

TOYS WILL BE TOYS

A MUTANTS & MASTERMINDS FREEDOM CITY ADVENTURE

BY K. G. CARLSON

Those rotten little thieves at Fun-Time Toys are planning on marketing some of the last toys designed for them by Desmond Lettam, the former CEO exposed by the Raven as the villainous Toy Boy. And they'll probably make millions, too! It's just not fair! Toy Boy won't allow this, no sir. He's crafted some "deluxe" versions of those soon-to-be-mass-marketed cash cows, and Fun-Time will be very, *very* sorry. But what if those pesky super heroes stick their noses where they don't belong? Lucky for Desmond an old friend just dropped by for a visit....

Toys Will Be Toys is an adventure for the *Mutants & Masterminds* Superhero RPG. It is intended for a group of four to six power level 10 heroes, although the Gamemaster can scale the adventure to make it suitable for higher or lower level heroes by increasing or decreasing the power levels of the villains as appropriate (generally by approximately the same amount as the heroes).

The adventure is set in Freedom City (described in the *Freedom City* campaign sourcebook available from Green Ronin Publishing). Although *Freedom City* is recommended for running this adventure, it is not required.

In **Scene Six**, tracking of character movement will be important. The *Masterminds Manual* discusses tactical movement on pages 115-116, but all you need to run that encounter is covered in the *M&M* book on page 33 under **Movement Pace**. So, while the *Freedom City* book and the *Masterminds Manual* can add to your adventuring experience, all the necessary material is included here and in the *Mutants & Masterminds* core rulebook.

Text presented in boxes such as this one is for the Gamemaster to read aloud to the players to introduce a particular scene or element of the adventure. Feel free to paraphrase or modify the introductory text as best suits the game you're running.

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

ADVENTURE SUMMARY

Desmond "Toy Boy" Lettam was furious when he saw the commercial on Channel 25. "Fun times are coming soon!" it proclaimed, and the screen displayed shadowy images of his line of Space Patrol figures clustered around a RoboPoochie, flanked by a pair of Box'N'Bots, all of whom were peacefully oblivious to the Gigantosaur looming behind them. Those were *his* designs! Somehow Fun-Time Toys must found his schematics and decided to take them into production.

A few computer hacks later, and Desmond knew the truth. After having his super weapons manufacturing operation exposed by the Raven, those toy designs must have been scooped up by the police. The police had confiscated the plans from the headquarters he had been operating from at the time, and having found them to be harmless toy designs returned the schematics to Fun-Time Toys.

Desmond retreated to his lab, turning away any new customers eager for his unique brand of weaponry. In about a week, he had perfected his stolen ideas and was ready to teach his ungrateful former employees a lesson they'd never forget!

But in the wake of his recent defeats, Desmond's confidence was shaken. There were an awfully lot of super heroes in Freedom City these days; it seemed like more cropped up every day. As the hour slipped closer to midnight, his fears gnawed at him. What if they interfered? What if this time he were captured and sent to prison?

As if on cue, Quirk appeared in Toy Boy's current hideout with an audible pop. Quirk was bored...*again*...and wondered if his old pal might have any ideas for a good time. That whole escapade with the Realizer Ray had sure been a blast.

Since Desmond seemed inclined to whine, Quirk seriously considered leaving immediately. However, his rolling eyes seized upon the still glossy box of a new video game called *Crawlways & Corridors*. Secret agent Mortimer B. Quick had to scurry through an intricate maze beneath the capitol and defuse a bomb left by the evil Bim-Sala-Boom. Quirk settled in with the game controller and tuned out the sob story.

More than a little miffed, Toy Boy ordered his newest creations into the van that he'd sent Chuckles the Clown to steal earlier that day. He didn't need Quirk's help, even if he was hurrying over to Fun-Time Toys in the hopes that some part of Quirk's cosmic intellect was keeping watch.

The heroes will have to foil Toy Boy's fire-filled plans for vengeance on his former company, and then face the challenge of entertaining a bored Quirk before all is secure once more in Freedom City.

In the *Freedom City* sourcebook, see page 35 regarding Fun-Time Toys, page 222 for details on Toy Boy, and page 215 for the inside scoop on Quirk. All the game statistics for the villains can be found in the **Appendix: Rogue Roster** at the end of this adventure.

SCENE ONE: AT THE GATES

It's late at night in Freedom City, and all is not well. A thick fog rolled in off the ocean shortly before sundown, and a whole fleet of undead pirates is attacking the city. Most of Freedom City's defenders are hard pressed to keep the monsters contained east of the Centery Bridge, and are slowly but surely pushing them back out to sea. Not wanting to leave the rest of the city undefended, the player characters have been stuck on monitor duty.

The players may feel slighted at this; they may in fact be correct in stating that they could do a great deal of good against the pirates. But Captain Thunder (or another appropriate leader) will point out that the villains may try something while most of the heroes are otherwise occupied, and he'd feel better knowing that the player character's heroes are ready to answer the call of duty should that occur.

After several hours of watching all the action on the monitors, the heroes should be more than eager to jump at the chance to do something, even if it is just a burglary alarm at Fun-Time Toys (location 42 on the Freedom City Western Side map on page 26 of the *Freedom City* sourcebook). For those of you without access to that book, there is a map of Freedom City on page 241 in the *Mutants & Masterminds* book. It is located in the theater district, very close to the Beaudrie Opera House.

The streets of the theater district seem quiet and dark. Although the mysterious fog that enshrouds that eastern part of the city is nowhere to be seen, there are few people about. Nearby, the glowing marquee of the Beaudrie Opera House casts deep shadows down the street where the Fun-Time Toys building awaits in the foreboding gloom.

