

# EMERALD CITY KNIGHTS



## OVERVIEW

### MUTANTS & MASTERMINDS

THIRD EDITION

ZNGAW  
CHRIS

# EMERALD CITY KNIGHTS

“Emerald City Knights” is the first Heroes Journey series for *MUTANTS & MASTERMINDS* Third Edition. It introduces the new *Emerald City* setting, a Pacific Northwest city in the World of Freedom (home to the *Freedom City* setting) and an event that changes the course of history in Emerald City, with far-reaching implications for the entire world. The series is designed to take a group of new heroes, forge them into a team, and give them the opportunity to become Emerald City’s de facto protectors. Ultimately, the new heroes are faced with a tremendous challenge and an opportunity to save, not only their city, but the entire world!

## PROLOGUE

In the free prologue of “Emerald City Knights” a mysterious “Silver Storm” strikes a downtown shopping district in Emerald City, triggering strange superhuman transformations, possibly even leading to the origins of some of the heroes. With new “stormer” villains on the rampage, heroes need to take action to protect Emerald City and its people from the creations of the storm.

## CHAPTER 1 “LIFE IN THE AFTERMATH”

Emerald City’s new heroes have their work cut out for them investigating the cause of the mysterious Silver Storm and trying to find out who is responsible. All indications point to local tech magnate and philanthropist Maximilian Mars of MarsTech, Inc., confirmed when the heroes go to speak with Mars and run straight into a group of super-mercenaries working for F.O.E. (the Fraternal Order of Evil). Overcoming the villains, the heroes get to speak with Mars and learn that he is just as confused as they about the origins of the Silver Storm. It seems clear somebody is setting

Mars up for a fall. Suddenly, members of the Freedom League arrive. Thinking the heroes are super-criminals working with Mars, they attack!

## CHAPTER 2 “OUT OF THEIR LEAGUE”

Titans clash as the heroes confront members of the Freedom League, on-hand to investigate the Silver Storm and Max Mars. When Doctor Metropolis goes out of control, the Leaguers assume the heroes are responsible and attack! Once they have worked out the misunderstanding (after a big fight, in true comic book style) the heroes learn that Mars has actually been working to build the infrastructure to recruit a new team of heroes for Emerald City and thinks they are the ideal candidates! After working things out with the authorities, the heroes encounter some trouble inside their own new headquarters as the criminal Grandmaster and his Chessmen test them out. They get to help deal with a group of stormers performing their “audition” theft of some dangerous materials as well.

## CHAPTER 3 “POWER PLAY”

After years of playing things safe behind the scenes, F.O.E. is ready to step up and claim control over the Emerald City underworld. At the command of their leader, the mysterious “Big Brain,” F.O.E. agents stage a jailbreak of some of the stormers the heroes have captured. In the process of dealing with F.O.E. the heroes learn more about the threat to Emerald City and about their new ally, Maximilian Mars, and the forces that influenced Emerald City before the Silver Storm shattered their fragile peace. When F.O.E. goes on a massive crime spree to show who really controls Emerald City, it’s up to the heroes to stop them!

### SPOILER WARNING!

This summary is intended to give prospective Gamemasters a good overview of the “Emerald City Knights” series so they know what to expect and can plan the earlier adventures with upcoming plot elements in mind. If you think you might play in the series *do not read these summaries*, as they contain details which might spoil some of the adventures’ surprises and make them less fun for you and your fellow players.

### THE SENTINELS & THREAT REPORT

In addition to the chapters of “Emerald City Knights” and the free Prologue adventure, available from the *Mutants & Masterminds* website ([mutantsandmasterminds.com](http://mutantsandmasterminds.com)), you can also get a free set of ten superhero characters players may use as their own heroes in the series, or suitable for use as supporting characters or “guest stars”. Green Ronin also offers a weekly series of electronic products called Threat Report, each featuring a villain (or villain group) with ties to Emerald City, and often the events of the “Emerald City Knights” series, suitable for use in your adventures or for supplementary or “bridging” adventures in the series.

