

ABOUT THE ADVENTURE

A Bombshell of Tomorrow is a modern, superheroic action adventure, where a team of mismatched heroes must stop a time-traveling villain with designs to start World War III. This adventure loosely takes place in the DC universe, but it can easily be adapted to other real-world or modern settings. This version is for *Mutants & Masterminds*, but a *GURPS* version is available on www.1shotadventures.com).

A Bombshell of Tomorrow is best for a handful of "street level supers," heroes who are more extraordinary than mortals, but not capable of tossing a battleship into orbit. In *M&M*, this means roughly PL9-10 characters, although GMs can adjust the adventure for more powerful, four-color superheroes by increasing the power or number of some of the key supervillains. If you're running this as a one-shot, it is suggested you use some street-level "Suicide Squad" characters from the *DC Adventures* books as pregens.

Key NPCs making their first appearance in the adventure are written in ALL-CAPS. Skill roll suggestions are in Small-Caps. Sections marked with a are side-quests not critical to the overall plot of the adventure.

ADVENTURE OVERVIEW

As World War II was coming to a disastrous close for the Third Reich, a time travel obsessed Nazi scientist named Per Degaton successfully created several chronal duplicates of himself. Knowing the war was lost, he set his sights on triggering a World War III, one that would usher in a new Fourth Reich and topple the western powers he hated. Using vague knowledge of future events, he used a powerful time disc to send several chronal doppelgangers forward to random point in time. One of them, he was positive, would be able to trigger the apocalypse he craved.

A key part of Per Degaton's elaborate scheme was the capture and interrogation of a modern day U.S. Army officer, Colonel Benjamin Bliss. Per Degaton knew that Colonel Bliss was somehow key to the prevention of his future doomsday. *Exactly* how Bliss would stop Per Degaton was unknown, but Per Degaton knew he needed to pry the man's mind open and find out.

Per Degaton sent one of his doppelgangers forward in time to kidnap the colonel, interrogate him, and then kill him unless it was somehow Colonel Bliss' *death* that prevented WWIII. Temporal logic is tricky, even for time traveling supervillains...

Per Degaton's initial attack on the colonel is with the tactics he knows best – raw, brute force. Per Degaton sends a chronal duplicate along with a WWII-era platoon directly at the colonel, interrupting him at a commencement speech in Star City's central park. The attack is joined by two modern day metahuman, Nazi sympathizers, who have long studied Per Degaton's plans, and suspected this particular day would be momentous.

The initial appearance of the German military creates a wave of powerful *temporal lightning strikes*, surging local power, and making it too dangerous for the government to send in local support. The PCs, a super team with a reputation for facing impossible odds, are called in to take care of the situation as it is developing.

By the time the PCs arrive and stop the temporal invasion, the Colonel has already been kidnapped, and hurried away to one of Per Degaton's hidden bases. Since time is running out, the PCs must find the *original*, older version of Per Degaton, who is miraculously still alive, and held in a secret Siberian prison.

When the PCs arrive at the Russian prison, they will be surprised to find that it's been taken over by one of its former prisoners, the metahuman terrorist, The Gorgon. This horrifying villain has created an unholy machine, which allows him to drain fellow prisoners and guards alike and turn them into diabolical, super soldier minions... while draining them of their sanity to fuel the Gorgon's own immortality. To get to the original Per Degaton and discover the location of his doppelganger's likely hiding spot, the PCs must first deal with the Gorgon's infernal prison.

The original Per Degaton reveals that years ago, he set up a secret base of operations on small island in the Pacific Northwest. There, he constructed an industrial castle, and uses an old Japanese supersubmarine that acts as a base of operations... and also where he keeps his hostage, Colonel Bliss.

The PCs conclude the adventure with a daring rescue attempt, battling Per Degaton, his allies, and his super science before he can interrogate the colonel and discover exactly what he needs to do to trigger World War III!

Activating the Squad

If the GM is running this adventure as part of an existing campaign, the kickoff is easy. With Star City under attack, temporal lightning strikes everywhere, the government needs a *special* sort of hero team. While the authorities are hesitant to admit it, the temporal strikes in the area have made the area far too dangerous for other options. Not only are the strikes deadly to humans and superheroes alike, but there's a risk that the strikes might accidentally send modern military hardware *backward* in time... which would surely jeopardize the entire timeline. The PCs are hustled on to a supersonic jet and parachuted out at the edge of the war zone, with some bonus heavy equipment to help deal with the tanks.

If the GM is running this as a DC "Suicide Squad" adventure, the temporal strikes prompt the U.S. government to activate the black ops Task Force X. There's no way the government would risk any of the "real" superheroes on this kind of temporary attack. Quickly pushed from their prison cells to a briefing room, the PCs are briefed by Amanda Waller, Rick Flag, or another high-level government agent (see **Handout A** for a sample mission brief). The deal's always the same – complete a crazy black ops mission, get ten years off a prison sentence. Go off script, and a cortex bomb in each squad member's skull will end participation prematurely.

The mission is simple: wade into the temporal storm, kill the bad guys, and figure out who's behind the assault.

Part 1: Panzer Plans

The adventure kicks off at dusk, with breaking news that Star City's largest park, Villa Park, is under armored attack by a WWII-era German platoon!

GM's Note: Star City isn't a crucial location in this adventure. GMs running this adventure in their own world can easily swap it for a more familiar location, like New York, Nashville, or London. Any big city with a large, central park will work!

When the PCs arrive at the scene in Villa Park, chaos is everywhere. A staticky haze overwhelms the park, limiting visibility and giving objects a fuzzy, mirage-like quality. Shouts of civilians, students, and German soldiers fill the air along with gunfire and explosions.

Finally, every minute or two, a twisting, helix-shaped green lightning bolt surges from the sky, disintegrating anything in its path and shorting out non-shielded electronics in the vicinity.

Suddenly, a temporal lightning blast slices the air apart, and appearing in a temporary gash is a German tank, surrounded by several screaming infantry!

