

MUTANTS & MASTERMINDS

ASTONISHING ADVENTURES



THE REIGN OF CATS & DOGS

BY CRYSTAL FRASIER

A WEIRD ADVENTURE
FOR 4-6 HEROES OF PL 8-10

ASTONISHING ADVENTURES



THE REIGN OF CATS & DOGS

SUGGESTED PL: 8-10

REQUIRED BOOKS: M&M DELUXE HERO'S HANDBOOK,
M&M DELUXE GAMEMASTER'S GUIDE

SUGGESTED BOOKS: EMERALD CITY

The relative peace of Emerald City is shattered by a remnant of the past as a powerful magical talisman falls into the hands of the uninitiated. When a seemingly ordinary robbery reveals a glimpse of Emerald City's hidden past, an otherwise normal day turns into a struggle against hypersonic ferrets, building-sized lizards, and flying sharks. Can the heroes stop this neophyte villain before she crosses a line? Or will Emerald City fall to... *The Reign of Cats and Dogs*?

SECRET ORIGINS

Cloud MacGuire—a college junior who never met a cause she couldn't drive into the ground without truly understanding it—recently inherited her grandfather's old sea chest upon his death. Expecting to simply be horrified by his gag-worthy fashion sense and American jingoism, she discovered the old man was none other than the Flagwaver, a Silver Age hero and leader of the Guild of Justice, a lesser-known local hero team. Cloud, firmly anti-vigilante and in favor of superhuman registration, concluded that the super

“heroes” were in fact a secret family shame, but she took the time to read her grandfather's diary and discovered the location of their sealed, long-abandoned headquarters and the fabulous trophies hidden within. With a high-security jewelry store built atop the only entrance, Cloud turned to the internet and offered to sell the headquarters' location to the highest bidder, so someone else could handle the danger of re-opening the facility.

A gang called the Bag Men met Cloud's price, and after accepting their money, Cloud simply followed them. She called the authorities when the gang began their raid and slipped in among the store patrons minutes before the attack began, hoping their struggle with the authorities would distract everyone long enough for her to duck into the old mothballed facility and claim a few “family heirlooms” to play with. Cloud's target was the Eye of Chaos, a magical gem that would grant her the power to make *real* change in the world—by literally changing the world to suit her whims.

But the power of the Eye of Chaos overwhelms Cloud, and turns her most recent activism cause—extreme animal rights—into a singular fixation and channel for this dangerous, supernatural power. Her unconscious desires grant the animals of the city superhuman powers, unleashing mass chaos and possibly dooming the city unless someone steps in to stop her! But as she begins mastering her new powers, Cloud decides to take a more proactive approach.

IN THIS EXCITING ISSUE...

The PCs arrive on the scene of a diamond robbery, only to discover the criminals—a gang called the Bag Men—are wielding technology emblematic of Silver Age villains. When the heroes investigate the robbed jewelry store, they discover it was built atop the long-forgotten headquarters of the Guild of Justice, a superhero group that dissolved in the 1970s, and that the group's long-forgotten trophy room was the Bag Men's true target. All the looted trophies from Silver Age villains are accounted for in the Bag Men's loot except one: a powerful magic gem called the Eye of Chaos, once wielded by the villain Daddy Dada.

PCs can investigate various avenues, either researching more information about Daddy Dada, tracking down information on the Guild of Justice, or questioning the Bag Men. Investigating Daddy Dada reveals a string of surrealist, reality-bending artistic crimes, empowered by the Eye of Chaos gem he stole from a Persian temple. Those investigating the Guild of Justice discover they disbanded at the dawn of the Bronze Age to go their separate ways, and only Flagwaver remained in the city. Though Flagwaver passed several years ago, his granddaughter Cloud is still in town, is enrolled as a student at the local university, and is something of rebel without a cause. Questioning the Bag Men uncovers that they bought the location of the vault from a Douglist ad, and never learned the name of the angry teenage girl who showed up to collect their payment.

Whatever steps the heroes take next, strange things suddenly begin happening. Ordinary house pets develop superhuman powers, and the heroes must intervene to save lives as chaos spreads. PCs can put the pieces of their investigation together and realize that Cloud sold the location of her grandfather's old superhero headquarters to the Bag Men. As they arrive to investigate the college campus, a titanic lizard appears and begins rampaging through the university.

By investigating Cloud's room or tracking her magical signature, they discover she is at the city zoo, releasing captive animals. As the heroes arrive to confront the blooming eco-villain, she monologues about the shame of descending from a Super-Authoritarian and taking her first step towards freeing all animals from human-enforced slavery. She empowers several of the zoo animals—seeing no conflict of interest in enslaving and endangering animals to serve her—and the final confrontation takes place, ideally with the PCs subduing the otherwise normal human and zoo animals with a minimum of injury.

INVOLVING THE HEROES

Heroes can become involved in this adventure in any number of ways:

- The most obvious hook is for local heroes to respond to the robbery at Gilded Dreams, either as law enforcement called in to assist or simply being nearby when trouble breaks out. The Bag Men work quickly, and so the first real sign of trouble is the explosion that blows their way into the long-sealed headquarters.
- Legacy heroes may have predecessors who were at least reserve members of the Guild of Justice; simply swap out one of the listed heroes for their patron, or add them to the existing team roster. In this case, a long-forgotten alarm alerts the character to a break-in at a secret facility they were unaware of until now.
- Proactive heroes may be investigating the Bag Men on their own, closing in to arrest them. The gang may even be aware of this pursuit, which could serve as their motivation to acquire a fire-power upgrade.

PROBLEM POWERS

Heroes who can communicate with animals can calm them using the normal interaction skills and may find the encounters in this adventure to be a bit repetitive if they rely entirely on social interaction. Similarly, heroes who can control animals outright may even be able to assemble an army of powered dogs and cats, making their final confrontation with the villain too easy. You can avoid this by changing Cloud's fixation to plants or pollution, creating plant- or toxin-based enemies that use the same statistics. You can also use the adventure as-is, but rule that the power of the Eye of Chaos interferes with normal animal control, granting Emerald City's pets a circumstance bonus on their Will checks to resist control.

SCENE 1

CONFLICT SCENE

IN THE BAG

An alarm sounds at Gilded Dreams, a jewelry store in Emerald City's historic Riverfront District, and the PCs are close enough to arrive before most police response. As the PCs arrive, read or paraphrase the following:

An old-fashioned mechanical alarm blares from the window of a small shop labeled "Gilded Dreams" as smoke curls up from the open door. Well-dressed and gun-wielding figures visible through the glass bark indistinct orders at the four police officers already assembled behind two squad cars out front. Without warning, one police cruiser glows green, then hurls skyward for a moment before gravity resumes its hold and the vehicle begins hurtling toward the officers below.

KEY POINTS

The four officers already on scene are overwhelmed. Ask the PCs if and how they deal with the falling police cruiser about to smash into two of the officers (hurled by the Bag Men's new gravity gun). A lifting Strength of rank 6 or higher is enough to catch the car. A Flight, Leaping, or Speed of rank 1 or 2 is fast enough for the hero to push the officers to safety and take the damage from the falling car instead (Damage rank 6), while rank 3 or higher is fast enough to clear everyone and move to safety. The police cruiser has Toughness 9, and can be pushed clear of the officers before it lands by a single failed Toughness save.

The criminals inside the jewelry store are holding two employees and five customers hostage, demanding the law enforcers leave and let them make their getaway.

