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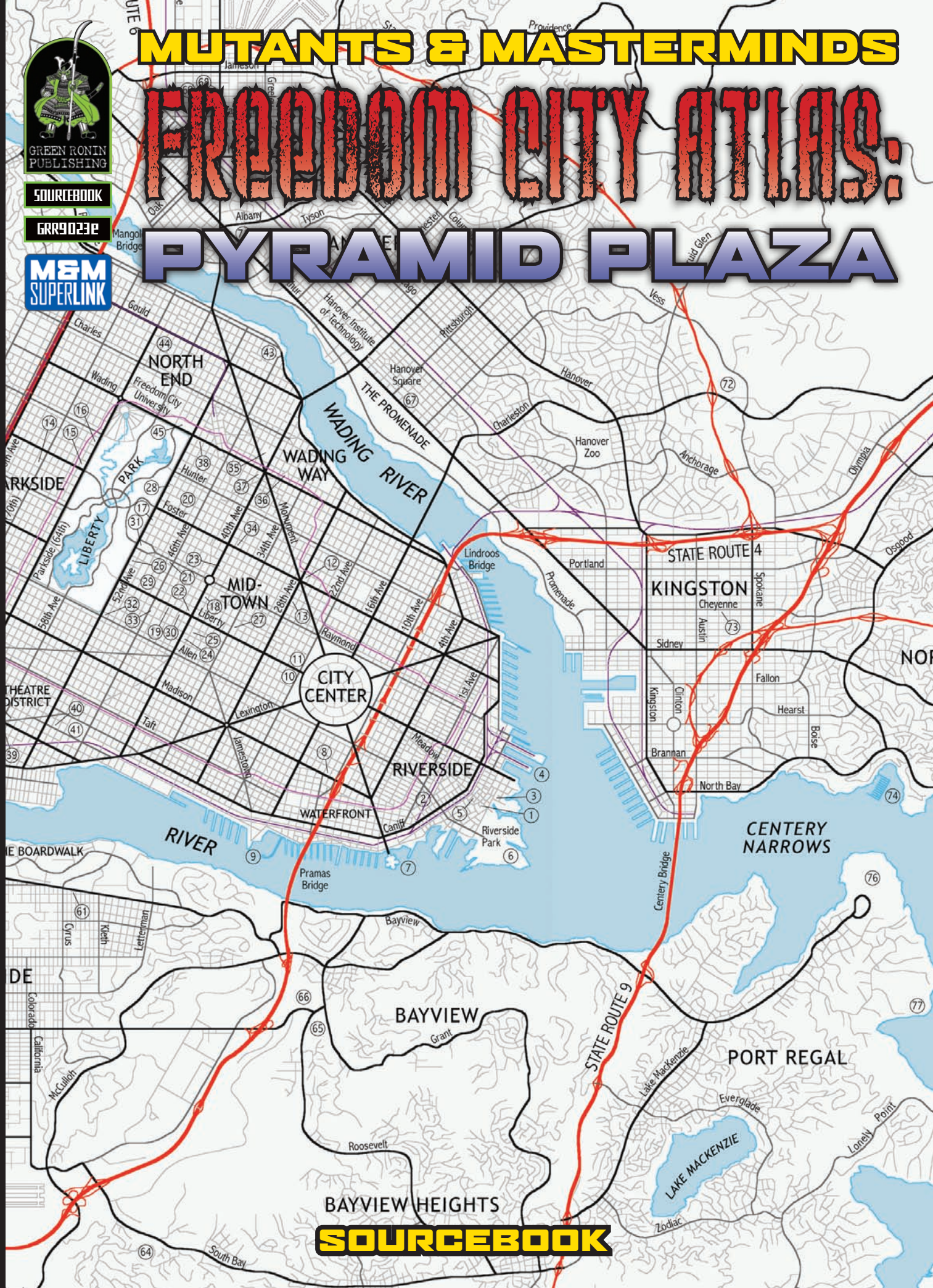
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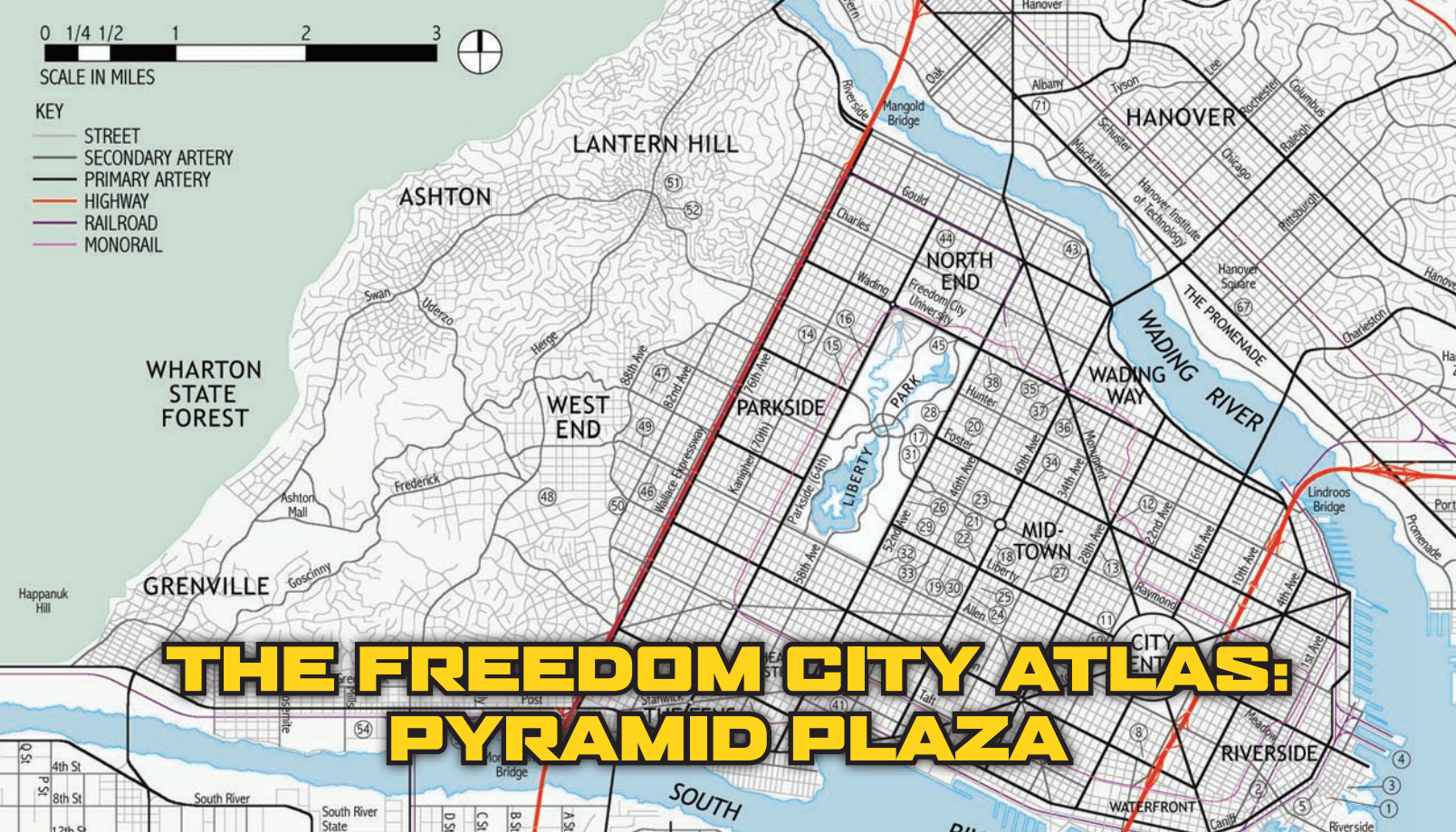
MUTANTS & MASTERMINDS