The Blitz

The most immediate threat to the area is the sudden appearance of German armor. Three Panzer III tanks have shimmered in from 1945 and begin bombarding everything in sight. A handful of squads of German infantry run alongside the tanks. Leading the attack is the foul-mouth, racist, battlesuited villain, WHITE DRAGON. See the Rogue's Gallery at the end of the adventure for the statistics of the notable supervillains.

While some local police and civilians are fighting back against the attack, they are outmatched, overwhelmed, and hunkered behind cover, much of their equipment fried and useless. PCs with strong social skills such as Leadership or Intimidation might be able to convince the locals to get back into the fight!

White Dragon is not one to fight to the bitter end. If he ever sees that he's clearly beat, *especially* by people with metahuman powers, he'll look to flee the fight, or even surrender if he has no other choices.

The Bombers

Soon after the PCs' arrival, another temporal bolt splits the sky, and with it comes three WWII-era Junkers bombers. The planes veer away from the park and begin dropping bombs on large civilian targets in the city, including bridges, skyscrapers, and stadiums.

To put the pressure on the PCs, roll a d20 every few turns. On a roll of 3 or less, a bomber drops a bomb somewhere in the city (see text box), creating opportunities for the PCs to save key landmarks and sites, earning a positive reputation from the city leaders later.

If the PCs have no real ability to stop the bombers, the modern-day Air Force will eventually bring long-range surface-to-air missiles into range and destroy them. Or, perhaps another nearby superhero with flight capabilities helps with the problem.

The Baroness

As the PCs are dealing with the chaos of the fight, one of them will spot a glimpse of a speedster, BARONESS

PL5 MINION **GERMAN INFANTRY**



Strength 1, Stamina 2, Agility 1, Dexterity 1, Fighting 5, Intellect 0, Awareness 0, Presence 1

Equipment: SMG (+5, DC 18, multiattack), body armor (+3 Toughness), hand grenade (+5, DC 20, burst 1)

Advantages: Equipment 7, Ranged Attack 4.

Skills: Athletics +5, Expertise: Soldier +4, Expertise: Tactics +4, Intimidation +2, Perception +2, Vehicles 2 +3.

Offense: Init +1, Unarmed +5 (Damage 1), SMG +5, Throwing +5.

Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 5/2, Will 4.

The Tank Blitz

Per Degaton's tanks are specially modified Panzer IIIs, designed to make the trip through time. A typical tank has Strength 25, Speed 3, Initiative +0, Crew 4. It fires both a Medium Machine Gun (+8, DC 21, Multiattack) and Heavy Tank Gun (+8, DC 25, Burst Area 6). It has Defense 6, Toughness 12 (Impervious).

Per Degaton's forces move outward from the park towards random city locales. Choose or roll randomly:

1-3: The Harbor. The Germans mysteriously fire on the harbor. Why? Perhaps they hope to awaken a long-dormant elder god?

4-9: Financial District. Hundreds of lives are endangered.

10-12: A Familiar Neighborhood. Firefighters desperately respond... and there's a good chance a PC's friend or relative is there and needs saving.

13-15: Light Rail. A bridge is destroyed, with a passenger train racing towards the twisted wreckage!

16-19: Commercial District. A crowd of panicked people flee to escape the damage, causing mass confusion.

20: Star Bridge! The bridge's supports twist and groan as the entire thing threatens to collapse, dumping dozens of cars and trucks into the bay. Only emergency repairs or super-strength can save it!

BLITZKRIEG. She zooms into view about a hundred yards away from the fight holding the unconscious body of a silver-haired man in a military uniform. A DC 12 Perception roll recognizes the uniform of the man she was carrying as a U.S. army colonel. The Baroness catches one of PC's eyes, perhaps recognizing them, and then zips away at supersonic speeds as a German infantryman fires a poorly-aimed panzershreck rocket at one of heroes.

If playing with the criminal or antihero characters, it turns out that the Baroness is one of the PCs' ex-girlfriends! It's up to the GM which one this is (and never one of the "good guys" like Rick Flag), but hand that player **Handout B** once they see her... it's a note she slipped into their pocket at lightning fast speeds.

Aftermath

Due to the unusual nature of Per Degaton's time disc, the German attackers are not grounded to this time period. As the PCs rack up wins against the Germans, the men of the platoon will start to vanish, returning to their original 1940s timeline. All that will remain is their equipment, which weirdly rusts, decays, and looks like it's been sitting in this park for decades.

However, the disappearance of the Nazis is not immediate... some stay anchored to the timeline longer than others. This gives the PCs some time to interrogate some of the survivors before they all vanish.

- The Nazis do their best to resist interrogation, but eventually their fanatical arrogance will get the better of them, and they'll proudly admit that they serve Per Degaton on this mission. They all exclaim how honored they were to be selected for this suicide mission.
- The Nazis also crow that Per Degaton has "achieved his objective" and that any day now this perverted, futuristic United States will be destroyed.
- The Nazis have no idea where Per Degaton is, but taunt the PCs that he's "far smarter than they are," and unlike themselves, he and his duplicates will stay in this timeline. "Per Degaton is infinite now... he will haunt your dreams and create new nightmares."
- If asked about the Baroness or her white-haired captive, the Nazis will laugh and allude to how this kidnapping will usher in a Fourth Reich. "Check your calendars... the date of your downfall might as well be written on every one now."

An Unlikely Rescue?

It's possible that despite the Baroness' speedster abilities, a superhero character can find a way to stop her and rescue the colonel just as the adventure is beginning. After all, superhero characters can have all kinds of crazy abilities, or they may even be able to outrun her.

In this event, Colonel Bliss tells the PCs that the Baroness made off with his secure briefcase, which contains highly-sensitive files that include blueprints and construction plans to several experimental military projects. If Per Degaton is able to return to 1945 with these plans, WWII will end very differently! Now, instead of rescuing the colonel as the MacGuffin for the adventure, it is critical that the PCs find Per Degaton and recover the briefcase before he can return back to his original timeline.