If the PCs enter the store to stop the Bag Men holding the hostages, they easily notice the five-foot-wide hole blown through the concrete floor. None of the Bag Men's loot sacks contain any jewelry from the store—only additional retro blaster pistols.

If the heroes rescue the hostages without endangering them, award them each a Hero Point.

It's entirely possible that a PC (especially a speedster or teleporter) may jump down the hole to investigate during the fight. If this happens, they can catch a glimpse of a fair-skinned, blonde-haired young wom-

an—Cloud MacGuire—holding a glowing orb before both vanish in a flash of light. The scene plays out too quickly for a hero to respond, but award that player a Hero Point for their quick reflexes and discovering a clue. Cloud isn't recognizable to anyone outside an organic coffee shop and a few activism groups at Emerald City University, but the hero can recognize her immediately upon seeing her again.

TACTICS

There are two Bag Men for every hero. When superheroes begin to arrive, the criminals know they're in too deep and three-quarters of them try to run while the rest remain in the store and keep their weapons on the hostages, trusting their companions to spring them from prison later.

If heroes focus on rescuing hostages or protecting bystanders and officers from harm before beating up bad guys, award them a Hero Point.

THE BAG MEN

These colorful career crooks made a name for themselves in Freedom City by working primarily for supervillains and wielding unusual weaponry collected from these scattershot jobs. They attacked the jewelry store to access the cache of Silver Age technology underneath (see **Scene 2**).

The Bag Men want to escape with their new toys, and have only taken hostages out of desperation; the police responded faster than they expected and they'd hoped to be long gone with their new weapons before anyone arrived. They aren't an especially violent gang and don't want to kill anyone, even setting their new blaster pistols for "stun" (partially in hopes of mitigating their criminal charges if captured), but they aren't telling the police that.

THE BAG MEN					PL 5
Minions. See Cast section.					
COMBAT			INITIATIVE • 0		
Baton	+5				Close, Damage 5
Blaster Pistol	+5				Ranged, Damage 5
Unarmed	+5				Close, Damage 3
DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS	
+4	+4	+5	+3	+6/4*	
*without armor					

Special: The Bag Men have looted retro-style blaster pistols from the Guild of Justice's trophy room, which they use in the fight, but two of them, Rucksack and Duffel, are wielding more unique special weapons taken from the old superhero headquarters. PCs can identify these Silver Age weapons with a successful DC 23 Technology check or an appropriate DC 18 Expertise check (such as superheroes, supervillains, Emerald City, law enforcement, or history).

COSMONAUT'S GRAVITY GUN

Wielded by the gravity-manipulating red menace Cosmonaut, this bulbous rifle momentarily reverses gravity's hold. The Cosmonaut was last seen in 1974, but this version of her iconic rifle was confiscated during her 1966 arrest. It can be used one of two ways:

Characters blasted with the rifle attempt a Strength check (or appropriate power check, such as Flight, Move Object, etc.) against DC 18. On a failed check, they are thrown up and away a distance rank equal to how much their check fell short of 18.

EMERALD CITY OR BEYOND?

While *The Reign of Cats and Dogs* is set in Emerald City, delving into the setting's long-concealed history with superbeings, it is easily transplanted to almost any city large enough to have its own university and zoo. More details on Emerald City can be found in the *Emerald City* setting for *Mutants & Masterminds* third edition.

A sustained blast can lift and move up to 800 lbs like a tractor beam.

Gravity Gun: Move Object 8 (Limit Direction [away]), AE: Move Object 4 • 9 points

THE PLATIPIZER'S PLATYPUS GUN

Accidentally left behind in a failed Grue invasion in the '60s, the morphic-lock gun was used to discipline troops by forcing them into a predetermined shape. The damaged weapon was discovered by small-time criminal Titus Trank, and with the device permanently locked on the last shape it inflicted—a platypus—Titus embarked on a bizarre criminal career as the jolly bandit calling himself The Platipizer. Trank's criminal career is only noteworthy for its astonishing lack of success.

Characters blasted with the platypus gun must succeed at a DC 10 Fortitude check or be transformed into a platypus, immediately reducing their size rank by 3, their Strength by 5 (minimum -5), and their ground speed rank by 2. This transformation reduces most Attack, Control, and Defense powers by 5 ranks, but otherwise does not eliminate super powers. Even equipment is transformed into tiny, adorable, platypus-appropriate versions. This transformation lasts until the end of the scene or until countered with another transformation power.

Platypus Gun: Ranged Affliction 10 (Resisted and Overcome by Fortitude; Transformed; Limited to platypus, Limited to 3rd degree) • 5 points

WRAP-UP

The players' goal is to rescue the hostages and subdue as many members of the Bag Men as they can manage. The scene begins with most of the gang trying to run, but two remain behind in the store as a distraction. Those who remain behind expect to be caught and only negotiate long enough to slow heroes down.

Any members of the Bag Men who can get out of sight for at least a full round slip away into the city.

SCENE 2 INVESTIGATION SCENE

BELOW THE GILDED DREAMS

If the PCs subdue the Bag Men and rescue their hostages, the police quickly take any captives into custody, but allow the superheroes to look around while backup arrives. Should all the Bag Men escape, the police grumble about the incompetent heroes, but don't have the resources to chase them off until additional officers arrive on the scene.

KEY POINTS

There are several possible avenues of investigation in Gilded Dreams and the old Guild of Justice headquarters beneath it.

While the heroes won't find any information about the headquarters' construction or the building's history in the Guild Hall itself, any outside research reveals that it was constructed in 1922 and has had over a dozen owners since being built. It was owned by a Constance Meeks—the private name of Madam Mystery—between 1950 and 1976. None of the owners since have realized the building contained a concealed basement.

INTERVIEWING WITNESSES

The robbery is a bizarre one. Tens of thousands of dollars' worth of jewelry sits untouched in the now-cracked display cases in the store, and a five-foot-wide hole has been blown through the concrete floor. Interviewing the witnesses, especially the owner of Gilded Dreams, **Tilda Muldane**, reveals the following:

- The Bag Men burst in and demanded everyone lie on the floor behind the counter, but they didn't take any of the jewelry. Instead they disabled the alarm and video cameras, then laid a shaped charge on the floor and blew through into the basement.
- A police cruiser happened to be driving by when the blast went off, starting the standoff.
- Half the Bag Men jumped down into the hole and came back a minute later with their bags full. They had new guns at this point.
- Tilda specifically selected this building for her shop because it was a historical site built in the 1920s, with a fun, retro façade. Gilded Dreams has been open for almost ten years, but she never realized the building had a basement.

THE GUILD OF JUSTICE

Investigating the hole the Bag Men made reveals a relatively large complex below, with thick carpeting, wood paneling, and mod furniture. The hole drops fifteen feet into a large conference room with a heavy, round table, a projector screen at one end, a dozen comfortable chairs, and timeworn portraits. A plaque above it all features a stylized globe and hands clasped in friendship, embossed with the letters "G.o.J." A successful DC 20 check with any appropriate Expertise (like history, superheroes, or Emerald City) recognizes the symbol for the Guild of Justice, a Silver Age team of heroes that operated on the west coast throughout the 1950s and 60s and into the early 70s. But even without a check, the PCs can recognize the furnishings and technology all hail from around fifty years ago. The Fraternity of Evil's "lie low" policy over the last several decades has largely wiped the Guild's existence from public recollection.