FREEDOM CITY ATLAS:

PYRAMID PLAZA



SOURCEBOOK



A GREEN RONIN PRODUCTION

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PYRAMID PLAZA

The triple towers of Pyramid Plaza are among the most famous landmarks of the Freedom City skyline, not only because they are the tallest buildings in a city of soaring downtown skyscrapers, but also because of the towers' unique design, making them architectural marvels of the modern era. The towers of Pyramid Plaza are designed so each floor is rotated by a few degrees, causing each tower to appear to "spiral" up into the sky. The towers twist around their central axis, making for an impressive sight that often leaves visitors to the city standing and gawking on the sidewalk.

Pyramid Plaza is located in the heart of Freedom City's Wading Way business district, and much of the space in the three towers is leased for offices and businesses. The Plaza and its buildings are owned by the wealthy Rhodes Foundation, a multinational investment and management company started in the 1950s by financier Alexander Rhodes. Mr. Rhodes died of a brain aneurism in 1979, just a few years after completion of the Plaza. The current CEO of the Rhodes Foundation is Ms. Sophia Cruz. Use the Politician archetype (*M&M* page 228) for Ms. Cruz, substituting business for her Profession skill and giving her a +6 Will save.

HISTORY

Construction on the Plaza began in May of 1973 and was by far the most ambitious construction project ever seen in Freedom City at the time. Work was completed just over three years later in June of 1976, in time for the bicentennial celebration held in Freedom City that July. Alexander Rhodes officially cut the ribbon to open the plaza on June 16th of that year.

Pyramid Plaza suffered its first significant damage in 1979, when the Scions of Sobek used magic to control the Freedom League, causing them to attack the Plaza and its towers. The Scarab and the fledgling psychic hero Brainstorm sacrificed themselves to free the League from the sorcerers' influence and put a stop to the attack. A massive bronze wall sculpture and plaque depicting the incident was installed in the lobby of 1 Pyramid Plaza in 1981 to honor and commemorate the heroes' sacrifice. The Freedom League assisted in repairing all damage to the Plaza and its buildings.

Several offices in Pyramid Plaza suffered damage in 1989 during a conflict between RIOT and FORCE Ops in 2 Pyramid Plaza. Although Flag-Burner set fire to portions of the tower, fire-control systems and the

quick action of the vigilante heroes prevented the damage from being worse than it might have been. RIOT's objective at the Plaza was never made entirely clear.