White Dragon, if he was captured, has more to say. While he's a mechanical genius, he's offensive, insulting, and difficult to have a conversation with wanting to punch him. He quickly changes topics and complains about all the ways the "wrong people" have taken over the world. His list of the "wrong people" extends to most of the globe.

White Dragon generally requires a DC 16 Intimidation, Persuasion, or similar roll to get talking about useful topics:

- White Dragon found out about today's attack when he read a recent manifesto written by the original Per Degaton. He knows that the manifesto was written in the last couple of years, and so he still believes that the original Per Degaton is still alive. "Rumor has it the Russians still have the old guy... if I knew where he was, I'd bust him out."
- Like the other Nazis, White Dragon will tell the PCs how pleased he is to work with someone as brilliant and focused as Per Degaton. In fact, he's hoping that his loyalty will convince Per Degaton to give him access to the technical specifications of his time disc to incorporate into his suit.
- Whether through trickery or intimidation, White Dragon will let it slip that Per Degaton's target was Colonel Benjamin Bliss, who he wanted to kill because of some "future event that must be stopped at all costs."
- He's not clear why Per Degaton kidnapped the colonel. "Thought we was just gonna splat him..."

- If the interrogation goes exceptionally well, White Dragon admits he was supposed to meet up with Per Degaton on a sailing yacht five miles offshore. *GM's Note: This is a red herring, and there is no yacht. Per Degaton purposely lied about his location to White Dragon, as his knowledge of the timeline meant he knew that White Dragon would give him up.*

If the PCs talk to the survivors in the crowd, they'll get some similar takes on what happened:

- The assault began in the middle of Colonel Benjamin Bliss's commencement speech. It started when uniformed Nazi soldiers rushed into the crowd, and within minutes everyone's electronics surged and tanks had appeared at the scene.
- Colonel Bliss was attacked by a speedster dressed in gold – the Baroness Blitzkrieg. Some of his aides defended him with service pistols, but she used her astonishing velocity to atomize them into clouds of bloody mist. She knocked out the colonel and zoomed away.
- Several of the survivors have cell phone photos of Per Degaton, a young and handsome red-haired German man. *GM's Note: This will help confirm that Per Degaton is a chronal duplicate.*

Sure enough, investigating the stage where the attack took place finds evidence of the assault. Three splattered corpses have been hit by a high-velocity weapon; PCs with any familiarity with Baroness Blitz will recognize this form of attack as one of her cruel trademarks.

As the PCs are investigating, their team is contacted by the authorities. A no-nonsense general, GENERAL JULES FILGRANO, arrives and informs the PCs that they need to recover the colonel at all costs. Now that the government knows that a Per Degaton doppelganger is behind the attack... it fears that he's going to pry military secrets out of the colonel and return to change the outcome of World War II.

The secret to finding this Per Degaton duplicate is understanding that the *original* Per Degaton is still alive. The PCs can discover this in a few ways:

- White Dragon can confirm Old Per Degaton is likely still alive and in Russia somewhere.
- A computer and a DC 20 Investigation roll discovers Per Degaton was captured by Russians after WWII, and released a manifesto a few years ago.
- Underworld contacts might have information that Per Degaton, along with other metahuman villains, are being held by the Russians at a secret, "off the record" Siberian prison.
- General Filgrano, or another one of the PCs' government contacts, will eventually admit that the government suspects that the original Per Degaton is being held in a secret, Siberian prison, the Red Swan. "Even if he's not alive anymore, we know that he was prolific... maybe his diaries or notes can point us in the right direction."

The Russians won't admit to the existence of the Red Swan prison, nor reveal whether the original Old Per Degaton is alive. There's literally no feasible or sanctioned way for anyone to visit the prison or speak to Old Per Degaton without creating an international incident with Russia. But this fact shouldn't stop the PCs...

Part 2: The Red Swan

No prisoner sent to the Red Swan was ever meant to leave its walls. The prison was founded in 1937 as a Soviet penal colony to hold Stalin's most despised political opponents. By 1960, it was modified to isolate the USSR's most dangerous prisoners, with zero communication allowed to the outside world. To help prevent the guards from succumbing to bribes and intimidation, the Soviets injected the guards with a specially devised serum designed to boost their willpower and loyalty.

Today, the Red Swan has a darker secret. The tentacled villain Gorgon, once a mere inmate, seized control of the prison facility a decade ago, when he was able to



secretly modify the guard's serum, transforming them into mindless, cruel servants, loyal only to him. He and his "Gorgon Guard" took delight in torturing the remaining prisoners, draining their very life essence into a "Cantus Cathedra" an infernal machine the Gorgon constructed at the prison. With the dark energy he gains from this experiment, the Gorgon rules his small kingdom, knowing that eventually the machine will make him powerful enough to escape.

The Russian government knows about the takeover, but hasn't made any action to move against Gorgon. Instead, they monitor him and his experiments with great fascination. They continue to feed him their worst political and superhuman prisoners, hoping that they'll learn more about the serum that he seems to be perfecting, and eventually take it over themselves.

The original 1940's-era Per Degaton is a prisoner at the Red Swan, but the Gorgon and his minions have mostly left him alone, content to keep him in solitary confinement. Gorgon knows that Old Per Degaton has chronal duplicates running up and down the timeline, and the last thing he wants is to make an enemy of the crazy old Nazi. Furious at his containment, Old Per Degaton has sworn to get his revenge against both the Gorgon, as well as the Russians who are letting him rot away.

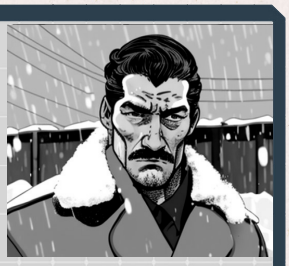
Getting There

The Russian government will not allow known western metahumans into their country; this is especially true if any of the PCs have criminal records! Unless some of the PCs are Russian citizens, or have *fantastic* government or military contacts, they're going to have to sneak into Russia to get to the Red Swan.