As the heroes approach the Fun-Time Toys building, have them roll a Notice check. A Notice DC 10 will reveal a white florists van sitting out from with the rear doors opened, a Notice check of 15 will reveal that the front doors appear to have been forcibly removed from their frame, and a DC 20 will reveal three small, four-legged forms standing in the shadowy archway. Characters with Super Senses (Low-Light Vision) should receive a +2 to their check, and characters with Super Senses (Darkvision or Ultravision) should receive a +5. A high-speed approach or sudden appearance at the front door will not need to roll; those heroes automatically Notice all those details. They have other problems.

The three small forms standing watch in the ruined doorway are RoboPoochies, although these are not as cuddly as the commercial would suggest. These have no furry exteriors, only a hardened shell to protect their vaguely canine bodies. And the diamond-carbide teeth will be a nasty surprise for anyone who gets attacked. The main function the RoboPoochies provide to this expedition of Toy Boy's vengeance is observation and communication.

Lurking just inside the doorway is one of the Box'N'Bots. A Notice DC of 25 or a Search DC of 20 will spot him lurking just inside the building (or any spoilsport with Super Senses: X-Ray Vision will see him immediately). He is ready to attack anyone who enters, and will do so until ordered otherwise by Toy Boy. If the RoboPoochies outside begin barking, he will initiate a "Rush'N'Attack" on the nearest intruder.

Other than Chuckles the Clown (who is this adventure's Sidekick), all of Toy Boy's minions are mindless automatons. He did, however, download the layout of the building into all of their main memory cores so they will not get lost and will proceed with speed and accuracy to anywhere in the building they may be summoned to.

If necessary, two of the RoboPoochies will assist the Box'N'Bot in dealing with the intruders while the third will use its communication link to inform Toy Boy of the situation, via its counterpart accompanying him.

SCENE TWO: A FINE MESS

After the players have defeated the front line defense, they can proceed through a broad entry foyer into the lobby of the Fun-Time Toys building. Read aloud the following:

The lobby of the Fun-Time building is a shambles. The main reception desk has been smashed, and two battered security guards lay unconscious in the middle of the room. Water creeps across the marble tile from a broken fountain basin, and a wide corridor continues deeper into the building beyond the reception desk.

The Fun-Time security guards are both dying, but its only been about fifteen minutes at most since they were rendered thus (unless the heroes took a detour on the way here), so there is plenty of time before that first saving throw for the heroes to stabilize them. Use the stats for Police Officer on page 228 of *Mutants & Masterminds*. If returned to consciousness, they will require little coaxing to vacate the premises. Four robots that match the description of the Box'N'Bots attacked them at the front door; they saw no one else.

Any characters wanting to access the building's computer network from the reception desk will need to roll a Computers DC 25 to break through the security (unless of course they happen to work here in their "other" identity). If successful, a window will pop up on the screen indicating that the burglar alarm has been switched off from this location. From this access, they can get information regarding the layout of the building. To access the security cameras will require another Computers DC 25, unless they beat the initial check by 10 or more.

Whether they find out via the security cameras, or an old fashioned search, Toy Boy is upstairs in the research and development labs, making sure to eradicate all traces of his "stolen" toy designs. The R&D labs are located on the fourth floor. Heroes remote viewing will see four Box'N'Bots and what appears to be a clown accompanying Toy Boy. A Notice check DC 15 will also spot the Tiny figures of the Space Patrol.

After a few rounds in the lobby, the next wave of defenders arrives. Ask for a Notice check from any players in the lobby; a DC of 25 will hear the faint ring of the arriving elevator. Modify this check appropriately for any Super Senses related to hearing.

SCENE THREE: TROUBLE AT THE CROSSROADS

The elevator bank is 30 feet back the wide corridor behind the reception desk, and the five Tiny Gigantosaurus figures have arrived, accompanied by a RoboPoochie for observation. The electronic canine will hang back and avoid combat. The toy Gigantosaurus have been instructed to keep the heroes from accessing the elevators. Toy Boy has already made sure that the stairwell doors onto the fourth floor are sealed shut.

When the heroes have defeated two of the five Gigantosaurus models, or at least two of them have exhausted their "nuclear" breath, RoboPoochie will signal for the Space Patrol. The flying star warriors will arrive on the scene in three rounds, soaring out of another elevator.

If the players defeat this group of defenders, they can continue their search for Toy Boy. Depending on how long that takes will determine the extent of his destruction. First, he will write a computer virus and upload it to destroy any electronic records of his creations into the company's network. Then he and his robotic toy minions will thoroughly destroy the R&D labs and the records room. After that's done, he'll override the fire control system and torch the building. Hopefully before his plans reach that point, the heroes will arrive to save the day.

Depending on the powers of the heroes, their search for Toy Boy may take several unconventional paths as well as the more predictable sweep and clear or electronic searches. When the heroes have finally caught up to Toy Boy, go to Scene Four.

SCENE FOUR: THE MOST TOYS

At this point, depending on how the heroes have approached their infiltration of the Fun-Time Toys building, they may have avoided one or both of the previous encounters on their way into the building.

If the heroes are approaching Toy Boy and have avoided the encounters in both Scenes One and Two, all of his minions are with him except for the Box'N'Bot and three RoboPoochies guarding the front door. So in addition to Toy Boy, the heroes will face Chuckles the Clown, two RoboPoochies, four Box'N'Bots, the five Gigantosaurus and all five members of the Space Patrol. This will make for a much larger battle in the lab area, and the heroes will hopefully pause a moment to carefully plan their assault.

If the heroes engaged the front door guardians in any way, even if they disengaged without defeating any of them, Toy Boy will have dispatched a RoboPoochie and the five Gigantosaurus down to guard the elevators, but will still have a RoboPoochie, four Box'N'Bots and the Space Patrol with him.

