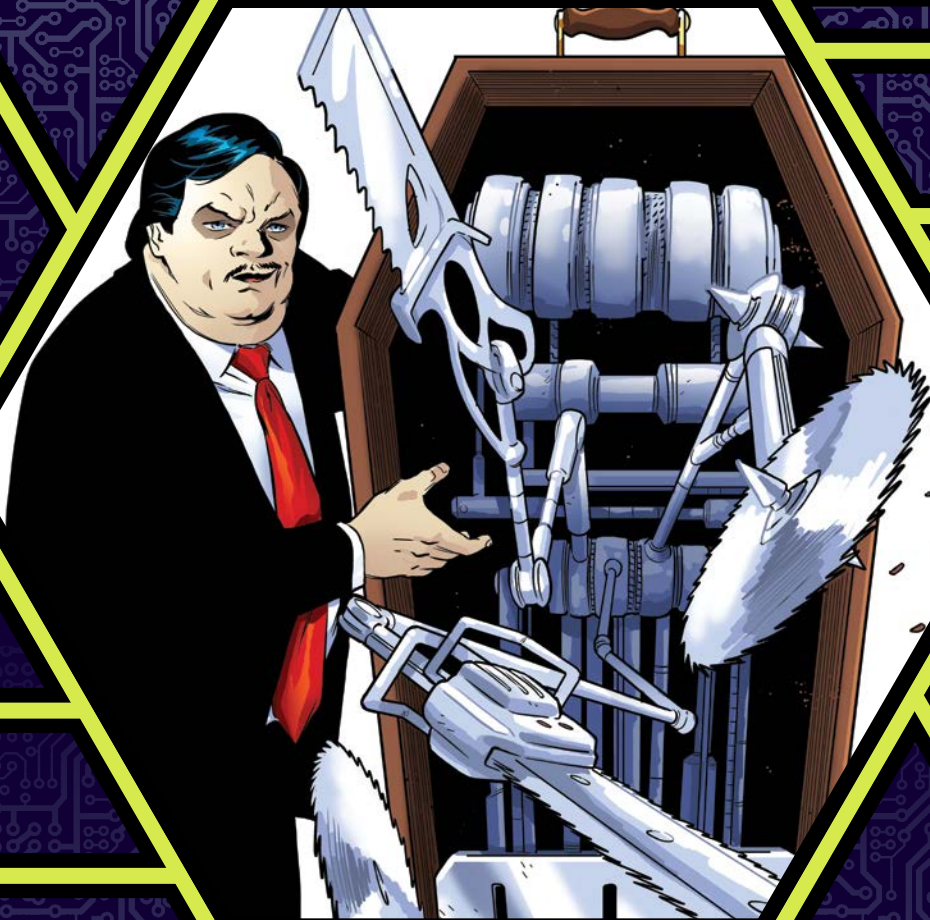


# ROGUES GALLERY: THE EMBALMER



**MUTANTS &  
MASTERMINDS**  
THIRD EDITION

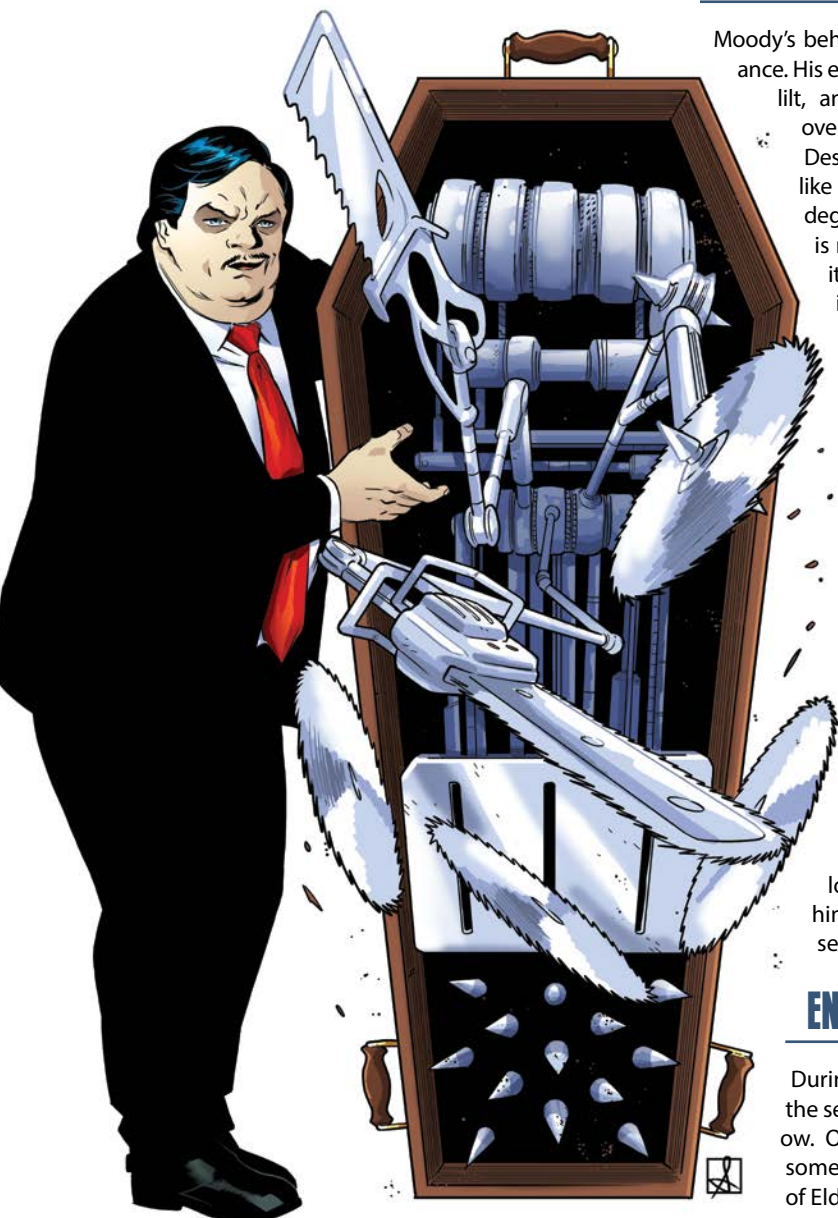
# THE EMBALMER

**REAL NAME:** William Moody

**OCCUPATION:** Mortician turned professional criminal

**BASE:** Freedom City

Pale, bug-eyed, ebon-haired, and portly, William Moody, son of the local undertaker, was a social outcast from the start. He knew little other than teasing and bullying, except for the happy moments spent with his father, learning the intricacies of the family trade firsthand amongst the quiet, unjudging dead. Even after inheriting the business and becoming one of the most skilled and respected members of his profession, he found himself still shunned as a filthy handler of the dead, and ridiculed behind his back as “Weird Willy.” This exclusion made the lonely Moody all the more fascinated by death, and resentful of the living.



When a clumsy widow recoiled from a reassuring touch on the hand meant to ease her bereavement, she toppled his beloved father's urn and scattered his ashes, and with that, Moody could endure no more from the living. He vowed to use the tools and methods of his trade to make himself wealthy at the expense of the society that mocked him, using its own foolish dread of the grave to teach it some respect. Calling himself the Embalmer and backed by his criminal “Pals,” Moody embarked on a decades-long spree of ghoulishly themed robberies. Now well into middle-age, the Embalmer shows no signs of slowing down. He's weirder and more audacious than ever, robbing graves and reading Poe in the cemetery at midnight, having the time of his life surrounded by the dead.

## PERSONALITY

Moody's behavior is as weird and creepy as his appearance. His every statement—delivered in a high-pitched lilt, and punctuated by baleful moans—makes overly-cheery references to death or dying. Despite being comfortable with macabre things like corpses and graveyards to a disconcerting degree, Moody himself does not kill unless there is no other alternative. Death, he believes, has its own designs, and murder presumptively interferes with them—something Moody feels mortals are unworthy of doing.

## POWERS & ABILITIES

The Embalmer is in better physical condition than he appears, and with his skill and training can more than hold his own in a fistfight. He employs a variety of weaponized undertaker's gadgets created by his monomaniacal genius, such as his customized Hearse and folding coffin traps. Moody's years as a supervillain make him a formidable criminal mastermind, and a surprisingly good gang leader.

## ALLIES

Moody is assisted by “His Pals,” a gang of loyal hired henchmen which accompanies him on every caper (use the Thug archetype, see **Chapter 9** of the *Hero's Handbook*).

## ENEMIES

During his long career, Moody has battled both the second and third Ravens, as well as Foreshadow. On occasion, his schemes have unearthed some evil mystic entities, drawing the attention of Eldrich and Lantern Jack.