The back of the conference room opens into a semicircular gallery of trophies, each labeled with a plaque. Halls on either side lead to private quarters, an infirmary, a gym, a computer room, a machine room, a workshop, and a concealed elevator (sealed on the surface with eight inches of concrete). The headquarters has obviously been decommissioned—private belongings from the rooms have clearly been packed away and heavy machinery carefully shut down and mothballed—rather than forgotten after some tragedy, but any additional information will require specific investigation.

A successful DC 20 Expertise check or a DC 20 Investigation check in the private quarters reveals that the Guild of Justice was a hero team that operated on the west coast from 1952 and disbanded as the hero community grew more grim (and its members began aging out of the business) in 1973. They specifically made a point of cooperating with HUAC, not necessarily because they feared communist infiltrators but because they believed America needed patriots. While their cooperation was lauded when they first formed, by the 1970s it had tarnished their all-American image and contributed to the group disbanding.

The group consisted of the patriotic **Flagwaver**, masked avenger **Madam Mystery**, the copper-coated **Conductor**, the gadgeteer **Engine Man**, the earth-controller **Black Avalanche**, and the boomerang-throwing **Comeback Kid**. Only the identity of team leader Flagwaver—**Ronald MacGuire**—was ever released publicly.

THE TROPHY ROOM AND THE EYE OF CHAOS

The trophy room holds twenty years' worth of mementos from various adventures the Guild of Justice survived. Some are ruined bits of villainous schemes, such as the difference engine brain of one of the original Mad Machinist's automatons, but others are intact examples of criminal technology, such as the gravity gun, platypus gun, and various blaster pistols snatched by the Bag Men. A successful DC 10 Investigate check here uncovers recent footprints in the dust. Gaining at least one Degree of Success reveals five distinct sets of footprints shuffling around the dust. Two Degrees of Success also reveals that four sets of footprints were made by sturdy but affordable work shoes, while the fifth set belonged to someone wearing stylish size seven sandals—far too small for any of the criminals. Comparing the Bag Men's stolen goods with the inventory reveals one item unaccounted for: a circular display stand simply labeled "Daddy Dada's **Eye of Chaos**."

Heroes with magical or cosmic senses can detect a powerful aura of strange energy lingering on the display, as well as the impression of recent teleportation (Cloud accidentally teleported several miles away when she grasped the Eye of Chaos, but has since moved on).

A successful DC 20 Expertise (superheroes, history, or magic) check reveals that Daddy Dada was a west coast supervillain from the 1960s who warped reality into surreal new shapes to confound heroes and share his twisted brilliance with an unwilling public. His power came entirely from a cursed gem—a fist-sized pearl called the Eye of Chaos—that he looted from a Persian temple while on a university expedition. The G.o.J.'s science expert, Engine Man, described the Eye of Chaos as a "thought transanimator" capable of turning its wielder's wishes—both conscious and subconscious—into reality, but the overwhelming power also eroded inhibitions and exaggerated paranoia.

Most everything else in the trophy room besides the gadgets mentioned above are useless trinkets kept for sentimental value.

THE COMPUTER ROOM

The Guild of Justice utilized a cutting-edge computer system... for 1975. The room contains several large reel-to-reel computer drives, as well as three workstations with analog keyboards and monochrome displays. After sitting neglected for 50 years, the system requires careful work to be reactivated. This challenge sequence requires heroes to accumulate three successful DC 18 checks before three failures, or else the computer is damaged in the boot-up process and rendered useless. Characters may attempt checks with

Expertise (engineering or science), Technology, or appropriate technology-related powers.

Once activated, the computer can provide any of the information from the previous two sections, as well as any details about the Guild's history or foes the Gamemaster can make up on the spot.

WRAP-UP

By the end of this scene, the PCs should probably suspect that a powerful artifact—the Eye of Chaos—is missing from this time-lost superhero headquarters, taken by an as-yet-unknown player who used the Bag Men as a distraction.

SCENE 3 ROLEPLAYING SCENE

EYES ON THE PRIZE

After the heroes explore the old Guild of Justice headquarters and discover the missing trophy, they may decide the old supervillain artifact represents a danger to the city and try to track down its location.

This scene is optional; It's possible the heroes do not realize the Eye of Chaos has been stolen, or don't care to investigate it if they do. In this case, skip to **Scene 4**.

KEY POINTS

Once the PCs realize that a powerful supervillain weapon is unaccounted for, they may take steps to track it down before it falls into the wrong hands. There are several routes of investigation they may pursue, including questioning the Bag Men, tracking the Guild of Justice, building inventions or rituals to trace the artifact, and using powers to investigate the scene.

To give every player a chance to shine, GMs should consider allowing individual players or small groups of players to pursue different lines of investigation.

QUESTIONING THE BAG MEN

If the PCs have a good relationship with the police or can otherwise gain access to the criminals who conducted the robbery, questioning one of their number is a skill challenge, requiring three DC 18 successes before accruing two failures. Heroes can use any of the following skills: Deception, Intimidation, Persuasion, Expertise (crime or psychology), or any other skill PCs can reasonably justify.

If the PCs fail, the Bag Man refuses to talk. The heroes may try again on a new member of the gang, but the criminals are emboldened as they see their comrades hold out against the heroes, increasing the skill DC by +2 for each member of the gang the PCs fail to question.

If the PCs succeed, the member spills everything they know: They purchased the old hideout's location off an ad on Douglist (a DC 10 Technology check can confirm this by tracking down the old ad). Rucksack and Purse met with the seller—a fairly average blonde woman in her early 20s—at a coffee shop in University Hill near Emerald City University—the Green Bean Machine—and paid her \$5,000 for the lo-

cation and some proof of its existence—an old photo album. Neither Rucksack nor Purse thinks they would recognize the girl again, but said she freaked out when they got their coffees with cream instead of soy milk. After this they scouted the store and realized the security response was actually slower mid-day than at night, and conducted their robbery accordingly.

Mental powers to control the Bag Men or dive into their thoughts reveal the same information, and can coax a more accurate description of their unidentified contact.

TRACKING THE GUILD OF JUSTICE

Attempting to track down the Guild of Justice is tricky as only Flagwaver's identity was ever made public, and even then his children later sued to have most of those records sealed to protect their privacy. A successful DC 22 Investigation, Technology, or appropriate Expertise check (such as bureaucracy, law, or streetwise) digs up a few records revealing that Flagwaver—Ronald MacGuire—remained in the Emerald City area and died last year. He had three children and five grandchildren, most of whom have since moved to Seattle and northern California. His eldest son, Ronald MacGuire Junior, owns a leather goods shop in the Yellow Brick Row: MacGuire Leather. Ron Jr. (use the statistics for a **Bystander** from the *Deluxe Gamemaster's Guide*) is suspicious of anyone asking about his father after a burst of fans and reporters sought him out after the old man's passing, but if persuaded to talk he admits he and his conservative father never got along well and barely spoke for the past decade. He hasn't even bothered looking through the trunks that they collected from the retirement home after his father died.

Ron Jr. has two daughters: **Cloud**, who attends ECU, and **Sky**, who attends Westwinter High School. He refuses to allow strangers to meet either of his children—he doesn't want their lives turned upside down because of his father's eccentricities. Heroes who saw a glimpse of the woman below the jewelry store battle, or who used powers to look through the minds of the Bag Men or any of the witnesses, can recognize Cloud from a photograph behind the counter in Ron Jr.'s shop.

