

SEED OF DESTRUCTION

A Mutants & Masterminds Adventure • by Steve Kenson

A new evil grows deep in the heart of Freedom City! The vegetative villain known as the Green Man has turned the forces of nature against the city itself and only Our Heroes stand between him and domination of the natural world.

Seed of Destruction is an adventure for the *Mutants & Masterminds* Superhero RPG. It is intended for a group of 4-6 power level 10 heroes, although the Gamemaster can scale the adventure to make it suitable for higher or lower level heroes by increasing or decreasing the power levels of the villains as appropriate (generally by approximately the same amount as the heroes).

The adventure is set in Freedom City (described in the *Freedom City* campaign sourcebook available from Green Ronin Publishing). Although the *Freedom City* book is recommended for running this adventure, it is not required. All the necessary material is included here and in the *Mutants & Masterminds* core rulebook.

ADVENTURE SUMMARY

The Green Man (*Freedom City*, p. 160) is a former botanist who transformed himself into an intelligent plant with power over the vegetable kingdom. He is obsessed with “protecting” the natural world from human civilization, generally by leading a “green revolution” and conquering humanity.

One of the Green Man’s most implacable foes has been Dr. Metropolis (*Freedom City*, p. 106), an “urban spirit” and the living embodiment of Freedom City. Dr. Metropolis represents everything the Green Man despises about civilization. However, he also represents an opportunity the Green Man has now realized.

The Green Man created a “meta-seed” using his powers and scientific knowledge. Luring Dr. Metropolis into a trap, the villain has “planted” the meta-seed in the hero’s body, allowing him to tap into Dr. Metropolis’ power. The Green Man is now more powerful than ever, and can extend his domination over the natural world to vastly speed up the processes of plant life reclaiming the land that was “stolen” from it to create cities, starting with Freedom City!

CALLING THE FREEDOM LEAGUE...

If you’re using the *Freedom City* setting, you or your players might wonder where the rest of its heroes are during this crisis. If you like, you can decide that the Green Man trapped all the members of the Freedom League individually (even though he was only after Dr. Metropolis). The rest of the League is imprisoned (in suspended animation) deep in the Wharton State Forest (*Freedom City*, p. 68). They’re freed only when the Green Man is defeated.

Alternately, the Green Man may have arranged a false trail of clues to lead the Freedom League off on a wild goose chase as they search for the missing Dr. Metropolis. While this adventure takes place, the League is deep in the Amazon Jungle, dealing with the Green Man’s deathtraps.

Of course, if the heroes *are* the Freedom League, then they may be the ones looking for Dr. Metropolis when the Green Man makes his move. It’s up to them to realize the two events are connected.

Freedom City’s other heroes, such as the Atom Family and the Next-Gen, can be off handling cases of their own, or trying to keep the rioting plants under control while the player characters confront the Green Man and his Brides. Once things start happening, there’s more than enough chaos and confusion in the city to keep several teams of heroes scrambling to keep up!

SCENE ONE: TROUBLE SPROUTS

In this scene, the heroes see the first signs of the Green Man’s expanded power as his plant minions strike Freedom City. Read the following aloud to the players:

It’s a pleasant day in downtown Freedom City and you are on the steps of City Hall, where Mayor O’Connor is preparing to recognize your contributions to the city. A podium is set up on the steps where the Mayor and a number of VIPs are gathered while at the foot of the steps stand various reporters and cameramen. Beyond them are a crowd of onlookers and well-wishers, kept at a distance by officers of the Freedom City Police Department.

The crowd begins to fall silent as the Mayor approaches the podium and prepares to speak. Suddenly, a rumbling breaks the silence as a tremor shakes the ground. Then the pavement bursts upward as one, two giant vines erupt from the ground. Several others quickly follow them. Like the giant tentacles of some subterranean beast, the vines thrash and flail. One reaches out toward the Mayor while others grab City Hall pillars, people from the crowd, or simply smash into parked cars or anything else in their path!

