



IN A STRANGE LAND...

A MUTANTS & MASTERMINDS CAPER!





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A GREEN RONIN PRODUCTION

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Air Force One has disappeared over South America and it's up to your heroes to save the day! But through the terror and tribulations that await the players in the Lost World, they will discover greater dangers than they can imagine and will play for the ultimate stakes before their trials end...

In a Strange Land 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 the world of Freedom City (described in the *Freedom City* campaign sourcebook available from Green Ronin Publishing), although a majority of the adventure takes place in the Lost World, detailed on page 93. Although *Freedom City* is recommended for running this adventure, all the necessary material is included here and in the *Mutants & Masterminds* core rulebook. If you would like your characters to establish a working relationship with AEGIS beyond the scope of this adventure, *Agents of Freedom* is recommended for more detailed information regarding that institution. Further details on the inhabitants and habits of the Terminus can be found in the *Worlds of Freedom* sourcebook.

In a Strange Land assumes the campaign is set in Freedom City and located in America. Should your campaign feature a different setting, you will need to modify the adventure in terms of law enforcement organizations and the identity of the missing VIPs.

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

A new sycophant in the court of Omega seeks to curry favor with the Lord of the Terminus by destroying a world that has long been troublesome; the Earth! Morrighu hopes her "gift" will persuade Omega to make her his consort and she will rule the Terminus at his side; and if doing so affords her an opportunity for revenge, so much the better.

Morrighu is an ancient and powerful being, occasionally masquerading as a goddess as she travels the omniverse seeking to increase her already impressive abilities and delighting in the thrill of combat. One of her sojourns led her to the Lost World, a dimension where dinosaurs still roam the Earth, as well as mastodons and saber-toothed cats. Tribes of primitive humans battle for survival against nature as well as savage Serpent People. Morrighu found their pitiful struggles beneath her, and further exploring this realm she discovered ruins indicating a long extinct Atlantean presence. After a brief stint impersonating members of the Roman pantheon in the temples of Nova Roma, she was ready to depart for more interesting realities when Morrighu sensed a powerful presence in the mountains of South America. There she met Viracocha, avatar of the creator-god who protects the Incas inhabiting the Lost World. After failing first to seduce and then to defeat Viracocha, Morrighu fled the Lost World. Although more than a century has passed since Morrighu's embarrassing rout, her hatred for the Incan deity burns brightly.

Recently, the vengeful entity has discovered the Terminus and has been trying to curry favor with to the most powerful being she has ever

encountered. After learning of the Lord of Entropy's particular loathing for Earth-Prime's universe, a plot to simultaneously win Omega's favor and avenge herself upon Viracocha began to form.

Morrighu believes if the Lost World dimension is collapsed, the series of portals connecting it to Earth-Prime will drag that reality to its doom as well. Even if that should fail to happen, at the very least Viracocha's chosen people will be destroyed, if not the deity himself. To that end, Morrighu has "borrowed" components for a Doom Coil focus and co-opted small workforce of proles (*Worlds of Freedom* page 119) as well as a platoon of Omegadrones to carry out her plan to collapse the linked realities of Earth-Prime and the Lost World. Her adjustments to the focus are causing the portals to fluctuate; that is the cause of Air Force One's mysterious disappearance.

In **Scene 1**, AEGIS recruits the heroes for the presidential rescue mission. Depending on their legal status and their prior encounters with law enforcement, this may require some lead-in work prior to running the adventure.

Scene 2 brings the heroes crashing down into the wilds of the Lost World. After a fun-filled night of not becoming dino-food, the heroes find the wreckage of Air Force One caught in a squabble between primitive human tribes and a band of savage Serpent People. After the fight, the heroes meet Zandar, man of two worlds, who speaks the local language and can put to rest any fears the newcomers might have regarding the passengers of the battered aircraft.

Zandar leads the heroes to a nearby volcano to introduce them to the mysterious stranger building a device over the lava pooling in the caldera in **Scene 3**. This helpful stranger sends the heroes on a quest to save two universes.

Scene 4 leads our heroes to Viracochasuyu, home of the Lost World's Incans. Here they face the Incan League and gain some insight into what is happening.

Morrighu's treachery revealed, the heroes return to the volcano in **Scene 5** in an attempt to stop her mad scheme for Armageddon.

The **Characters** section contains all the game stats needed to run the adventure. You may need to create or modify some creatures from **Chapter 11** of *Mutants & Masterminds* in **Scene 2**, but all other game statistics needed to run the adventure are listed here.

SCENE ONE: RECRUITMENT DRIVE

How the heroes come to be involved in the plot depends largely on their current status as heroes. They might be the world's preeminent superteam; a logical choice for a mission of some importance. Perhaps their status as virtual unknowns means AEGIS feels they will not draw attention to a rather sensitive security situation. In a darker series, they are considered expendable assets. This adventure could even serve as a team-builder, with the characters recruited individually for the mission, and staying together afterwards.

