door is trapped (DC 25 to notice, DC 25 to disable). Anyone passing through the hangar without disabling the trap takes a Damage 10 hit from an energy field.

Inside, each level has a pair of multi-blaster defense systems, capable of firing one beam each round.

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**Multi-blaster:**

**Offense:** +4 to Hit

Energy Stunner: Ranged Damage 10 + Ranged Affliction 10 Dazed/Stunned

Nerve Disrupter: Ranged Agl Weaken 10, Fort Save

Pulse Laser: Ranged Damage 10 Multiattack

**Defense:** Toughness 6, Defense Class 5

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Anyone entering the front door will enter in the lobby and be addressed by Cynthia, the Freedom League's robot receptionist. She is a blonde woman in a light blue suit and white shirt. A DC 15 Perception check to notice that her skin is plastic, not real. "Hello, I'm Cynthia. Welcome to Freedom Hall. Can I help you?" She will protest unauthorized entrance to the rest of the building, but will not attempt to fight clearly superior enemies. (Bystander: MMHH3e pg216, but No Stamina, Immune to

Fort). She will take cover but remain inhumanly calm. If attacked, she will try to escape. "I am property of the Freedom League. Damage to myself will be billed to any attackers."

Elevators have been unlocked for all floors. They are voice controlled and will inform users that "Guest Access has been enabled to Floors 1, 2, 3, 4, S1 and S2." "Security Systems may have been compromised. Please inform Daedalus or another senior Freedom League member." All throughout the building are security cameras, visible with an easy Perception DC 10 check. Daedalus and B'Lan are watching the happenings of everything in Freedom Hall.

When the heroes enter Freedom Hall, the Freedom League will attack. Any survivors from Wendel and Shields as well as the Raven, Grey Matter and Ninjetta. They will be assisted by Rodan Minions, and possibly Rodan Goliaths. Some enemies will come through the elevators, while Raven, Grey Matter and Ninjetta are likely to have already been hiding on the first level when the heroes arrive. Daedalus will remain below in the computer room, defending B'Lan.

At various points around the building are computer terminals. Basic access is available, providing public information about the Freedom League, other heroes and villains, and basic encyclopedic knowledge. Control of most Freedom Hall systems is blocked as B'Lan has put the computers into lockdown mode.

It should become increasingly clear that the Freedom League members are in a confused state. They have all the memories of the Freedom League, but have lost all compunctions against harming innocents and are only interested in helping their new leader achieve his plans. This is necessary for the survival of the race.

The upper levels of Freedom Hall have been mostly untouched. B'Lan briefly tried to break in to Daedalus's lab but gave up. There are also two half-finished biorobots, representing Bowman and Scarab outside Daedalus's lab.

The alien forces are lead by an officer known as Flight Leader B'Lan 24. He is in the Freedom Hall computer room in sub-level 2, trying to break into the computer systems. He is working at the keyboard before the main computer screen but has also torn open various large computer modules. Cables and wires litter the floor around him. He has achieved basic access, the main screen is showing a grid of names and pictures of active Freedom League members. Any further details are restricted. He is protected by Daedalus, 2 minions and 2 Ronan Goliaths (larger tougher versions of the aliens). If it appears he is losing the fight, B'Lan will grab his personal teleporter rod and escape to his ship.

*For a layout of Freedom Hall, see my map at  
<http://calubrecht.us/mutantsAndMasterminds/freedomHall.html> .*

## Scene 3 : Epilogue

If B'Lan is captured he will admit to most of his plans. He'll claim the Rodan have no plans on Earth, merely need examples of human super-heroes to copy. He will try to appeal to the heroes to let him defend his people against the aggressive Grue Unity. None of the rest of the Rodan aliens can speak any Earth language, and know little about the plans anyway. They have heard rumors of the Grue but not seen them themselves. They don't know specifics of Rodan's imperial ambitions, but will reveal that the Rodan are an aggressive empire themselves, just losing to the stronger Grue empire. His spaceship is programmed to return to Rodan space if B'Lan is unable to contact it.