Adjust the introduction to suit the heroes' group. If they're entirely new, then they might meet for the first time when this crisis erupts (especially since the Freedom League is mysteriously absent). If they're not likely to receive accolades from the Mayor, they might be on-hand for a meeting with Police Commissioner Barbara Kane or FC District Attorney Daniel Durgan. For a real alternate kick-off, maybe the "heroes" are actually super-criminals on their way to arraignment at the courthouse. When the vines crack open the van they're in, they have a chance to help out. If they save the city from the Green Man, they might get a suspended sentence and "community service" as superheroes!

Whatever the case, the heroes should be on-hand when the first of the Green Man's plant minions begin attacking the city. They have a chance to intervene and try to contain the damage.

Have the players make Listen checks (DC 15) to avoid being surprised by the vines as they burst up out of the street. Those that succeed can act normally during the surprise round. If none of the heroes succeed, then the vines all get a half action before the heroes get to go. Use this to further complicate matters: having vines grab the Mayor and a few other people, send cars flying into crowds, or cracking the support pillars of the City Hall facade.

Once the heroes spring into action, the vines begin focusing on them, especially once the heroes start inflicting some damage. The giant vines are essentially mindless, but driven by the Green Man's vastly expanded awareness. They don't have much in the way of tactics, just flailing away or trying to grapple and crush the heroes. A vine might try and use a car or chunk of masonry as a weapon, but that's about it.

This encounter is intended largely as a "warm up" for the heroes. The vines shouldn't be *too* challenging, and the heroes should be able to deal with them in fairly short order. Run the battle as long as it's interesting. If the heroes seem to be cleaning up the vines a little too quickly, you can have some others sprout up. If they're having trouble, they can get some help from the police officers at the scene, from the STAR Squad (*Freedom City*, p. 40) or from one of Freedom City's other heroes.

Animated Vines: Large plants; Power Level 6; Initiative +0; Defense 12 (+2 base, +1 Dex, -1 size, 11 flat-footed); Speed 0 (rooted); Attack +10 melee (+10 stun, slam or grab), +15 grapple; Saves Damage +5 (Protection +6), Fortitude +5, Reflex +1, Will —; Str 20, Dex 12, Con 20, Int —, Wis 10, Cha 2. Powers: Elasticity +6 [Protection], Growth +5 [Continuous, Permanent].

SPREADING SEEDS

Once the heroes have handled the immediate threat in their area, they discover similar things are happening all over Freedom City: monstrous vines are bursting up from beneath streets and basements. Ivy and creepers are growing at incredible speeds up the sides of buildings. Kelp and seaweed is choking off Great Bay and even grappling ships, trying to drag them underwater. The plant kingdom is in revolt against the city and its inhabitants.

If the heroes want, allow them to try and deal with some of the other crises around the city. You can extend the adventure by providing a few other encounters with animated plants (use the abilities of the vines as a guideline): saving a ship from giant animated kelp, evacuating a building being undermined by fast-growing ivy, and so forth. You can also point out how other Freedom City heroes are responding to the crisis, with more than enough emergencies to keep everyone busy (in case players are wondering where, say, the Freedom League or Atom Family is during all this).

SCENE TWO: BRIDES OF THE GREEN

Eventually, the heroes should realize they're fighting a losing battle against the encroaching plant life and start looking for the source of the problem. Once they do, read (or paraphrase) the following:

All variety of plant life grows riot across Freedom City. Animated vines and creepers dig into building foundations, crack walls, and split support pillars. Mosses and lichen cover the streets while thick roots and sprouting grasses buckled the sidewalks.

Most prominent is the growth in Liberty Park in the midst of the city. The formerly pleasant swath of green has become a primeval forest, with trees towering up above the nearby buildings. A thick canopy of foliage spreads overhead while the trees' massive roots have begun digging up 52nd street and the other areas surrounding the park.

It shouldn't take long for the heroes to figure out Liberty Park is at the center of the plant growth or for them to investigate. When they do, the Green Man has his three "brides" intercept the heroes. He needs a few moments to finish drawing upon the power of the meta-

seed, since the massive surge of power triggering the sudden plant growth has momentarily drained him.