Like most of Freedom City, Pyramid Plaza suffered significant damage during the Terminus Invasion in 1993. To the credit of its builders, the Plaza remained standing, although there was concern over structural integrity. Dr. Metropolis repaired all damage to Pyramid Plaza later that year, along with restoring much of Freedom City's urban area using his powers.

Since its restoration, Pyramid Plaza has remained a fixture of the Freedom City skyline and its business district. It remains one of the most prestigious downtown addresses for businesses, residents, and shops, and a popular destination for tourists visiting the city.

STRUCTURE

The core of each tower consists of three banks of elevators, each consisting of four local cars, serving between 5 and 8 floors, and an express elevator serving the lobby and each of the three sky lobbies.

For instance, to go from hotel room #1019 to apartment #11 on floor 76 of 1 Pyramid Plaza to take advantage of the nearly 270 degree views of the 4th of July fireworks over Riverside Park, you'd take any of the elevators in the western bank down to the Main Lobby. From there, you'd take any of the three express elevators to the 3rd sky lobby (floor 67), and take any of the four local cars in the eastern bank.

The core also includes three stairways serving all floors and mechanical levels and a men's restroom, a women's restroom, and a service room for building maintenance on each floor.

Around the core stands a ring of twelve columns, each 4 feet in diameter and roughly 30 feet away from each other (center to center) that serve as the main structural support of each floorplate. Three triangular columns support the areas of the floorplates outside this ring, one for each point of the triangle, that spiral upward at the same rate (3.75% per floorplate) as the building overall. All of this is encased in a curtain wall of triangular steel tubes spaced 15 feet apart along each face.

This means the window openings are at most 15 feet wide and 13 feet tall, not counting the depth of the floor plates, which varies between 1.5 feet and 3 feet, depending on the use of the floor. Non-elevator walls are generally shown at 12 inches thick.

THE FREEDOM CITY ATLAS

Welcome to the *Freedom City Atlas*, the first in a series of products intended to flesh-out and further detail the award-winning *Freedom City* setting for *Mutants & Masterminds*. In this series, we'll "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!

USE

All three towers in Pyramid Plaza comprise a considerable amount of space. The Rhodes Foundation leases space in the buildings to retail businesses and offices, but also for private residences, a hotel, and a restaurant, as well as public attractions like the observation room atop 2 Pyramid Plaza.

All three towers have four floors of lobby retail space on floors 1, 23, 45, and 67, as many as twelve spaces each for retail businesses, typically boutique stores serving people who work and live at the Plaza along with visitors.

If a very rough average of \$40 per square foot is taken to be the rent for the hotel, retail and office spaces, then the 3 towers could bring in to the Rhodes Foundation roughly 1.58 billion dollars a year, not counting the initial sale of the apartments.

1 PYRAMID PLAZA

Tower One has additional retail space on Floors 2-5, as many as 39 spaces averaging 900 square feet, for a total 35,100 square feet. The first five floors of Tower One are the most active shopping area of the Plaza.

This tower is also home to Pyramid Plaza's residential space: 23 floors (68-90) of exclusive downtown apartments, ranging from 600-square-foot studios to 4,600-square-foot penthouses. It's also home to the prestigious Plaza Hotel, 16 floors from 7-22, plus the hotel lobby on the 6th floor (just above the shopping levels). The Plaza Hotel has 381 rooms and suites, catering primarily to business travelers and tourists.

The remainder of Tower One, 42 floors (24-44 and 46-66), is given over to a total of 588,000 square feet of office space.

2 PYRAMID PLAZA

Tower Two of Pyramid Plaza has a total of 1,190,000 square feet office space on 85 floors (2-22, 24-44, 46-66, 68-89) in addition to the four floors of lobby retail space.

Tower Two is best known for the Observation Room on the 90th floor, affording a full all-around view from the top of the tower and the least expensive way of seeing Freedom City from the top of Pyramid Plaza. Tourists can visit the Observation Room for the price of a single-visit or all-day ticket, as opposed to the cost of a reservation at Pharos or the rent on the penthouse at 1 Pyramid Plaza.

It's worth noting that the windows of the Observation Room do *not* open and rooftop access is alarmed and blocked off from casual visitors (although a DC 20 Stealth check and a DC 30 Disable Device check will overcome both).

