

Freedom City has seen more than its share of strange creatures over the years. Some have appeared accidentally, created by experiments gone awry, or led to the city by coincidence. Others have been the deliberate work of supervillains, brought to Freedom City in order to wreak havoc. The city's heroes have always kept these monsters at bay, and ensured they are kept away from Freedom City as much as possible. Although they're called monsters, these creatures often aren't responsible for the destruction they cause. They are merely tools of others, or acting on instinct. Therefore, heroes tend to prefer isolating monsters whenever possible rather than cruelly destroying them.

Note some of the creatures described here have abilities or ranks exceeding their power level. This is because these creatures tend to be more focused and limited than intelligent characters (with a variety of skills and powers). The Gamemaster should take the creatures' greater than normal power ranks, damage, and attack bonuses into account when using them as encounters for heroes of roughly the same power level.

USING MONSTERS

Monsters like those described here are good "meat-and-potatoes" threats for heroes. If you're in need of an adventure, just loose a monster on the city, call up the heroes for help, and you're ready to go! Of course, the monster's rampage can later turn out to be part of a larger plot, leading into another adventure or encounter. There may also be complications when dealing with the monster. Maybe it is near a storehouse of hazardous chemicals, fuel, or the like. Perhaps a gung-ho military commander who wants to take matters into his own hands hinders the heroes' efforts.

Monsters are often very tough – they need to be if they face off against an entire team of heroes! Defeating a particular monster may take more than just beating on it until it's unconscious. Monsters may be practically immune to conventional harm, but they have weaknesses. The trick is figuring out how to exploit that weakness. Take Scrap's emotional ties or Volt's power leeching, for example. Heroes might not be able to stop Scrap from coming back again and again unless they figure out what's causing it and deal with it. Likewise, defeating Volt may involve coming up with a suitable way to contain its energy form and keep it from escaping. This encourages the heroes to innovate (and maybe spend some Hero Points) rather than just pounding away.

Finally, don't overlook the fact monsters aren't necessarily evil. They may be simply doing what they have to in order to survive, or driven by instinct rather than malice. True heroes may feel a measure of pity for them, and should try to deal with them humanely, instead of just destroying them outright. Of course, you should feel free to give the heroes monstrous foes – giant robots, shambling undead – they don't have to feel guilty about demolishing as well.

CRATER APES

Crater apes are native to Farside City on Earth's Moon. They are primates genetically engineered long ago by the mysterious alien Preservers (or perhaps by the ancient ancestors of the Farsiders, it's not entirely clear). Crater apes were originally used to perform heavy labor in parts of Farside City. They were designed to absorb solar radiation, and thrive on it. This gives them some energy-related powers.

While Lady Lunar ruled Farside City, she turned the crater apes from a labor force into her mentally controlled enforcers and guards, using them to help keep the human population of the city in line. The apes served quite well in that capacity, until the Atom Family overthrew Lady Lunar and liberated the Farsiders. The people of Farside City attempted to return the crater apes to their role as domesticated servants, but encountered difficulties. Lady Lunar gave them a taste for violence and a domineering attitude toward everyone except for her. The Farsiders faced

some trouble with the crater apes and eventually isolated the population in a preserve. Efforts to re-train them have been slow (particularly without the aid of more experienced telepaths), but are progressing.

Lady Lunar may have taken some crater apes with her when she fled Farside City, or shortly thereafter. She has at least once unleashed the crater apes on both the lunar city and Freedom City after driving them into a state of frenzy with her powers. The Atom Family was able to capture and contain the rogue apes and return them to their preserve on the Moon.

Crater apes make useful minions for Lady Lunar, or other villains – such as Dr. Simian – who manage to capture and train some of them. Heroes visiting Farside City may also encounter them there.

CRATER APE

PL 4; Init +2 (Dex); Defense 16 (+4 base, +2 Dex); Spd 30 ft, climb 15 ft.; Atk +8 melee (+6L/reach 5'/crit 20, punch); SV Dmg +5, Fort +3, Ref +2, Will +1; Str 20, Dex 15, Con 16, Int 6, Wis 12, Cha 10.

Skills: Climb +12, Jump +8, Spot +5, Survival +5.

Feats: Scent, Toughness.

Powers: Absorption (energy) +3 [Boost Strength; *Source:* Mutation; *Cost:* 3 pp; *Total:* 9 pp]; Super-Strength +1 [*Source:* Mutation; *Cost:* 4 pp; *Total:* 4 pp].

Totals: Abilities 36 + Skills 16 + Feats 4 + Powers 13 – Weaknesses 0 = Total 69 pp.

