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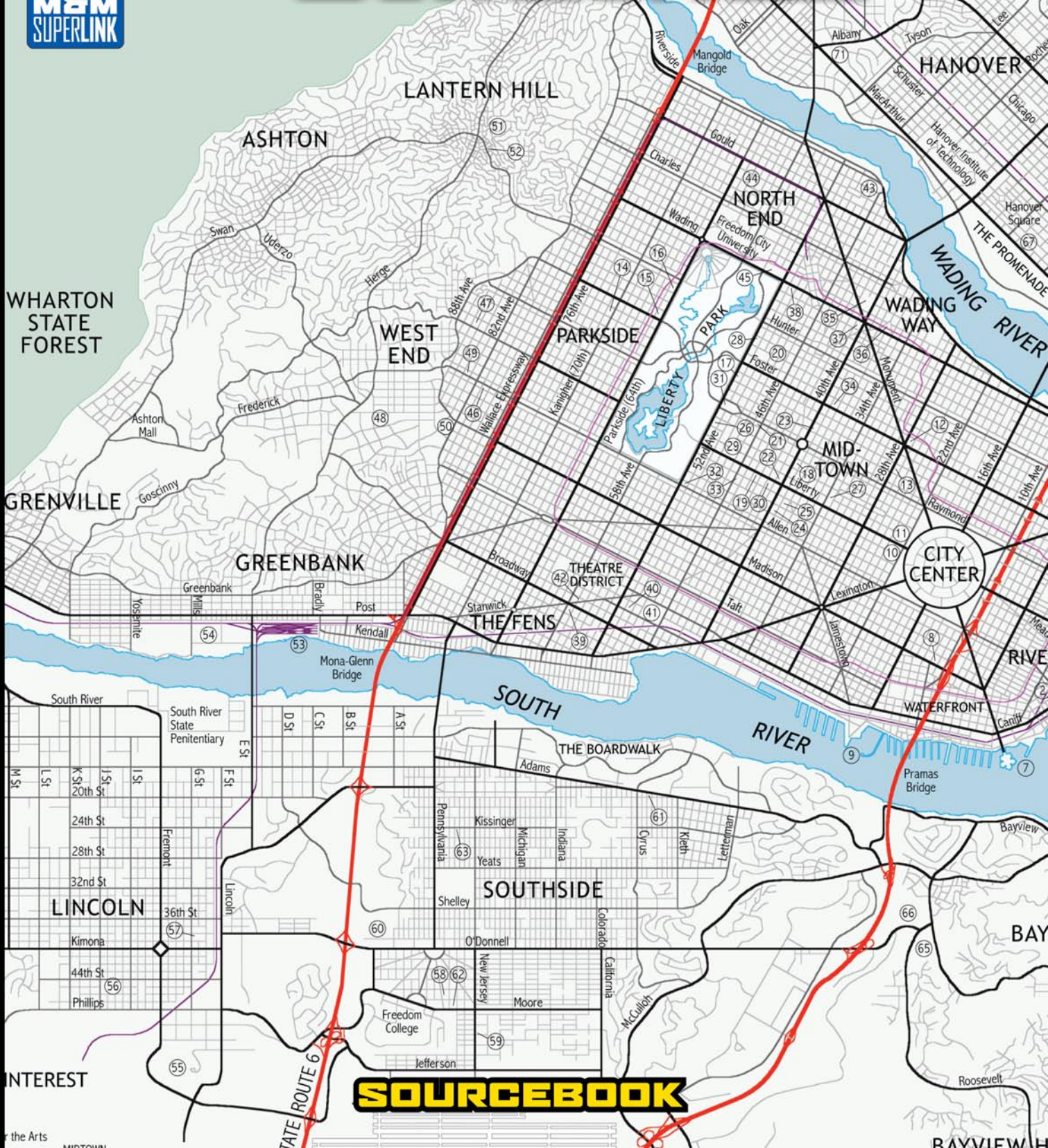
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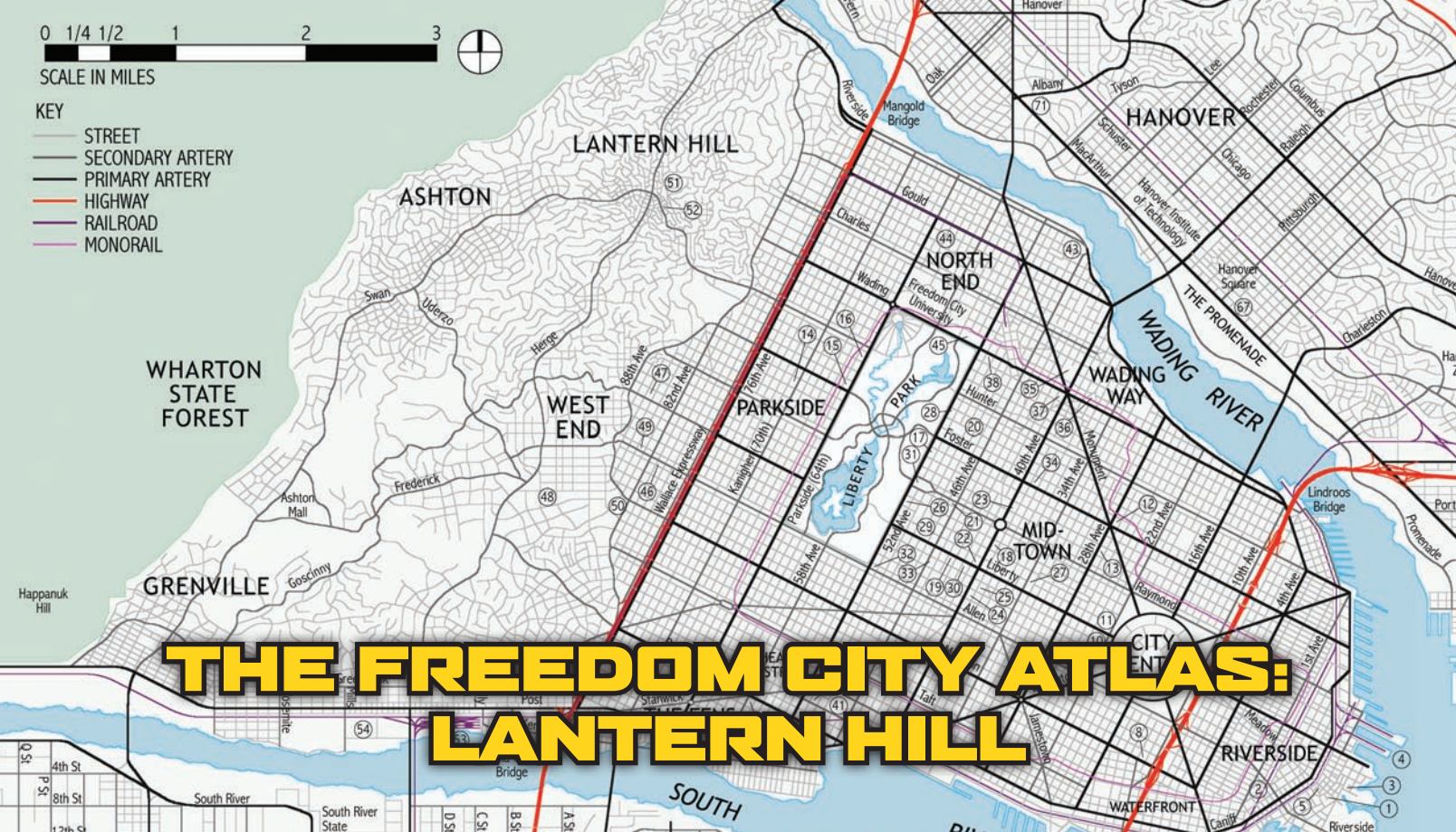
MUTANTS & MASTERMINDS