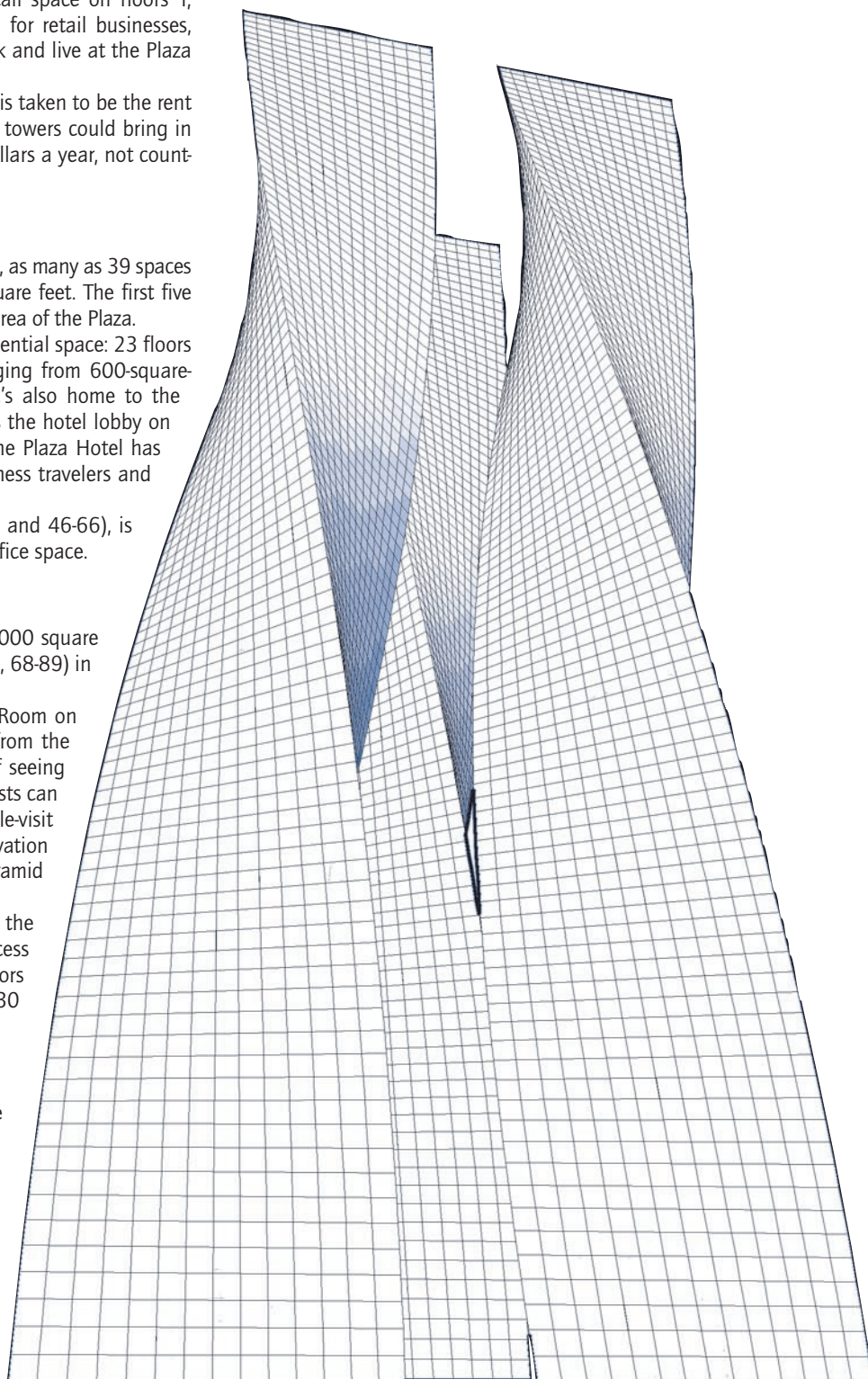
3 PYRAMID PLAZA

Tower Three also has a total of 1,190,000 square feet office space on 85 floors (2-22, 24-44, 46-66, 68-89) in addition to the four floors of lobby retail space.

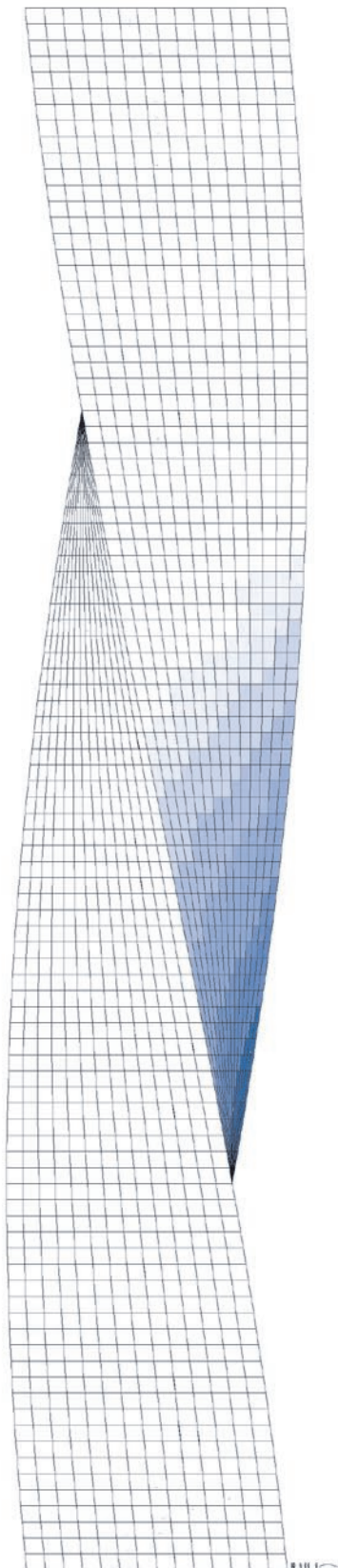
Tower Three's claim to fame is the Pharos restaurant on the 90th floor, affording the most spectacular view of the Freedom skyline to accompany its world-famous fine dining. The restaurant's decor is a combination of art deco with some neo-classical Egyptian touches like lotus columns and palm fronds.

DID YOU KNOW?