If B'Lan escapes to his space ship, he will abandon his plans and leave. If the heroes gain access to the Freedom League's Lighthouse space station, they will find it has tracked its general trajectory, but

when the Freedom League left they took their only functioning interstellar ship, the Icarus. The Icarus II is still under construction.

Whether B'Lan is defeated, killed or escapes, all the Rodan technology is set to self-destruct without his commands to keep them active. They will just slowly fall apart and bio-electronic circuits will disintegrate. This includes the bio-robot Freedom League. Within a few days there will be nothing left of them but goo.

## **Background**

### ***Rodan***

The Rodan are an alien race the Freedom League encountered several years ago. They have advanced biotech technology and have been expanding their empire throughout the galaxy. During their encounter, the Freedom League was captured and genetic material was sampled before their escape.

The Rodan recently came into contact with the Grue Unity and are losing ground as the Grue expand. Flight Leader B'Lan 24 was sent to Earth with bio-robot duplicates of the Freedom League members they captured. His orders are to collect more super-human DNA and expand the army of biorobots to give the Rodan an edge against the Grue.

The raid against Wendel & Shields was intended to collect some of their advanced cloning equipment and data to create a better duplicate of Daedalus and get access to the computer systems, as well as more quickly proceed with his cloning plans.

### ***Freedom League***

Seven members of the Freedom League have been reproduced as bio-robots. This is a version of the Freedom League from about 5 years ago. So some current members are not present and some of the bio-robots represent heroes that are no longer in the league. Two additional bio-robots are under construction.

- Captain Thunder – Leader of the freedom league, a flying powerhouse who can call down lightning to strike his foes.
- Daedalus – Genius inventor and resident tech expert, Daedalus enters battle in a Greek themed power armor suit.
- Lady Liberty – Imbued with the spirit of Liberty, Lady Liberty is super strong and tough and wields the light of liberty to help subdue her foes.
- Johnny Rocket – Fastest man on Earth, ready to be anywhere and everywhere the team needs him.
- Raven – A stealthy warrior of the night, striking fear in the hearts of criminals as she drags them to justice.
- Greymatter – An experienced Psychic, striking at the minds of the League's enemies, or forcing them to ignore his presence. Was a member of the League when they encountered the Rodan, but later was killed by elements of the SHADOW organization.
- Ninjette – A master of the katana and the arts of ninjitsu, Ninjette served with the League only

briefly before quitting over philosophical differences with Captain Thunder.

## Statblocks



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### Captain Thunder - PL 10

**STR** 12, **STA** -, **AGL** 10, **DEX** 8, **FGT** 8, **INT** 1, **AWE** 1, **PRE** 4

**Offense:** Init +10, Unarmed +8 (DC27), Thrown +8 (DC27), Lightning Bolt +10 (DC 25), Cloud Burst (Burst Area DC 21), Thunderstrike +8 (DC 20) **Defense:** Dodge 10, Parry 8, Fort -, Tou 10, Will 7

#### Powers:

Energy Absorption: Healing 8, Electricity, restorative, self-only  
Energy Control

Lightning Bolt: Ranged Damage 10 (DC 25)

Cloud Burst: Ranged Damage 6 (Area: Burst, Alternate, DC 21)

Thunderstrike: Affliction 10 (Resisted by Fort, Area: Burst, Limited Degree, Hearing Impaired/Hearing Disabled, DC 20)

Senses (Ranged Detect Electricity)

Flight 6 (120mph, 1800'/round)

Power Lifting 4 (Lift 1600 tons)

Robot Body

Protection 10 (Impervious)

Immunity (Fortitude Effects)