FREEDOM CITY ATLAS:

LANTERN HILL



SOURCEBOOK



A GREEN RONIN PRODUCTION

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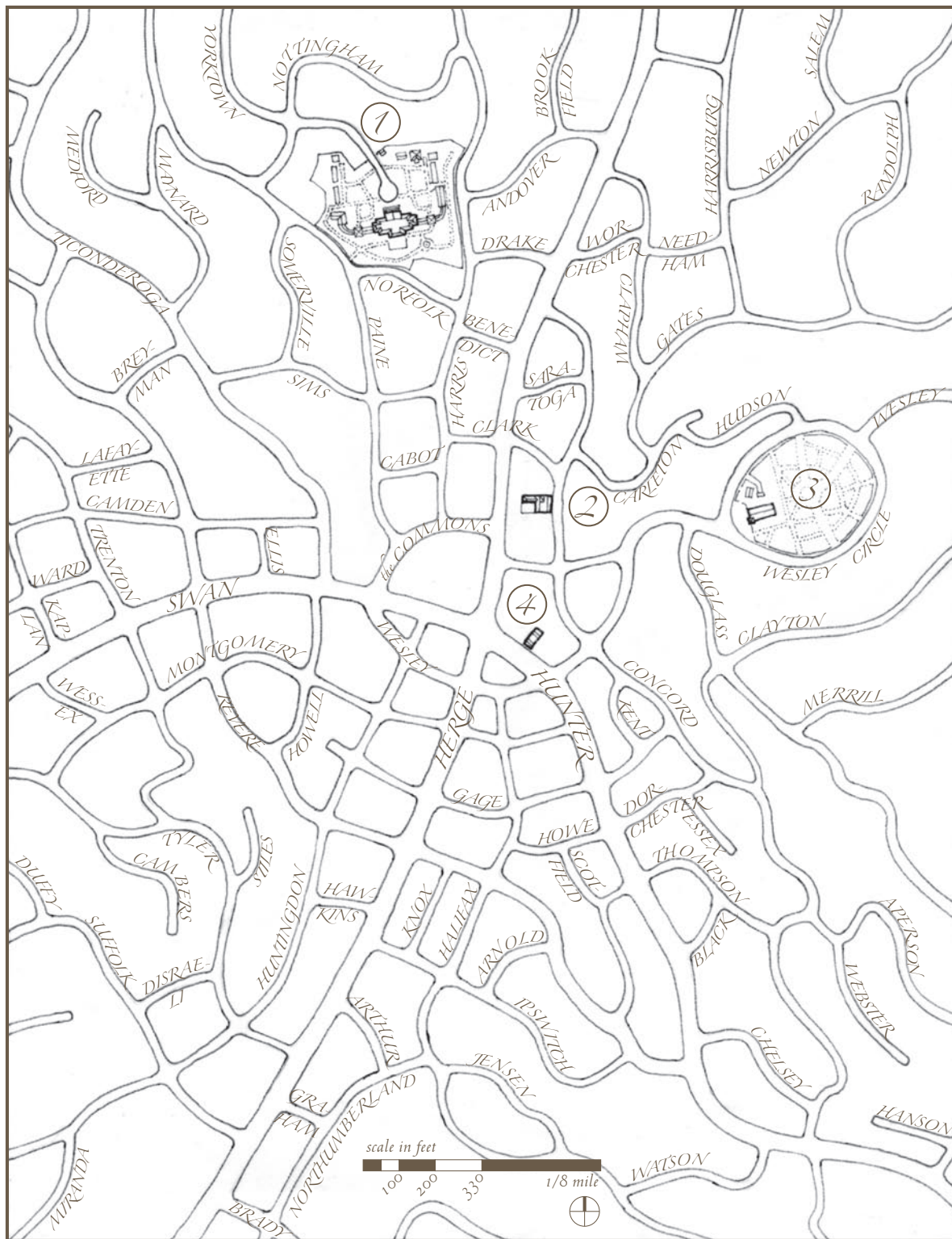
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LANTERN HILL



1. CLARK ESTATE, 676 YORKTOWN DR
2. CABOT RESIDENCE, 255 CONCORD ST
3. ST. STEPHEN'S CHURCH and YARD, 1 WESLEY CIRCLE
4. WINTERGREEN, 16 HUNTER RD

LANTERN HILL

The historic Lantern Hill neighborhood is one of Freedom City's oldest settled areas, dating back to the city's founding in Colonial times. The area's long history has seeped into the brick-front buildings and 18th Century churches, such that one can almost imagine stepping back in time on the streets of Lantern Hill, seeing it as the American colonists did more than two hundred years ago.

Today, as then, Lantern Hill is one of Freedom's most exclusive neighborhoods; with refurbished turn-of-the-century row houses and the like going for substantial amounts on the real estate market, or turned into high-end condos or apartments. The city government and historical society go to great efforts to preserve the area's unique history and architecture, as well as its character and charm.

Unknown to most Freedomians, Lantern Hill's history includes more than a small element of the occult forces unleashed in the area over the centuries, making it a nexus of sorts. Fortunately, Lantern Hill has a guardian in the form of the ghostly avenger known as Lantern Jack, who has haunted its streets for more than two centuries, paying for his sins by serving as an instrument of justice and, on occasion, righteous vengeance.