USING INVENTIONS OR RITUALS

Using the Inventor or Ritualist feats, the heroes can easily assemble a plot device to locate the Eye of Chaos. All they need is time. The most basic creation would be Senses 3 (Ranged Detect Magical Artifacts, limited to the Eye of Chaos) for a single power point. This requires 1 hour to design and 4 hours to assemble for an invention, or 4 hours to design and 10 minutes to cast as a ritual. This version is useless beyond 50 feet.

The easiest addition is to add Tracking to the Senses power, allowing the PCs to follow the magical aura of the Eye of Chaos from the Guild Hall to wherever it has gone now, though they are limited by their movement powers. This increases the creation's cost to 2pp and doubles the time needed to create it.

Adding Accurate and two ranks of Extended to the Senses power allows the heroes to pinpoint the exact location of the Eye of Chaos in Emerald City. This increases the cost of the creation to 3pp and triples the creation time.

This technique leads the heroes to Cloud's room at ECU. Heroes can jury rig the inventing process or ritual to accomplish their goal very quickly, but learning the exact location of the Eye of Chaos doesn't fix anything immediately, as Cloud accidentally releases its power before anyone can reach her.

USING OTHER POWERS

Powers like Postcognition and Comprehend (inanimate objects) actually let the heroes witness the crime as it happens, while using Mind Reading on any of the witnesses allows the PCs to notice a young woman at the crime in people's memories who wasn't there when they arrived on the scene: Cloud MacGuire. A successful DC 18 Perception check while examining the past notices an Emerald City University key card hanging from her belt, as well as a coffee discount card for a shop called Green Bean Machine.

Enhanced sensory powers should reveal similar leads. For example, scent reveals a mild scent of high-end body lotion and single-source, fair-trade Sumatran coffee.

INVESTIGATING EMERALD CITY UNIVERSITY

Emerald City University is large enough that asking about a single student takes time and energy. Every attempt to gather information and learn anything about Cloud MacGuire requires a successful DC 20 Investigation check.

Cloud is an average student from a well-off family. She never met an activist cause she didn't like, but she quickly wears out her welcome in campus groups thanks to her zero-tolerance personality, selfish streak, and tendency to fixate on the "big picture" of any cause while ignoring underlying causes, context, or the needs of people more directly involved. The general impression others have of her is a spoiled kid who wants to feel like a persecuted hero. No one knows off-hand where she is today, but **Herman Wallace**, an internet celebrity vegan chef and barista at Green Bean Machine, says Cloud was banned for life from the shop after throwing a huge tantrum several days ago when she insisted other customers were disrespecting her veganism by ordering their coffee with cream.

Checking out the coffee shop Green Bean Machine automatically reveals some basic information about Cloud.

Cloud's dorm room is currently unoccupied, but several scrapbooks and a worn-out old red, white, and blue leotard lie on her desk. Her laptop is still on, open to her social media accounts. Her blog mentions "discovering a horrifying family shame" recently, along with "rededicating herself to setting the world right and empowering those most in need!" The real treasure is Cloud's FaceWall, to which she soon begins posting photos of the Eye of Chaos and updates on her scheme as it progresses.

WRAP-UP

How much of Cloud's plan and activities the PC's track down helps determine what advantages and resources Cloud has in her final encounter in **Scene 5**.

SCENE 4

CHALLENGE SCENE

DOG POUND

This scene likely begins at some point during **Scene 3**, adding additional complications.

After several hours of examining and experimenting with the Eye of Chaos, Cloud finally unleashes the magical gem's power. The strange artifact taps into her subconscious desire to "empower" enslaved animals, generating a wave of magical energy that grants super powers to animals all across Emerald City. With the power unleashed, the gem begins corrupting the already selfish student, and she ignores the chaos she has just created to fly off in search of more powerful minions.

KEY POINTS

The animals empowered by the Eye of Chaos aren't under any special compulsions. They act according to their normal instincts or training, backed up by superhuman power. You should feel free to throw out as many or as few encounters as the group has time for; the animals shouldn't be dangerous opponents for superheroes, but number in the hundreds and are sowing chaos all across the city. This is a chance to have fun and generate some Hero Points before the final confrontation, so you should feel free to throw in any additional encounters you can imagine—especially if any of the heroes have pets at home.

Being otherwise ordinary animals, any of these challenges are easily dealt with by way of violence, but senseless slaughter of housepets won't earn the PCs any friends on the evening news. Clever use of skills and power checks should be rewarded. In general, a single Degree of Success on a check is enough to distract, delay, or otherwise minimize the harm an empowered animal presents for the moment, while two or more Degrees of Success deals with it peacefully for the remainder of the scene. Placating an animal with something appealing (using catnip to calm the empowered cats, for example) grants a +2 circumstance bonus on a relevant check.

Heroes can simply fight these animals, which count as minions (statblocks can be found in **Chapter 3** of the *Deluxe Gamemaster's Guide*). If heroes find nonviolent or clever ways to contain, tame, or neutralize the danger the animals pose to the public, award them a Hero Point.

MULTI-PIGEON (DC 13)

Despite appearances, the city's pigeons do not have the ability to multiply themselves. Instead, they have gained an obsessive hive-mind that grants the gift of speech—and each member of the flock feels hungry whenever a single member does. They mob passersby demanding food and chase anything that moves. The flock doesn't have a statblock; assume they have Resistances of +3 and Intimidation skill modifiers of +6. Anyone who shares space with the massive, 60-foot-diameter flock must resist the flock's Intimidate check and make a DC 16 Toughness check against the scratching and pecking.

The flock can be briefly scared off with an Intimidate check, contained in cages or force fields, sated with food, or rendered normal if their psychic link is shattered by a successful Mental Blast or Mind Reading power check. Otherwise heroes might focus on protecting average citizens from the birds' ravenous wrath.

SHADOW KITTIES (DC 15)

These cats have been pushed out of phase with reality, allowing them to pass through solid objects. They can walk through walls to explore as they like, but the experience has left the pampered pets startled and looking for comfort in any humans. Their touch shorts out the nervous system, causing numbness and paralysis and leaving twitching, convulsing citizens in their wake—an Affliction 6 (Resisted and

Overcome by Fortitude; Dazed, Stunned, Incapacitated; Reaction; Incurable) effect with a +4 attack check modifier.

The cats can be contained in force fields, electromagnetic fields, or via the Move Object power. They are also easily distracted by small, fast-moving items like laser pointers and shrunken heroes.

SPEED WEASELS (DC 19)

These ferrets have been gifted with super-speed and the power to shoot through solid obstacles like bullets, letting them explore and destroy everything in their path. They travel in pairs and trios, rolling along in high-speed wrestling matches, tearing apart anything and everything that catches their attention. The weasels' high-speed shenanigans function as a Line Area Weaken Toughness 9 (Affects Creatures and Objects; Linked to Damage 9) effect, and if left unchecked, they'll dismantle a city block over the next hour.

The animals' hyperkinetic natures leave trails of electricity. Effects that control or drain electrical energy or manipulate kinetic energy have the side-effect of slowing the ferrets. The weasels are mostly bored and can primarily be dealt with via toys. Long, curving tunnels and tubes are especially appealing to them, and have the benefit of forcing them to slow down. Finally, a good, high-speed chase (a power check using any movement power, or Agility check) can tire the little guys out for a few hours.