Without a better plan, Task Force X will fly the PCs to a remote island in the Arctic Circle, where a long-range, stealth-modified black ops Cheyenne helicopter drops them off a few miles from Ust-Ulimsk, a small Siberian town whose population mostly works in the logging industry or at one of the town's two power plants. From there, it's about a thirty mile hike south to the Red Swan prison compound.

GM's Note: You can simply handwave the travel to the Red Swan, or give the PCs the opportunity to roleplay their way through a small Russian town, looking for supplies and the best way to get to the prison. Trekking through the Siberian wilderness to the prison requires some navigation and will take about two days.

PL6 RUSSIAN SENTRIES



Strength 3, Stamina 2, Agility 3, Dexterity 3, Fighting 3, Intellect 1, Awareness 1, Presence 2

Advantages: Accurate Attack, Close Attack +3, Connected, Contacts, Improved Aim, Improved Initiative +8

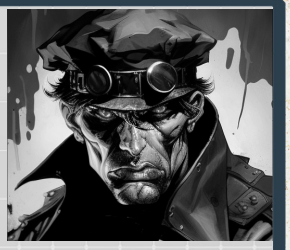
Skills: Acrobatics +7, Athletics +7, Close Combat +6, Insight +7, Intimidation +8, Investigation +7, Perception +7, Ranged Combat +7, Stealth +7

Powers:
Body Armor: Protection (+2 Toughness)

Offense: Initiative +11 Grab, +6
Assault Rifle: Ranged Multiattack Damage 5, +7
Throw, +0 **Unarmed,** +6

Defense: Dodge 6, Parry 6, Fortitude 4, Toughness 6/8, Will 2

PL6 MINION GORGON GUARDS



Strength 4, Stamina 5, Agility 3, Dexterity 0, Fighting 6, Intellect 0, Awareness 1, Presence 1

Advantages: Improved Critical (Organic Claws: Str-based Strike 2), Power Attack

Powers:
Body Armor: Protection (+2 Toughness)
Organic Claws: Strength-based Strike 2 (DC 21)
Shotgun (Removable): Cone Area Blast 6 (DC 21; Cone Area (60 feet cone))

Offense: Initiative +0 Grab, +6
Organic Claws: Str-based Strike 2, +6
Shotgun Blast: Cone Area Blast 6
Throw, +0 **Unarmed, +6**

Defense: Dodge 4, Parry 6, Fortitude 5, Toughness 6/8, Will 1

If the PCs are unprepared for the hike, GMs may also require a DC 15 Toughness roll or else inflict damage from dehydration, sunburn, and various wilderness maladies on the heroes.

Infiltrating the Red Swan

The prison's exterior is sparsely guarded. About a dozen soldiers man its three guard towers. Unlike the guards *inside* the prison, who have been corrupted by the Gorgon, the outer sentries are fresh Russian special forces, swapped out every few weeks to ensure that they don't get captured by the Gorgon and his serum-treated men and added to his ranks.

The sentries are led by the frustrated CHIEF WARRANT OFFICER VOLKOV, who has been ordered to ensure that the Gorgon and his serum-treated men don't escape the prison without the Russian FSB knowing. If that happens, they've been instructed to immediately call in a wing of M-28 gunship helicopters to sweep the area, hit the prison with laser-guided rockets, gun down any fleeing prisoners, and call in a heavier airstrike to permanently destroy the place!

There are many ways the prison can be entered, though creative PCs can come up with more:

- The soldiers guarding the prison can be overpowered. There's about a dozen of them, four to each tower. They rarely leave the towers, afraid of the Gorgon's serum-treated men inside the prison. If, however, the guards don't regularly radio in to their command every hour, the Russian army will send a wing of M-28 gunship helicopters to investigate the area and look for signs of an escape.
- The prison can be snuck into. A skilled climber can scale the 8-yard outer fence with a DC 15 Athletics roll, cut the specially gauged razor wire cut at its top, and then rappel down into the courtyard. Some Stealth rolls will then be required to infiltrate the lower prison, where the Gorgon and his own guards spends most of their time.
- Soon after the PCs arrival, an armored truck carrying an accused Russian serial killer is delivered to the prison (whether this man, FYODOR BABABIN, is innocent or guilty is up to the GM!) This event might give the PCs the opportunity to trick their way inside the prison, perhaps pretending to be guards or additional prisoners themselves. If this occurs, the soldiers' commander, Volkov will escort the PCs into a small waiting area while he confirms their arrival with his superiors. Unless utterly con-

The Cantus Cathedra

Constructed from experimental equipment the Soviets gathered at the prison over decades, Gorgon's "Cantus Cathedra" chair is a horrendous amalgam of KGB and alien technology. When activated, dark magical, electro-psychic energy waves pour into the subject, imbuing them with great strength and fearlessness... in exchange for a material piece of their humanity. As the chair works, it fills vials mounted underneath the chair, essence that the Gorgon drinks to become physically and psychically stronger.

In game terms, those subjected to the chair must make a DC 15 Will roll, or DC 20 if treated with the Soviet serum. Failure gives the victims bonus strength and stamina, but also inflicting terrible mental disadvantages, like bloodlust and phobias. The chair also makes its victims loyal to the administrator of the process (usually Gorgon himself).

In a Suicide Squad-style antihero campaign, one or two of the criminal PCs will receive a secret message from their government contact – the U.S. government wants three key parts of the chair retrieved and brought back to the U.S. for black ops research. These include the serum, the seemingly-alien power source (which requires a DC 18 Technology roll to remove without damaging), and a blood sample from one of its possessed subjects. See **Handout E** for an example communication the player might receive.



vincing, the Russians will send a more trained Army squad and special officer from the Russian Federal Security Service (FSB) who knows what is happening in the prison to interrogate the PCs. This whole process takes about an hour, which may give the PCs time to escape into the prison.