## CHAPTER 4 “SEA CHANGE”

Stormers in Emerald City begin falling under the control of a mysterious mastermind called the Commander — but Maximilian Mars was the Commander, wasn't he? Who is this new super-villain using his *nom du crime* and what does he want? The heroes have to confront a group of mind-controlled stormers attacking the company responsible for transporting the material that caused the Silver Storm. Later, they have to go out to sea when a similar group of stormers attacks a marine research platform guarded by Brande Management. Below that station lies the secret of the Silver Storm and a threat to the whole world: an alien ship that rises from the depths and disappears.

## CHAPTER 5 “RISE OF THE MASTERMINDS”

This chapter starts in the immediate aftermath of Chapter 4. Brande Management reinforcements arrive to sweep up the mess, leaving any captured stormers in the custody of the heroes. Brande Management can't offer any information as to the nature of its employer.

The heroes have the captured stormers, under the Commander's control. The Commander uses them to communicate, revealing she was able to tap into the alien nanotechnology—remnants of the Silver Storm—inside each stormer to control them. She also learned there was a huge reserve of the technology under the marine station.

Maximilian Mars reveals that he knows the nanite technology behind the mind control, because it's similar to the same technology he used when he was the first Commander! He discovered some of that technology years ago and used it to fuel his career as the Commander and is still using it as the basis of his company today. He's clearly worried about where the nanites are coming from and offers to show the heroes his samples of the technology in the hopes that they can work together to overcome the mind control and trace the new source.

Mars takes the heroes to a secret underground bunker and together they begin work on jamming the mind control signal. Unfortunately, just as they are on the verge of completion, the alien spacecraft returns. It is controlled by Tellax, an ancient alien artificial intelligence and the mind behind the

Silver Storm. Using a tractor beam, Tellax attempts to pull the stolen fragments of its technology out of the bunker. This puts the people in the building above at risk as Tellax carelessly rips the building from the ground and tosses it aside. In addition, Tellax sends another group of mind-controlled stormers to the MarsTech complex to battle the heroes and capture Mars.

The heroes fight back and, just as they are turning the tide, there is a bright flash and it quickly becomes clear Tellax has transported them someplace very, very far away...

## CHAPTER 6 “INTO THE FIRE”

The heroes find themselves on the distant planet of Magna-Lor, the capitol world of the Lor Republic. There is a state of emergency, as a Lor fleet is confronting a threat in space near the planet, and Republic soldiers are on alert for a possible invasion. They naturally take the heroes to be invaders and attempt to arrest them. Whether they go quietly or not is up to them.

In either case, the heroes appear before the Supreme Praetor of the Lor Republic and gathered members of the Senate, and learn of the threat looming in the outer reaches of the Magna-Lor system. They also have the opportunity to prevent the assassination of the Praetor at the hands of a spy, a Grue shape-shifter, ancient enemies of the Lor.

Before the heroes can deal with this revelation, a figure appears in the Lor Senate chamber: Orizon, the Voice of Collapsar the Devourer, heralds the arrival of his master and the imminent doom of Magna-Lor. The heroes have the opportunity to confront Orizon, but his vast cosmic powers make him a formidable opponent.

Win or lose, the heroes are drawn back to Earth so Tellax can confirm all they have seen and heard. The capitol of the Republic is doomed. Even a race as advanced and powerful as the Lor cannot resist Collapsar. The alien computer tells the heroes how the Preservers created it as a means of stopping Collapsar from consuming the cosmos, and it intends to fulfill its purpose by transforming humanity into a super-powered army under its guidance!

This leaves the heroes with the choice: allow Tellax to go through with its plan, forever altering human civilization and killing off a substantial fraction of Earth's populace to build its army, or else try to complete their jamming device to stop Tellax, knowing the Preserver machine may be the last hope of standing against the even greater threat of Collapsar. The fate of the world—perhaps the universe—hangs in the balance!

# MUTANTS & MASTERMINDS