GIGANTOSAUR

The origin of the creature known as Gigantosaurus remains a mystery. It came from the ocean, where it primarily lives. Nuclear tests on an island or at sea may have created it, or it could be the result

MONSTER MAYHEM

of waste-dumping or some other mutation. Dr. Atom suspects Gigantosaurus originated on Kaiju Island, although it's possible it was further mutated in some way. How it ended up in the Atlantic Ocean remains a mystery as well, although the underground tunnels of Sub-Terra offer one possible explanation.

Whatever the case, Gigantosaurus has occasionally surfaced to trouble coastal cities and communities for well over a decade. More recently, the creature fell under the influence of would-be Atlantean usurpers, used as a living weapon in an assault on the surface world. Gigantosaurus has been driven back into the sea several times, and even once moved to Kaiju Island. However, its swimming ability made it impossible to imprison there for very long. Fortunately, the giant creature seems to prefer to ocean depths, hunting whales and giant squid. It only surfaces when something disturbs it, or when forced to do so by an outside agency.

Gigantosaurus looks much like a gigantic tyrannosaurus rex, except for its vivid purple hide, which is capable of resisting even military grade weapons. It swims using its powerful hind legs and sweeps of its massive tail. On land, it stomps most obstacles flat, crushing the rest in its mighty jaws.

GIGANTOSAUR

PL 14; Init +0; Defense 10 (+8 base, -8 size, +0 Dex); Spd 70 ft, swim 35 ft.; Atk +6 melee (vs. Medium-size creatures, +23S/reach 25'/crit 20, stomp, +23L/bite); SV Dmg +5 (Protection +18), Fort +5, Ref +0, Will —; Str 20, Dex 10, Con 20, Int —, Wis 10, Cha 10.

Skills: Intimidate +4, Spot +5, Survival +8, Swim +24.

Feats: Amphibious, Darkvision, Durability, Immunity—disease, energy (cold, heat, radiation), exhaustion, pressure, Scent.

Powers: Growth +18 [*Extras:* Continuous; *Flaws:* Permanent; *Power Stunt:* Dual Damage (on Strength); *Source:* Mutation; *Cost:* 6 pp; *Total:* 110 pp].

Note: Gigantosaurus has a +8 bonus on Intimidate checks against Medium-sized creatures for its great size (not included in the stats above).

Totals: Abilities 63 + Skills 18 + Feats 20 + Powers 110 – Weaknesses 0 = Total 211 pp.

SCRAP

Dr. Metropolis calls the creature Scrap a “remnant,” an “echo of the city’s pain.” As he explains it, Scrap is a kind of psychic entity made up of the accumulated “residue” of various disasters and terrible events occurring in Freedom City over many years, and culminating in the Terminus Invasion. The unleashed forces that brought Dr. Metropolis into being also gave rise to Scrap, a kind of twisted mirror image. But whereas Dr. Metropolis is intelligent and kind, Scrap is a mindless monster, driven by a need for violence and destruction.

Scrap’s appearances are similar in many ways of stories of hauntings and ghosts. The “unfinished business” of people in Freedom City seems to trigger them, particularly things involving strong violent emotion. Scrap becomes the agent for carrying out the trigger’s task. So the creature has sought vengeance for murders and other crimes, but has also embodied bigotry, hatred, and pettiness, even for living citizens of Freedom.

Sometimes destroying or incapacitating Scrap’s physical embodiment is enough to stop it. In other cases, only directly confronting the trigger will do so. Either the unresolved issue must be



CAPERS

Monster Mash: Giant monsters attack Freedom City! One or more monsters are loosed to rampage through the streets of Freedom City. They may include the creatures described here along with those from Kaiju Island or the Lost World (see *Freedom City* pgs. 90–92). Freedom City needs all its heroes to deal with the creatures before they crush the city flat. Perhaps the monsters are fighting each other, doing tremendous amounts of damage in the process, or they may be under some sort of outside control. Maybe the alien Grue are using mind-control devices to incite the monsters to attack, or Mastermind is broadcasting a telepathic signal to command them. If the heroes can find a way to defeat the control mechanisms, some of the monsters might lose interest and leave the city alone, at least long enough to deal with the rest of them.

Return to Kaiju Island: AEGIS asks the heroes for help transporting one or more captured monsters to Kaiju Island (*Freedom City*, pgs. 90–91). Naturally, transporting a giant, and usually rampaging, monster isn't easy. The monsters are kept in special containment cells, probably sedated or otherwise restrained. AEGIS plans on using a tanker ship to transport them, although they're open to suggestions if the heroes have other means. The operation is top-secret, but word of it leaks to one or more criminal factions, who have an interest in seeing the monsters released, or captured for their own use. Villains like SHADOW, the Terra-King, Talos, or Mastermind might try and hijack the monsters, or simply turn them loose as a distraction for some other plot.

dealt with (bringing a killer to justice, for example) or a living trigger must be forced to confront and release the feelings that summoned Scrap into being. This allows Gamemasters to use Scrap as both an adversary and a story hook for adventures, since there may be more to the creature's appearance than meets the eye at first.