Any undefeated minions still roaming the ground floor can be summoned upstairs to battle the heroes, unless they have the means and the wits to discover that Toy Boy is using the Super Senses (communications link) of the RoboPoochies for command and control of his minion groups.

Any remaining toys still active downstairs will arrive on scene in five rounds *if* one of them is capable of operating the elevator; if another toy is dispatched to fetch them, add three rounds. Only the Space Patrol or the Box'N'Bots have the means to reach doorknobs and elevator buttons. Chuckles the Clown can, but his is not leaving Toy Boy's side. If the Gigantosaurus were more than mindless automatons, they might conceive a way to fire their rocket fists at the elevator buttons to operate them. Perhaps version 2.0 will make that leap.

Regardless of how many toys are protecting him, Toy Boy is not at all happy to see the heroes. Read or paraphrase the following:

"No. No! NO!" the diminutive Toy Boy shrieks, spittle flying. "Always you costumed do-gooders ruin my plans. Destroy them!" He stabs a finger accusingly at you and his robotic horde surges forward to attack!

The heroes may have quite a fight on their hands, even if they have thinned the herd by battling and defeating the robotic toys in Scenes One and Two. Toy Boy's minions will use the following tactics in the desperate battle to protect their master. Remember to eliminate any toys defeated in earlier encounters.

COMBAT AND TACTICS

Chuckles the Clown will be bouncing jauntily as he stands guard over Toy Boy, staying between his master and the heroes. He will not attack unless he is the last toy standing or the heroes move against Toy Boy. If several heroes begin closing in at once (i.e. in the same round), he will use his horn, regardless of the fact that other toy minions may be in the cone of effect.

Any **RoboPoochies** will similarly stand guard over Toy Boy, unless there is more than one present and the battle seems to be going poorly for the toys. A red-faced Toy Boy will shrilly order them to attack, keeping one at his side for communications and surveillance purposes.

The **Gigantosaur** figures will fire until their "nuclear" breath is exhausted, then will use their "rocket fist" Thrown Strike as often as they can. While mindless automatons, reloading the detachable fist with the other, fully functional hand, is part of their programming. All of the Gigantosaurs were stamped from the same mold, so if some are destroyed their rocket fist can be loaded into another Gigantosaur.

The **Box'N'Bots** are pretty straightforward combatants; they just wade into melee and start flailing away until their opponents drop or their master gives them another order.

Win or lose, when this fight is over, our heroes are herded into **Scene Five**. You should award Hero Points appropriately at this time.

SCENE FIVE: A QUIRK OF FATE

If the heroes have defeated Toy Boy and his mechanical minions, read aloud or paraphrase the following:

Toy Boy sinks to the ground among the shattered ruin of his robotic servants, sniveling like a young child whose just had his favorite toys destroyed by a bunch of playground bullies. "I *hate* you!" he cries as tears spill down his face. "I'll get you for this, if it's the last thing I do!"

As the heroes move forward to apprehend the sobbing villain, they are shocked to find that they are suddenly unable to move!

With an audible pop, a young blond-haired boy appears out of thin air, grinning broadly. "Hey, that was great fun! What's next?"

On the other hand, if Toy Boy and his automatons defeated the heroes, read or paraphrase the following to them as soon as they awaken:

You awaken to the aches and pains of your battered body shoving their way into your consciousness. As your eyes slowly focus, you behold the gloating, childlike face of Toy Boy smiling at you in triumphant glory. "You're not so tough now, are you, super *zeroes*," he sneers.

You hear a strange popping noise, and suddenly a young blond-haired boy is standing next to Toy Boy, looking petulant. "I'm bored," he says, as if this is a significant revelation. "Isn't there anything *fun* to do around here?"

If the player characters are the core team of the Freedom League, or have been operating in Freedom City for several years, they no doubt recognize the other-dimensional troublemaker, Quirk. If not, a DC 15 check of Knowledge (arcane lore) or (current events) or a DC 20 check of Knowledge (popular culture) or (streetwise) will identify Quirk.

Even if they don't recognize the new kid, the heroes will no doubt want to begin setting plans in motion. Victorious or defeated, once Quirk has arrived he has frozen the heroes in place until they can think of a new game to play. Aren't Power Level X villains great?

The appearance of Quirk will have a varied effect on Toy Boy, depending on how the events of Scene Five unfolded. If Toy Boy was victorious, he will be unhappy that Quirk is here, trying to upstage him. If the heroes defeated Toy Boy, his spirits will be immediately lifted and he wipes away his tears at this turn of events.

In either case, inspiration seizes Toy Boy as he remembers what Quirk was doing the last time that he'd seen him. Read aloud or paraphrase the following:

Toy Boy turns to the helpless heroes with a malicious gleam in his eyes. Grinning, he asks his friend, "So Quirk, how did you like playing *Crawlways & Corridors*?"

With a shrug, Quirk replies, "Ah, it was okay. Not the best game I've ever played."

Toy Boy waves a hand at the captive audience and says, "But look at all these new Mortimers! Let's take it to the next level!"

Ask the heroes for a Knowledge (popular culture) check, giving all teen heroes a +5 to their roll. A DC of 8 knows that it is the latest first-person-shooter style, maze running video game. A DC of 13 knows that the hero is a secret agent named Mortimer B. Quick, with an exaggerated, anime-style humanoid appearance. A DC of 18 knows that the main villain is a terrorist named Sim-Sala-Boom who likes to blow things up by building an elaborate, deathtrap-filled maze below important buildings with a bomb hidden in them. Makes perfect sense, doesn't it?

Whether the heroes are familiar with the game or not, they're about to get a first-class introduction. Read aloud or paraphrase the following:

A joyous grin spreads across Quirk's face. "Brilliant!" he says, and with a snap of his fingers, the world dissolves in a flash of light.

Since they've just been hijacked by Quirk, award the heroes a Hero Point before moving on to **Scene Six**.