Here's some interesting trivia about Pyramid Plaza. Feel free to include it in descriptions of the triple towers characters might hear on a tour, while visiting, or simply know with a DC 15 Knowledge (business, current events, or history) check.



PYRAMID PLAZA ELEVATIONS



1 PYRAMID PLAZA	2 PYRAMID PLAZA	3 PYRAMID PLAZA
90 PENTHOUSES	90 OBSERVATION	90 RESTAURANT
68-89 RESIDENCES	68-89 OFFICES	68-89 OFFICES
67 SKY LOBBY MECHANICAL	67 SKY LOBBY MECHANICAL	67 SKY LOBBY MECHANICAL
46-66 OFFICES	46-66 OFFICES	46-66 OFFICES
45 SKY LOBBY MECHANICAL	45 SKY LOBBY MECHANICAL	45 SKY LOBBY MECHANICAL
24-44 OFFICES	24-44 OFFICES	24-44 OFFICES
23 SKY LOBBY MECHANICAL	23 SKY LOBBY MECHANICAL	23 SKY LOBBY MECHANICAL
7-22 HOTEL	2-22 OFFICES	2-22 OFFICES
6 HOTEL LOBBY		
2-5 RETAIL		
LOBBY	LOBBY	LOBBY

- The downtown Freedom City monorail runs through the Plaza, about 50 feet above street level. It curves around the buildings, affording an excellent view as it passes by.
- Each of the three towers start well inside the property lines at Wading Way and Thebes and Giza Avenues, but trace a 242-foot diameter circle as they twist a total of 363.75%, at times extending as far as 60 feet beyond the property lines. This means 1 and 3 Pyramid Plaza, for example, both extend 40 feet over Wading Way, albeit 45 stories above street level. All three towers extend far enough over Thebes and Giza Avenues that they cover part of the *opposite* sidewalks at their farthest extent. It was a significant political coup for the Rhodes Foundation to secure the rights to do this from the city government.
- There are four other buildings in the Plaza complex: 4, 5, 6, and 7 Pyramid Plaza, at 5151 Thebes Ave (12 stories), 5201 Thebes Ave (18 stories), 5200 37th Ave (actually two attached buildings: 18 and 20 stories, respectively), and 5150 Giza Ave (12 stories), respectively. It is estimated these properties together bring in another 300 million dollars annually. They were built at various times since completion of the triple towers in 1976, the most recent completed in 1989.
- Although there is some parking below the Plaza, most of the parking spaces supporting the three towers are under the other four buildings, across Thebes and Giza Avenues. Moving walkways in corridors beneath the streets conduct the thousands of people who live and work in the towers to and from their vehicles.
- Window cleaning platforms (extendable to 30 feet in length) hang from the roof and from each mechanical level of the towers. The steel columns at 15-foot intervals in the curtain wall have tracks along which the platforms run on electric motors, so they can securely run from floor to floor as the building twists.
- The height and peculiar shapes of the triple towers have made them magnets for daredevils everywhere, who from time to time have to be persuaded not to tight-rope walk between the buildings, or ski down the twisting surfaces, or jump from the monorail tracks onto a window-cleaning platform possibly only 20 feet away... Freedom City heroes often have to rescue would-be daredevils trying to perform near-fatal stunts.

IN THE VICINITY

The “base” of Pyramid Plaza—the facing sides of Towers 1 and 3—is right on Wading Way, the main artery of Freedom City’s financial district. Thirty-seventh Avenue runs at perpendicular, coming to the point of 2 Pyramid Plaza, and meeting Wading Way right in between the other two towers. Medici Street runs under the monorail line parallel to Wading Way and right up to the center of the Plaza, although the street doesn’t run through Pyramid Plaza itself, as the monorail does. Still, its numbering resumes on the far side of the Plaza.

STATISTICS AND SPECIFICATIONS

Floors: 90 (actual floors including mechanical levels and mezzanines: 97)

Structural Height (not including radio towers and the like): 1,260 feet

Floor-to-Floor Height: Just under 13 feet (12’-11.885”), also the height of an equilateral triangle with sides measuring 15 feet.

Other building heights for comparison:

1,250 feet: Empire State Building (1931) - 102 stories

1,260 feet: Pyramid Plaza (1976) - 97 stories

1,368 feet: World Trade Center (1973) - 110 stories

1,450 feet: Sears Tower (1974) - 110 stories

1,670 feet: Taipei 101 (2004), current tallest - 101 stories

Footprint (of each tower): Equilateral triangle, each side of which measures 210 feet, for 19,096 square feet, of which 4,453 (23%) is taken up by the core.

Available square footage (of each tower): $14,000 \times 90 = 1,260,000$ square feet.

Total square footage (for the three towers): 3,780,000 square feet.

Total retail space (for the three towers): about 80,000 square feet.

Total office space (for the three towers): 2,968,000 square feet.

Although not visible on the vicinity map (due to the overhang from the triple towers), two avenues run through Pyramid Plaza: Thebes Avenue from Tower 1 to Tower 2, an extension of Thebes Street after it crosses Wading Way, and Giza Avenue from Tower 2 to Tower 3, passing under the monorail and connecting Talula Street to the corner of Wading Way and 36th Avenue.