Scrap's appearance suits its name. It is a humanoid figure made up of twisted metal, rubble, and assorted garbage, like a strange statue assembled from the contents of a junkyard. It never looks exactly the same twice, and can even change appearance as it moves and fights.

SCRAP

PL 10; Init +2 (Dex); Defense 18 (+6 base, +2 Dex); Spd 30 ft.; Atk +11 melee (+15S/reach 5'/crit 20, punch); +9 ranged (+11L/55' radius/crit 20, explosion); SV Dmg +4 (Protection +11), Fort +4, Ref +2, Will —; Str 18, Dex 14, Con 18, Int —, Wis 16, Cha 10.

Skills: Listen +10, Knowledge (Freedom City) +8, Spot +10.

Feats: Immunity (from Alternate Form—aging, critical hits, disease, energy (cold, heat, radiation), exhaustion, poison, pressure, starvation, suffocation), Radio Hearing.

Powers: Alternate Form—Solid +11 [*Effects:* Super-Strength, Protection; *Extra:* Continuous; *Power Stunts:* Explosive Form, Semi-Solid Form; *Source:* Alien; *Cost:* 6 pp; *Total:* 70 pp].

Totals: Abilities 59 + Skills 22 + Feats 2 + Powers 70 – Weaknesses 0 = Total 153 pp.

VOLT

Dr. Stratos created the creature Volt as a weapon to use against Captain Thunder. Volt is a being of “living bio-electricity.” Dr. Stratos designed it with an almost unquenchable hunger for electrical power, particularly his nemesis, Captain Thunder. Volt “leeches” electricity from any available source. Its preferences are generators, power cables, and, of course, superhumans with electrical powers. Still, Volt is capable of draining power from batteries, outlets, and even the bioelectricity of the human nervous system (causing temporary unconsciousness).

Volt initially proved very effective against Captain Thunder. It overwhelmed him, but then turned on its creator, Dr. Stratos. The

Captain later managed to shield himself from the electric vampire's attacks and lured Volt into a trap that grounded it into a storage container. Since then, Dr. Stratos has had no control over Volt's action, and has washed his hands of the matter. Efforts to destroy Volt have proven unsuccessful. It cannot be “starved” to death, nor can it be destroyed by conventional means. The authorities do their best to keep it contained in a specially insulated cell on Blackstone Island. Occasionally, Volt escapes to wreak havoc. Its ability to travel along electrical wires and drain electricity causes blackouts and power failures. Electrical sparks and explosions also touch off fires and other hazards.

So far as anyone knows, Volt is practically mindless. It has no interest other than feeding, although some scientists speculate Volt's capabilities are dependent on its energy level. If the creature drained enough power, it might become larger, more intelligent, or even begin to reproduce through some sort of fission (splitting off smaller copies of itself). Fortunately, none of these things have happened yet, but they could, if the Gamemaster wants.

VOLT

PL 11 construct; Init +9 (Dex, Imp. Init.); Defense 22 (+7 base, +5 Dex); Spd 30 ft, fly 50 ft., teleport 50 ft.; Atk +12 melee (+10L/reach 5'/crit 20, energy field or drain); SV Dmg +0, Fort —, Ref +5, Will —; Str —, Dex 20, Con —, Int —, Wis 12, Cha 10.

Skills: Hide +6, Spot +7.

Feats: All-Around Sight, Blind-Fight, Detect (electricity), Immunity (from Alternate Form—aging, critical hits, disease, energy (cold, electricity, heat), exhaustion, poison, starvation, suffocation), Improved Initiative, Track.

Powers: Alternate Form—Electricity +10 [*Effects:* Energy Field, Flight, Incorporeal; *Extra:* Continuous; *Flaw:* Permanent; *Source:* Alien; *Cost:* 5 pp; *Total:* 50 pp]; Drain (ability score) +5 [*Extras:* All Attributes, Extra Attribute (powers), Ghost Touch, Slow Recovery (1/min.); *Flaws:* Limited (only Strength and Electrical Powers); *Source:* Alien; *Cost:* 5 pp; *Total:* 25 pp]; Teleport +10 [*Power Stunt:* Extended Teleport; *Flaw:* Only over electrical wiring; *Source:* Alien; *Cost:* 1 pp; *Total:* 12 pp].

Totals: Abilities 71 + Skills 7 + Feats 10 + Powers 87 – Weaknesses 0 = Total 175 pp.