SCENE SIX: THE GAMES PEOPLE PLAY

The heroes appear in a subway tunnel, still immobilized by Quirk's power. They will quickly notice that they are staring into a ten-foot wide corridor in the side of a subway tunnel. Above the entrance is a large digital clock.

RACING THE CLOCK

How much time is on the clock? Well, that depends on the powers of the assembled heroes.

If most or all of them have any of the following powers, there are two minutes on the clock: **Flight, Insubstantial, Spatial Control, Speed, Super-Speed, Teleport or Time Control**. Be aware of any shape-shifting, magic or Alternate Power Feats that allow them to duplicate these powers.

If only one or two heroes have those abilities, give them three minutes on the clock. You might also consider giving this extra time if there are fewer than five heroes about to enter the maze.

If no one in the group has the "short-cut" powers listed, or there are only one or two heroes running the maze, give them five minutes.

Two minutes may not sound like a long time, but twenty combat rounds are *plenty* of time for characters who can cover vast distances quickly. Remember that even one rank of **Speed** or **Flight** means a movement of 88 or 100 ft per round, as per the *M&M* book page 32 (see **Under the Hood: Miles per Hour vs. Feet per Round**).

Read the following to the players:

Quirk rubs his hands together in delight, eager for this new game to begin. Toy Boy looks on smugly.

"Okay heroes, the game is simple. You have to get through that maze," Quirk says, pointing, "and find and disarm a thermonuclear bomb before it blows up City Center!"

Indicating the digital clock, he states, "The clock will start when you do. Go!"

With a snap of his fingers, the heroes are suddenly freed of their invisible bonds as an ominous beep sounds from the clock.

The walls, floors and ceilings of Quirk's "virtual" reality video game appear to be a dull, metallic substance that is impervious to anything the heroes can do to harm it. The doors and other fixtures contained within are not indestructible. The entire structure is well lit, although there are no visible light sources.

There are ten combat rounds per minute. Either with a battlemat and miniatures, or on a copy of the map provided, it will be important to track the location of the characters and the elapsed time.

If any of the heroes make an attempt to nab Toy Boy, Quirk will freeze them in place with a snap of his fingers and say something like, "That's not very sporting. It's the penalty box for *you*. Get moving, heroes; you're running out of time!" The offending hero will remain frozen for a number of rounds equal to the number of minutes that the clock started with. Any and all characters moving after Toy Boy will suffer this fate; hopefully at least one hero will be making his way to the bomb before the first round is over. Once all the heroes are running the maze or frozen in place, Toy Boy will beat feet for a hasty retreat. Quirk is much too amused by his own version of *Crawlways & Corridors* to care.

If any of the heroes attempt to attack Quirk... well, that's just ridiculous. A large wooden mallet appears out of thin air and smacks Quirk's attacker, automatically stunning him for a couple rounds. Laugh that off, smart guy.

Should any of the heroes be alarmed at how often Quirk can act in a round, he'll just remind them snidely that not all life forms are created equal.

After each hero has had a turn to act, or not act (no stopping the clock with infinite delaying, meta-gamers!), a round expires and the city is one step closer to oblivion. The heroes may recall that Quirk's reality alterations disappear when he does, but don't remind them of that. Let them sweat the fear of thermonuclear holocaust for just a few minutes. If a player specifically asks about it, have them roll a Wisdom check. If they roll a DC 20, they will recall that; anything less and they're not too sure. Quirk has nullified any heroes' Eidetic Memory feat; he's looking for an action-packed thriller here!

CRAWLWAYS & CORRIDORS KEY

1. and 2. **Side Treks** are nothing more than dead ends, meant to make the heroes exploring them and waste time.

3. **The Labyrinth** is a series of winding passageways that, like areas 1 and 2 are designed to delay our intrepid heroes. Area 3 is different in that if any one travels into the maze beyond the 3 on the map at speeds 10 mph or greater, the walls of the maze will begin to shift and change the configuration of the passageways. Anyone in that area will need to make a Wisdom DC 20 to escape, as well as make a Reflex save DC 15 every round they are in the moving labyrinth or get smacked by a high speed wall and make a Toughness save against a +8 (the walls are indestructible). If any high-speed character slows down to "normal" speed, there is one final round of dodging for their life as the maze resets to its standard pattern. If you are using a battlemat, do not waste your time drawing the reconfigured maze every round, just move any characters in that area off the map until they find their way out or it resets to its default setting. Anyone bravely (if foolishly) charging into the area suffers from the same effects.

4. **Lockdown** is a dead-end corridor that will automatically drop a portcullis, trapping anyone who wanders in. Since a tiny portion of Quirk's mind is the "A.I." for this game, he may hold the door until the end of a round if it looks like he might snare additional prey. Characters within the cell will need an effective Strength of 25 to lift the portcullis, and it has a toughness of +10 against the heroes' efforts to damage it. Heroes who roll a Notice DC 25 or a Search DC 20 will find a small, slightly discolored square on the rear wall that will open the secret door on the wall opposite the portcullis. The secret door on the far end of the passage has an obvious activation lever mounted on the wall beside it. There is no control on the other side, although heroes passing by made see with a Notice DC 30 or a Search DC 25 if actively looking in that area.

5. **Battle Royal** is the only "interactive" combat in the game. There are combat drones here (use the statistics for combat robots on page 243 of *M&M*), one for each hero in the game, although not necessarily in the room. This is one reason why splitting up can be a bad thing.

6. **Impasse** is a large, 30-ton block of stone. Being twenty feet thick, it will be difficult to break. There is a niche above it, so a character with sufficient Strength or Telekinesis can raise it up and allow others to pass through. Or they can push it back towards Area 7 and shorten the jump.