## THE EMBALMER

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	1	3	5	7	6	5

## POWERS

- Mortician Tools:** Array (21 points, Easily Removable (-10 pts.)) • 15 points
- **Folding Coffin Traps:** Progressive Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Reach 3 (15 ft.) • 21 points
  - **Bone Saw:** Damage 6 (Breaking, Impressive, Penetrating 6) • 1 point
  - **Embalming Fluid Vials:** Cumulative Affliction 10 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Unaware), Reach 5 (25 ft.), Limited to Vision • 1 point
  - **Embalming Needles:** Progressive Affliction 8 (Resisted by Fortitude; Impaired, Disabled, Dying), Penetrating 4, Injected • 1 point
  - **Gravedigger's Shovel:** Strength-based Damage 3, Reach (5 ft.) • 1 point

## EQUIPMENT

## THE HEARSE • 25 POINTS

**Size:** Huge **STR:** 8 **SPD:** 7 (250 MPH) **DEF:** 6 **TOU:** 9  
**Features:** Durable, Fog Machine (Cloud Area 4 (120 feet) Concealment Attack 2, Sight), Radar (Senses 4 (Accurate Radius Radio))

## SKILLS

Close Combat: Mortician Tools 7 (+12), Deception 6 (+11), Expertise: Mortician 10 (+17), Expertise: Science 8 (+15), Insight 6 (+12), Intimidation 6 (+11/+13\*), Persuasion 6 (+11), Ranged Combat: Mortician Tools 7 (+10), Technology 7 (+14), Vehicles 7 (+10) \*Using Bone Saw.

## HOOKS

**The Mummy's Curse:** No true connoisseur of stealing ghoulish riches could resist the Hunter Museum of Natural History's new exhibit of golden sarcophaguses from ancient Egypt, and the Embalmer and His Pals duly appear to rob the joint clean. The player characters answer the alarm, and just when they expect a typical night of Punch the Bad Guy, Save the Loot, one of His Pals unseals the wrong coffin, filling the room with angry undead mummies (use the Zombie archetypes in **Chapter 3** of the *Gamemaster's Guide*). Can the heroes defeat the superior numbers and save the priceless treasures, and can a high-speed chase of the Embalmer's Hearse be far off?

**The Corpse Vanishes:** Several wealthy young Freedom City citizens suddenly and unexpectedly die from causes unknown, and adding to the mystery, their bodies disappear prior to burial. In reality, the Embalmer secretly drugged them all, and holds them prisoner until their heirs pay him a healthy "resurrection fee." The player characters must figure out what's really going on, how it's done, who's behind it, and where they're hiding. Then, it's a matter of saving the "dead" from the Embalmer's clutches by defeating him and His Pals within his trap-laden lair.

## ADVANTAGES

Defensive Roll 4, Equipment 5, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improved Trip, Improvised Tools, Inventor, Language (Latin, English native), Leadership, Power Attack, Well-informed

## OFFENSE

## INITIATIVE +1

Folding Coffin Traps +10	Ranged, Progressive Affliction 6, Dodge/Fort. DC 21, Reach 15 ft.
Bone Saw +12	Close, Damage 6
Embalming Fluid Vials +10	Ranged, Cumulative Affliction 10, Dodge/Fort. DC 25, Reach 25 ft.
Embalming Needles +12	Close, Progressive Affliction 8, Fort. DC 23, Injected, Penetrating 4
Gravedigger's Shovel +12	Close, Damage 5, Reach 5 ft.
Unarmed +5	Close, Damage 2

## DEFENSE

<b>DODGE</b>	10	<b>FORTITUDE</b>	8
<b>PARRY</b>	10	<b>TOUGHNESS</b>	8/4**
<b>WILL</b>	12	**Without Defensive Roll.	

## POWER POINTS

<b>ABILITIES</b>	66	<b>SKILLS</b>	35
<b>POWERS</b>	15	<b>DEFENSES</b>	24
<b>ADVANTAGES</b>	25	<b>TOTAL</b>	165

## COMPLICATIONS

**Motivation—Recognition:** The Embalmer aims to make up for the past slights and abuses he endured by becoming rich, respected, and feared.

**Obsession—Morbidity:** Human mortality endlessly fascinates the Embalmer, and every hour he can spare is spent studying the rituals and mysteries of death—preferably surrounded by the dead themselves.

**The Corpse Grinders:** Reverend Dickenson of St. Stephen's Church contacts the player characters about a series of grave robberies at Lantern Hill Cemetery. The mystery deepens as patterns emerge from the bodies stolen: all males who were born and died at roughly the same time. As the corpse-napping continues across the city, it becomes apparent they were all policemen and other first-responders, all of whom were injured in a strange incident back in the 1960s—a flying saucer crash and explosion covered up by the authorities. The Embalmer believes each of their bodies still contains fragments of the saucer's power core, and reuniting the bits will create a new, fantastic, death-ray-fuel source. Can the heroes put the decaying pieces together in time to stop him?

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