**Advantages:** Power Attack, Leadership (1 Free Use as villain)

**Skills:** Expertise: Test Pilot 8 (+9), Insight 6 (+7), Intimidation 8 (+12), Perception 6 (+7), Persuasion 4 (+8), Technology 4 (+5), Vehicles 4 (+12)

**Complications:** Weakness: Power drain effects gain +5 rank

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### Johnny Rocket - PL 10

**STR** 1, **STA** -, **AGL** 6, **DEX** 3, **FGT** 4, **INT** 1, **AWE** 1, **PRE** 3

**Offense:** Init +46, Fast Attack +10 (DC 20), Whirlwind Trip +10 (DC 20) Dodge) Unarmed +10 (DC16) **Defense:** Dodge 14, Parry 14, Fort -, Tou 4/6, Will 10

#### Powers:

Fastest Man Alive:

Super Speed 10

Enhanced Advantage: Improved Initiative 10

Quickness 10

Movement 4 (Wall Crawling 2, Water Walking 2, Limited: Only when running)

Immunity (Own slam attacks)

Fast Attack: Damage 3 (Strength-based, Multiattack on 5 damage)

Whirlwind Trip: Affliction 10 (Resisted by Dodge,

Hindered/Prone, Area Effect: Burst, Instant Recovery, Alternate)

Robot Body

Protection 4

Immunity (Fortitude Effects)

**Advantages:** Close Combat 6, Defensive Roll 2, Evasion, Move-by-action, Daze (Deception)

**Skills:** Acrobatics 3 (+9), Deception 6 (+9), Technology 6 (+7), Perception 6 (+7)

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**Lady Liberty** - PL 10

**STR** 10, **STA** -, **AGL** 10, **DEX** 4, **FGT** 10, **INT** 1, **AWE** 3, **PRE** 4

**Offense:** Init +10, Unarmed +10 (DC25), Bonds of Liberty +10 (DC 20), Blinding Right (Area DC 20) **Defense:** Dodge 10, Parry 10, Fort -, Tou 10, Will 10

**Powers:**

Light Control:

Bonds of Liberty: Affliction 10 (DC 20 Resisted by Will, Impaired/Stunned/Bound, Ranged, Concentration)

Healing Light: Healing 10 (Alternate)

Justice of Day: Environment 5 (Bright as day, 500' radius, Alternate)

Light of Freedom: Nullify10 (Binding and Imprisoning, Perception, Simultaneous)

Blinding Right: Dazzle 10 (DC 20 Visual, Burst Area, Ranged)

Solid Light: Create 5 (Selective, 15 cubic feet )

Flight 5 (60mph, 900'/round)

Robot Body

Protection 10

Immunity (Fortitude Effects)

**Advantages:** All-out Attack, Defensive Attack, Fearless, Great Endurance, Improved Disarm, Inspire 2 (1 free use as villain), Luck 2. Benefit (Quick Costume Change), Takedown, Teamwork

**Skills:** Expertise: Civics 10 (+11), Expertise: Lawyer 10 (+11), Insight 9 (+12), Perception 6 (+9), Persuasion 8 (+12), Ranged Attack: Light Control 6 (+10)

**Complications:** Power Loss: All powers when bound or imprisoned.

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**The Raven** - PL 10

**STR** 2, **STA** -, **AGL** 6, **DEX** 6, **FGT** 14, **INT** 4, **AWE** 4, **PRE** 2

**Offense:** Init +6, Power Knuckles +14 (DC 21), Boomerang +14 (DC 18) , Unarmed +14 (DC17), Grapple Gun +6 (DC15) **Defense:** Dodge 13, Parry 14, Fort -, Tou 4/7, Will 4

**Powers:**

Grapple Gun:

Snare 5 (DC 15, Easily Removable)

Movement: (Swinging, Alternate)

Robot Body

Protection 4

Immunity (Fortitude Effects)

**Advantages:** Defensive Roll 3, Defensive Attack, Equipment 5: Utility Belt, Precise Attack: Ranged Cover, Move-by-attack, Evasion, Takedown