7. **The Bottomless Pit** has no discernable bottom, and it's up to you where you want to send any heroes who take the plunge. If the stone block from Area 6 is pushed in, it will wedge itself into the whole at roughly floor level with the corridor, effectively halving the distance across the bottomless gulf. How convenient.

8. **Almost Home** is simply a small platform with a non-descript metal door and a security panel on the wall next to the door. Check the description of Area 18 in regards to non-standard means of entry to that room. A Disable Device DC 30 will open the door, and this staple of science fiction has a Toughness of +10 for any traditional attempts at door opening.

9. **Small Folk Welcome** is a long straight stretch of corridor crisscrossed with laser beams. Beings larger than Medium cannot pass without getting a Blast 10, with a +1 increase for every additional five feet they move through the corridor. A Medium character can crawl slowly through at five feet per round and making a DC 15 Reflex save to avoid the same Blast. Small characters can move at half speed with no save, or full speed with the same Reflex save. Beings Tiny and smaller can move through uninhibited. The door at the far end of the corridor, which leads to Area 10, is locked. It needs a Disable Device DC 30 to open. A Medium character will have a -2 to any attempt to open this door, as the laser network does have a small gap in front of the door, but not large enough to work comfortably in. The door has a Toughness of +10, but destroying it may have unforeseen consequences. See the description for Area 10.

10. **More than Meets the Eye** is an odd-shaped room that has many hidden dangers. Unseen from within, the walls and doors are reinforced with an energy field. This would prevent any character with less than **Insubstantial 4** from phasing

into the room. While this energy field is not quite as powerful as a force field, and thus does not add to the Toughness of the doors, breaking the circuit (by breaking the doors) could have explosive results. Any character standing adjacent to a door to Area 10 that is battered down before the energy field is turned off will need to make a Toughness save against a small energy surge with a +1 damage modifier. The controls to disable the laser network are just inside the doorway from Area 9 (no check, just an on and off switch). On the far side of the room is the door leading to Area 18 and a computer terminal on a pedestal. This terminal controls the energy field enveloping this room and will allow remote viewing of the room in Area 18 with a Computers DC of 20. Unfortunately, anyone on the ground passing within five feet of the door to Area 18 will trigger a gas trap that fills that half of Area 10. A Notice DC of 30 or a Search DC 25 if actively checking will spot the trigger plate and a Disable Device DC 25 will disarm it. All characters in the affected area roll a Fortitude save DC 20. Those who make it are hacking and coughing but okay. Those who fail are *sickened* and *staggered*, and any who fail by 5 or more are also *unconscious* (see *M&M* pages 170&171 **Condition Summary**). Heroes affected by the gas may make a new save to recover, with a +1 per check, at every interval on the **Time and Value Progression Chart** (*M&M* page 70). Characters immune to Fortitude effects or the proper selection of **Immunity** powers are unaffected by the gas. The door to Area 18 has the same statistics as the other door to this room.

11. The Gauntlet is a ten-foot wide corridor connecting Area 5 to Area 12, and is lined with ten snare cannons that have an Attack +5 and hit with a **Snare 5**. The snare cannons fire a black, viscous substance that sticks to its target. The cannons will fire until there are no targets in range or any targets are completely immobilized. They can target the square they are in and any square touching the one they occupy, although they will not fire into Area 5. In this video game reality of Quirk's, any globs that miss simply disappear rather than pile up on the floor.

12. Shell Game has two alcoves hidden by holograms. The computer terminal that the heroes can see as they move up the corridor will deactivate them with a Computers DC 15. Anyone investigating the alcove on the right will fall into the ten-foot deep pit trap damage +1, Reflex DC 15 to avoid, Climb DC 25 to escape. The door in the left alcove, unlike the others in this deathtrap, is not locked. Its stats are identical, on the off chance the heroes try to batter it down without trying.

13. Chestnuts Roasting seems an innocent enough chamber on first inspection. However, any character that approaches by floor within five feet of the door to Area 18 will hear a distinctive clicking as dozens of secret hatches open in the floor, walls and ceilings to reveal blackened nozzles that fill the room with a blazing inferno! A Notice DC of 30 or a Search DC 25 if actively checking will spot the tiny trigger plate and a Disable Device DC 25 will disarm it. Characters in the room may make a Reflex DC 15 to half the damage modifier to +4 the first round, but any characters who fail the initial save or stay in the room as the nozzles continue to burn will need to make a Toughness save against the raging inferno damage +8. The fire does not stop, and there are no control panels to turn them off once activated. If the heroes do not have the means to ignore or control the fire, they will need to find another way into Area 18. That door is locked, with a Toughness +10 and requiring a Disable Device DC 30 to open the lock.

14. Down the Rabbit Hole is another tight fight for Medium characters. While not quite cramped enough to require Escape Artist checks, it does slow movement to ten feet. Heroes larger than Medium size cannot fit through this passageway. At the turns it is such a tight fit that Medium sized characters must make a Dexterity or Escape Artist check DC 15 to get by. Failure means they are unable to negotiate the turn, failure by 5 or more means they are stuck. A successful Escape Artist DC 15 wriggles free on the side of the bend the hero started on. Small heroes can move freely through the straightaway, losing an extra five feet of movement squeezing around the corner. Tiny and smaller heroes can move freely through the tunnel. You might consider giving Medium sized heroes with **Flight** (unless they're winged!) a slight boost to their travel speed.

15. Washout Lane may prove little more than a nuisance, but by this point the heroes may be at their wits end and could use a good laugh. Characters approaching Area 15 will see that there are small openings on the floor, walls and ceiling of that section of corridor with a Notice check DC 10. Any characters passing through those squares will be blasted from all sides by jets of water. While not forcible enough to cause physical harm, this trap is designed to slow down the heroes. Every round spent in the thirty-foot section indicated on the map will require a Balance DC 12 to remain standing. Add any ranks of **Impervious Toughness** or **Immovable** to the Reflex save roll.