If the characters have a working relationship with law enforcement, or operate openly, Director Powers might contact them directly. Should the heroes be more elusive, an AEGIS team might contact them in the field, assisting in or interrupting a bout of crime-fighting. If AEGIS wants to keep their connection to the heroes discreet, the federal agents may make a show of "arresting" the heroes.

By whatever means, the newly drafted heroes are brought to the Federal Plaza building in City Center. Whether the heroes are trusted enough with knowledge of the secret underground headquarters known as the Iceberg (*Agents of Freedom* pages 53-55) or a nondescript office



on the 23rd floor, they are soon face-to-face with AEGIS Senior Director Harry Powers (*Freedom City*, page 71).

You are ushered into a dimly lit conference room. A semi-circle of chairs faces a display screen mounted on the wall. Pacing the area between the chairs and the screen is a tall, gray-haired African-American man in a dark suit, sporting a neatly trimmed beard and mustache. Upon noting your arrival, he ceases pacing and motions to the chairs before him. "Please be seated. Time is of the essence."

The heroes' status with law enforcement sets the tone in the interaction with Director Powers. He has a good working relationship with the Freedom League, and would have no problem working with other heroes of similar ethics. He is skeptical of heroes known for questionable or brutal methodology, but circumstances may require working with them.

Once introductions are out of the way and the heroes seated, Director Powers begins briefing them on the dire situation. Air Force One has disappeared, with the President and staff on-board, somewhere over the Amazon basin in South America (if you'd rather not put the President in peril, feel free to substitute some other VIP).

Overhead satellites retasked to scour the area have been unable to locate any sign of the missing jet. AEGIS search teams have been performing overflights of the region; not only have they been unsuccessful, but two of the search craft have also disappeared. The satellite monitors detected a strange energy surge just before they vanished. The crafts' disappearances were several hundred miles and an hour apart; there is no other information available. Director Powers decided to call in some outside help.

WE'RE THE ONLY SHIP IN THE QUADRANT... AGAIN?"

In case you've trotted out "the other heroes are all out of town" excuse once too often, here are some alternative rationales for why the characters have been selected for the mission. Regardless of the heroes' status in the community and with law enforcement, AEGIS is going to want to keep the missing VIP situation under wraps, so alerting the entire super hero community is not acceptable.

- **The Best of the Best.** The heroes are the premier superteam, and a mission of this importance can only be entrusted to them. 'Nuff said.
- **Out of Sight, Out of Mind.** Okay, so maybe the other teams in town treat you like the proverbial "red-headed stepchildren," and the news coverage of your crimefighting career plays more like a blooper reel. Unfortunately, sending the grade-A heroes would certainly tip off the media that something big is in the works. Which means sending the second string; but hey, this might be just the kind of mission that could put the team on the map!
- **Disposable Heroes.** Its probably best not to clue the heroes in to this *raison d'être*, but perhaps Director Powers' only hope is the heroes will survive long enough to locate the missing VIPs, after which he can dispatch AEGIS agents or another team to the rescue. Unfortunately for Director Powers, once the heroes pass through the portal to the Lost World all attempts at tracking them are ineffective.

AEGIS provides the heroes with a high speed transport and all the satellite imaging currently available. Since this craft will be destroyed shortly, a kind-hearted GM will want to talk the heroes out of taking their personal craft.

Allow the players time to negotiate any stipulations of their service at this time; maybe they're looking for government sponsorship, or immunity from taxation, or just some respect. Director Powers is a reasonable person, so unless the heroes delve the realm of the ridiculous they likely get what they want. Once that is finished, a Raptor flying APC awaits them on the roof. If the heroes lack the Piloting skill, Agent Phil S. Waters is assigned to pilot the craft for them.

It takes several hours for the heroes arrive on-station in South America, so Director Powers encourages them to depart immediately. They can use the communications array on-board to address any unfinished business they need to conduct en route.

SCENE TWO: FLIGHT TO NOWHERE

The heroes finally arrive in South American airspace and search fruitlessly for the missing aircraft for several hours before a close encounter sets them on the trail. You may want to draw the search out a bit, so the players feel the frustration their characters do before plunging them into the action.

After another hour of searching unsuccessfully for the missing Air Force One, as you reach for the communications board to report in, there is a blinding flash outside the cockpit window and the Raptor begins to plummet from the sky, all of its instruments dead!

Any heroes not strapped-in need to make a Reflex save (DC 20) or get tossed around the vehicle, suffering +6 damage. Unbeknownst to the heroes, Morrigo is attuning the Doom Coil focus to the Lost World dimension; these adjustments are causing the portal linking it to Earth-Prime to fluctuate wildly. The resulting energy surge is what knocked Air Force One and the missing AEGIS craft out of the sky as they have just done to the heroes. Modern Earth technology is not capable of registering this phenomenon, but if any of the heroes are travelers from the future with appropriate tech or possess Cosmic Awareness they might tumble to what is actually happening. Of course, they have to wait until after a rough landing to do anything about it...

The energy fluctuations cause the portal to shift on both sides. For this reason, the heroes' crash site is not in the same location as the other missing aircraft. Traversing the portal has brought the Raptor much closer to the ground in the Lost World and there isn't time to reboot the systems and regain control before a jarring impact permanently grounds

GO, MAMMALS!

