





LITTLE LEAGUE

A MUTANTS & MASTERMINDS CAPER!

A GREEN RONIN PRODUCTION

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How much trouble can a bunch of kids be? Quite a lot, when those kids were once the members of the world-famous Freedom League and they still have their amazing array of super-powers! Even more when the “kid” in question is the extradimensional imp known as Quirk, who’s looking to play a dangerous new game with the heroes of Freedom City.

Little League 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 challenges 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 the *Freedom City* book is strongly recommended for running this adventure, it is not required. 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

The extra-dimensional imp Quirk (*Freedom City*, page 215) has plagued Freedom City and its heroes in the past, looking for fun and amusement, but the heroes have always found a way to get rid of him. Quirk has decided part of the problem is heroes like the Freedom League are just no fun, but he has a way of fixing that, and finding himself some new playmates in the process!

Quirk transforms the heroes of the Freedom League on-board their satellite headquarters into children, but with their normal super-powers and abilities. When some of the super-powered tykes escape to Earth, it’s up to the heroes to corral them without doing them any harm, and to convince Quirk to turn them back to their normal selves and leave Earth alone (at least for a while).

RUNNING LITTLE LEAGUE

This adventure is challenging to the heroes for two reasons: the first they need to stop the transformed Freedom Leaguers from causing havoc and mayhem without hurting them (or causing further trouble in the process). The other is Quirk; the cosmic imp is nigh omnipotent, capable of shrugging off anything the heroes might throw at him. They can’t overcome Quirk through brute force; cleverness and cunning are required to do the job.

The initial scenes on board the Lighthouse and dealing with the Freedom Tots shouldn’t be *too* easy for the heroes. Feel free to invoke GM Fiat to ensure they provide a suitable challenge, and also allow the players the opportunity to rack up some hero points, they’ll need them later on to deal with Quirk! Likewise, be liberal in allowing players to spend hero points on stunts or any unusual plans they might come up with, also keep in mind that players can spend hero points for inspiration (see **Hero Points** on page 121 of *M&M* for details). In fact, you may want to remind the players of this opportunity, if they overlook it later in the adventure

INVOLVING THE HEROES

How the heroes get involved in this adventure depends on their role in the setting and Freedom City:

- If they are new members of the Freedom League (perhaps following the sample adventure *A League of Their Own* from the *M&M* rulebook), then they happen to be on Earth—possibly dealing with an emergency or just some routine paperwork—when Quick transforms the rest of the League. They return to the Lighthouse to help their teammates.
- Students of the Claremont Academy (*Freedom City*, page 129) are excluded from Quirk’s “spell” and may be called up to help, particularly if there’s no one else available. Headmaster Duncan Summers may ask them to help out, either on his own or at the behest of AEGIS Director Powers.
- Heroes affiliated with AEGIS or UNISON may be assigned to investigate happenings at the Lighthouse by their superiors. The same is true of other heroes affiliated with the government or authorities.
- Students or protégés of Master Mage Adrian Eldrich may likewise be asked to investigate a powerful “disturbance in the ether” Eldrich sensed when Quirk worked his mischief. This might involve “non-mainstream” Freedom City heroes in the matter.

Other openings may present themselves, depending on the style and background of your group. In general, the point is that the Freedom League is apparently unreachable, and the player character heroes are the only ones who can get the job done. Adjust the descriptive text and introduction of the adventure as needed to suit your own heroes and series.

SCENE ONE: FREEDOM, WE HAVE A PROBLEM

You’re not one to refuse a summons from the Director of AEGIS, the American Elite Government Intervention Service, especially when it comes in the form of an AEGIS hover-carrier landing outside! The uniformed agent hustles you on-board and you’re surprised to find Harry Powers, the Director himself, sitting in the carrier’s passenger bay, wearing an AEGIS field uniform. His dark face is grim and you think you detect even more gray streaking the dark hair and beard as he looks you over.

“We’ve got a situation,” he says as the carrier’s engines fire up and it begins to lift off again. “We’ve lost communication with the Lighthouse and the Freedom League. The comm system seems to be working properly, we just can raise anyone on-board the satellite. Somebody needs to go up there and find out what’s happening and I’d like that somebody to be you, if you’re willing.”