WOOFERS (DC 17)

Dogs across the city have been gifted with ultrasonic blasts, released whenever they bark. With all the excitement around the city, they aren't holding back. Each blast is a Cone Area Damage 7 effect.

The dogs are among the most energetic and destructive danger to the city. Removing them from the city keeps their blasts from harming anyone, as can powers that control sound or create silence. A dog can also be muzzled with a successful grab attack.

ALICE

Alice is a garden-variety pet hedgehog, imbued by the Eye of Chaos with the power of super-intelligence... for a hedgehog. She alone among Emerald City's panicked animals understands what's going on—and the chaos and disorder she sees her ilk bringing to the world horrifies her. Alice witnesses one hero or group of heroes fighting back against the unintended destruction and hopes to assist, tugging on a boot or pant leg once they finish handling an empowered pet. She introduces herself and asks if she can aid the hero in any way.

Alice is polite and heartfelt, and a little shy, but she wants to assist in any way possible. Her spontaneous intellect and connection to the magic of the Eye of Chaos have blessed her with a great deal of insight about the artifact. She can even track it, though not very quickly. With her newfound intelligence, she'd like very much to become a writer, but knows stopping the chaos in the city will likely revert her back to an ordinary, dull-witted (if lovable) hedgehog.

Alice is not a combatant, instead serving as a helpful source of information should the PCs' investigations stall out, or if they need help tracking Cloud to their final confrontation at the zoo. She can suggest solutions if asked, but don't let her take over the investigation. If any of the PCs have mundane pets of their own, consider replacing Alice with an enlightened version of their beloved companion.

SCENE 5

CONFLICT SCENE

KAIJU ATTACK!

When the heroes regroup after dealing with several empowered animals, they face one of the most dangerous opponents empowered by the Eye of Chaos.

If you began Scene 4 midway through Scene 3 and the heroes' investigation, make sure you give them enough time between animal-related chaos to finish any ideas they had before springing this final confrontation on them. Kaiju's rampage works best as a culmination of the chaos and excitement already gripping the city.

If the heroes haven't earned many Hero Points during their adventure, you can add additional bystanders in danger as the result of Kaiju's rampage, such as people dangling from partially destroyed buildings or firefighters losing their battle against a blaze the pet lizard accidentally ignites. Heroes taking time out to rescue citizens or help contain the damage earn a Hero Point.

KAIJU

Kaiju is a pet bearded dragon, and normally quite friendly. But his newfound power of growth has left this tiny lizard with a monster-sized hunger. As the heroes regroup, Kaiju assumes his full size and begins rampaging, seeking out car-sized crickets but settling for hot dog carts and the occasional police horse.

Unlike most of the empowered animals, Kaiju's transformation and resulting hunger have left him cantankerous and mean, and he has no problem taking a bite out of a meddling hero. He does not use the minion rules. If he can be lead to a nearby park, he can content himself to munch on the foliage.

Every round, roll a d20. On a roll of 1–7, Kaiju ignores the heroes that round and hungrily eyes a snack, such as a car full of screaming passengers or another empowered animal. If a hero saves this target of the dragon's hunger, award them a Hero Point.

KAIJU

PL 12

STR 16 STA 18 AGL 2 DEX 0 FGT 1 INT -4 AWE 2 PRE -1

Powers: **Gigantic** Growth 20 (Permanent), **Actually a Lizard** Movement 3 (Slithering, Sure-footed, Wall-crawling), Senses 3 (Accurate Smell, Low-light Vision)

Advantages: Close Attack 3, Fast Grab (bite), Improved Grab

Skills: Intimidation 0 (+9), Perception 4 (+6), Stealth 2 (-16)

COMBAT

INITIATIVE +2

Bite or Claw +6 Close, Damage 16

DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS
+4	+6	+18	+5	+18

Complications: **Motivation—Hunger:** Kaiju wants food to sustain his enormous body and will chase anything that looks edible. **Cold-Blooded:** Kaiju is automatically Dazed by any attack with the cold descriptor, whether he succeeds at his Toughness check or not. **Giant Lizard:** Kaiju is an unintelligent reptile.

SCENE 6

CONFLICT SCENE

BRAVE ZOO WORLD

With the power of the Eye of Chaos at her command and warped by the gem's power, Cloud has made a beeline for Emerald City Zoo to recruit a following of empowered exotic animals to improve her pastiche. She plans to use her endangered posse to finish bringing Emerald City to its knees—though she doesn't have any real idea why or what to do with a city once it bows to her.

This is the final showdown with the neophyte supervillain Cloud is transforming into. Separating her from the Eye of Chaos will revert all the animals in Emerald City back to their non-powered selves, but the magic of the Eye of Chaos makes that task far more difficult than a simple disarm attempt. Alice the hedgehog can confirm as much if the PCs don't come to that conclusion on their own.

If the PCs used a ritual, invention, or power to track the Eye of Chaos, they arrive at the zoo just after Cloud and witness zoogoers fleeing in a panic, but the fledgling supervillain has yet to empower any of the zoo animals. Cloud must spend a standard action on her turn to empower an animal and bring it into the fight.

If the PCs uncovered Cloud's blog and social media accounts during **Scene 3**, they can arrive while Cloud is still empowering animals. She only has Goo-rilla and Lyin' by her side, and must use a standard action on her turn to empower Rammerhead or Bangaroo.

If the heroes don't manage to track down Cloud's identity during Scene 3, they can still be alerted to trouble at the zoo thanks to Alice the hedgehog's sixth sense or from news reports announcing a "new supervillain" at the zoo. By the time they arrive, Cloud has empowered all four animals to fight by her side.

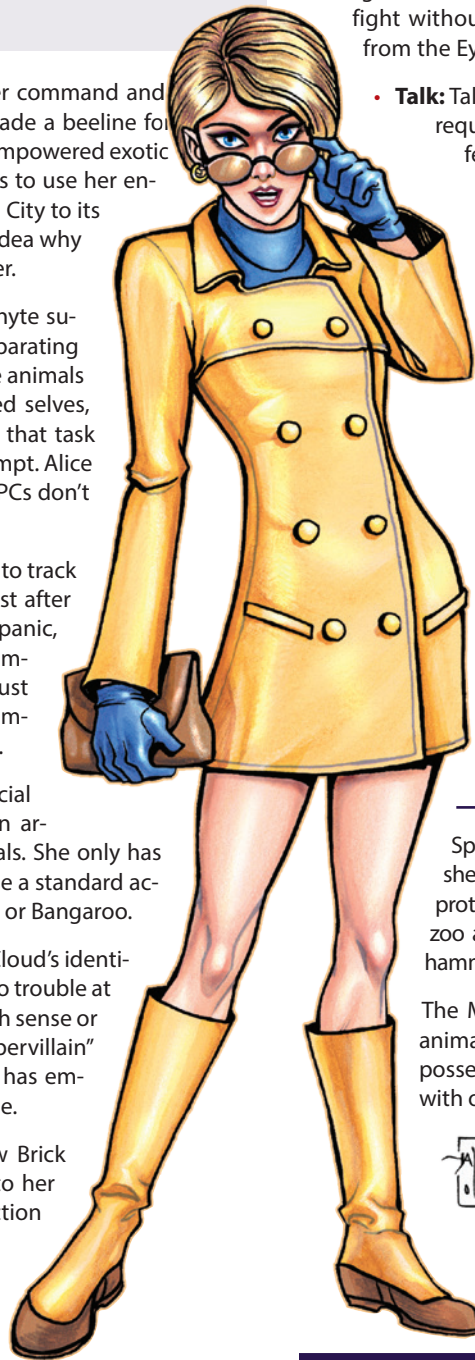
If PCs spoke with her father at the Yellow Brick Row, they gain enough limited insight into her psyche to gain a +2 bonus on any interaction skill checks made against her.