The Wading Way Monorail Station is just to the west of Pyramid Plaza, on (or technically 50 feet above) Medici Street. It is typically crowded with people coming and going in and out of the area, particularly in the mornings and evenings as people commute to and from work. During the day, it more often sees locals going out to meetings or lunch and tourists riding the monorail for a look around the downtown area.

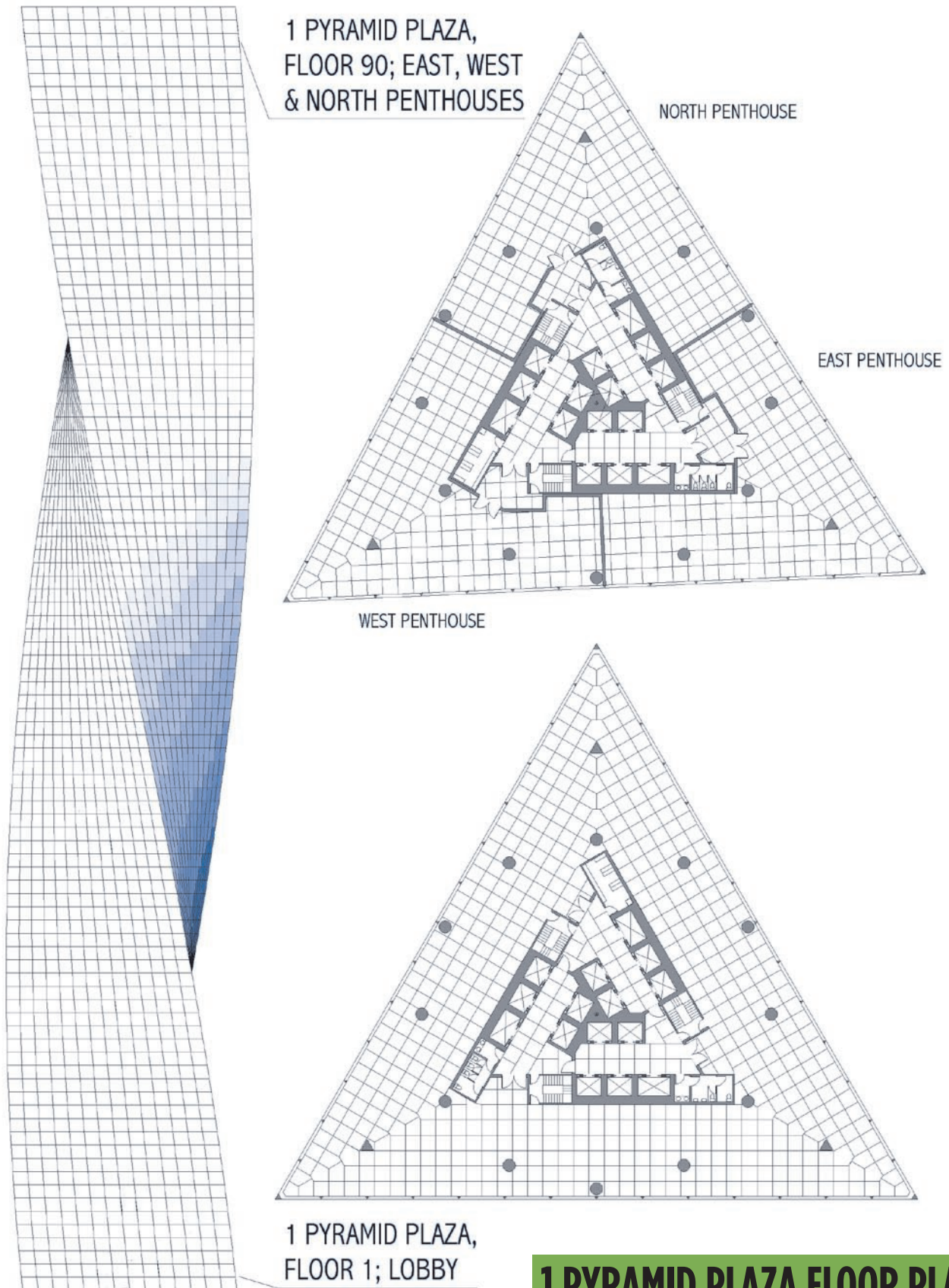
From Talula St. to Danton St. and 34th Ave. to 37th Ave. are primarily various stores, shopping centers, and apartment high rises. Some of Freedom City’s most expensive shopping can be found here, and the jewelers and high-price electronics stores in particular make tempting targets for criminals looking to make a fast buck.

The *Wading Way Bulletin* has its offices in the area. As described on page 46 of *Freedom City*, the *Bulletin* is the major daily catering to the professionals and businesspeople working in the area, providing financial news and forecasts. This naturally makes it a target for sabotage and intrigue when certain business interests want to avoid having stories go public.

The entire area in the vicinity of Pyramid Plaza is blanketed with a wireless network maintained by Horizon Telecomm, under control to the city. It provides free Internet access to the thousands of businesspeople and visitors in the area and is one of the draws of the Wading Way district. Of course, an open wireless network can, on occasion, also draw trouble in the form of computer savvy super-criminals like Freebooter or Doc Otaku (detailed in *Freedom City*) or even things like intelligent computer viruses or the like.