HISTORY

Early colonists built on Lantern Hill not long after the first permanent settlement was established on the peninsula Freedom City now occupies. The hill was the highest point of land on the peninsula, offering a commanding—and defensible—view, so it became home to a number of structures surrounded by a wooden palisade. The gentle slopes of the hill offered grazing pasture for sheep, and wood from clearing the land for farming and building provided fuel and lumber. Watch fires and lights burning up on the hill were visible from the shore, giving the name "Lantern Hill."

Of course, Lantern Hill has a history long before its English name. The local Happanuk Indians once considered the hill a sacred site, and performed rituals and gathered there in tribal councils. Indeed,

building on what was initially nicknamed "Happanuk Hill" was an early point of contention between the colonists and the natives, one of several that the Happanuks lost.

LAYOUT

Compared to downtown Freedom City, the layout of Lantern Hill is meandering and organic, with some of the roads snaking their way up and around the hill dating back to Colonial horse trails and brick or cobblestone carriage roads.

The map on page 2 gives a good overview of the neighborhood and its twisting, turning streets. Details on some of the more prominent features follow.

CABOT HOUSE

The Cabot house on Lantern Hill is an early Colonial structure, a mansion even by modern standards, palatial by the standards of the time when it was built. It proclaimed for all to see that the man who owned and lived in it was a man of means and accomplishment, which is just as it was intended to do. After all, Lucious Cabot (*Freedom City*, page 38) paid for his success—with his very soul!

The house has been in Cabot's "family" since he first had it built more than two hundred years ago. He has arranged a variety of trusts, "heirs," and holding companies for it to pass through over the generations, steadfastly ignoring lavish offers to buy it, and taking great pains to maintain it, while also keeping the house private property. Historical tours are permitted to go past Cabot House, to point it out and talk about what is known of its history, but an opportunity to see the inside is by invitation only, one that is rarely extended.

To those who know him—business rivals and heroic foes alike—Cabot is remarkably sentimental about his home. It could even be said to constitute a weak point for him, if he were not certain to visit a terrible revenge upon anyone with the temerity to strike at

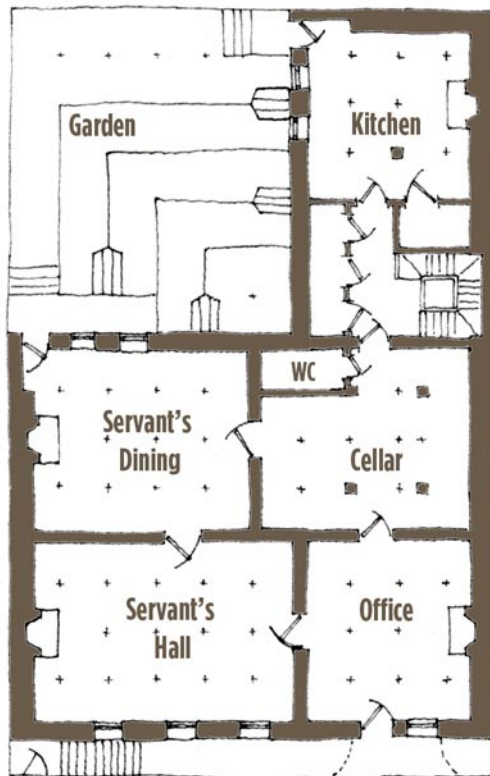
THE FREEDOM CITY ATLAS

Freedom City Atlas is a series of products intended to flesh-out and further detail the award-winning *Freedom City* setting for *Mutants & Masterminds*. In this series, we "zoom-in" to look at different facets of Freedom City in detail, providing you with all the information you need to know about them to make them centerpieces in one or more adventures set in the city.

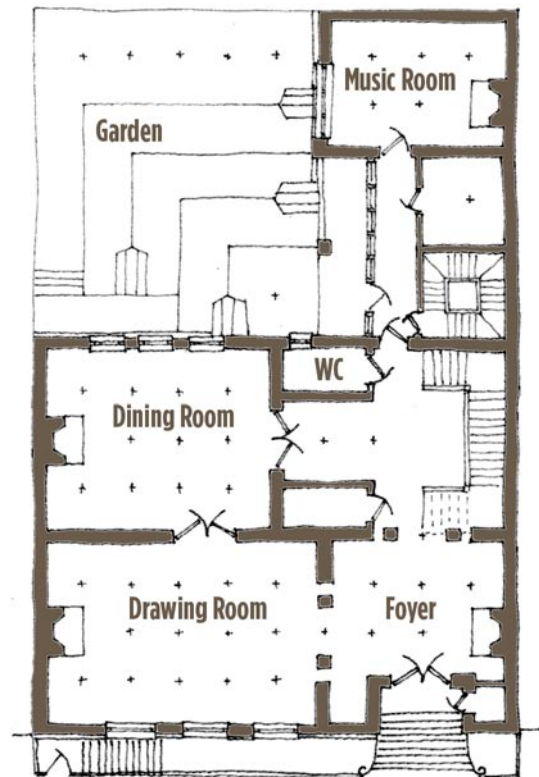
Freedom City, like most comic book universes, is the work of many people who have contributed to it. While writers, editors, and artists have added their elements to the world, a big contributor is cartographer Phillip Lienau. He brought Freedom City to life like never before in the Second Edition of the sourcebook with his comprehensive map, found on pages 26 and 31 of *Freedom City, Second Edition*, along with several other detail maps. Phillip's work transformed a fantastic and fanciful superhero setting into a place that seems extraordinarily real. Using his maps, you could easily navigate the streets of Freedom, envisioning its various landmarks and buildings.

Now we're finally able to bring you more of Phillip's extraordinary work, coupled with some adventure hooks and ideas for your own *Freedom City* games. Whether you're a first-time visitor to Freedom or a long-time resident, we know you'll enjoy this tour of some of the city's hot-spots. Welcome to Freedom City, and enjoy your stay!