When the heroes approach, Maxima, Flora, and Venus Man-Trap emerge from the heavy woods to confront them. They tell the heroes they are forbidden to enter the sanctum of their lord and master, the savior of the natural world. The ladies are happy to bandy words with the heroes (since it's their job to delay them, after all). If the heroes are defiant, or try to get past them, then they attack. Any effort to convince the Brides what the Green Man is doing is wrong is doomed to failure; the three are utterly devoted to him and the cause of "saving" the plant kingdom from humanity.

PULLING WEEDS

Odds are the heroes outnumber the Brides and exceed them in power, so they should be able to win the fight without too much trouble. This is a good place to spend Villain Points to help keep the fight interesting and prevent the heroes from defeating the villainesses too quickly.

Spend Villain Points to help the Brides if they miss an initial Damage saving throw or two. You can also spend them on innovative power stunts and tactics. Flora can come up with some other attack effects (such as Drain or Paralysis) or apply the Area extra to her pollen effects, Maxima can use Super-Strength extras, and Venus may add extras or stunts to her Plant Control. The Brides target the heroes' weak points and they work well together, supporting each others' attacks. If they need to flee, Flora teleports them to the Green Man's side in the depths of Liberty Park (allowing you to have the Brides on-hand for the final confrontation with the master villain, if you want).

If the Brides manage to defeat the heroes, pick up with **Captured!** Otherwise, move on to **The Heart of Darkness**.

Flora: Power Level 9; Initiative +3 (Dex); Defense 21 (+7 base, +3 Dex, +1 Dodge, 17 flat-footed); Speed 30 ft.; Attack +6 melee (+0 stun, punch), +9 ranged (power); Saves Damage +3 (Evasion +9), Fortitude +7, Reflex +9, Will +6; Str 10, Dex 16, Con 16, Int 10, Wis 14, Cha 14.

Skills: Bluff +7, Diplomacy +7, Listen +5, Spot +5, Survival +5.

Feats: Attractive, Dodge, Endurance, Evasion, Immunity (starvation), Lightning Reflexes, Power Immunity.

Powers (all mutations): Amazing Save +4 [Fortitude, Reflex, Will], Pollen +9 [Effects: Dazzle (sight), Mind Control (Pheromones), Stun, Suffocate], Teleportation +6 [Extended Teleport, Passengers; Effect: Subjects vanish in a shower of petals].

Description: Flora is a true "flower child;" she has long, flowing blonde hair with greenish highlights and vividly green eyes. She wears a flowing gown of flower petals and a crown of living flowers. She is the most innocent and naive of the Brides, although still willing to do whatever her master the Green Man wishes. She typically attacks by blowing a handful of dusty pollen at an opponent.

Maxima: Power Level 9; Initiative +1; Defense 19 (+8 base, +1 Dex, 18 flat-footed or large size, 17 huge size); Speed 30 ft.; Attack +9 melee (+12 stun, punch); Saves Damage +5 (Protection +9), Fortitude +7, Reflex +1, Will +0; Str 17, Dex 13, Con 20, Int 10, Wis 10, Cha 13.

Skills: Climb +7, Intimidate +8, Search +4, Spot +4, Survival +4.

Feats: Durability, Endurance, Great Fortitude, Immunity (starvation), Power Attack, Rapid Healing, Stunning Attack

Powers (all mutations): Growth +9.

Description: Maxima has short brown hair, brown eyes, and an athletic build. She wears a green one-piece covering her torso over a brown body stocking, with short green gloves and boots. Twining vines decorate the green portions of her costume while her face and head are bare and unmasked.

Venus Man-Trap: Power Level 9; Initiative +4; Defense 21 (+7 base, +4 Dex, 17 flat-footed); Speed 30 ft.; Attack +7 melee (+1 stun, punch), +10 ranged (+9L, plant control); Saves Damage +4 (Evasion +9), Fortitude +4, Reflex +9, Will +7; Str 13, Dex 18, Con 18, Int 13, Wis 15, Cha 17.

Skills: Bluff +8, Intimidate +8, Listen +6, Science (Botany) +5, Sense Motive +6, Spot +6.

Feats: Attractive, Endurance, Evasion, Immunity (starvation), Power Immunity, Rapid Healing.

Powers (all mutations): Amazing Save +5 [Reflex, Will], Plant Control +9 [Effects: Damage (thorns or carnivorous plants), Snare].