Because your players, as human beings, likely share the anti-reptile prejudice we mammals seem to have hard-wired into our brains, they most likely jump into this fight on the side of the primitive humans. If the heroes are the Reptile League of Freedom, however, there may be...problems. Should your players be more inclined to trust large scaly folk with sharp teeth, you may have to emphasize the Serpent People as the more merciless of the combatants. Regardless of their biological persuasion, the players should be heroic enough to choose the "good guys."

the craft. The heroes should save against +8 damage (Toughness, DC 23); if Agent Waters is along for the ride, he doesn't survive the crash (underneath his AEGIS uniform is a red shirt with "Crewman #5" stenciled on the back). If you want to add an additional complication to the adventure, have Agent Waters badly injured and in need of medical attention instead, giving the heroes extra motivation to act quickly.

Now that the heroes are in the right dimension, they should be able to detect the transponder signals of the downed Air Force One and the two AEGIS craft. If none of them have the personal tech to scan for these signals, a Craft (electronics) check (DC 20) lets them cobble together a tracking device from the wreckage of the Raptor. If the heroes don't think of this on their own, you may want to nudge them via a Knowledge (tactics) or (streetwise) check.

How the team proceeds depends on their respective movement powers. If all the heroes possess some manner of Flight or Speed, the jungles of the Lost World do not prove much of an obstacle (that's where the dinosaurs come in). A few hours of searching and fighting for their lives brings them to the edge of a large clearing where the wreckage of Air Force One rests. If the team is not capable of rapid movement, you can play up the survivalist angle as the heroes trudge through the jungle with dwindling supplies and fight off the attacks of hungry sauropods.

Tailor the dinosaur threat to your team of heroes. T-rex and velociraptors aren't much of a hazard to an airborne group. The Lost World does include creatures that did not coexist historically, so a few saber-toothed cats or rampaging mastodons might also make an appearance.

Chapter 11 of *Mutants & Masterminds* contains some useful creature stats for this portion of the adventure, such as the monstrous insect, monstrous spider, and tyrannosaurus rex. The lion stats could be substituted for a saber-toothed cat, and applying a few ranks of Growth to the crocodile and elephant could yield up prehistoric equivalents. (*Superline* #5 from Ronin Arts also contains a dinopedia, with nearly a dozen sauropod threats to menace your heroes on land, air and sea. Check it out!)

After some harrowing encounters in the jungle, the heroes eventually find a clearing in the jungle containing a large clue in their search for the President and his staff. Be sure to award hero points as appropriate.

The dense jungle gives way to a large clearing. Smoke rises from a volcano several miles beyond the clearing. The broken fuselage of Air Force One gleams in the bright sunlight near the center of the clearing. Clambering over the wreckage are primitive humans locked in brutal combat with humanoid reptiles similarly armed and attired. The human defenders are falling back before the superior numbers of their scaly foes.

Players with Knowledge (life sciences) can make a skill check (DC 15) to identify the reptilians as primitive progenitors of the Serpent People. If the heroes have faced the Serpent People in previous adventures, a Wisdom check at the same DC allows them to make the same deduction. At this point, even if the heroes don't know who the combatants are, they will likely get involved if only to find out where the missing passengers of Air Force One are.

There are 10 primitive humans, and 20 savage serpent people. These numbers below represent active and conscious combatants; there are dozens of already dispatched members of both tribes when the heroes arrive on scene.

A search of Air Force One yields none of the missing passengers, just a ransacked interior devoid of any useful supplies. Although both tribes had come to see what trinkets could be salvaged, neither had time to do so. The absence of weapons and supplies should give the heroes at least some cause for hope.

Even a warrior force of twenty Serpent People should prove little challenge to a team of super heroes. Once the Serpent People are defeated and on the run or captured, the primitive humans gather before their rescuers in obvious deference. Of course, a group without the Comprehend power has some difficulty communicating. Feel free to play this up for comedy, but when the players tire of caveman charades, Zandar of the Lost World arrives to serve as translator.

Alexander "Zandar" Challenger is the descendant of the explorer from Terra-Prime who discovered the Lost World. Although he dresses and fights as the primitive humans do, he is also educated and speaks English fluently. See page 93 of *Freedom City* for more information on Zandar and the Lost World.

Zandar explains the gratitude of the tribesmen, as well as informing them the missing passengers are alive and being well cared for in a nearby village. Zandar tells the heroes that after hearing the strangers' plight he traveled the "path" back to Earth-Prime, only to find it no longer led to "Tame World." Zandar suggests the heroes speak to the "magic woman" he recently discovered in the nearby volcano; she might have an answer. Zandar offers to lead them there.

The heroes may want to check on the President first. Zandar will lead them and the surviving tribesmen to the village, in the general direction of the volcano sighted as the players entered the clearing. The President and any survivors are alive and well fed, but happy to see rescuers from the world they know. You may want to have the survivors of the two lost AEGIS search teams here as well if you intend to leave the Lost World behind after this adventure, but if you would like follow-up adventures to explore further you could have them scattered across the globe and the heroes must return to find them after getting the President to safety.