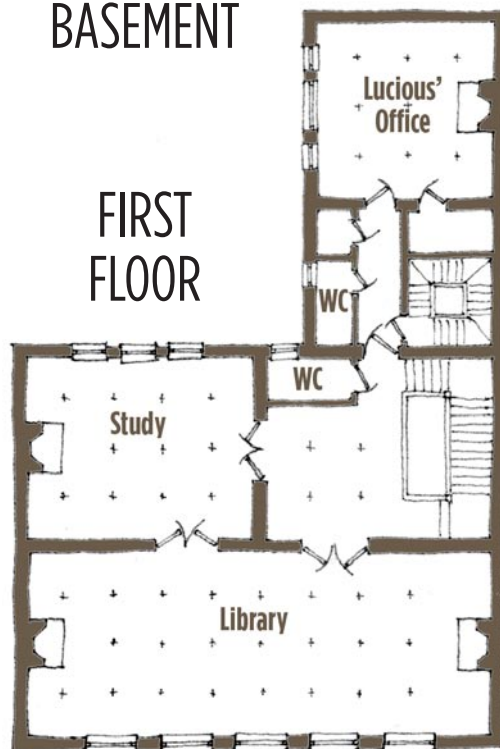
CABOT HOUSE, LANTERN HILL



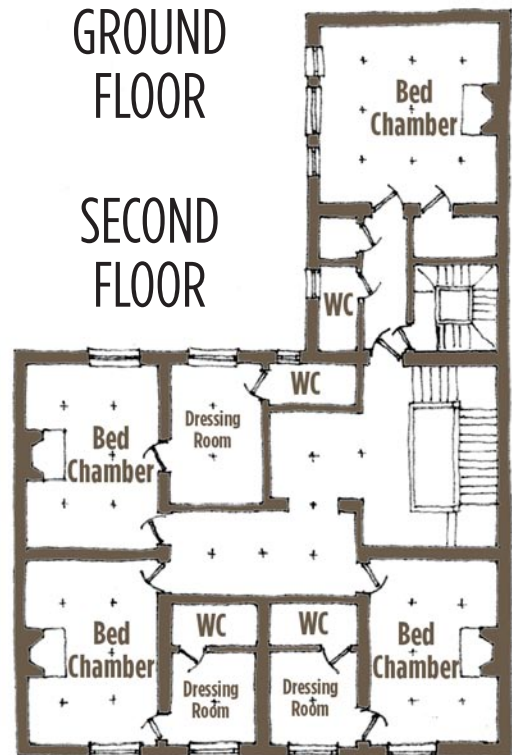
BASEMENT



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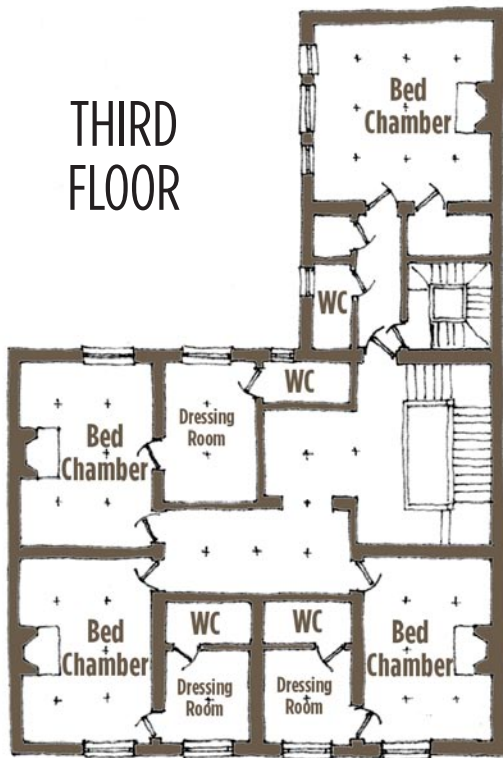
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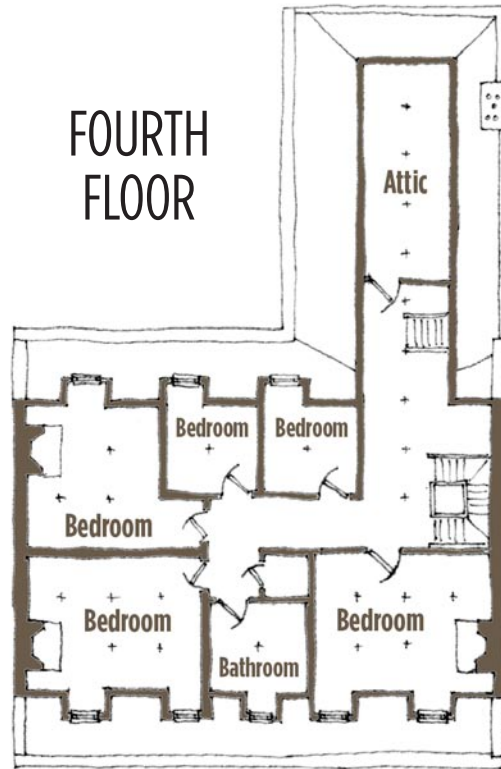
SECOND FLOOR

CABOT HOUSE, LANTERN HILL

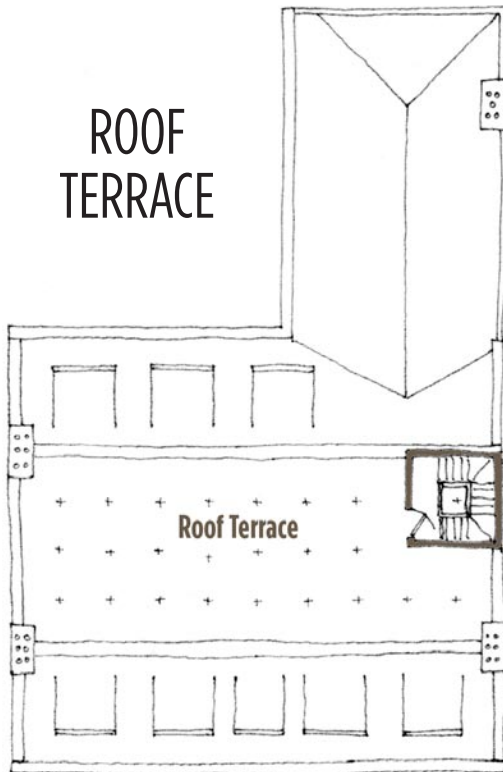
THIRD FLOOR



FOURTH FLOOR



ROOF TERRACE



him through it. Lucious' private study on the second floor not only has a fine collection of rare grimoires and occult trinkets, but also a summoning circle on the floor beneath the fine imported carpet, which the attorney can use to commune with his infernal patron.

CLARK HOUSE

By contrast to the privately-held Cabot House, the former home of Revolutionary War hero Major Joseph Clark is held in public trust as a historical landmark, and has been for decades. The Colonial home has been painstakingly restored, and furnished in period reproductions. It shows Clark's considerable wealth as a landowner in Freedom at the time.

The Freedom City Historical Society conducts tours of Clark House several times each day, and touring the historical mansion is something of a rite of passage for all elementary school children in the city and surrounding area. Without a doubt, their favorite features of the house are the hidden passages in the basement, used frequently during the Revolutionary War, and later during the Civil War, and the statues of Maj. Clark and Colonial heroine Lady Liberty found in the main hall.