**Skills:** Acrobatics 8 (+14), Deception 8 (+10), Expertise: Streetwise 2 (+6), Insight 6 (+10), Investigation 8 (+12), Perception 8 (+12), Persuasion 4 (+6), Ranged Combat: Boomerang 8 (+14), Slight of Hand 6 (+12), Stealth 8 (+14), Technology 6 (+14), Vehicles 2 (+8)

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**Grey Matter - PL 10**

**STR 2, STA -, AGL 2, DEX 2, FGT 4, INT 2, AWE 4, PRE 0**

**Offense:** Init +2, Sleep Touch +10 (DC 20 Will), Mental Blast (DC 21 Will), Unarmed +4 (DC17) **Defense:** Dodge 8, Parry 8, Fort -, Tou 12/2, Will 12

**Powers:**

Psychic Eye: Senses 4 (Accurate: Mental, Acute: Mental, Ranged: Mental, Limited: Only against living targets)

Sleep Touch: Affliction 10 (Resisted by Will, Dazed/Stunned/Asleep, Cumulative, Subtle, DC20)

Mental Blast: Damage 6 (Perception, Resisted by Will, Alternate DC21)

Psionic Invisibility: Concealment 10 (All Senses, Affects Others, Precise, Reach 3 (15'); Limited: Affects only those with a brain. Alternate)

Telekinetic Hands: Move Object 2 (Precise; Range 50/100/200', 200 pounds)

Telekinetic Shield: Protection 10 (Impervious, Sustained)

Robot Body

Protection 2

Immunity (Fortitude Effects)

**Advantages:** Eidetic Memory, Jack of all trades, Ultimate Effort: Will

**Skills:** Deception 4 (+4), Expertise: Psychology 6 (+8), Insight 6 (+10), Perception 4 (+8), Persuasion 4 (+4)

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**Ninjette - PL 10**

**STR 3, STA -, AGL 6, DEX 6, FGT 7, INT 0, AWE 2, PRE 1**

**Offense:** Init +6, Magic Katana: +14 (19-20 crit, DC 21), Shuriken +10 (DC 16), Throw +6 (DC18), Unarmed +12 (DC18) **Defense:** Dodge 13, Parry 13, Fort -, Tou 7/3, Will 12

**Powers:**

Blindsight: Senses 6 (Accurate: Hearing, Analytical: Hearing, Counters Illusion: Hearing, Extended Hearing 1: x10)

Magic Katana: Strike 3 (Easily Removable, magical slashing, DC21, Multiattack (6 ranks), Penetrating 6)

Shuriken: Damage 1 (DC16; Ranged, Multiattack, Removable)

Robot Body

Protection 3

Immunity (Fortitude Effects)

**Advantages:** All-out Attack, Defensive Roll 4, Defensive Attack, Improved Aim, Improved Critical (Katana), Great Endurance, Daze (Deception)

**Skills:** Acrobatics 4 (+10), Athletics 4 (+7), Expertise: Ninja 6 (+6), Close Combat (Katana) 7 (+14), Close Combat (Unarmed) 4 (+11), Ranged Combat (Shuriken) 4 (+10), Stealth 6 (+12), Deception 8 (+9), Intimidation 8 (+9)

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**Daedalus** - PL 10

**STR** 1(8), **STA** -, **AGL** 8, **DEX** 12, **FGT** 8, **INT** 10, **AWE** 4, **PRE** 1

**Offense:** Init +8, Gravitic Blast +12 (DC23), Gravitic Snare +12 (DC14), Unarmed +8 (DC23) **Defense:** Dodge 8, Parry 8, Fort -, Tou 12, Will 8

**Powers:**

Battlesuit (all removable):

Gravitic Blast: Damage 8 (Ranged, DC 23)

Gravitic Snare: Snare 4 (Ranged, Alternate, DC 14)