Allow the heroes time to ask Director Powers any questions they might have. He doesn’t have a lot of information for them other than what he’s stated: it’s been just under an hour since they lost contact, there are no signs of any trouble apart from the communication problem, and the AEGIS doesn’t know what’s going on up at the Lighthouse; that’s why they’re asking the heroes to investigate. If pressed, Powers reluctantly admits that he thinks it’s best if a group with super-powers investigates rather than a team of AEGIS agents, since there’s no telling what they might be walking into.

After picking up the heroes, the hover-carrier heads to Freedom Hall—in downtown Freedom City—and lands just behind the headquarters. At Freedom Hall the heroes can use the League teleport to go up to the Lighthouse and check things out. Assuming they agree to go, read the following:

You step onto the teleportal platform and stand in position as the technician adjusts the controls. Standing at the foot of the platform, Director Powers says to you, "Keep in contact, find out as much as you can, and then get out of there. Good luck." He takes a step back as the technician touches a control and bright light shimmers all around you. Then, suddenly, you're somewhere else...

SCENE TWO: TIME-OUT FOR THE TERRIBLE TYKES

On board the Lighthouse, the heroes discover members of the satellite support crew, transformed into kids somewhere around six or seven years old. They're understandably confused and scared, and don't have any of their adult memories or skills to operate any of the Lighthouse's equipment, so they've been wandering around for the most part, unable to access any of the secure parts of the station. Some have been crying for help while others have taken to playing around with whatever is at hand.

The kids don't really know what happened, but they quickly look to the newly arrived heroes for guidance and assistance, giving them the

task of calming a gaggle of frightened youngsters. Feel free to call for interaction skills checks as you see fit and encourage players to roleplay talking to the kids. There's no immediate sign of the Freedom Leaguers, but that changes once the heroes have been on-board for a few minutes.

THUNDER BLUNDER

Several echoing bangs shake the Lighthouse. Internal sensors show interior impacts from a ricocheting object in the lower levels of the structure. A few more such impacts could potentially lead to a hull breach!

If the heroes investigate, they discover a pint-sized Captain Thunder caroming around the corridors of the lower levels of the Lighthouse, smashing into walls as he tries to control his flight, shaken up but unhurt due to his extreme Toughness and generally having a blast. They have to get him to stop before he manages to punch a hole in the station's outer hull, as he's oblivious to any danger. He's having fun and not inclined to do what the heroes say right off, so they can either try and find some way to restrain him, or you can allow a sufficient interaction skill check to do the trick, say DC 25 or so, or a couple less difficult checks.

OUR GANG

Several other "kidified" Freedom Leaguers are on board the station, getting themselves into various kinds of trouble. You can play out the following encounters for as long as they are challenging and fun for the heroes. They might split up or deal with the different Freedom Kids in succession as they manage to track them down. Possibilities include:



- **Bowman** and **Raven** are having a shooting contest in the Lighthouse's mess-hall, much to the enjoyment of a group of young support staff onlookers, save for the two kids who have been chosen to have apples shot off their heads from across the room. The heroes show up just as Bowman and Raven are about to make their fateful shots...
- Young **Daedalus** is conducting "experiments" in the Lighthouse's laboratory section, which in his current state primarily means mixing things together to create interesting flashes, bangs, and other special effects. The heroes have to stop him before he manages to do something to set off an even bigger explosion or cause some other damage.
- Lil' **Lady Liberty** has been trying her very best to get everyone to "play fair" and get along, while searching for some sort of adult authority to put order to the whole mess. She's extremely grateful for the heroes' arrival, and follows them around, offering suggestions and trying to help them out, in true teacher's pet fashion, but more likely just aggravating the other kids and undermining the heroes' authority. Feel free to play this up for laughs for as long as it's amusing.
- **Pseudo** has turned into a kid-like version of himself, in spite of the fact that Grue are never really "kids." In fact, the alien hero is greatly enjoying having a childhood, playing all sorts of games and using his shape-shifting powers to the amusement of his peers. Unfortunately, he's having too much fun to want to stop, and his powers make him quite slippery when it comes to catching him. He'll lead heroes on a merry chase through the Lighthouse for as long as he can until they come up with some way of containing him.
- **Star Knight** has unfortunately found her way into the *Pegasus* bay on the station and is messing about, trying to figure out how to fly the spaceplane. The potential for disaster is great, and heroes might arrive just as Star Knight guesses how to cycle open the bay doors, sending the atmosphere in the bay rushing out into space...