Wading Way is home to many of Freedom City’s major business ventures, while others have or lease office space in this part of the city to be close to the pulse of business opportunity here. The Eastern Seaboard Bank building on nearby Monument Boulevard, while Rath & Stromberg Plaza is also in the area (situated as the GM sees fit).

Three major criminal factions lurk among the glass and steel towers of Wading Way, two of them closely related, although few know any of them pose a threat to the city and its people.

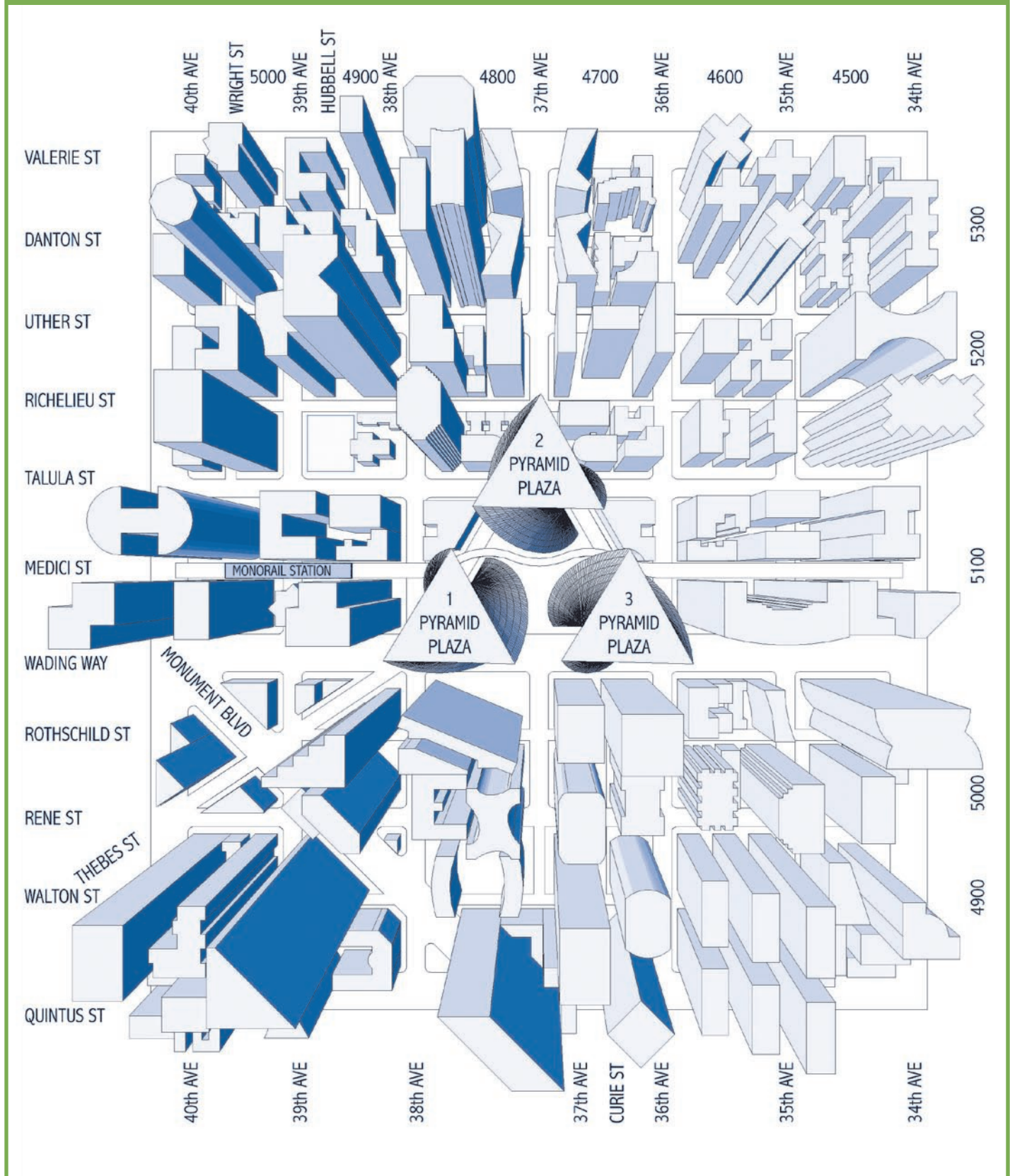


1 PYRAMID PLAZA FLOOR PLANS



1 PYRAMID PLAZA FLOOR PLANS

THE PYRAMID PLAZA VICINITY



In 1 Pyramid Plaza itself are offices for Delphic Industries, an international holding company controlled by Greek business tycoon Constantine Urallos (*Freedom City*, page 35). Urallos is, in fact, a member of the Labyrinth and an associate of Taurus, using his wealth and resources to further the man-bull's agenda, as well as extending his own life by sinister occult means. Urallos also maintains a penthouse in 1 Pyramid Plaza, although he spends only a small amount of time there. On occasion, it has served as a meeting place for members of the Labyrinth, although Taurus prefers less public venues.