- If the PCs are found snooping around the prison, the soldiers will first attempt to chase away the PCs, yelling that the place is off-limits and they've been authorized to fire on them, but then will try to arrest them and lock them in a holding cell while they await orders from their command.
- If the PCs *really* irritate the guards, Volkov will get fed up, try to capture them, and force march them into the lower prison, where he knows the Gorgon will be delighted to receive new victims for his experiments...

Also, if the PCs scout the perimeter of the prison, they'll discover that an older communications tower is located on a tall hill to the rear of the prison. Disabling the tower's antenna will dramatically slow down the prison's communications to the outside world. There are hardwired phones inside the prison, but the guards otherwise rely on the communications tower to contact their commanding officers.

Inside the Prison

Once past the courtyard, the interior of the prison can be broken into fairly easily. The facility hasn't been upgraded since the 1960s, so most of the locks are mechanical, the security cameras are old and barely work, and the alarms are rusted and frozen. The larger danger inside the prison is the presence of the Gorgon Guard, several dozen ex-guards and convicts who have been treated by his serum and are inhumanly strong. They rove the prison like sadistic guards, enjoying terrorizing and torturing the few remaining *actual* prisoners inside the cell block, men who refused to swear loyalty to the Gorgon and undergo his "treatments". These surviving prisoners are in horrible state. They are pathetically undernourished, mostly unclothed, and have fresh scars and welts on their bodies from the Gorgon's torture. The prisoners do know where Old Per Degaton is kept (solitary confinement) and will trade that information in exchange for their freedom.

Once the Gorgon has been alerted to the PCs presence, he will send his guard to capture or contain them. He rules the prison like a king, and expects any newcomers to swear loyalty to him, and agree to undergo his modified Soviet serum and a trip or two to his chair – "Cantus Cathedra" – the infernal device that painfully



drains essence from prisoners and transfers it into purplish-green vials which are mounted around the chair.

Gorgon's lair is located in the basement of the prison. The basement is filled with refuse, old equipment, the Cantus Cathedra, and a makeshift throne festooned with Soviet memorabilia found in the prison.

Old Per Degaton

Once inside the main prison building, finding Old Per Degaton isn't too hard – he's the only German national over the age of 90 in the prison, and is located in the area reserved for solitary confinement.

Old Per Degaton is an angry, deranged madman. He talks in riddles that span time and space, along with uncanny scientific formulas that haven't been invented yet. He also has an unusual condition that the PCs will quickly observe: due to his experiments, his body is slightly out of phase with this reality. Every few minutes, he shakes and spasms, and shifts out of this reality for a few seconds before returning, exhausted and mumbling about moments of the future he just barely glimpsed. Furthermore, he is furious at his situation.

Old Per Degaton hates Russia and hates the Gorgon more. He happily explains that he was the one who helped the Gorgon build the Cantus Cathedra, thinking the two of them would use it to escape together. But the Gorgon betrayed him and confined him.

Now, Old Per Degaton has sworn vengeance against the monster. If Per Degaton suspects the PCs are able to take action against the Gorgon, he'll agree to give them some help... in exchange for his freedom from the prison.

Interrogating Old Per Degaton

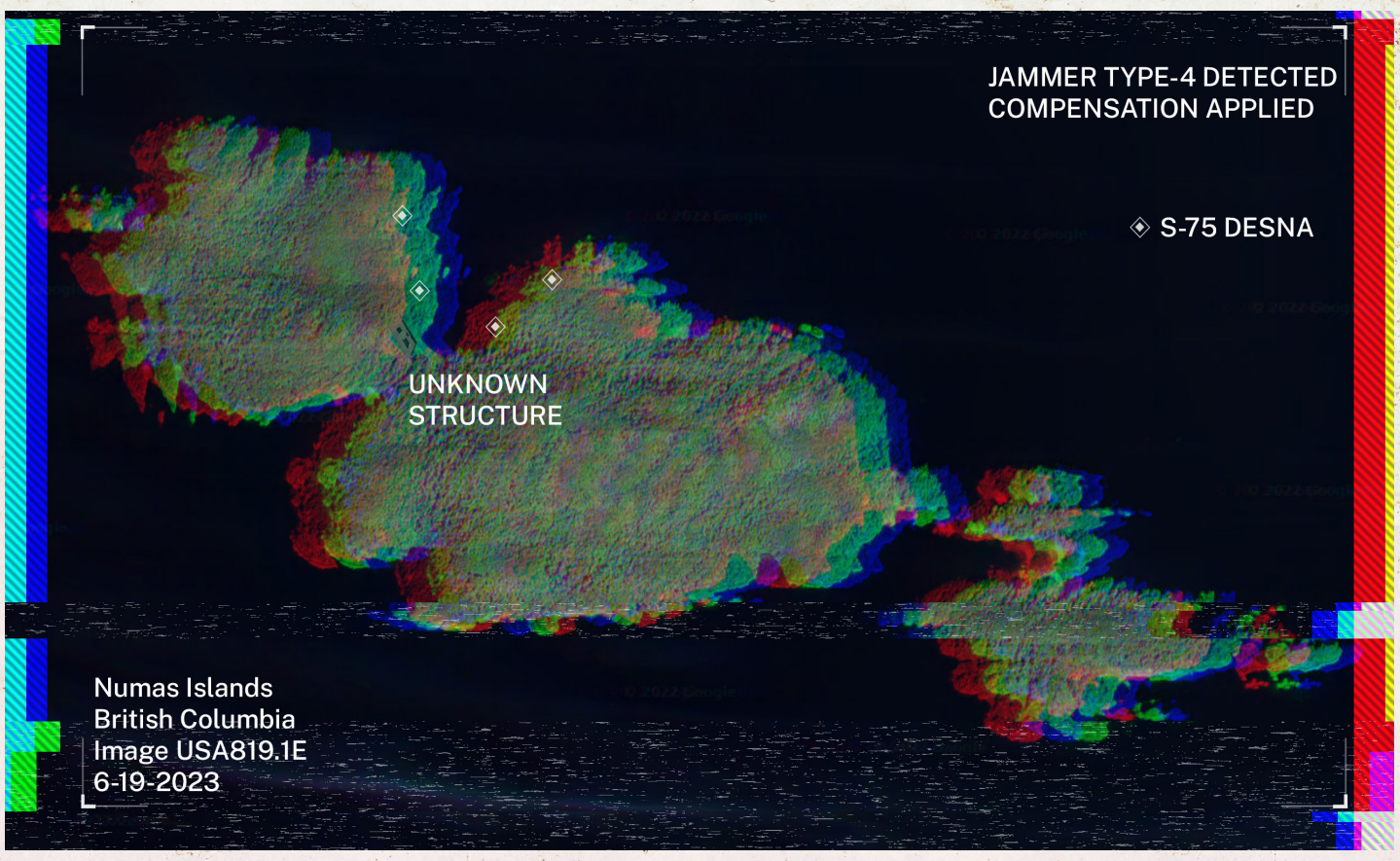
Old Per Degaton is unlikely to talk until the Gorgon is dead and he is freed from the prison. Even once that's done, Old Per Degaton is loath to give up his secrets to westerners.