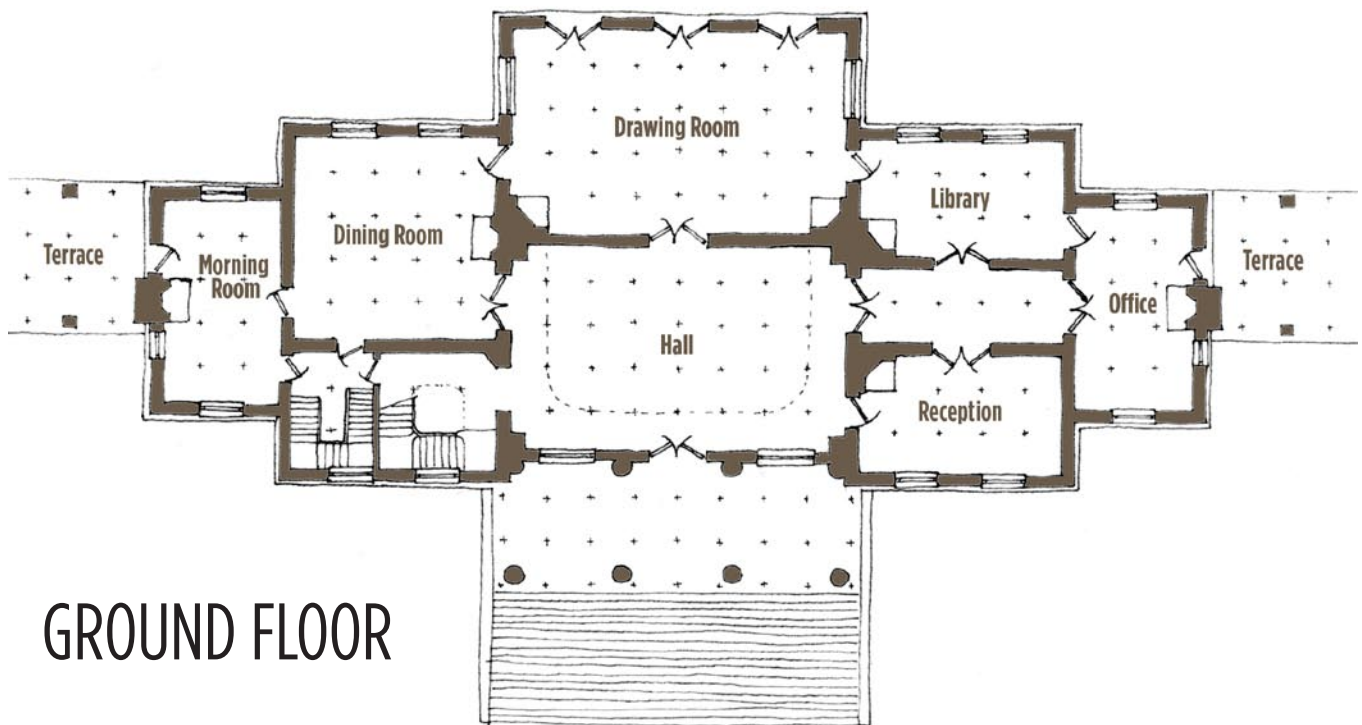
Although "ghost-hunters" and amateur psychic sleuths have visited Clark House on many occasions, it is actually one of the "qui-