16. Squeeze Play will trigger after the *second* hero enters that section of corridor; the walls begin to move inward. It requires an effective Strength of 30 to hold the two sections of wall apart. Any character holding the sections of wall apart can only move forward five feet per round and must make a Reflex save or slip. The wall sections will slam closed with a damage bonus of +10, and continue to do that damage every round until forced apart again or they not longer

meet any resistance and close completely. Characters trapped in the space between the walls must reposition themselves to bring their Strength to bear before they can again begin forcing the walls apart, which requires a Dexterity or Escape Artist DC 15. A character with an effective Strength of 60 or higher can push outward even from their awkward position. Any characters with **Impervious Toughness** +11 or higher will not be harmed by the crushing walls, but they are still pinned. The sliding walls will stay closed for the remainder of the adventure unless forced open by the heroes, which may very well seal off this route of access.

17. Where Do We Go From Here? will likely seem exasperating after the narrow escape just around the corner. The passageway turns right and seems to come to a dead end. Heroes will find with a Notice check DC 25 or a Search DC 20 that there appears to be small square section of wall to their right that appears to be a panel of some kind. Pressing that panel will open the secret door that bars the way into Area 18. Although the secret door appears to be made of the same material as the walls of the complex, it can be battered down, though it has Toughness save +10.

18. The Grand Finale is the heroes' ultimate goal. In addition to the nuclear device displayed rather prominently in the center of the room, there is a multiphase field disruption generator tucked away in the corner. This device will attempt to disrupt any attempts to enter the chamber via any means other than physical. Characters attempting to enter must make an opposed power check against the generator's +15 field. Heroes who try to enter using the **Insubstantial** power who fail their check will find themselves unable to pass through the walls. Heroes who try **Teleport** or **Spatial Control** or similar means of travel and fail their opposed roll, roll a d20 to determine the results: 1-5 go nowhere, 6-10 appear outside the door connecting Area 10 to 18, 11-15 appear outside the door connecting Area 8 to 18, 16-20 the door connecting Area 12 to 18. These results may give the hero a very unpleasant surprise. The multiphase field disruption generator can be switched off with a Disable Device check DC 20. The thermonuclear device can be shut down with a Disable Device DC 25; failure by more than 5 will detonate it.

SCENE SEVEN: GAME OVER, MAN! GAME OVER

All good things must come to an end. And whether the heroes have won the day, ran out of time, or botched the attempt to diffuse the nuclear bomb, this adventure too must close.

If the heroes were successful in disarming the thermonuclear device, any heroes elsewhere in the complex suddenly appear in Area 18, as does Quirk. Read aloud or paraphrase the following:

"That was *awesome*," Quirk crows, pumping his fist in the air. "You guys are a *lot* more fun than grumpy old Captain Thunder! We're gonna have lots of fun together. I gotta run, but I'll be back soon."

A blinding flash of light fades to reveal the damaged interior of Fun-Time Toys R&D labs, but Quirk and Toy Boy are nowhere to be found.

If the heroes failed to prevent the thermonuclear device from detonating, read or paraphrase the following:

A blast of heat slams into you before you fade into oblivion. What could be an instant or an eternity later, you find yourself miraculously whole, and surrounded by your equally healthy fellow heroes. As far as the eye can see is a charred and lifeless wasteland.

"Well, *that* sucked," a childish voice complains.

You whirl to find Quirk kicking at some charred debris. His eyes narrow as he looks at you. "You got no skills!" he accuses.

Quirk and the ruined landscape disappear in a blinding flash, and when the light dims you find yourself in the subway tunnel facing a blank wall.

If the heroes were particularly obnoxious to Quirk, there may be a subway train hurtling down the tracks. If not, the heroes can find a platform and then proceed to the surface to find themselves in City Center. As usual, when Quirk departs he takes his mess with him.

EPILOGUE

The heroes can make their way home from wherever Quirk left them. Toy Boy has gone into hiding; his near capture has him spooked, and has perhaps added some new names to his list of enemies. Strangely enough, the undead pirates that had been attacking the eastern shores of Freedom City seemed to have disappeared right around the time Quirk did. Just a coincidence, I'm sure....

The player characters should probably make it back to headquarters before their weary colleagues return from the waterfront. It should make for some interesting role-playing, to say the least, when they meet.

Award the heroes a power point if they thwarted Toy Boy before Quirk arrived, and another if they successfully win their game of *Crawlways & Corridors*.

ROGUES GALLERY

The following bad-guys show up in *Toys Will Be Toys*. Consult the *Freedom City* sourcebook for more detailed information.

QUIRK

POWER LEVEL X

Quirk is a Plot Device character who typically appears as a young blond-haired boy, but is in fact a cosmic being of immeasurable power. Read about Power Level X characters in *Mutants & Masterminds* on page 211. You can learn all you ever wanted to know about Quirk in the *Freedom City* sourcebook on page 215.



(Quirk's opinions in no way reflect those of the author, developer, or Green Ronin Publishing, LLC.)

TOY BOY

POWER LEVEL 6

Toy Boy is detailed on page 222 of *Freedom City*. Although legally an adult, and a genius intellectually, his body stopped maturing at age eight. This has made the diminutive toy-maker a little... bitter, to say the least.