After the joyous reunion, Zandar leads the heroes to Viracochasuyu. This southwesterly journey of several hundred miles up into the Andes Mountains may take weeks if the heroes do not possess high speed movement powers. Zandar does his best to speed the journey using his Animal Empathy to secure animal mounts. You could also include some portions of river travel and its attendant perils for ground-pounding heroes. By whatever means and at whatever speed, Zandar leads the heroes to the Incan Empire of Viracochasuyu. If you're interested in stretching the adventure out, you can easily fit in some other events along the journey, especially if the heroes are forced to take it slow.

SCENE THREE: A HOT TIME IN THE LOST WORLD

Zandar gets around the Lost World quite a bit, and on his recent travels he saw figures moving along the rim of the active volcano near the village. Climbing up to investigate, he discovered a huge platform suspended from three massive chains over the caldera. A tall, pale woman clad in golden robes was overseeing a workforce of primitive humans constructing some kind of machinery. She appeared to notice Zandar hiding above the rim, which surprised him, but she made no move against him. When he witnessed her disappear into thin air, Zandar felt it wise to leave.

When the heroes arrive at the base of the volcano, Zandar returns to the village to keep watch over the stranded visitors. When the heroes arrive at the rim of the volcano, they see the scene exactly as Zandar described it.

Having been warned of their arrival via Precognition, Moriggu morphed into a non-threatening and attractive woman. She also disguised the Doom Coil focus via her Illusion powers. If team of heroes contains

non-human members, the Illusion makes the proles appear as primitive humans.

With a gesture, Moriggu opens a teleport portal and steps through, moving from the platform to the rim near the heroes. With a warm smile she introduces herself as Moraine, a mystical, dimension-hopping philanthropist.

If asked about the location of her universe "saving" device, she tells them that it both keeps her safe from any dangerous animals and provides energy in a world without power plants.

She tells the heroes that as she was traveling the omniverse, her mystical senses detected an impending disaster. She arrived in this reality and spent weeks investigating the cosmic tremors she had felt. She tells them of a power-mad being with an empire of worshipers to the south and his desire to destroy this universe. "Moraine" further explains that his mystical assault on the fabric of this reality threatens the heroes' as well. She has been trying to assemble a device that would stabilize this reality and stop his mad scheme, but she fears she is running out of time. If the heroes could try to dissuade him, or at the very least delay him so she could complete her life-saving device, two universes would be spared from oblivion!

"Moraine" explains she does not have the power to face this death-god directly, but she can transport the heroes to the edge of his mountainous empire. When the heroes are ready she Teleports them to the edge of Viracochasuyu.

SCENE FOUR: BLOOD SPORT

As the players ascend the peaks of the Lost World's Andes, they catch a glimpse of terraced farms cut into the mountainside. On a Notice check (DC 20) they also see several pterodactyls bearing riders descending swiftly towards them. They approach with spears readied, calling out an order to halt in Quechua, which the heroes are unlikely to understand. After a rousing game of charades in which the Incan warriors motion for the heroes to surrender, a fight may break out if they don't cooperate. Should the heroes decide to fight, they can easily defeat these border guards, but at this range Viracocha senses a threat to his realm and appears to deal with the interlopers. If that happens, he will be far less understanding of their concerns. He then transports them directly to his throne room to begin the questioning.

There are two Viracochasuyu guard and their pterodactyl mounts, plus one for every player character.

At their captors' insistence, the heroes will be carried aloft on the domesticated pterodactyl mounts. After a short flight, a city will be visible on the horizon and it is clearly their destination. Heroes with Knowledge (history) may make a skill check (DC 20) to recognize the architectural style as Incan. A check result of 15-19 reveals it appears to be prehistoric American but unclear as to whether it is Mayan, Aztec, Incan, etc.

The pterodactyls bearing the captive heroes descend on the stonework city in the rugged peaks ahead. As a crowd of onlookers gather, the reptiles land in a broad plaza in the center of the city. The guards escort you to the northern end of the plaza, toward what appears to be a temple. The crowd gathers at the base of the stone steps as you are hurriedly led up and into the structure.

In the large chamber just beyond the doorway, a heavily muscled figure sits upon an elevated throne, a golden crown adorned with sun images atop his brow. He wields a short,

ornately-carved staff topped by a glowing crystal. The guards release you and fall prostrate on the stone floor, chanting repeatedly, "Viracocha."

He leans forward and says in a booming voice, "Speak, intruders; by your own words shall you be damned or saved! Although the stench of the Deceiver is heavy upon you, I will first let you declare your intent!"

The heroes may be surprised to understand Viracocha, but as a sun-god avatar Comprehend is a fairly pedestrian power. Viracocha is a PL X character (see the **Characters** section). He leans back and scowls at the heroes as they present their case. Once they have made their plea, Viracocha sneers at them in disgust.

"You blame me for your troubles? Fools! You serve the Deceiver in your ignorance if not your ambition. We must test your worthiness!"