Description: Venus Man-Trap wears dark green leather, fishnet stockings, and chains crossing her chest and wrapped around her waist. Her hair is vivid green and flows almost to the small of her back. She accents it with deep green lipstick and eye shadow.

SCENE THREE: HEART OF DARKNESS

After the heroes defeat or drive off the Brides of the Green, they can enter the primeval forest Liberty Park has become. Read the following to the players:

Within moments of stepping into the forest, you've lost sight of Freedom City altogether. An eerie silence hangs over the green twilight in the park: no traffic noise, no urban hum, not even the sounds of woodland creatures or birds. There is nothing but silence. The air is heavy with moisture and the scent of living plants. Thick trees create a leafy canopy filtering out the sun, casting greenish shadows over the thick bed of grasses, creepers, and spongy moss covering the ground. Of the old trails, fences, and other artifacts of humanity there are no signs, as if the forest simply swallowed them whole.

In the depths of the foliage, a low hill rises amidst a small clearing. On top of it is a palace of living wood: trunks and branches intertwined to create a palisade wall, with a natural gateway in between two of the trees. Within is a kind of courtyard carpeted in soft grass, surrounded by high trees. In its midst is the most massive tree you've seen yet, towering above the rest. The front of its gnarled trunk and roots are shaped into a throne-like chair, where sits a figure of leaf and bark who blends into the surroundings so he nearly disappears.

"Welcome," he says in a voice like creaking branches. "Welcome to my domain... I am the Green Man... the new king of this world. What you have seen in this city is just a sample of the power that is now mine. I am now the supreme power in this city. You may serve the green world as its protectors... or as fertilizer. The choice is yours."

The Green Man is quite drunk on his newfound power. He's certain the heroes pose no threat to him (and he's right, to a degree). If allowed the opportunity, the Green Man launches into a speech about how he has claimed his rightful place as the savior of the natural world, and how Freedom City is just the beginning of his plans. Soon, the plant kingdom will rise up in revolt against the animals enslaving and torturing it, and his vegetable followers will restore the world to its rightful natural balance. The works of humanity will be swept away, the slate wiped clean once more!

The Green Man offers the heroes the opportunity to join his crusade, hinting at promises of greater power and understanding. If they refuse, he rises to his full height and commands the trees of the forest to destroy them as an example to the rest of the world. If the heroes appear interested or try bluffing him, the Green Man tells them of how he can transform them to survive in the world to come. Go on to **Captured!** to get an idea of how. The heroes might be able to lull the Green Man enough to figure out what's going on and surprise him (have them make Bluff checks against the Green Man's Sense Motive check result, rolled untrained with a +2 bonus).

The Green Man (enhanced by the meta-seed): Power Level 20; Initiative +5 (+1 Dex, +4 Imp. Initiative); Defense 17 (+6 base, +1 Dex, 16 flat-footed); Speed 30 ft.; Attack +12 melee (+13 stun, punch), +10 ranged (snare); Saves Damage +4 (Protection +15), Fortitude +14, Reflex +1, Will +2 (Mental Protection +15); Str 16, Dex 12, Con 18, Int 16, Wis 15, Cha 13.

Skills: Science (botany) +10, Spot +5.

Feats: Improved Initiative, Minions.

Powers (all alien): Amazing Save (Fortitude) +10, Plant Control +16 [Plant Elementals, Plant Sense, Plant Stride, Pollen Cloud (all stunts), Regeneration; *Stunts:* Immunity (critical hits, suffocation), Photosynthesis], Protection +15 [Mental Protection], Super-Strength +10 [Immovability].

Note: For the Green Man's normal abilities and background, see *Freedom City*, pp. 160-161.

Giant Animated Trees: Power Level 5* (minions); Initiative +0; Defense 11 (+2 base, -1 size); Speed 30 ft.; Attack +8 melee (+13 stun, slam); Saves Damage +5 (Protection +8), Fortitude +7, Reflex +0, Will —; Str 20, Dex 10, Con 20, Int —, Wis 10, Cha 2.

Feats: Endurance, Great Fortitude, Immunity (starvation, suffocation).