TACTICS

While the Eye of Chaos is the ultimate problem in this scenario, it works most effectively through Cloud MacGuire's—now calling herself Moonbeam—powerful will, as well as her new Mean-agerie: Goo-Rilla, Lyin', Rammerhead, and Bangaroo.

CLOUD MACGUIRE, AKA MOONBEAM

Cloud takes this opportunity to dub herself Moonbeam, before lashing out at any interlopers. In addition to her statistics, she also has a special plot-device power, allowing her to empower animals into superbeings as a standard action. She creates a circle of four minions from her four favorite animals before lashing out with blasts from the Eye of Chaos.



The heroes can defeat Moonbeam in a standard knock-down, drag-out fight, but they might realize the gem is exerting an unnatural influence over her from their past investigations or with a DC 15 Insight check. Concerned heroes can attempt to de-escalate the fight without violence by talking her down or separating her from the Eye of Chaos.

- **Talk:** Talking Moonbeam down is a challenge sequence, and requires a total of 10 successful DC 22 (DC 10 + Will defense) checks using any influence skill or appropriate Expertise (such as psychology, magic, or activism). For every 5 failures the PCs generate, Cloud's rage and rejection of their control manifests as an extra standard action for one round, likely used to fire an Energy Blast at a hero who failed one of those checks.

- **Separation:** Heroes can attempt to separate Moonbeam from the Eye of Chaos with a disarm attack, though Moonbeam resists these attempts with her Protection power (+18) rather than with Strength. If she is disarmed, a visible psychic tether remains between Moonbeam and the Eye of Chaos, and the gem will try to return to her on her initiative each round unless held back with a DC 15 Strength (or appropriate power) check. After three rounds, the tether vanishes, and Moonbeam loses her powers.

MOONBEAM'S MEAN-AGERIE

Spurred on by the Eye of Chaos, Moonbeam has decided she needs a dedicated circle of super-powered animals to protect her. She uses the artifact to directly empower four zoo animals—a lowland gorilla, a kangaroo, a lion, and a hammerhead shark—to act as her minions.

The Mean-agerie are only marginally smarter than wild animals, but understand Moonbeam's commands and possess unnatural loyalty to her. They can also coordinate with one another, directed subconsciously by Cloud's will, and avoid infighting unless somehow provoked by the heroes.



Defeating Moonbeam immediately de-powers her Mean-agerie (at least for now) and the confused animals attempt to flee, though Rammerhead will need assistance returning to the zoo's aquarium.

MOONBEAM PL 12

See **Cast** section.

COMBAT

INITIATIVE +0

Chaos Blast	+6	Ranged, Damage 18
Chaos Burst	—	Close, Burst, Damage 12
Energy Bonds	—	Perception, Affliction 9 (Dodge)
Unarmed	+0	Close, Damage 0

DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS
+6/0*	+6/0*	+6/0*	+12/0*	+18/0*

*without Eye of Chaos

BANGAROO

PL 8

See **Cast** Section.

COMBAT

INITIATIVE +9

Extradimensional Pocket	+9	Close, Affliction 7 (Dodge)
Power Kick	+9	Close, Damage 7

DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS
+8	+8	+6	+3	+8/6*

*without Defensive Roll

GOO-RILLA

PL 8

See **Cast** Section.

COMBAT

INITIATIVE +3

Unarmed	+6	Close, Damage 8
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DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS
+7	+6	+7	+6	+9

LYIN'

PL 8

See **Cast** Section.

COMBAT

INITIATIVE +9

Tooth and Claw	+7	Close, Damage 7
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DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS
+8	+6	+7	+8	+8

RAMMERHEAD

PL 8

See **Cast** Section.

COMBAT

INITIATIVE +3

Bite	+6	Close, Damage 6
Kinetic Field Slam	+6	Close, Damage 10

DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS
+6	+5	+5	+5	+10/1*

*without Kinetic Field

EPILOGUE

Though the animals of Emerald City caused extensive property damage, the ordeal caused few injuries and little lasting damage to the city's infrastructure thanks to intervention by local heroes. Missing pets will remain a problem for several weeks, taxing animal control. Ultimately, the citizens are thrilled that the heroes put an end to this very bizarre caper.

The fate of Cloud/Moonbeam depends on how the heroes defeated her. If they manage to talk her down, she surrenders peacefully and volunteers for therapy and community service, and eventually learns to combine her passion with empathy and understanding to become a more even-tempered advocate for animal rights. If the heroes instead separated her from the Eye of Chaos, the gem maintains some influence over her mind for years; she can still reform, but she requires more time and energy, and could backslide again if life becomes too stressful. If the PCs defeat her in combat, Moonbeam's persecution complex fixates squarely on the superheroes who defeated her, and (for now at least) she is unwilling to invest herself in healing or personal growth, ultimately ending up incarcerated. Moonbeam could easily

return to menace the PCs, using the psychic connection she retains to the Eye of Chaos to track down the artifact upon escaping from prison, or even using a ritual or criminal contacts on the outside to bring the stone to her and resume her identity as Moonbeam.

REWARDS

Award the heroes 2 power points for saving the city from danger, and an additional power point if they showed concern for the safety of the city's panicked animals as well, minimizing the damage they inflicted on them. Such a public crisis can put the heroes in the spotlight and earn them adulation or mockery, depending on how they handled various problems around the city, or even sharp critiques from local animal welfare organizations if they were particularly rough. Heroes who show exceptional concern for the city's animals may also earn allies among that same community, who may be able to provide animal-related information or expertise in the future.

The Silver Age gadgets the heroes potentially reclaimed in Scene 1 may be fun rewards if players invest power points to keep them permanently or add them to an arsenal. Even if they don't, you may consider letting the heroes get a handful of uses out of the 50-year-old gadgets before they break down. Likewise, the heroes might claim the old Guild of Justice headquarters as their own if they invest the points or you want to reward them for a job well done.

The most hazardous potential reward for this adventure is the Eye of Chaos, the mysterious artifact that empowered Cloud's bizarre reign of terror. The heroes may keep it or find a place to store it, but using the Eye's power always comes with a cost as it overwhelms a user's mind and turns their interests and whims into overwhelming needs, essentially forcing new Complications on a character. These new Complications remain so long as a user holds the orb, and may persist for days, weeks, or months afterward. Use the device statistics in Cloud's statblock for other users, but the Eye of Chaos can also create PL X plot effects that are entirely under the Gamemaster's control.

CONTINUING THE ADVENTURE

There are several ways to extend this adventure into a longer adventure or story arc:

ANIMALS ON PARADE

Any of the empowered animals from this adventure can linger as recurring threats, or the powers granted by the Eye of Chaos may remain in some creatures, creating problems the heroes need to clean up from time to time for weeks. This is especially true of the Mean-agerie, who were empowered by Cloud directly rather than incidentally. This team may even begin developing human-like intelligence over time. Any empowered animals will be drawn to Cloud.