CLARK HOUSE, LANTERN HILL

BASEMENT

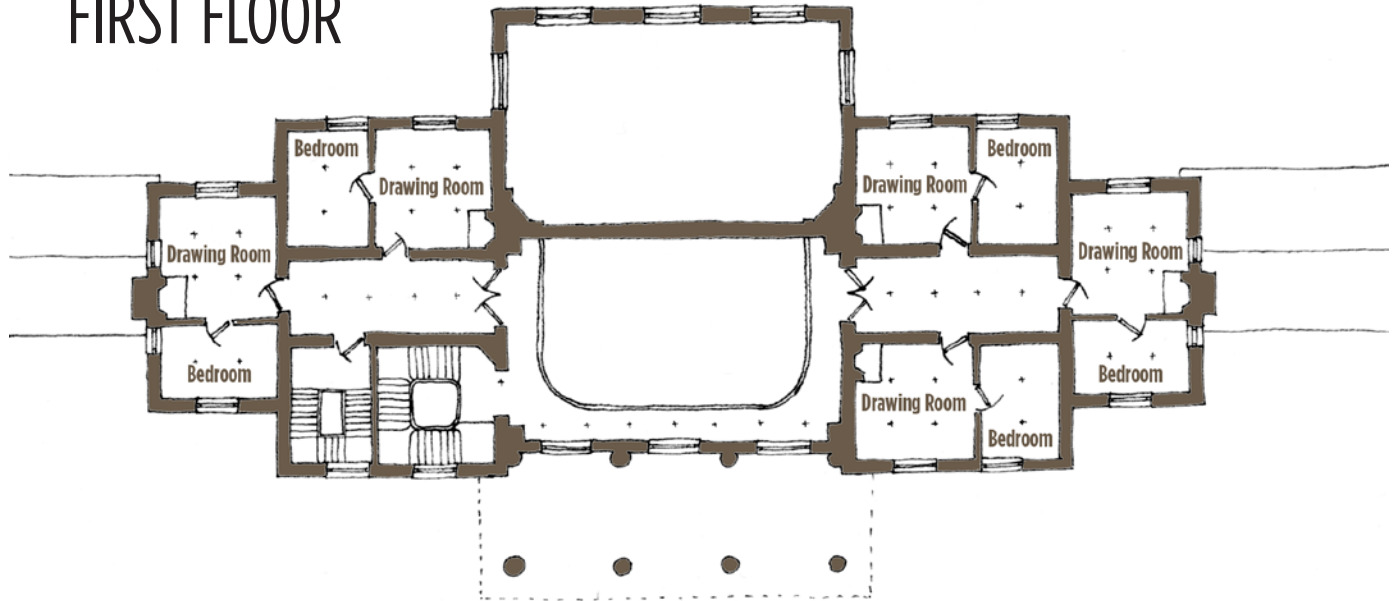


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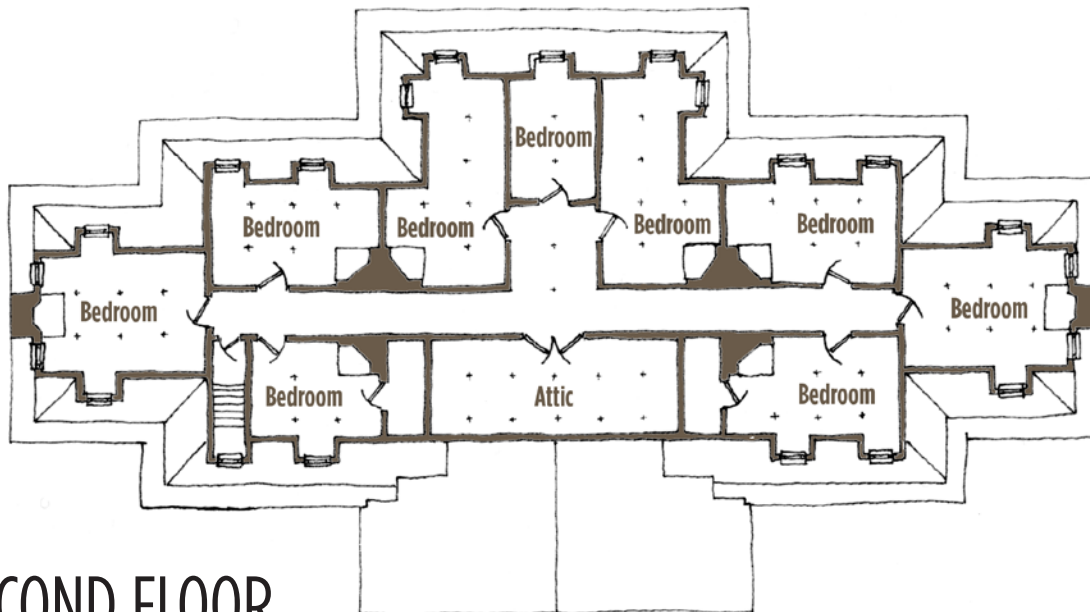


CLARK HOUSE, LANTERN HILL

FIRST FLOOR



SECOND FLOOR



etest" pieces of real estate (psychically-speaking) on Lantern Hill. It appears the spirits of Major Clark and those who passed through his home rest easily (or, if they do not, remain elsewhere).

THE EMERALD DRAGON TAVERN

This small Colonial tavern became known as the "Cradle of Freedom" as it was a meeting place for revolutionaries in 18th Century Freedom; here they gathered by candle- and lantern-light to discuss and debate the issues of the day and, later, to decide on a course of action as the rift between the crown colonies and Britain grew wider and wider.

The Emerald Dragon is also infamous, because British redcoats learned of the clandestine meetings there and raided the tavern to round up the rebels and execute them. The first victim is often believed to be John Halloran, a Freedom patriot who attempted to

warn people of the attack, shot and killed by a British soldier. In truth, Halloran only attempted to warn the Colonials after an attack of conscience, since he betrayed their meeting-place to the British. For his sins, Halloran's spirit became the haunting avenger of injustice known as Lantern Jack (*Freedom City*, page 141).

Freedom City maintains the Emerald Dragon Tavern (rebuilt and restored) as a historical site on Lantern Hill. It is the one building on the hill Lantern Jack will not enter (as opposed to Cabot House, which he is mystically barred from entering).

THE LANTERN COMMON

Originally sheep pasture, the Lantern Common is a small public park, one of the oldest in Freedom City. It is currently maintained by the city's Parks and Recreation Department and a popular spot for locals and tourists alike to visit. Several bronze statues and busts of historical figures decorate the park, along with carefully managed flowerbeds in an English garden style during the warmer months of the year. The iron lampposts and Colonial era charm of the park and surrounding area make it quite photogenic, particularly in the winter, when it is often decorated with small white lights and wreaths of evergreen.

ST. STEPHEN'S CHURCH

St. Stephen's holds the distinction of being the oldest standing church in Freedom City. First built in 1734, it underwent extensive restoration in the past decade or so and is a historic preservation site. Although it is still an operating United Methodist Church, St. Stephen's is also on the city historical tour, as evidenced by the bronze plaque outside its doors and the tour trolleys and passers-by with cameras. Tours are naturally not conducted on Sundays or during Christian religious holidays.

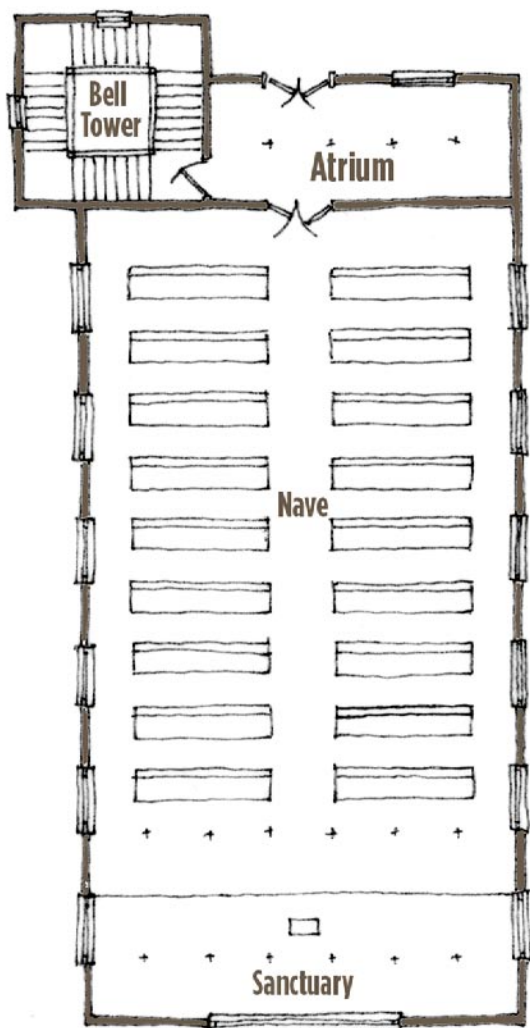
The church is a tall, narrow building with high stained glass windows and a tall steeple topped with a cross. The original church bells in the steeple have been replaced with newly cast ones in the same style and they are rung before services on Sundays and on occasions like Christmas Day. Generous parishioners and government historical preservation funds help keep St. Stephen's operating and in fine condition.

REVEREND DICKENSON

The pastor of St. Stephen's is the Reverend Doctor Madeline Dickenson, a woman with many years of experience as a minister and professional counselor. Rev. Dickenson came to the ministry relatively late in life, after raising three children and losing her husband, Mark, to cancer. She turned to her faith for solace and chose to attend seminary and become a minister. Her previous experience as a social worker and counselor serves her well in her new calling. She became pastor of St. Stephen's several years ago and members of her congregation sing her praises to anyone who cares to listen. Madeline Dickenson is in her late 50s with a full figure and curly gray hair. She has a bright and mischievous smile and a twinkle in her eye that gives her a warm and welcoming presence.