Enhanced Strength 7

Gravitic Flight: Flight 5 (60mph, 900'/round)

Protection 12: Impervious

Senses 5: (Radio, Vision penetrates concealment)

Robot Body

Immunity (Fortitude Effects)

**Advantages:** Eidetic Memory, Languages 5 (16 Languages), Improvised Tools, Inventor, Jack of all Trades, Inspire 3 (1 free use as villain)

**Skills:** Expertise: Philosopher 10 (+20), Expertise: Physical Scientist 10 (+20), Insight 2 (+6), Perception 6 (+10), Technology 10 (+20)

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**Rodan Minion** - PL 6 Minion

**STR** 0, **STA** 2, **AGL** 2, **DEX** 2, **FGT** -1, **INT** 0, **AWE** 1, **PRE** 1

**Offense:** Init +2, Blaster Rifle +4 (DC 21), Unarmed -1 (DC 15) **Defense:** Dodge 5, Parry 3, Fort 2, Tou 6 Will 3

**Powers:**

Shrinking 4: innate, permanent, normal strength

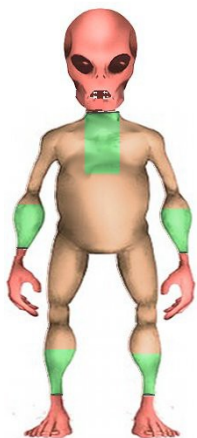
Tough Skin: Protection 4: innate

Blaster Rifle: Damage 6 (Ranged, Easily Removable, DC 21)

Light Buckler: Deflect 6, (Reflect, Removable)

**Skills:** Expertise: Soldier 2 (+2), Ranged Combat (Blaster Rifle) 2 (+4), Stealth - (+6)

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**Rodan Goliath** - PL 8 Minion

**STR** 6, **STA** 5, **AGL** 3, **DEX** 0, **FGT** 5, **INT** -1, **AWE** 1, **PRE** 0

**Offense:** Init +3, Unarmed +9 (DC 21) **Defense:** Dodge 4, Parry 6, Fort 8, Tou 10, Will 3

**Powers:**

Tough Skin: Protection 5: innate

**Advantages:** Close Attack 4

**Skills:** Expertise: Soldier 2 (+1)

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**Flight Leader B'Lan 24 - PL 12**

**STR 2, STA 4, AGL 3, DEX 3, FGT -1, INT 6, AWE 3, PRE 2**

**Offense:** Init +3, Ionizer Ray +12 (DC27), Psychic Static Bombs: (DC 20 Will), Sapper Gauntlet +14 (DC 20), Unarmed -1 (DC17) **Defense:** Dodge 12, Parry 4, Fort 8, Tou 12, Will 16

**Powers:**

Shrinking 4 (innate)

Tough Skin : Protection 8 (innate)

Officer Caste Enhancements:

Quickness 4

Regeneration 4

Ionizer Ray: Damage 12 (Ranged, Secondary Effect (10), Easily Removable, DC 27/25)

Psychic Static Bombs: Affliction 10 (Dazed/Stunned/Paralyzed, Burst Area, Easily Removable, DC 20 Will)

Sapper Gauntlet: Affliction 10 (Fatigued/Exhausted/Asleep, Accurate, Removable, DC 20 Fort)

Repair Ray (In Helmet): Healing 10 (Ranged, Affects Object Only, Removable)

Flight Belt: Flight 1 (Removable)

Teleporter Rod: Teleport 16 (Easily Removable)

**Advantages:** Improvised Tools, Inventor, Precise Attack (Ranged, Cover), Skill Mastery: Technology

**Skills:** Close Combat (Sapper Gauntlet) 13 (+12), Persuasion 8 (+10), Ranged Combat (Ionizer Ray) 8 (+12), Stealth 5 (+12), Technology 16 (+22), Treatment 4 (+10)

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