BAD MOON ON THE RISE

Cloud MacGuire, now firmly in her Moonbeam identity, might return with the Eye of Chaos to seek vengeance against the "bullies" who attacked her. Moonbeam is a great excuse to run "weird" adventures, using her powers to warp the heroes or the world around her. Moonbeam is spoiled, emotionally stunted, and self-centered, and her uses of the Eye will revolve around how she sees the world. She might brainwash the whole city into seeing the heroes as wanted villains, or transform them into super-powered animals.

DADDY'S HOME

With the Eye of Chaos out in the world again, it may call out to its previous, more experienced user, Daddy Dada. Though an old man now, the orb can restore his youth. Daddy Dada's obsession with absurdism and taking down social conventions make his schemes more far-reaching than Moonbeam's. He might transform the city's drinking water into drugs, turn the city's politicians into parrots, or turn the world upside down, forcing heroes to save bystanders before they can fall into the sky. Use the **Sorcerer** or **Imp** archetypes (see **Chapter 3** of the *Deluxe Gamemaster's Guide*) to represent Daddy Dada and his greater experience with the Eye.

CAST

The following are the major characters encountered in *The Reign of Cats and Dogs*, including their backgrounds and game stats.

THE BAG MEN

The Bag Men are a gang that has existed in one form or another in Emerald City since the 1920s, when they were literally the bag men for Louie "The Bull" Labrochi. After the Bull's arrest, they developed their distinctive style of wearing bank bags as masks and adopting bag-themed nicknames, and began hiring themselves out as goons for various crime lords and, later, supervillains. Since the 1960s, their gang has been notable for preferring payment in the form of exotic technology they can use to perform their own high-profile robberies. Though broken up multiple times, the group eventually reforms as at least one or two previous members build a new crew.

Member nicknames include Duffel, Brown Bag, Knapsack, Purse, Paper, Plastic, Clutch, Satchel, Tote, and Rucksack. The title of Duffel typically goes to the leader, who also has the Leadership and Inspiration Advantages. The burliest member gets the title of Rucksack, and the newest recruit is saddled with Knapsack until he or she earns a better name.

THE BAG MEN

PL 5

Minions.

STR 3 **STA** 4 **AGL** 0 **DEX** 2 **FGT** 3 **INT** 0 **AWE** 1 **PRE** 0

Equipment: Blaster Pistol (Damage 5), Collapsible Baton (Damage 2; Subtle), Undercover Shirt (Protection 2)

Advantages: Equipment 3

Skills: Close Combat: Baton 2 (+5), Expertise: Criminal 6 (+6), Intimidation 5 (+5), Ranged Combat: Tech Guns 3 (+5), Technology 5 (+5), Vehicles 5 (+7)

COMBAT

INITIATIVE +0

Baton	+5	Close, Damage 5
Blaster Pistol	+5	Ranged, Damage 5
Unarmed	+5	Close, Damage 3

DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS
+4	+4	+5	+3	+6/4*

*without armor

Totals: Abilities 26 + Powers 0 + Advantages 3 + Skills 13 (26 ranks) + Defenses 8 = 50

CLOUD MACGUIRE, AKA MOONBEAM

Cloud MacGuire is all the worst stereotypes of an entitled white activist: stubborn, self-involved, lacking in empathy, and utterly convinced of her own moral superiority. Despite her relatively affluent childhood, she is convinced the world is unfair in vague and unspecified ways that target her personally, and that any deviation from her own shortsighted moral compass is unforgivably evil. She has caused headaches for a number of activists across the Emerald City University campus. She often talks over and bullies the various minorities she claims to be an ally of, and is quick to turn to tears when confronted about it, leaving her convinced she is a lone victim and that most of her fellow students are just bullies.

While annoying, Cloud isn't wholly a villain yet, just overwhelmed by power. With a few more years to mature, she's equally likely to start approaching the world with more nuance, listening to those she claims to represent and becoming an activist who can use her privilege to do good, or swinging hard towards the need for control and following in her grandfather's more conservative shoes. In Cloud's mind, her mission to free all the animals in Emerald City is a noble one, and she is oblivious to the irony of recruiting endangered zoo animals as her personal soldiers. Her own actions are always justified by circumstance—a kindness she doesn't often extend to others.

THE EYE OF CHAOS

The Eye of Chaos has exacerbated all of Cloud's worst qualities, and gives her the power to back up any whims. It tapped into her subconscious desires to cause the initial transformation of Emerald City's animals, and the heady rush of power is encouraging her current bid to transform zoo animals into powerful super soldiers. The gem acts as an emotional feedback loop, growing stronger over time. Over the course of days or weeks, it could easily drive an already capricious college student permanently insane!

The Eye grants vast powers to manipulate reality. It can re-shape the world to trap creatures, warp materials into new forms, or unleash powerful bursts of chaos energy that twist and unravel the world. Its ability to transmute thoughts into reality also transforms Cloud's self esteem into a literal shell to protect her from harm.

Without the Eye of Chaos, Cloud uses the **Jumped-Up Nobody** archetype from **Chapter 3** of the *Deluxe Gamemaster's Guide*.

MOONBEAM'S MEAN-AGERIE

This circle of four zoo animals have been deliberately augmented by Cloud, making them more powerful than other affected animals. Cloud's influence has also granted them simple intellects—just enough to understand and carry out her orders. With their minds created entirely by the Eye of Chaos, they can't resist her commands.

While it is assumed that the Mean-agerie lose their powers at the end of this adventure, you may decide they retain their abilities and awareness to become recurring antagonists. They might fixate on Cloud, maintaining their subconscious link to her and trying to act on her desires to reunite her with the Eye of Chaos or simply attack those she grows upset with. They may also become independent once Cloud is separated from the orb, and begin their own campaigns of survival or join the local cryptic clans.

BANGAROO

Bangaroo is a scrappy brawler, though that comes more from her irritable personality. Cloud's empowerment has improved her physical abilities, as well as gifted her with an extradimensional pocket she can stuff people into. Trapped enemies can escape immediately if they have the Dimensional Travel power, but otherwise may attempt a DC 18 power check using movement powers or Acrobatics to escape.

BANGAROO						PL 8
STR 4	STA 6	AGL 5	DEX 3	FGT 7	INT -3	AWE 3 PRE -2
Powers: Extradimensional Pocket (Affliction 7 (Resisted by Dodge; Overcome by movement or Acrobatics; Incapacitated; Limited Degree [third only])), Leaping 1 (15 feet), Power Kick (Damage 3 (Strength-based)), Senses 4 (Accurate Hearing, Acute Smell, Low-light Vision), Speed 2 (8 MPH)						
Advantages: Close Attack 2, Defensive Roll 2, Evasion, Improved Initiative, Improved Smash, Improved Trip, Power Attack						
Skills: Acrobatics 3 (+8), Athletics 3 (+7), Perception 2 (+5)						
COMBAT				INITIATIVE +9		
Extradimensional Pocket		+9	Close, Affliction 7 (Dodge)			
Power Kick		+9	Close, Damage 7			
DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS		
+8	+8	+6	+3	+8/6*		
*without Defensive Roll						
Totals: Abilities 46 + Powers 14 + Advantages 9 + Skills 4 (8 ranks) + Defenses 4 = 77.						
Complications: Animal: Bangaroo is a barely sentient animal controlled by Cloud. Jumpy: Bangaroo is likely to attack anything that startles her, including fellow empowered animals.						