Good roleplaying and social skill rolls can eventually get Old Per Degaton to reveal that in 1944, he purchased an experimental Japanese I-402-class super-submarine. Almost twice the size of other WWII submarines, the *Nagara* was uniquely large enough to contain and launch three seaplanes. Per Degaton stationed the *Nagara* at Numas Island, a small, unoccupied Pacific Northwest island between Seattle and Vancouver, figuring it was an ideal spot to launch a surprise, atomic attack on the western United States. However, Old Per Degaton never knew what became of the base,since clearly, his plans to attack the U.S. from that location never came to fruition.

There are a few approaches the PCs can take to get this information out of him:

- It's difficult to intimidate the old man. He's heard far nastier threats than any the PCs will likely give him. Rolls to Intimidate him are at DC 20 or worse.
- Tricking Per Degaton that they are his allies, sympathetic to his cause is likely the best solution to pry information out of him. After all, the PCs did rescue him from his long-time imprisonment, so he's liable to believe them that they are friendly.
- Old Per Degaton is fragile. Any physical acts of violence on him have a good chance of causing him to have a heart attack and dying! If the PCs kill Per Degaton or otherwise utterly botch the interrogation, a nearby prisoner LYUDMYLA will call out and say that he has the information the PCs are looking for, and that he will tell them in exchange for his freedom. This prisoner will explain that Per Degaton talked to himself a lot in the last few weeks, and kept saying that he was going to "meet the others at the *Nagara*." Some appropriate research discovers that the *Nagara* was an old WWII Japanese submarine, and that the captain of a fishing boat recently reported seeing a similar submarine in the Strait of Georgia in the Pacific Northwest (see **Handout C**).

Once he reveals that he set up a hidden citadel on Numas Island, Old Per Degaton will shudder and collapse into a chronal coma before he can give out more information about the place. However, once the PCs know about Numas Island, they can easily obtain a map of the place (see **Handout D**).



Part 3: Numas Island

The adventure concludes on Numas Island, the small Pacific Northwest island which is home to Per Degaton's secret castle, his submarine the *Nagara*, and the kidnapped Colonel Bliss. Because of the danger of temporal anomalies at the castle, the government is *still* not willing to send in any heavy-hitting heroes to the location. The PCs' first priority is to rescue Colonel Bliss; the secondary objective is to capture or kill this chronal duplicate of Per Degaton.

Since Per Degaton established his base on Numas Island, various chronal duplicates have used the place as a headquarters. For years, his chronal duplicates attempted to sneak parts for atomic bombs to the location. Their attempts were largely unsuccessful.

Over the decades, the *Nagara* and its island base were upgraded, and they are now a curious amalgam of technology from past and future alike. The location has remained hidden as well, thanks to its remote location, dense fog banks, and advanced surveillance jammers. Per Degaton has also established a false identity for himself – the eccentric, reclusive Norwegian oil billionaire, "Asmund Erik Numas," a man who hates civilization and collects old maritime memorabilia. This isn't far from the truth... although the story has convinced locals enough that they leave his island alone.

GM's Note: If the PCs perform research on Numas Island, they'll find only a few articles on Asmund Erik Numas, his old money fortune, and his history. However, enough time and study of the articles (e.g., making a DC 15 Insight roll) will find enough holes in the stories that the PCs will realize that something is up.

Several of Per Degaton's allies are stationed at the docks and at the estate, including a dozen or so well-equipped Nazi guards, pulled from his original timeline, and the speedster Baroness Blitzkrieg. At the GM's option, Per Degaton may have other villainous guests at his estate. This may be a great way to bring in another supervillain or two from the PCs' past.

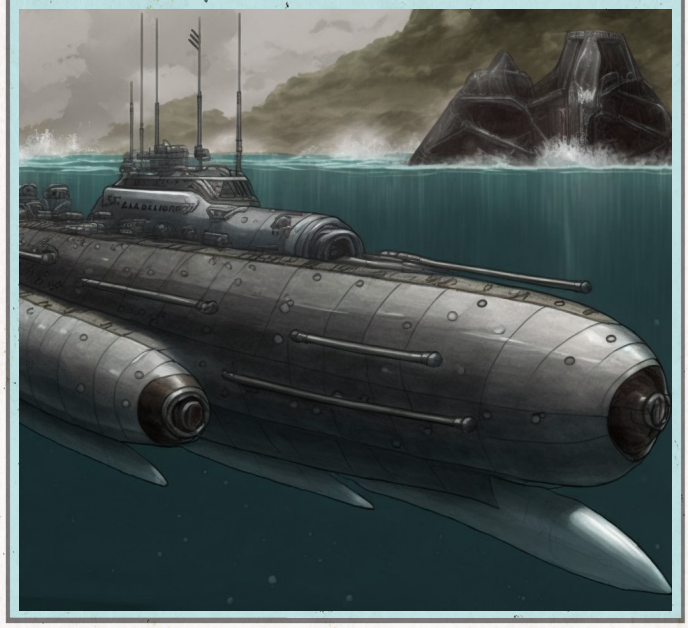
Approaching the Island

The PCs must figure out how to get to Per Degaton's secret island. There are two obstacles to getting on the island. First, Per Degaton and his guards keep a constant vigil (treat as Per 12). Second, satellite scans reveal that the island has missile defenses located in several places on the island.