Reverend Dickenson knows the mysterious Lantern Jack has some connection with her church, and she has even seen and spoken

ST. STEPHEN'S CHURCH



with him on occasion. Although she's convinced Jack is a force for good, she still finds his ghostly presence disturbing. She has tried to encourage him to recall his compassion and humanity as well as his duty to justice, and prays for his eventual deliverance from his ghostly duties.

LANTERN HILL CEMETERY

Adjacent to St. Stephen's Church is Lantern Hill Cemetery, surrounded by a stone wall and a wrought-iron fence. It is the oldest cemetery in Freedom City, and also preserved as a historic landmark. Some of the graves date back to the founding of the church in the 1730s.

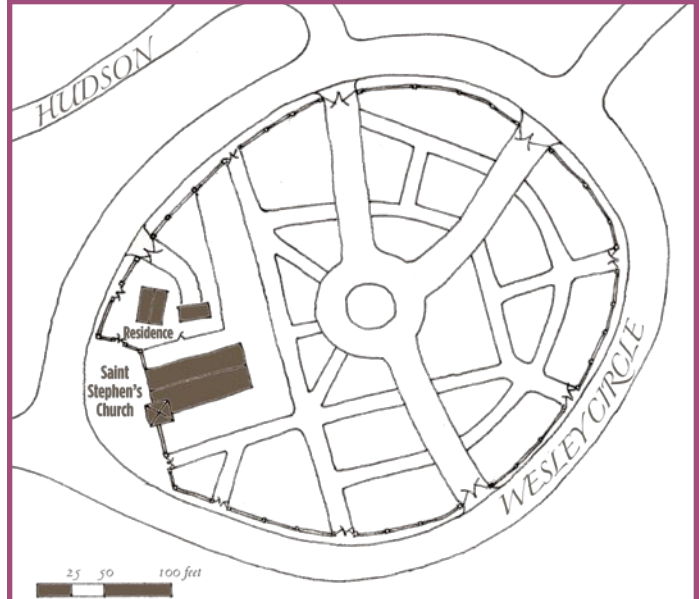
Lantern Hill Cemetery has not seen any new internments since 1934 and is no longer in active use, having long since run out of space for new gravesites. St. Stephen's maintains the cemetery and handles landscaping and similar matters. Tours of Lantern Hill Cemetery are particularly popular during October with the approach of Halloween, and the Church traditionally decorates the Cemetery with jack-o'-lanterns, now holding an annual pumpkin-carving contest for grade-school age children.

WINTERGREEN

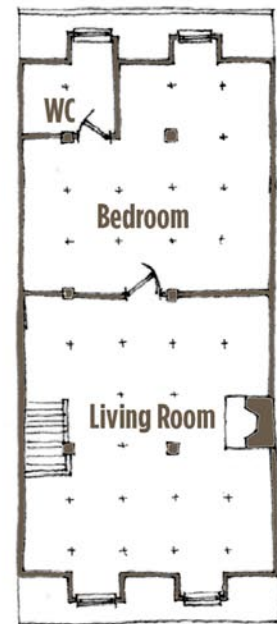
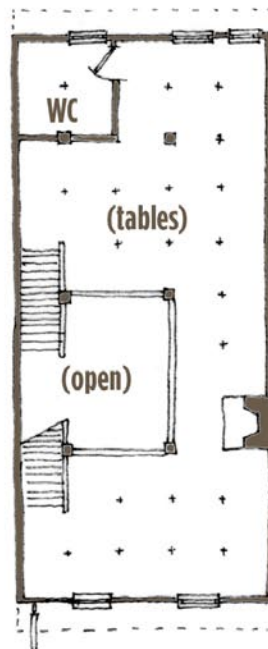
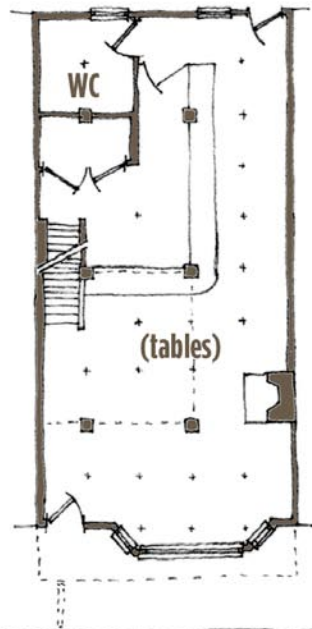
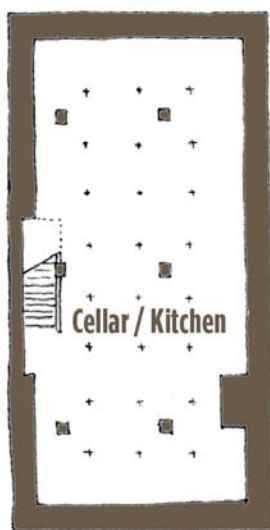
Nestled amongst the restored Colonial row houses of Lantern Hill is a door with a carved wooden sign hanging over it displaying a wintergreen leaf and the name "Wintergreen" in gold arcing beneath it. Through the door is a cozy and warm café popular with Freedomians, from Lantern Hill regulars to students and tech professionals from the nearby North End, who hop the G-line from FCU and hoof it or take the bus from 82nd Street Station to get here.

The interior is decorated in warm, sturdy, and comfortable woods, including heavy wooden tables and chairs and carriage-style lanterns, albeit with modern electric fixtures. Similarly, Wintergreen has all the modern amenities, from espresso machines to wireless Internet access. The location, staff, and fine food and drink make it an excellent place to while away a chilly Fall or Winter afternoon

LANTERN HILL CEMETARY



WINTERGREEN



on Lantern Hill and it is also quite popular with tourists, drawn as much by the historic building as by the promise of a hot drink. Rev. Dickenson from St. Stephen's often likes to sit and sip coffee here on Saturdays, working on her sermon for the following morning.

DID YOU KNOW?