On nearby Curie Street is the headquarters of Grant Conglomerates, another multinational holding company with various scientific and technical interests. Many members of Freedom City's heroic community know Grant Co. sits at the heart of a complex web of shells and front companies connected with criminal activities in the city for years. In particular, vigilantes connected the dots between Grant Co. and the infamous DNAscent process (*Freedom City*, page 169). The

head office has always managed to insulate itself from liability in these cases, cutting its losses and blaming "rogue elements" and other scapegoats for any criminal activity. Still, that doesn't necessarily hold water with vigilantes or victims of the DNAscent process or Grant Co.'s other "experiments." They have attacked the company on occasion and might do so again.

Finally, Majestic Industries operates out of offices in Wading Way, where CEO Hieronymus King engages in secretly financing criminal operations and building up the web of influence and favors he uses to further his own business interests. Although the CEO's office remains pristine and high above King's secret dirty business, he's been known to attract trouble in the past and is likely to continue to in the future. Heroes might find Pyramid Plaza a vantage point to see trouble going on at the Majestic offices, or they might find the towers of the Plaza an obstacle as they go hurtling towards them after they're sent flying by a foe from the top of one of the area's other skyscrapers!

SECRETS OF PYRAMID PLAZA

Unknown to most Freedomians, Alexander Rhodes, the financier behind the construction of Pyramid Plaza, was actually the psychic superhero known as the Scarab. He was an active defender of Freedom City and a member of the Freedom League during the 1960s and '70s. His arch-enemy was Wilhelm Kantor, the Overshadow, both of them playing out an ancient struggle begun by their prior incarnations in ancient Egypt.

The Scarab used the construction of Pyramid Plaza, along with some subtle psychic influence, to conceal a hidden lair beneath the foundations of the Plaza. Not even the Scarab's allies in the Freedom League knew of this place, where Rhodes kept an extensive collection of artifacts from his past, as well as a prison for the sinister Nacht-Kreiger, dark minion of his old foe Overshadow. You can find details on this hidden aspect of Pyramid Plaza in *Freedom City Atlas: The Scarab's Lair*.

The assault by the Scions of Sobek and the mind-controlled Freedom League was aimed at Scarab and was successful: the hero sacrificed himself to save his friends and the city, removing a prime obstacle to Overshadow's plans for at least a generation, if not longer.

Sophia Cruz is now the only person involved with the Rhodes Foundation and Pyramid Plaza who knows the truth about the Scarab's secret identity. She maintains the Scarab's Lair and keeps it hidden and sealed off from the outside world until such a time as the Scarab's latest incarnation regains awareness of his true identity and returns to claim his legacy. Who knows? Perhaps it will be a player's hero!

GAME USES

Pyramid Plaza has a number of potential uses in a *Mutants & Masterminds* series set in Freedom City, including, but not limited to:

- **Backdrop:** First and foremost, Pyramid Plaza simply makes for a fun and unusual backdrop for events occurring in Freedom City. Heroes might fight a villain or group of villains in, or, or around the triple towers, having to concern themselves with the thousands of people inside in addition to their foes.
- **Headquarters:** Pyramid Plaza makes a great location for a superhero team's headquarters, affording an imposing view over the whole of Freedom City in a central, downtown location. Perhaps a grateful Rhodes Foundation arranges space at the top of one of the towers for Freedom City's newest team of heroes. Of course, the team then has

to deal with nervous or even outraged neighbors worried about the kinds of trouble superheroes may attract to the Plaza.

- **Landmark:** As the tallest buildings in Freedom City, Pyramid Plaza makes a useful landmark as well as a potential target. Villains looking to control "the high ground" are likely to find their way onto the rooftop of one of the triple towers, and alien spacecraft may hover over them. Unearthly foes may assume the towering structures are the seat of power in the city and seek to attack or control them.
- **Living Space:** Pyramid Plaza features numerous apartments and condos and well-to-do characters might live there. Perhaps a wealthy industrialist hero maintains a *pied-a-tere* or primary residence in the Plaza. Other characters could be staying at the Plaza Hotel on business or vacation when something interesting happens.
- **Meeting Place:** Pyramid Plaza is a well-known landmark, and heroes may use it as a meeting place, whether informally gathering on the roof of one of the towers from time to time or quietly gathering in the lobby in front of the memorial plaque or meeting for dinner at Pharos some evening. Of course, such heroic get-togethers may draw attention or even attacks from villains.
- **Target:** Pyramid Plaza makes a tempting target for criminals, providing heroes with nefarious plots to foil. Terrorists may attempt to seize control of one or more of the towers, issuing demands or simply trying to blow up the buildings. Daring thieves may try to rob the penthouse apartments or the patrons at Pharos, perhaps staging their escape by air using jetpacks or some sort of aircraft. Hackers and industrial spies may break into the offices to steal business secrets or blackmail information. Lastly, someone who finds out about the Scarab's Lair might try breaking-in (see *The Scarab's Lair Atlas* for details you can use for this caper).
- **Workplace:** Thousands of people work in Pyramid Plaza every day, so it's easy to imagine one or more characters doing so in their civilian identities. A hero might work for one of the various businesses leasing office space in the towers, for a retail shop, or even for the Rhodes Foundation itself. Workplace related plotlines could occur at Pyramid Plaza, perhaps leading to events involving the other heroes.

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