STR	DEX	CON	INT	WIS	CHA
-2	+1	+0	+11	+1	+1
8	13	10	32	13	12
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+0	+2	+4	+4		

Skills: Bluff 8 (+9), Computers 8 (+19), Craft (electronic) 8 (+19), Craft (mechanical) 8 (+19), Craft (structural) 4 (+15), Knowledge (popular culture) 8 (+19), Knowledge (technology) 8 (+19)

Feats: Attack Focus (ranged) 4, Attractive (adorable), Improved Initiative, Inventor, Luck, Master Plan, Minions 20, Sidekick 20 (toys), Taunt

Powers: Shrinking 4 (Permanent, Innate)

Combat: Attack +4 (melee), +8 (ranged), Grapple +2, Damage -2 (unarmed) or by weapon, Defense +12 (+7 flat-footed, includes +1 size), Knockback -0, Initiative +5

Abilities 30 + Skills 13 (52 ranks) + Feats 50 + Powers 5 + Combat 28 + Saves 8 = Total 134

CHUCKLES THE CLOWN

POWER LEVEL 6

Toy Boy modeled his Sidekick as a clown because, for reasons he didn't understand, many people are actually afraid of clowns. Hopefully, Chuckles can raise that number substantially with his high-powered horn or his acid-squirting flower. And just to make sure nobody leaves before the show is over, the industrial grade crazy foam that he shoots from his fingers is sure to keep them in their seats!

STR	DEX	CON	INT	WIS	CHA
+5	+0	+0	+0	+0	-1
20	11	—	10	11	8
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+10	—	+3	+0		

Skills: Acrobatics 10 (+10), Bluff 4 (+3), Disable Device 4 (+4), Drive 6 (+6), Escape Artist 6(+6), Perform (comedy) 4 (+3), Sleight of Hand 6 (+6)

Powers: Corrosion 8 (acid squirting flower, Extended Range 2, 10 ft.), Device 3 (horn, easy to lose, Blast 5 [sonic, Cone Area]), Immunity 30 (Fortitude effects), Protection 10, Snare 5 (crazy foam)

Combat: Attack +5, Grapple +10, Damage +5 (unarmed), Defense +0, Knockback -5, Initiative +0

Abilities 0 + Skills 10 + Skills 0 + Feats 0 + Powers 77 + Combat 10 + Saves 3 = Total 100



ROBOPOOCHIE

POWER LEVEL 4

The original design for this toy was a cute and cuddly automated dog that had a logic chip built into it that could actually learn tricks. Toy Boy's redesign stripped off the soft fur and replaced it with lightweight armor, and a new computer module that includes a high tech surveillance and communications array. And for protection, the newest model has diamond-carbide teeth that can cut through the toughest opposition. They would be prohibitively expensive if the construction materials weren't stolen. The new and improved RoboPoochie makes the perfect watchdog.

STR	DEX	CON	INT	WIS	CHA
-1	-1	+0	+0	+0	+0
9	9	—	—	11	—
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+2	—	+2	—		

Powers: Immunity 30 (Fortitude effects), Protection 2, Shrinking 8 (+2 Att & Def, -8 Str, -10 ft move, Permanent, Innate), Strike 4 (bite, Penetrating), Super Senses 14 (communication link radio, darkvision, infravision, low-light vision, radio, scent, time sense, tracking, tremor sense, ultra hearing, ultravision)

Combat: Attack +5, Grapple +0, Damage +4 (bite), Defense +2, Knockback +1, Initiative -1

Abilities -31 + Skills 0 + Feats 0 + Powers 63 + Combat 10 + Saves 3 = Total 45

BOX 'N' BOTS

POWER LEVEL 7

These toys were inspired by an older, much more simplified version that had limited mobility. Toy Boy's 21st century model was fully independent, and with a logic chip similar to the one he designed for RoboPoochie, the Box'N'Bot could learn as it fought and actually improve with use. The Box'N'Bot intended for mass marketing was only six inches tall and had a battery life of about two months, but his shock troop models are adult human sized and built to keep on ticking! For nostalgia's sake, when a Box'N'Bot is defeated, it's head pops off.

STR	DEX	CON	INT	WIS	CHA
+5	-1	+0	+0	+0	+0
20	9	—	—	11	—
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+10	—	+2	—		

Powers: Immunity 30 (Fortitude effects), Protection 10

Combat: Attack +7, Grapple +10, Damage +5(unarmed), Defense +4, Knockback -5, Initiative -1

Abilities -20 + Skills 0 + Feats 0 + Powers 40 + Combat 22 + Saves 3 = 45



LIL' GIGANTOSAUR

POWER LEVEL 5

The real Gigantosaur is an enormous purple reptile that occasionally terrorizes coastal cities. Desmond Lettam could think of no reason why he couldn't also be a bestselling toy. He decided the real life model was boring without his enormous size, so Toy Boy took a few liberties with his scaled down version. A mechanism on his back would cause a hidden bulb to light up in Gigantosaur's mouth, simulating his "nuclear" breath attack. Another bit of exaggeration was the detachable, spring-launched right fist, or "rocket" fist.

Toy Boy's combat model has real fire for his breath weapon (although the size of the toy limits the available fuel), and a much higher powered launching mechanism for the fist. Another item missing from the mass-market edition is the computer module making Lil' Gigantosaur autonomous. The little monsters are also quick to get up when you knock them down.

STR	DEX	CON	INT	WIS	CHA
-5	+0	+0	+0	+0	+0
1	10	—	—	11	—
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+5	—	+3	—		

Feats: Improved Critical 3 (fire breath), Improved Critical 3 (rocket fist), Instant Up

Powers: **Blast 5** (Fades), **Immunity 30** (Fortitude effects), **Protection 5**, **Shrinking 8** (+2 Att & Def, -8 Str, -10 ft move, Permanent, Innate), **Strike 5** (Thrown)

Combat: Attack +7, Grapple +0, Damage +5(fire breath, crit. 17-20), Damage +5(rocket fist, crit. 17-20), Defense +2, Knockback +0, Initiative +0

Abilities -30 + Skills 0 + Feats 7 + Powers 55 + Combat 10 + Saves 3 = Total 45

SPACE PATROL ACTION FIGURES

POWER LEVEL 6

Of all of Toy Boy's recent designs, this one was the crowning jewel. In addition to a complete line of action figures and vehicles, Desmond had been in negotiation for a cartoon series based on the Space Ranger toy line. He only needed to put the finishing touches on the villains, and he'd be making millions.