Powers: Growth +8 [Permanent].

* The trees exceed the power level limits in some areas due to the Green Man's meta-seed enhanced powers.

In his current state, the Green Man is a significant threat. Among other things, his Protection rank makes him virtually immune to most attacks, and his Regeneration allows him to recover quickly for any attacks that do actually damage him. He's superhumanly strong and capable of rooting to the ground, making him difficult to move. Critical hits inflict no additional damage on him, so it takes a fairly major Power Attack (or something similar) to overcome his defenses.

The Green Man also has a virtually unlimited number of animated trees at his command. For every one the heroes fell, another steps in to take its place. Remember, Liberty Park is filled with trees, and they're spreading out into the rest of Freedom City. You don't need to bother keeping track of the Green Man's minions; in this adventure, they're practically limitless.

Of course, overcoming the Green Man through brute force isn't the point, although it may take the players a few failed attempts to realize this. Feel free to have the Green Man simply laugh off their attacks, proclaiming his own invincibility and telling the heroes they'll never defeat him. He counters any attacks by trapping heroes in tangles of vines and small trees,

bringing larger trees to life to attack them, and spraying clouds of choking pollen. As an additional benefit of the meta-seed, you can allow the Green Man to use extra effort a few times without fatigue, doing things like adding the Area extra to one of his attacks, or acquiring some other extra or stunt useful against a particular hero.

There are basically two outcomes to the encounter with the empowered Green Man: either the heroes are defeated and captured, or they figure out the source of the Green Man's power and try to free Dr. Metropolis from the villain's clutches.

CAPTURED!

If the Green Man or his Brides defeat the heroes in combat, the vegetative villain has a particular fate in store for them. Read the following aloud to the players:

You awaken slowly in a green twilight. With a start, you realize your hands and feet are securely bound. Your back is pressed against the massive trunk of a tree, your limbs wrapped in its thick branches. Tendrils of creeper grow all over you, as if you have been hanging here for days or weeks. You feel weak and tired, listlessness seems to creep over you. It would be so easy to just slip back into the comforting darkness of unconsciousness...

"Ah, awake again," a voice says. "Don't worry, it won't be for long..."

The captured heroes are each bound to one of the great trees in the depths of Liberty Park. When they awaken, the Green Man gladly explains to them how the trees are leeching off both their powers and their life-force. They are being absorbed into the trees and, when the process is complete, they will be transformed into plant-hybrids, the first of a new species to live in harmony with the natural world.

The Green Man tells them the process shouldn't take long and they're best off to not resist it. He then leaves to continue his conquest of Freedom City, leaving the heroes to their inevitable fate.

The heroes can escape from the Green Man's metamorphosis trap in various ways. Feel free to allow the players to come up with their own escape plan, using the information here as a guideline. The point isn't to transform the heroes and end your game, but to create tension, since the players have no idea how long the process will take. Make liberal use of extra effort and Hero Points in implementing the heroes' plans. Some things they can try include:

- Using Plant Control or similar powers to get the trees to release them. Perhaps the hero actually has to converse with the collective awareness of the trees to convince them what the Green Man is doing is wrong.

- Using extra effort and/or Hero Points to overcome the draining effect of the plants, then use powers like Super-Strength or Energy Blast to break free.

- Exerting extra effort for a power like Teleportation or Incorporeal to escape from the trees and attempting to free the others.

- Using extra effort or Hero Points to expend *more* energy and overload the plants so they let the heroes go.

- Mystically influencing or interfacing with the plant kingdom to convince it to aid the heroes against the Green Man. Alternately, heroes might somehow tap into the "urban power" of Dr. Metropolis and use it to aid them.

- Finding a way to free Dr. Metropolis also frees the heroes if they're not already (see **Freeing Dr. Metropolis**).

Whatever plan the players come up with, you can have them roll dice, but you're better off to roll in secret, asking the players for some extra effort or Hero Point expenditure. Then just have the plan work if it's plausible, and the heroes get another shot at figuring out how to overcome the Green Man.