The crystal of Viracocha's staff flares, momentarily blinding you. As your vision clears, you find yourselves on one end of a rectangular stone arena, 40 feet wide and 300 feet long. For the moment, you are unable to take action; a strange paralysis grips you. Opposite you is an assembly of Incan warriors. By the angle of the sun and the large gathering assembled around the arena it would seem as though hours have passed, but it seems only a moment ago that you stood in the sun temple. Hovering over the center of the arena is Viracocha. His voice booms over the arena.

"People of Viracochasuyu! These strangers come at the behest of the Phantom Queen; now they must prove their worth!" The crowd roars its approval.

With a gesture, the Incan warriors on the far end of the arena are bathed in a glow matched by the crystal atop Viracocha's staff. When the light fades, they are transformed.

"Show us your merit, outland warriors!" the sun-god's voice booms as the strange paralysis releases you.

There is one Incan warrior for every character. The Incan warriors have been empowered to match the player characters, and their Incan clothing has been altered to resemble the heroes' costumes (body paint in place of symbols, ancient style masks and helms, feathers instead of capes, etc.). This may provide a clue to the heroes about the nature of their combatants. Although they have the same powers and ranks as the heroes, they do not have the heroes' skills, feats (unless necessary to use a power) or experience as a team... well, maybe that last is a level playing field after all. Also, unless a duplicated power specifically requires hero points, such as Luck Control, the Incans have no hero points.

Combatants are contained within the arena by a mystical barrier courtesy of Viracocha. It blocks all attempts to leave, including Burrowing and Teleport (although teleporting within the arena is permitted). Fast movers may find they can be anywhere in the fight in a move action. If you have a large player group, you may want to expand the arena's size. Although the arena floor is indestructible to prevent weasels from escaping the battle, there are several 400 lb stone blocks for tossing at your enemies.

During the battle, Viracocha uses his powers as well as his perception to judge the worth of the heroes below. The actions of the heroes are more important than mere victory or defeat. Viracocha heals any injured characters after the battle is over; award a hero point at the event's conclusion.

Viracocha smiles broadly as he descends to the arena floor, his earlier disdain absent. "Well fought, outlanders! You are worthy to represent me in battle!"

With a flash, the arena disappears and you find yourselves back in the throne room of the sun temple.

The sun-god avatar explains the machinations of Morrighu, including her intentions. Viracocha does not know the specific terminology (i.e. Doom Coil focus), but understands the principles well enough to make plain to the heroes what is at stake. He gravely informs them that she must be stopped and when her infernal device is no more, the portals to Terra-Prime will be restored to normal. Unfortunately, he cannot directly intervene: his powers are tied to Viracochasuyu, away from his domain and people, he is powerless.

When the heroes are healed and ready, Viracocha teleports them to the final showdown with Morrighu in the caldera of an active volcano; on to **Scene Five!** But first, award the players a hero point.

SCENE FIVE: INTO THE FIRE

With a Notice check (DC 20), the heroes may note the machinery upon the platform looks different somehow; more sinister. And depending on their biology, some may notice a change in the proles' appearance as well. Morrighu is no longer bothering to disguise her machinations.

You return to the volcano lair of Morrighu. The pale woman no longer wears soft golden robes, but a gleaming black armor with a large sword belted to her waist. She sneers up at you, calling out, "I see you managed to survive that mountain-bound fool! No doubt you think to stop me; but you're too late!"

With a gesture, she opens a portal and Omegadrones pour forth to meet you!

Morrighu convinced a small troop of Omegadrones she is acting on orders from Omega in coming to the Lost World; they've been hiding in a nearby cave, awaiting her call. There are three Omegadrones in her troop for every hero. The volcano has kept the focus safe from native peoples and creatures, so they are itching for some action.

Morrighu does not engage the heroes directly unless they approach her or attempt to attack the Doom Coil focus. She uses her powers to assist the Omegadrones with whichever hero provides the greatest threat.

The proles slaving away on the machine do not fight, although they have nowhere to flee; climbing the chains over the lava is not in their plans. They scurry for cover given the chance, and do not resist if captured. These worker drones are denizens of the Terminus and as such appear to be members of the species that view them (see the Terminus template on page 116 of *Worlds of Freedom* for details). If the heroes are not all Earth humans this may lead to some confusion, but as heroes they should make every attempt to rescue these hapless captives from the platform, regardless of their appearance.

The platform beneath the Doom Coil focus only seems to be held aloft by the massive chains (Toughness +12) stretchig to the rim of the volcano. It is actually held up by a combination anti-gravity/energy converter drawing on the geothermal energy of the volcano to power the hover platform as well as the focus. While immune to the heat, the anti-grav mechanism isn't heavily armored and only has Toughness +5; should it be destroyed, the chains can only sustain the platform's weight for five rounds (time enough, perhaps, for a heroic rescue of any proles

still aboard). If one of the chains is already broken, reduce this time to 2 rounds; if two or more of the chains are broken when the anti-grav unit is destroyed, someone's taking a header into hot lava! Notice checks aren't required to be aware of the groaning and twisting of the massive chains on their way to the shatter point.