The I-402 *Nagara*

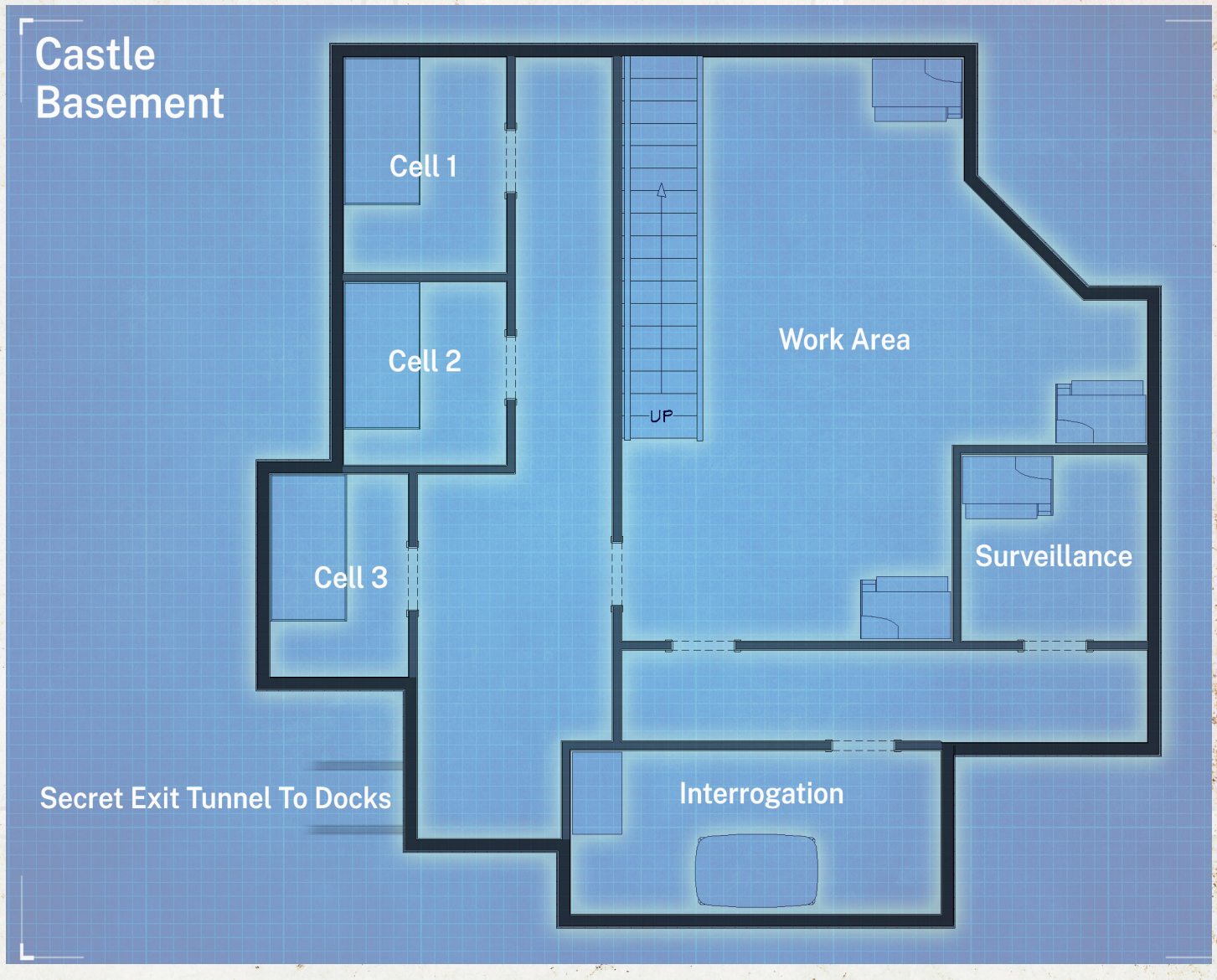
Per Degaton's diesel-electric supersubmarine is not-only big by WWII standards, it is a large vessel by today's standards. It has five levels, can support a crew of 130 (although has been automated to only need a handful), displaces 5,000 tons, and is 400-feet long, rivalling modern nuclear submarines. It is armed with multiple torpedoes and machine guns, and is also capable of launching multiple small seaplanes, although only one is currently functional in its bay.

The *Nagara* has ST/HP 160, HT 12, DR 110, and Hnd/SR -2/+3, and SM +10. It has a top speed of 25 knots (29 mph).



The safest way to the island is to approach it in the dark, perhaps using a small boat, ultralight plane, or parachuting from an aircraft. An ultralight plane or glider can avoid the island's defenses by flying under the radar, in which case a DC 15 Vehicles roll will do the trick. A stealth-equipped vessel adds +4 to the roll.

Any larger vessel approaching within two miles of Numas Island will receive an automated radio warning that they have entered "secure Canadian military airspace" and that they must not approach the island or else they will get fired upon. While this warning is a ruse, fabricated by Per Degaton to scare away would-be tourists, it has teeth behind it. If the warning is not heeded, the island's defenses will launch a 1980's-era surface-to-air missile at the approaching vessel.