The fools at Fun-Time hadn't even bothered to finish up Lettam's work, they just planned to sell the five heroes he'd already designed: Cap, the square-jawed leader; Trixie, his often-captured girlfriend; Geezer, the old-timer who liked to remind these whippersnappers that they wouldn't last five minutes in *his* Space Patrol (but that was a long time ago); Ratchet, the mechanical genius who could fix anything, except his alarm clock; and Afterburner, the hot-shot pilot who took the Space Patrol anywhere they needed to go, about twice as fast as they needed to.

Toy Boy's combat model Space Patrol differs only in cosmetic appearance; their game statistics are identical. Like Lil' Gigantosaur, their small size limits the energy capacity for their wrist mounted lasers, so when they have exhausted their range weapons they will fly in with their mini-jetpacks to harass the heroes with Move By Action and a punch.

STR	DEX	CON	INT	WIS	CHA
-5	-1	+0	+0	+0	+0
1	9	—	—	11	—
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+X*	+X	+X	+X		

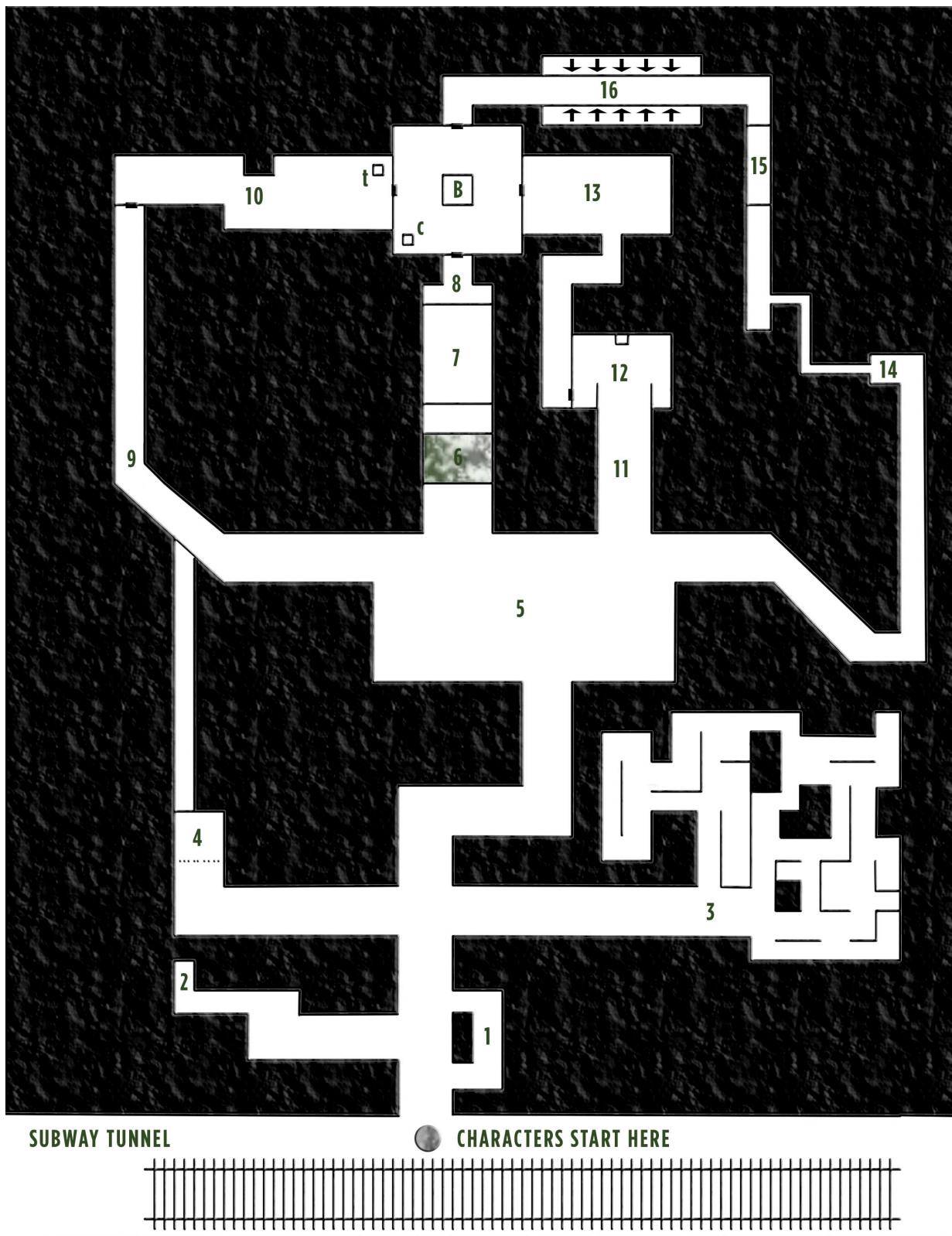
Feats: Move By Action, Precise Shot 2

Powers: **Blast 8** (wrist laser, Fades), **Flight 2** (jet pack, 25 mph), **Immunity 30** (Fortitude effects), **Protection 7**, **Shrinking 8** (+2 Att & Def, -8 Str, -10 ft move, Permanent, Innate), **Strike 2**

Combat: Attack +7, Grapple +0, Damage +2(unarmed), Defense +2, Knockback -1, Initiative -1

Abilities -31 + Skills 0 + Feats 3 + Powers 60 + Combat 10 + Saves 3 = Total 45

CRAWLWAYS & CORRIDORS MAP



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