The Doom Coil focus, while capable of destroying universes when properly aligned, is not designed to withstand direct assault, having Toughness +10. Heroes who spend three rounds examining the focus can make a Disable Device, Knowledge (technology), or Craft (mechanical) skill check (DC 25) and find a vital component to attack, reducing the Toughness bonus to +5.

The intense heat in the volcano's caldera requires a Fortitude save every minute, DC 10 +1 for every previous check, per *Mutants & Masterminds*, pages 167-168. Immunity to heat negates the need for this check. Exposure to lava deals +2 lethal damage per round and total immersion deals +20 damage per round; Immunity to heat or fire prevents damage but not suffocation in the event of immersion.

YOU SAY YOU WANT A RESOLUTION

All the pieces are on the board, and now it falls to strategy and luck to decide the outcome. Unless you are planning to destroy the Freedomverse, Morrighu's triumph is not in the cards. But even if the heroes are victorious in battle, you may not want them to take the would-be destroyer into custody. Here are several options for ending the adventure.

If things are going badly for the heroes, Viracocha could intervene. This is not a recommended solution; after all, he went to all that trouble to test his champions before sending them off to battle in his stead.

A better solution for turning the tide comes from the ranks of the Omegadrones. During the battle, Morrighu is so concerned with stopping the heroes trying to derail her plot that her mental influence on her borrowed troops slips and the Omegadrones are contacted by the Lord of the Terminus. Omega is less than pleased, to say the least; Terra-Prime is *his* to destroy, and no one else's! Either during the battle or before the shape-shifting charlatan can dispatch the defeated heroes the drones will turn on Morrighu.

Along that line of thought, if you have *Worlds of Freedom* (and if you don't, why are you sitting here reading? To the store!), rather than have the Omegadrones shake off Morrighu's influence, the Annihilists could show up to retrieve the usurper and her stolen property. This will play as a nice bit of foreshadowing if you plan to have the players face the Annihilists later in the series.

Similarly, Omega could show up in person to address this breach of protocol and collect his things. Again, this makes for a cinematic piece of foreshadowing if you plan to feature Omega later in the campaign, but you may want to reconsider having him show up too often. Part of the mystique of the Lord of the Terminus is that when he shows up, worlds die. Villains of this caliber should never be "old hat" to the players.

If you're more into karma, perhaps a volcanic eruption could save the day and overflow the Doom Coil focus. The energy converter may protect the underside of the platform from the heat, but the Doom Coil focus could be done in by a lava bath.

EPILOGUE: HOME AGAIN

By whatever means, the fate of two universes has been decided; time to collect the survivors and get back to civilization. The heroes should return to the nearby village and collect the President and his surviving staff. As Viracocha predicted, once the Doom Coil focus is out of com-

mission the portal is restored to its normal place. Zandar can lead the outworlders home.

Any proles the heroes rescued have no desire to return to the Terminus. Although they will accompany the heroes back to Freedom City, they would be just as happy to remain in the Lost World and start a new life. It may be a savage world, but it's a picnic after a lifetime in the Terminus.

The heroes have obviously made an impression on the primitive humans who have been safeguarding the President. Before leading them home, Zandar shows the heroes the recently crafted cave painting of a large silver bird, injured, surrounded by figures representing the tribe and their Serpent People foes. The next series of paintings shows all the Serpent People lying down, scattered around towering figures whose image is an obvious representation of the heroes.

If you are finished with the Lost World, you may want the two missing AEGIS search teams locate the President while the heroes were busy saving the universe. But there's so much more to see here; Atlantean ruins, Nova Roma... maybe the local fauna didn't have enough opportunity to dine on super heroes! After getting the President safely through the portal, you may want further adventures in the Lost World to find those missing agents. And your heroes still have to decide how much they want to reveal about this hidden world to the authorities back home.

CHARACTERS

The characters for *In a Strange Land* and their game statistics are presented here in the order of their appearance.

AGENT PHIL S. WATERS

Agent Waters is a Gemini who loves bass fishing, small engine repair and... who cares?!? This guy is only there to fly the heroes to the Lost World and die in a loud and grotesque manner. Just in case you need stats for this one-trick pony, use the government agent on page 227 of the core rulebook.

PRIMITIVE HUMAN TRIBESMEN

The human inhabitants of the Lost World are a hardy lot, as they must be to survive in such savage surroundings.

SERPENT PERSON (SAVAGE)

Whether they are native to the Lost World reality or descended from the Lemurian stock of Terra-Prime is unknown, but these barbarous reptiles are just as unfriendly as their otherworldly kin.

ZANDAR OF THE LOST WORLD

Alexander "Zandar" Challenger is a man of two worlds, born and raised in the Lost World as royalty, descended from good English stock of Earth. Zandar has visited Earth on several occasions, but considers the Lost World his true home.

The Jungle Lord is a forceful presence, a necessary survival trait on his home world. He tends to speak to animals much as he would to anyone else, and they respond to him in kind. Zandar is 6'2", powerfully built and perfectly proportioned. He has brown eyes and shoulder-length black hair and rarely ever wears more than a loincloth, hide boots, and a necklace of dinosaur teeth.