If encounters with the junior Freedom League start to wear thin, feel free to have the remaining kids fall in line once the heroes establish they're in charge. After all, they're still kids and looking for some adult authority and guidance. If you want, Lil' Lady Liberty might corral all the kids with a yell for them to pipe down and listen up. She's pretty bossy, after all.

Wait a minute, that's only seven out of ten Leaguers... so where are the rest of them? Young Daedalus has the answer: he figured out how to jury-rig a teleportal and sent three of his rambunctious playmates down to Freedom City, right after the heroes arrived...

SCENE THREE: LITTLE LEAGUE ON THE LOOSE

The remaining three Freedom Leaguers transformed by Quirk are on the loose in Freedom City. The heroes can use the teleportal on board the Lighthouse to return to Earth and try and contain them. Once the situation is under control on the satellite, an AEGIS team transports up to take charge of the place, monitor its systems, and so forth.

Then the heroes have to locate the missing Leaguers. Fortunately, it's not terribly difficult, as they've all left something of a trail to follow. Run the following encounters in whatever order you see fit, as suits the heroes' actions and the flow of the adventure. The heroes again might split-up to deal with the escapees or they might try handling them in succession.

LET'S RACE!

Johnny Rocket is looking for a race, zooming through the streets of Freedom City in search of someone or something able to keep up with him. Of course, the junior speedster's uncontrolled hypersonic passage is wrecking havoc (Johnny normally has better control over his speed via molecular vibration). The heroes have to deal with traffic accidents, disrupted power lines, ruptured fire hydrants, broken windows, and the like. They can get Johnny to stop by challenging him to a race and beating him. The GM might want to use the optional chase rules from *Mastermind's Manual* to handle the chase through the city and the subsequent race.

MY FISHY FRIENDS!

Out in Freedom Harbor, Lil' Siren is having a get-together of some of her "fishy friends." Unfortunately, that means huge schools of fish, giant squid, whales, and more clogging up the harbor, endangering shipping, and "playing" with boats and swimmers in a fashion that might prove dangerous. Use the dolphin, giant squid, and whale archetypes from pages 230-232 of *M&M* for some of Siren's "friends," plus the angry young goddess herself, should the heroes disrupt her "party" and draw her ire, leading to stormy weather and high seas for everyone!

THE SENTRY STATUE (ANIMATED)					PL ??
Str 42	Dex 10	Con –	Int –	Wis 10	Cha –
Powers: Growth 16 (colossal; Permanent; Innate), Immunity 30 (Fortitude), Protection 10 (Impervious)					
Combat: Attack +2 (includes –8 due to size), Grapple +42, Damage +16 (unarmed), Defense +2 (includes –8 due to size), Knockback –26, Initiative +0					
Saving Throws: Toughness +18, Fortitude –, Reflex +0, Will –					
Abilities –20 + Skills 0 + Feats 0 + Powers 99 + Combat 40 + Saves 0 = 119					



RIVERSIDE PARK

DANCE, SENTRY, DANCE!

Lastly, an uncharacteristically childish Lil' Dr. Metropolis is having fun by creating his own "playmate" by animating the Sentry Statue in Riverside Park! He's making the statue dance like a giant puppet, threatening nearby monuments, buildings, and passers-by. Dr. Metropolis is inside the statue's head and reacts to any sort of attack or attempt to end his "fun" by having the Sentry Statue swat or stomp on the interloper. The heroes have to get the urban urchin under control without smashing the Sentry Statue in the process.

FURTHER HI-JINKS

The previous scenes are just a few examples of the sorts of mischief you can get the Freedom Tots into. Feel free to extend the scene by having additional "kidified" members of the League transport to Earth to give the heroes things to do before the next scene of confronting Quirk.

SCENE FOUR: KILROY WAS IS HERE

Once the heroes have corralled the entire Little League (or you've decided the shtick has worn thin with the players and want to move on), Quirk appears out of thin air with a loud popping sound, laughing and proclaiming how much fun this has all been. He confirms any heroic accusations of being behind this whole mess, saying "I was just having some fun."