GOO-RILLA

Goo-rilla is a lowland gorilla silverback composed of semi-solid slime. He retains his impressive strength, but is extremely resistant to physical attacks. Most of his aggression extends from a need to defend his territory, and he is relatively gentle when confronted one-on-one.

GOO-RILLA						PL 8
STR 8	STA 6	AGL 3	DEX 1	FGT 3	INT -2	AWE 2 PRE 0
Powers: Growth 4 (Innate, Permanent), Protection 3 (+3 Toughness), Senses 1 (Acute Smell), Goo Form (Elongation 1 (30 feet), Immunity 80 (Toughness Effects; Limited to Half Effect), Insubstantial 1)						
Advantages: Close Attack 3						
Skills: Athletics 6 (+14), Perception 6 (+8)						
COMBAT				INITIATIVE +3		
Unarmed		+6	Close, Damage 8			
DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS		
+7	+6	+7	+6	+9		
Totals: Abilities 26 + Powers 59 + Advantages 3 + Skills 6 (12 ranks) + Defenses 16 = 110						
Complications: Animal: Goo-rilla is a barely sentient animal controlled by Cloud. Sticky: Goo-rilla may adhere to things unexpectedly.						

LYIN'

Lyin' is an average lioness invested with the power of illusion, but not the intelligence to take full advantage of it. Her powers are mostly limited to creating swathes of illusory jungle (good enough to allow her to use her Favored Environment Advantage) and create a hallucinatory pride to hunt alongside her, effectively granting her concealment unless her illusion can be penetrated. She can also use her illusion power rank for her Fascinate Advantage, distracting and confusing prey.

LYIN'						PL 8
STR 5	STA 2	AGL 5	DEX 1	FGT 7	INT -3	AWE 2 PRE 0
Powers: Growth 2 (Innate, Permanent), Illusory Pack (Concealment 4 (All Visual Senses)), Illusory Jungle (Illusion 8 (Affects All Sense Types; Area 2 [1,000 cft], Independent; Limited 2: Only to create jungle and savannah landscape)), Protection 6, Senses 2 (Acute Smell, Low-light Vision), Tooth and Claw (Damage 2 (Strength-based))						
Advantages: Fascinate (Power Check), Favored Environment (Savannah), Hide in Plain Sight, Improved Initiative						
Skills: Perception 5 (+7), Stealth 8 (+11)						
COMBAT				INITIATIVE +9		
Tooth and Claw		+7	Close, Damage 7			
DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS		
+8	+6	+7	+8	+8		
Totals: Abilities 30 + Powers 71 + Advantages 4 + Skills 7 (13 ranks) + Defenses 15 = 127.						
Complications: Animal: Lyin' is a barely sentient animal controlled by Cloud. Bamboozled: Lyin' is easily fooled by illusions, and saves against them with half her Will rank.						

RAMMERHEAD

Rammerhead is a hammerhead shark with the power to fly and create a powerful telekinetic ramming field. Without any superhuman influence, he is a remarkably docile example of his species, and a favorite among the zoo staff.

RAMMERHEAD						PL 8
STR 4	STA 1	AGL 3	DEX 1	FGT 4	INT -3	AWE 3 PRE 1
Powers: Flight 6 (120 MPH), Bite Damage 2 (Strength-based), Kinetic Field (Damage 6 (Strength-Based)), Protection 9, Senses 4 (Accurate, Acute Smell, Low-light Vision), Swimming 6 (30 MPH)						
Advantages: All-out Attack, Close Attack 2, Power Attack						
Skills: Acrobatics 4 (+7), Athletics 2 (+6), Perception 6 (+9)						
COMBAT				INITIATIVE +3		
Bite		+6	Close, Damage 6			
Kinetic Field Slam		+6	Close, Damage 10			
DODGE	PARRY	FORTITUDE	WILL	TOUGHNESS		
+6	+5	+5	+5	+10/1*		
*without Kinetic Field						
Totals: Abilities 28 + Powers 39 + Advantages 4 + Skills 6 (12 ranks) + Defenses 13 = 90.						
Complications: Animal: Rammerhead is a barely sentient animal controlled by Cloud. Sweetie: Heroes do not need the Animal Empathy Advantage to use interaction skills against Rammerhead.						

MOONBEAM

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	0	0	0	1	0	0

POWERS

Eye of Chaos: 135 points, Removable (-27 points) • 108 points

Amazing Confidence: Enhanced Advantages 5 (Beginner's Luck, Ranged Attack 6); Enhanced Defenses 18 (Dodge 6, Parry 6, Fortitude 6) • 25 points

Reality Alteration: Array (36 points)

- **Chaos Blast:** Ranged Damage 18 • 36 points
- **Chaos Burst:** Burst Area Ranged Damage 12 • 1 point
- **Energy Bonds:** Perception Ranged Cumulative Affliction 9 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Resisted by Dodge, Limited Degree • 1 point
- **Transmutation:** Ranged Transform 6 (50 lbs.), any material into any result • 1 point

Immunity 11 (Life Support, Own Powers) • 11 points

Invulnerability: Impervious Protection 18 • 36 points

Mental Shield: Enhanced Will 12, Impervious • 24 points

SKILLS

Expertise: Politics 6 (+7), Expertise: Pop Culture 6 (+7), Insight 4 (+4)

ADVANTAGES

Beginner's Luck, Ranged Attack 6

OFFENSE

INITIATIVE +0

Chaos Blast +6	Ranged, Damage 18
Chaos Burst —	Close, Burst Area Damage 12
Energy Bonds —	Ranged Affliction 9, Resisted by Dodge (DC 19)
Unarmed +0	Close, Damage 0

DEFENSE

NOTES



DODGE	6/0*	FORTITUDE	6/0*
PARRY	6/0*	TOUGHNESS	18/0*
WILL	12/0*	*Without Eye of Chaos	

POWER POINTS

ABILITIES	2	SKILLS	8
POWERS	108	DEFENSES	0
ADVANTAGES	0	TOTAL	118

COMPLICATIONS

Motivation—Misplaced Altruism: Ultimately, Cloud's intentions are good, but her means do actual harm.

Arrogance: Cloud is convinced she's the only person who really feels deeply about the causes she chases, and considers criticism—even from the groups she is ostensibly supporting—to be an attack.

Overwhelmed: The Eye of Chaos is drowning out the more reasonable aspects of Cloud's personality while feeding her rage and ego.

DAMAGE

DAZED?

One standard action each round

STAGGERED?

One standard action, -1 movement

INCAPACITATED?

Defenseless, Stunned, Unaware

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Writing: Crystal Frasier

Design: Crystal Frasier

Editing: Michael Matheson

Art Direction: Hal Mangold

Graphic Design: Crystal Frasier

Interior Art: Denis Medri, Talon Dunning

Publisher: Chris Pramas

Team Ronin: Joseph Carriker, Crystal Frasier, Jaym Gates, Kara Hamilton, Troy Hewitt, Steve Kenson, Ian Lemke, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Marc Schmalz, Malcolm Sheppard, Will Sobel, Owen K.C. Stephens, Dylan Templar, Veronica Templar, and Barry Wilson

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Green Ronin Publishing

3815 S. Othello St., Suite 100 #304
Seattle, WA 98118

Email: custserv@greenronin.com

Web Sites: www.greenronin.com
www.mutantsandmasterminds.com

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