PROLES

These poor dregs of the Terminus have been "persuaded" to assemble a Doom Coil focus for Morrighu. As if slaving away in an active volcano to

MORRIGU

PL 9

STR	DEX	CON	INT	WIS	CHA
+5	+4	+3	+7	+4	+3
20	18	16	25	18	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+3	+8	+9	+9		

Skills: Bluff 6 (+9), Notice 8 (+12), Sense Motive 10 (+13), Stealth 8 (+12)

Feats: Elusive Target, Improved Initiative

Powers:

- Comprehend 3** (all languages, animals)
- Illusion 10** (all senses; Free Action; Progression 4 [100 ft radius])
- Mind Control 5** (Conscious; Mental Link, Subtle)
- Shapeshift 5**
- Super-Movement 3** (Dimensional Movement [any])
- Super-Senses 4** (precognition)
- Teleport 8** (Change Direction, Change Velocity, Easy, Turnabout; *Alternate Power: Teleport 6* [Portal; Easy])

Combat: Attack +8, Grapple +13, Damage +5, Defense +8, Knockback -1, Initiative +8

Abilities 53 + Skills 8 (32 ranks) + Feats 2 + Powers 145 + Combat 16 + Saves 15 = Total 239

This ancient trickster has been causing trouble across the omniverse for as long as she can remember. Although she does enjoy the thrill of battle, she also delights in defeating her foes by deception.

A shapeshifter, her favorite appearances are a beautiful if pale warrior woman in black, a withered old hag or a giant raven. She also has impressive illusion and mental persuasion abilities.

Through the use of her wiles and mental abilities, she has co-opted a workforce of proles and a troop of Omegadrones. Her intention is to win Omega's favor by destroying the universe he finds so troublesome. Unfortunately for her, the Lord of the Terminus doesn't favor ambition in his courtiers.

Although Morrighu's Shapeshifting is unlimited, below are her three "favorite" forms. Any unspent points will be devoted to conditional circumstances, say for instance Immunity (heat) when in a volcano. Where appropriate the appearance of the form that explains the temporary power is noted.

assemble the enormous device, she intends to leave them behind when she activates it. Good thing the heroes are here to save the day.

INCAN GUARD

For the arena battle in which the heroes must prove their worth to Viracocha, simply apply the heroes' powers and ranks to the stats for the Incan guards. If the characters are particularly powerful, you may want to transpose their ability scores as well, but they should have some advantage over these temporarily empowered Incans.

These Incan warriors patrol their mountain empire's borders from the backs of their domesticated pterodactyl mounts. The pterodactyls can be used solo as "wild" variants to menace a team of flying heroes.



OLD CRONE

20 POINTS

Powers: Nauseate 5 (Extra: Ranged), **Protection 5**

WARRIOR WOMAN

24 POINTS

Feats: Attractive 2, Distract, Takedown Attack

Powers: **Protection 5** (Impervious) - black armor, **Strike 5** (Mighty) - a sword

CROW (MEDIUM-SIZED)

22 POINTS

Feat: Move-by Action

Powers: **Flight 3** (50 mph), **Protection 5**, **Strike 5** (Mighty) - claws or beak

VIRACOCHA

Viracocha is the avatar of the Incan sun-god who serves as the protectors of the Lost World's empire of Viracochasuyu. He is a PL X character, discussed on page 211 of the *Mutants & Masterminds* core rulebook.

OMEGADRONES

The shock troops of Omega, these fearless flying marauders have sown terror across the omniverse. A little mental manipulation from Morrighu has led a small troop to the Lost World as back-up for her intended annihilation of Terra-Prime's universe. While under her control they have not been checking in with Omega.