Now, of course, Quirk's fun has run out, unless the heroes are willing to let the Little League "out to play," or want to entertain Quirk themselves. The last thing they want is for the interdimensional imp coming up with some new amusement, so they need to get rid of him as quickly as possible. Since they can't just hand him some money and send him to the movies, they'll need a better plan. Some possibilities include:

- Challenge Quirk to a game, ranging from board games to video games, roleplaying games, or kids' games like dodge ball (albeit played with exploding energy "balls" Quirk conjures out of nowhere, capable of knocking targets for a loop). Essentially, if the heroes win the game, Quirk has to go home.
- Teach the Little League a very important lesson in the responsible use of their powers, After-School Special style, getting them to reject Quirk's "let's just have fun!" approach. Once his fun is spoiled, Quirk gives up and disappears.
- Trick Quirk into turning them into kids to challenge the Little League to a game or the like for his entertainment. Again, if the heroes win, Quirk's is outta here.
- Some other offbeat plan, like talking Quirk into trying to be grow-up in the same way he turned the Freedom League into kids because he doesn't appreciate the adult point of view. When Quirk transforms into an adult, he suddenly gets a sense of responsibility, fixes the mess he caused, and departs (although he'll revert back to his impish self eventually).

Pretty much any plausible plan should have at least a *chance* of success. If the players aren't coming up with anything, you can always have Quirk propose a challenge, betting that if he loses, he'll go away, but if the heroes lose, they get turned into kids too to be his newest playmates. Sometimes defining the challenge for the players can make things easier, while other groups prefer to come up with plans of their own. Remember players can also spend hero points for inspiration, getting some hints about the previously mentioned plans.

Once Quirk is gone, everything he changed reverts to normal, including the members of the Freedom League. If you're feeling extra-generous, you can have *everything* revert back to the way it was before the adventure began: essentially, the heroes are back where they started and only they (and possibly a grateful Freedom League) even remember what happened.

FURTHER ADVENTURES

If you and your players have fun with the Little League, there's always a possibility Quirk may do something similar in the future and the half-pint heroes might return. Alternately, Quirk or some other force might create a separate Little League, independent of the Freedom League, rather than transforming them into kids. If you have the *Worlds of Freedom* sourcebook, a Little League might come from some parallel universe, or appear from the reality-warping powers of some latent superhuman or the like.

Another potential follow-up is when Quirk returns and transforms the heroes into kids to get back at them, threatening to leave them as tykes until they grow up all over again. The mere prospect of having to go through adolescence *twice* should be enough to horrify any superhero!

CHARACTERS

The following characters appear in *Little League*:

THE LITTLE (FREEDOM) LEAGUE

Although transformed into little kids, the members of the Freedom League retain their formidable powers and abilities. You can use the game stats given on pages 113 to 122 of *Freedom City* to represent them, adjusting them as you see fit and keeping in mind the kid versions don't have quite the same expertise (or restraint) in the use of their powers.

If you don't have access to the *Freedom City* sourcebook, you can either substitute a suitable hero team from your own game for the League or use the archetypes from the *M&M* rulebook to represent them, as follows:

- **Bowman:** Weapon Master (*M&M*, page 23) wielding a bow and rank 5 trick arrows.
- **Captain Thunder:** Powerhouse (*M&M*, page 21) with **Electrical Control 12** and **Flight** in place of Leaping.
- **Daedalus:** Battlesuit (*M&M*, page 17) with Int 30.
- **Dr. Metropolis:** Energy Controller (*M&M*, page 18) with an **Animate Objects** and **Telekinesis** array.
- **Johnny Rocket:** Speedster (*M&M*, page 23).
- **Lady Liberty:** Paragon (*M&M*, page 17) with **Light Control 11**.
- **Pseudo:** Shapeshifter (*M&M*, page 22) with **Mind Reading 8** and **Mental Communication 16**.
- **Raven:** Costumed Adventurer (*M&M*, page 18).
- **Siren:** Energy Controller (*M&M*, page 18) with a **Water Control** and **Weather Control** array, Str 24, and a **Snare 11** magic net.
- **Star Knight:** Battlesuit (*M&M*, page 17).

QUIRK

Quirk is described on page 215 of *Freedom City*. He's essentially a bratty kid from another dimension with virtually unlimited reality altering powers and a fairly short attention span. He plays with humans like a child might play with an anthill. Ultimately, Quirk wants entertainment, but he tends to get bored with any particular "game" sooner or later.

Quirk is a power level X character and has no game stats: he's invulnerable to harm and capable of doing anything, simply by willing it to happen. The heroes can't overcome him with brute force, although they may be able to trick or negotiate with him (see **Scene Four** for details).

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