FREEING DR. METROPOLIS

The key to defeating the empowered Green Man lies in the heart of the giant tree at the center of his new domain. Dr. Metropolis' inert body is encapsulated inside the wood, paralyzed and weakened by the meta-seed embedded in his chest and extending root-like tendrils all across his gray concrete body.

The heroes can uncover Metropolis' location in various ways: using super-senses like Detect, ESP, or Penetration Vision, by trying to trace the Green Man's new energy source (using various powers or devices), or by using extra effort to acquire the necessary extra or power stunt to track down the captured hero.

Clever players may trick the Green Man into telling them the source of his power. A successful Bluff check against the villain's Sense Motive result causes him to morph open the tree trunk, revealing Dr. Metropolis. The Green Man gloats how he has turned "this unnatural abomination into a weapon that will help me destroy these blights on the land."

As a last resort, you can have a stray attack, like an energy blast that misses the Green Man, strike the tree. The attack blasts away part of the trunk, revealing Dr. Metropolis' presence.

Once the heroes have found Dr. Metropolis, they need to free him from the grip of the meta-seed. Getting the elemental hero free of the tree trunk is the easy part; the wood is hardness 5, and three successful

damaging attacks (or one attack against hardness 10) shatter the trunk, exposing Dr. Metropolis. Heroes can also get him out of the tree using powers like Incorporeal, Transformation, and so forth.

Freeing the good Doctor from the meta-seed is a bit more difficult. It's not just a matter of tearing the seed from his body. The invading parasite has extended so many tendrils that simply tearing it out could cause irreparable harm to Dr. Metropolis (tell this to any player who considers such a plan). Simply destroying the seed using heat, electricity, or the like is also problematic. Any damage to the meta-seed causes Dr. Metropolis to convulse and an earth tremor tears through Freedom City; the more serious the damage, the more severe the tremors. The heroes might destroy the meta-seed, but there may be nothing left standing in Freedom City if they do.

There are a few approaches heroes can take to free Dr. Metropolis from the meta-seed's grip. These are by no means the only solutions, feel free to come up with your own, or allow the players to do so. If they come up with an interesting plan, give it a reasonable chance of success. Some suitably dramatic options include:

- Telepathically enter Dr. Metropolis' mind (represented as a "dreamscape" identical to Freedom City). There the heroes have to find Dr. Metropolis' trapped psyche and help free him, a scene or even a potential mini-adventure of its own.
- Douse Dr. Metropolis in defoliant or similar chemicals, which cause him no harm, but wither and kill the meta-seed. If nothing else, the heroes may be able to find such

chemicals in a maintenance shack in the park (hidden beneath the thick plant life).

- Mystically grapple with the spirit of the meta-seed on the astral plane to free Dr. Metropolis from its influence. Alternately, communicate with the forces of the plant kingdom and convince them to loosen the meta-seed's grip.
- Transport Dr. Metropolis to an untouched urban environment where his power is restored sufficiently to overcome the meta-seed. There might be an untouched corner of Freedom City left, or the heroes might have to move the stricken hero to a nearby city using super-speed or teleportation. Star Island and Blackstone Prison, both just off the coast from Freedom City, count as sufficient environments (and you might mention this if any of the players ask).
- Freeze the meta-seed (again, doing no harm to Dr. Metropolis) using cold control powers, liquid nitrogen, freon gas, or something similar. The icy coating over Dr. Metropolis cracks as he regains consciousness and breaks free.

The difficulty of removing the meta-seed is complicated by the fact that the Green Man automatically senses when the heroes free Metropolis from the tree and attempt to remove the seed. He instantly transports to where they are (using his Plant Sense and Plant Stride abilities) and does whatever he can to stop them. Some heroes might need to distract the Green Man (and possibly his Brides) while the others try to free Dr. Metropolis.

OVERCOMING THE GREEN MAN

While the easiest route to victory is for the heroes to free Dr. Metropolis, with the resulting backlash disabling the Green Man, it isn't necessarily the *only* way for the heroes to win. Clever players may come up with other plans to overcome the vegetative villain, or they may insist on accomplishing it on their own with no help from the spirit of Freedom City.