PRIMITIVE HUMAN TRIBESMEN **PL 2****Str 14** | **Dex 12** | **Con 16** | **Int 10** | **Wis 10** | **Cha 8****Skills:** Craft (artistic) 4 (+4), Craft (mechanical) 4 (+4), Craft (structural) 4 (+4), Notice 2 (+2), Stealth 4 (+5), Survival 4 (+4), Swim 2 (+4)**Feats:** Equipment 3*Equipment:* hand axe (+2), spear (+3) 20 ft range increment, stone knife (+1)**Combat:** Attack +2, Damage +2 (punch) or by weapon, Defense +2, Initiative +1**Saving Throws:** Toughness +3, Fortitude +4, Reflex +1, Will +0**Abilities 10 + Skills 6 (24 ranks) + Feats 3 + Combat 8 + Saves 2 = Total 29****SERPENT PERSON (SAVAGE)** **PL 2****Str 13** | **Dex 11** | **Con 13** | **Int 6** | **Wis 7** | **Cha 8****Skills:** Climb 4 (+5), Escape Artist 4 (+4), Stealth 4 (+4)**Feats:** Improved Initiative**Powers:** **Drain Wisdom 5** (Linked to bite, Poison), **Protection 1**, **Super-Senses 2** (darkvision)**Combat:** Attack +2, Grapple +3, Damage +1 (bite, plus Drain), Defense +2, Knockback -1, Initiative +4**Saving Throws:** Toughness +2, Fortitude +1, Reflex +2, Will +0**Abilities -2 + Skills 3 (12 ranks) + Feats 1 + Powers 13 + Combat 8 + Saves 4 = Total 27****ZANDAR** **PL 9****Str 18** | **Dex 24** | **Con 18** | **Int 10** | **Wis 16** | **Cha 18****Skills:** Acrobatics 8 (+15), Climb 10 (+14), Handle Animal 12 (+16), Intimidate 6 (+10), Language 6 (English, Latin, Quechua, plus several tribal languages), Notice 10 (+13), Sense Motive 8 (+11), Stealth 8 (+15), Survival 12 (+15), Swim 8 (+12)**Feats:** Acrobatic Bluff, Animal Empathy, Attack Focus (melee) 5, Defensive Roll 2, Dodge Focus 4, Endurance, Equipment, Evasion, Environmental Adaptation (jungle), Favored Environment (jungle), Improved Pin, Luck, Move-by Attack, Power Attack, Rage, Takedown Attack, Track*Equipment:* dagger (+1 damage)**Powers:** **Leaping 1**, **Super-Movement 3** (slow-fall, sure-footed, swinging)**Combat:** Attack +13 (melee), +8 (ranged), Grapple +17, Damage +4 (unarmed), +5 (dagger), Defense +11 (+4 flat-footed), Knockback -3, Initiative +7**Saving Throws:** Toughness +6 (+4 flat-footed), Fortitude +10, Reflex +10, Will +8**Abilities 44 + Skills 22 (88 ranks) + Feats 25 + Powers 7 + Combat 30 + Saves 14 = Total 142****PROLES** **PL 2****Str 13** | **Dex 10** | **Con 12** | **Int 8** | **Wis 10** | **Cha 8****Skills:** Profession (choose one) 8 (+8), Survival 8 (+8)**Feats:** Endurance**Combat:** Attack +2, Grapple +3, Damage +1 (unarmed) or with at-hand weapons, Defense +2, Knockback -0, Initiative +0**Saving Throws:** Toughness +1, Fortitude +5, Reflex +1, Will +0**Abilities 1 + Skills 4 (16 ranks) + Feats 1 + Powers 0 + Combat 8 + Saves 5 = Total 19****INCAN GUARD** **PL 2****Str 14** | **Dex 12** | **Con 16** | **Int 10** | **Wis 10** | **Cha 8****Skills:** Handle Animal 8 (+7), Notice 2 (+2), Ride 4 (+5), Search 4 (+4), Stealth 4 (+5), Survival 4 (+4), Swim 2 (+4)**Feats:** Equipment 2, Minion 3*Equipment:* knife (+1), spear (+3, 20 ft. range increment)**Combat:** Attack +2, Damage +2 (punch) or by weapon, Defense +2, Initiative +1**Saving Throws:** Toughness +3, Fortitude +4, Reflex +1, Will +0**Abilities 10 + Skills 7 (28 ranks) + Feats 5 + Combat 8 + Saves 2 = Total 32****RIDING PTERODACTYL** **PL 3 • MINION RANK 3****Str 14** | **Dex 16** | **Con 14** | **Int 2** | **Wis 10** | **Cha 10****Skills:** Notice 8 (+8)**Feats:** Attack Focus (melee) 5, Favored Environment 4 (air), Move-by Action**Powers:** **Flight 2** (25 mph), **Growth 4** (*Flaw:* Permanent, *Power Feat:* Innate) **Super-Senses 3** (visual: accurate, extended 1)**Combat:** Attack +5 (melee), Grapple +2, Damage +2, Defense +6, Knockback -1, Initiative +3**Saving Throws:** Toughness +2, Fortitude +4, Reflex +5, Will +3**Drawbacks:** Power Loss (Flight, if wings are immobilized,-2 points)**Abilities -6 + Skills 2 (8 ranks) + Feats 10 + Powers 21 + Combat 12 + Saves 7 - Drawbacks 2 = Total 44****OMEGADRONES** **PL 6 • MINION RANK 5****Str 20** | **Dex 11** | **Con 20** | **Int 7** | **Wis 10** | **Cha 8****Skills:** Intimidate 6 (+5), Notice 2 (+2)**Powers:** **Device 4** (armor, hard to lose), **Device 3** (power pike, easy to lose) *Armor:* **Flight 3** (50 MPH), **Immunity 4** (pressure, suffocation, vacuum), **Protection 3** (Impervious), **Super-Senses 4** (communication link with Omega, darkvision, radio)*Power Pike:* **Blast 7** (Alternate Power: **Strike 7**)**Combat:** Attack +5, Grapple +10, Damage +5 (unarmed), +7 (power pike), Defense +4, Knockback -5, Initiative +0**Saving Throws:** Toughness +8 (+5), Fortitude +5, Reflex +1, Will +0**Abilities 16 + Skills 2 (8 ranks) + Feats 2 + Powers 25 + Combat 18 + Saves 1 = Total 64**

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