Lantern Hill is full of historical trivia you can use to liven up a *Freedom City* game set there. Here are some examples:

- Lantern Hill was briefly known as "Happanuk Hill" in the early Colonial period, after the Happanuk Indians, who considered the hill a sacred site. This name was later applied to another Happanuk site, still located in Wharton Forest, and protected by treaty by the US Bureau of Indian Affairs.
- The Emerald Dragon Tavern, renowned as a meeting place for Colonial patriots, was actually only used as such for less than two years before British soldiers raided it and arrested many of the men meeting there.
- St. Stephen's Church has been under several different Christian denominations before it became a Methodist church in the 1940s. It was even empty for several years in the 1920s, after the mysterious death of its then-pastor Rev. Ezra Drue.
- One of the oldest buildings on Lantern Hill is still owned and used as a private residence, by attorney Lucius Cabot, whose roots extend back to the Colonial days when the house was first built by his ancestor.

SECRETS OF LANTERN HILL

Lantern Hill is a part of Freedom City steeped in both colonial history and the mysterious. Its secrets can include historical findings dating back to the founding of the European colony here and beyond, to the practices of the Native American tribes who first dwelled on the land now occupied by Freedom City. It has been the site of demon-summonings, hauntings, witchcraft, murder, betrayal, and vengeance, as well as heroism and villainy.

GAME USES

Lantern Hill serves as a backdrop for different kinds of *M&M* adventures, a change from the soaring skyscrapers of the city's downtown area. The neighborhood lends itself to more low-key investigative scenes, or to spooky occult encounters. Even with the ability of Dr. Metropolis to fix up any damage done, characters need to exercise greater caution among the historic properties and places on Lantern Hill, perhaps tempering some of their usual heroic fisticuffs.

HIGH-CLASS HEADQUARTERS

Lantern Hill is an excellent place for a hero or team's headquarters, particularly if it is intended to "hide in plain sight" by blending in to

the surrounding neighborhood. For example, a mystic hero might operate out of a historical home (such as Clark House or another mansion modeled on Cabot House), row house, or even cemetery on Lantern Hill. Similarly, a hero with a long history in Freedom City—inheritor of a legacy dating back to the 18th Century, for example—might have a home on Lantern Hill that also serves as a secret base of operations.

GHOSTS OF THE PAST

Lantern Hill wins hands-down as the "most haunted" area of Freedom City. In addition to Lantern Jack (its most famous spectral inhabitant), the hill is "home" to various other haunts and specters. Most of them are harmless curiosities, but others have proven more troublesome. After all, the area was the site of some of the worst witch-hunts, and executions, in Freedom City's history, a site of sedition, rebellion, and warfare, as well as a focus for mystic forces. So little surprise there are some restless souls about the place at certain times of the night or month or year.

Potential adventures of this sort include vengeful ghosts of Happanuk Indians, executed witches (or suspected witches), or British or Colonial soldiers or sympathizers from the Revolutionary War, any of whom might be disturbed by things like archeological

HANDLING LANTERN JACK

Lantern Jack (*Freedom City*, page 141), the hill's mystic protector, is primarily intended as a background character in the setting, someone who can handle various obscure and arcane threats behind-the-scenes while the brightly-clad heroes deal with the megalomaniacal supervillains and the giant monsters. The characters can hear about Jack's activities, without needing to worry about them too much. Likewise, the ghostly guardian can serve as a guide, bringing dire warnings to the heroes of things about to happen unless they intervene, or transporting them to places or dimensions they might not otherwise be able to visit. In short, Lantern Jack is intended as the sort of character who can fill in as needed in the setting without getting in the way.

If you are running a *Freedom City* game heavily focused on Lantern Hill, you might want to downplay or even eliminate Lantern Jack as a factor. On the one hand, he can serve as a useful patron, guide, or even character in such a game (assuming a player wants to take on his role). On the other, a group of mystics might feel overshadowed by Jack's long-standing presence and influence.

A good way of dealing with this might be a literal and metaphoric "passing of the torch": the heroes help John Halloran on to his Final Reward and he, in turn, passes responsibility for guarding Lantern Hill on to them, perhaps even granting them powers as part of the bargain. This might be how low-powered or un-powered characters gain higher-level abilities, or a small enhancement to already powerful characters. Each might inherit an aspect of Jack's mystic flame, with the resulting "Lanterns" or "Torch-Bearers" tied together by a common set of powers as well as a common history and goals.

digs, reenactments, or just the right conjunction of mystical forces at a particular time (say, Halloween or All Souls' Day, for example). Lantern Jack may or may not be able to deal with fellow ghosts, requiring the aid of other heroes. For example, what if the ghosts of Jack's Colonial compatriots—or British collaborators—return to put him “on trial” and wreak vengeance on all of Freedom City?

MUSKETS & MINUTEMEN

Colonial-era Lantern Hill makes a great locale for a *Mutants & Masterminds* game set in Revolutionary War Freedom City (as outlined in the *Worlds of Freedom* sourcebook). The characters may be masked heroes operating in and around the area, spies dealing with the likes of the Vicountess and her minions, or even low-level mystics fighting a secret war against British occult lodges for the future of the Colonies and the world (with Lantern Hill as a mystic symbol of the “shining city” as the prize).

Even if you're not interested in a whole Colonial Freedom City series, modern heroes might end up there via time- or dimensional-travel, either with their full powers (and a need to avoid changing history) or their abilities limited by accident or outside forces, and a need to set some problem with history aright. Perhaps it turns out the heroes were predestined to travel into the past, assuming the roles of famous masked heroes of the Revolution, and providing a reason why those heroes sprang up so suddenly, carefully limited their activities, and why they so mysteriously disappeared by the war's end.

RAISING HELL ON LANTERN HILL

As a focus for various mystic forces over the years, Lantern Hill seems to attract would-be wizards, necromancers, and warlocks either looking for a quick fix of arcane energy or a place to perform their latest “open the gates to the dark lords of the depths” ritual.

Dark magic threats on Lantern Hill can include raising the kinds of ghosts talked about in **Ghosts of the Past** (previously), or bringing skeletons or zombies forth from Colonial-era graveyards to run rampant through the streets. Native American creatures or spirits might lurk in the depths of ancient and buried ritual grounds, while crypts or church foundations might conceal binding pentagrams or summoning circles belonging to underground cults.

A particular cult for Lantern Hill is the Brotherhood of the Yellow Sign (*Freedom City*, page 142). The Serpent People have a history predating humanity, so they may have been involved in life on Lantern Hill since before Europeans settled there. Perhaps a Happanuk snake cult has morphed into a secret, hereditary society among certain blue blood families on the Hill, some of whom are ophidian half-breeds, able to conceal their true nature through shape-changing or illusionary magic. The Brotherhood performs profane rites intended to prepare for the summoning of their dread god, the Unspeakable One; premature exposure of the cult might lead them to take pre-emptive action, bringing the heroes in to investigate.

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