Gamemasters are encouraged to improvise based on whatever plan the heroes use. For example, they might create a device intended to block off the Green Man's extra power, use defoliants against him, or make innovative use of their powers (especially with extra effort and power stunts). The possibilities are endless.

Essentially, any plan that cuts the Green Man off from his source of power can defeat him. This can involve somehow severing his connection to the meta-seed and Dr. Metropolis or more directly breaking his connection with the plant kingdom itself. For example, if a hero makes psychic or mystical contact with the plant kingdom to escape from the Green Man's metamorphosis trap, then he might be able to use that connection to convince the spirit of the plant world to turn against the Green Man (keeping in mind the plants may need convincing on the value of humanity and its cities).

If you find having the Green Man defeated immediately by the loss of his power anticlimatic, you can simply reduce his power level to the default given in the *Freedom City* book, or even lower, and allow the heroes to overcome him in combat. This may provide a more satisfactory ending for some groups, and it can extend the adventure a bit. Rather than immediate defeat, removing the Green Man's extra power can just give the heroes a fighting chance, allowing them to defeat the villain entirely on their own.

THE CITY RESTORED

Once Dr. Metropolis is free of the meta-seed, the Green Man cries out in fear and frustration. A backlash of power strikes the villain and he's suddenly rooted to the spot. As the heroes watch, the Green Man struggles, but to no avail. His feet turn into thick roots, digging deep into the ground. His legs fuse together into a single trunk as his body extends and elongates. His arms, thrown up in defiance, spread and sprout branches, his fingers extending, until the villain becomes a majestic, immobile tree, standing in Liberty Park (or perhaps elsewhere in the city).

If you want, you can allow the heroes to fight the de-powered Green Man (using his normal stats from *Freedom City*) so they can have the pleasure of trouncing him before his transformation takes place. When the Green Man is knocked out or disabled, he transforms as described. Either way, the villain is removed as a threat. With the Green Man's defeat, his Brides quickly surrender to the heroes (although, again, you can extend the fight if you prefer).

The restored Dr. Metropolis channels his powers into the city, glass eyes glowing with green light. The Green Man's mutant plant life withers and turns to dust. The plants in Liberty Park return to their normal size, and any damage to the city is repaired before the heroes' eyes. Metropolis then turns to them. Read the following aloud to the players:

"I thank you," Dr. Metropolis says in a deep voice. "If not for your aid, I would not have been able to overcome the alien force sapping my strength and my power. You have saved us all this day. If a city can be said to have friends, then you may count Freedom City... and me... as yours."

The concrete and pavement ripples beneath Dr. Metropolis' feet like the surface of a pond, and he sinks into the ground. Then the ripples pass and the pavement is solid once more. Freedom City is safe once more.

FURTHER ADVENTURES

You can use *Seed of Destruction* as a springboard to further adventures in Freedom City involving these characters. Consider the following:

- Although the Green Man is trapped in his tree form, something may set him loose again. Perhaps the tree is struck by lightning or a stray power cable knocked loose by a storm (created by Dr. Stratos, perhaps?). An attempt by city workers to cut down or remove the tree could also rouse the Green Man. His "exile" in the depths of the plant kingdom could drive him even more insane, or change his powers in various ways. Certainly, the plant mastermind will want revenge on the heroes who thwarted him before.
- One or more of the Brides of the Green might fixate on a hero. She might want to avenge the Green Man, or she might decide to "change sides" and make romantic advances toward the hero. Is this a true change of heart, and how does the hero react?
- The supernatural forces unleashed in the struggle between the avatars of the urban and wilderness environments might lead to the creation of new heroes or villains. Perhaps some of the Green Man's animated trees retain their awareness. What do they do not that their "savior" is gone and they are confined to Liberty Park? Likewise, maybe Dr. Metropolis' revival has spawned new "city spirits" or drawn the attention of the "remnant" Scrap (detailed in *Foes of Freedom*).
- The crisis offers plenty of opportunities for looting and other villainy while the heroes were busy. Following up on these crimes can take several adventures. Could it be the Green Man had help capturing Dr. Metropolis and the whole thing was just a distraction for some other mastermind's evil plan? Dr. Sin or Mastermind might be behind such a scheme. Why do it, and what is the real plot?

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