



characters. Still, Puenzo also plays the roll of the ace-up-the-sleeve should the Cartel translocate the entire facility (see page 25). In this case, gaining access to Puenzo's tech could help repair and power the damaged shunt generator on Four Tier. One of Siegemaker's gadgets could even be an escape teleport device. Imagine a small group of characters escaping and trying to convince other supers (heroes and villains) to help them before everyone in the facility dies in the shadow-pocket.

## SPONSOR

Puenzo doesn't have much patience for "wet fish," what he calls new prisoners and young villains. He only does what's necessary by giving them the basic tour and showing them the minimum of what they need to know. If the dependent is a known villain, however, then Puenzo considers him worthy of his attention and shows him the ins and outs of the prison.

# LOCKDOWN AND FREEDOM CITY

**W**hile *Lockdown* is presented in such a way that you can use it with virtually any comic book style *Mutants & Masterminds* campaign, it works very well with the setting provided in the *Freedom City* sourcebook. This section looks at some specific ways of more tightly integrating *Lockdown* into the World of Freedom.

## ADAPTATIONS

While most of the characters in *Lockdown* fit into *Freedom City* without any modifications, a few minor tweaks can incorporate some characters even more smoothly. This section also points out potential connections between *Lockdown* inmates and characters and those in the *Freedom City* sourcebook.

## THE SHUNT AND DER SHATTENWELT

In the World of Freedom, it's likely the inky dimension accessed by *Lockdown*'s dimensional shunt generators is the *Shattenwelt*, what's known as the "Shadow World" in *Freedom City*. If so, *Lockdown*'s shunt generators might incorporate some mystical formulae (knowingly or unknowingly). Otherwise, they're the first true technological means of accessing the Shadow World, although that's not really a good thing.

## STRAFE & WARBOSS

The process that gave Strafe and Warboss their powers may be related to (or the same as) the DNAscent Process used by the Labyrinth in *Freedom City*.

## BERLIN BETTY

The Bombshell of Berlin likely knew Overshadow and Superior during their time together in Nazi Germany. She may be either the abandoned and aging relic she appears, or a sleeper agent for SHADOW.

## BELLADONNA

With her powers, Belladonna could be an experimental subject of the Green Man, infused with plant-like abilities and trained as an operative and assassin like his other "Brides of the Green". Alternately, she might be another subject of the DNAscent Process.

## BLACKCROFT

The mad writer's delusions are almost certainly tied to the Brotherhood of the Yellow Sign's patron, the Unspeakable One, and its mad and equally nameless kin. Perhaps Blackcroft is a prophesized agent of chaos the Brotherhood seeks.

## MAGGOT

The Outlaw Posse could have been foes of the Next-Gen, giving Maggot another grudge to work off.

## SHADOW BANDIT

The Bandit's shadow powers almost certainly draw on the same source as Nacht-Krieger, making him of great interest to SHADOW. Perhaps the mercenary who stole his technology worked for SHADOW or sold the designs to them. Perhaps the project Shadow Bandit stole from in the first place was actually a SHADOW front.

## THE WIGHT BISHOP

Most likely, the Wight Bishop's armor and heartstone originally belonged to an extradimensional Dark Lord. Has Tavakoli inherited just the dead mage's power or his personality as well? It might just a matter of time before the Wight Bishop attempts to become Master Mage, and then Dark Lord, of the Earth.

## SECRET MOVERS

As mentioned in the **Alternate Cartels** sidebar in **Chapter 6**, various other criminal organizations may actually be pulling the Cartel's strings behind the scenes. If a *Freedom City* series, you need to decide if the Cartel is a new force in the criminal underworld, or simply an old one wearing a new guise.

The same is true of the Carbonari — are they a relatively new criminal syndicate or one with a long-standing history? How does that history interact with the other criminal organizations of the World of Freedom? The Carbonari might have connections with the Freedom City Mob, but could just as easily see them as rivals. The criminal financier and fight-promoter August Roman could also have ties to the Carbonari. Did he and Duke Nefarious fight the Centurion together at one time? Was Nefarious once his protégé, perhaps?

Two of the Cartel's operations in Buckner Ridge—Ryerson Academy and "Club Cartel"—may have connections to Freedom City. Ryerson Academy makes a good rival school for the Claremont Academy. Perhaps the Cartel is recruiting and training their own "Ruffians" or "Hell-Raisers" as criminal counterparts of the Next-Gen. The Cartel's conspiracy to control Buckner Ridge might be reflected by an exclusive Freedom City organization like the Midnight Society. Perhaps "Club Cartel" is even a criminal version of the famous Cape & Cowl Club.