Once targeted, vessels can avoid the missile with either countermeasures, using DC 20 Technology roll vs. the homing missile to avoid the missile; aircraft can also dodge the missiles (DC 20). Any hit will bring a plane down, forcing the pilot to make a DC 20 Vehicles roll to make an emergency water landing, and triggering an immediate sweep for survivors by Per Degaton's Nazi guards.

Savvy PCs might try a more diplomatic approach to gain a foothold on the island, perhaps trying to convince the elusive "Asmund Erik Numas" to host them for a visit on his island. Such an outreach, so soon after his attack on Star City will arouse Per Degaton's suspicion. If the danger seems low, however, he might accept such an outreach, trusting that his intellect and cunning can trap any would-be saboteurs.

In this event, Per Degaton asks one of his trusted servants to play the part of Asmund Eric Numas while he monitors the conversations from another room. The servant plays the part well (Deception +8), and will happily give the PCs a tour of the *Nagara* docks and the more normal parts of the castle. However, at a key moment during dinner, he orders the Baroness and his guard to surround and capture the PCs, using stun weaponry. From there, he plans to imprison them in his basement and question them as to why they are on his trail.

The island effectively has three locations: the industrial castle, the *Nagara* docks, and the missile defenses:

The Industrial Castle

Per Degaton's three-story estate is loosely inspired by Hitler's Eagle's Nest retreat, but built out of an eclectic mix of native island wood, old military equipment,

and salvaged maritime scrap. It is perched on a tall cliff overlooking the inlet where the *Nagara* is stationed, which means PCs must approach it by either climbing the winding stairs that lead to its main entrance, or scaling the 30-yard cliff. While the cliff is sheer, enough exposed roots make the climb doable – ATHLETICS rolls are only DC 10.

The interior of the castle is an unusual combination of fine, Victorian-style staterooms, 1980s-style surveillance rooms, and large museum rooms which display various wartime memorabilia from fascist Germany. The castle is attended by a handful of older and very loyal servants, weirdly pulled from late 19th century Germany. (Per Degaton prefers old world servant stylings...)

The two towers in the castle contain a weapon labs, where Per Degaton still works on weapons of mass destruction capable of starting WWIII, and a temporal laboratory, which acts as a helper beacon to pull his chronal duplicates from other timelines to this location.

In the basement are three prisoner cells, along with a room so festooned with blades, vials, and serums that it can only be a torture chamber. Colonel Bliss is typically kept inside one of these cells, barely conscious from all the truth serums that Per Degaton has pumped him with. There's an escape tunnel hidden behind a massive and ornate painting of Hitler, Himmler, and Per Degaton studiously examining a map of Europe together.

The castle is guarded at all times by about a dozen loyal Nazi soldiers. Unlike the previous soldiers the PCs may have faced, these carry experimental, advanced weaponry – "Humanity Erasers" – guns designed by Per Degaton himself to not only kill foes, but to also maim them horribly in the process, horrifying onlookers (treat the first wound by such a weapon as causing *fear* as it explodes tissue and muscle outward in a spectacular fashion!) A few guards are always stationed in the main workroom of the basement to make sure Colonel Bliss doesn't attempt an escape.

The captain of the guards is OBERSTLEUTNANT GRAUSAM, a pyromaniac who craves a chance to burn foes alive with his hand-designed incendiary munitions. He's waited decades to try out his own experimental weaponry, and any chance he gets to cruelly use it against the PCs will be exploited.

CASTLE GUARDS

PL6 MINION



Strength 3, Stamina 2, Agility 3, Dexterity 3, Fighting 3, Intellect 1, Awareness 1, Presence 2

Advantages: All-out Attack, ccurate Attack, Close Attack +3, Improved Initiative +8

Skills: Athletics +7, Close Combat +6, Intimidation +8, Investigation +7, Perception +7, Ranged Combat +7, Stealth +7, Vehicles +7

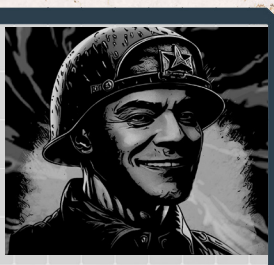
Equipment:
Body Armor: Protection (+2 Toughness)

Offense: Initiative +11 Grab, +6
Humanity Eraser: Ranged Damage 6, +7
Throw, +0 **Unarmed,** +6

Defense: Dodge 6, Parry 6, Fortitude 4, Toughness 6/8, Will 2

OTL. GRAUSAM

PL8



Strength 5, Stamina 6, Agility 2, Dexterity 3, Fighting 6, Intellect 3, Awareness 3, Presence 2

Advantages: All-out Attack, Defensive Roll, Power Attack, Takedown Attack, Teamwork.

Skills: Athletics +11, Close Combat +9, Perception +9, Ranged Combat +9, Vehicles +10

Equipment:
Body Armor: Protection (+2 Toughness)

Offense: Initiative +2 Grab, +6
Hand Flamer: Line Area 2 (120 ft), Damage 8, +8
Unarmed, Damage 5, +9

Defense: Dodge 8, Parry 9, Fortitude 8, Toughness 8/6, Will 8

The *Nagara* Docks

The *Nagara* is docked in the inlet below the Industrial Castle, along with two modern boats – an old fishing boat, which is used to transport goods back and forth from the island, and a more modern 33' yacht, the *Ludendorff*, which Per Degaton uses when he himself travels to and from the island.

The *Nagara* is always stationed with a handful of crewmen who are capable of getting the submarine ready for a quick departure. Like most submarines, the *Nagara* is cramped, although Per Degaton has equipped it with more spacious captain's quarters, a small temporal laboratory, and a larger kitchen. While its heavy deck machine gun is undergoing repair, a smaller, machine gun is still very capable of defending the docks (treat as a heavy cannon (damage 8, multiattack, +7).

A dozen diesel fuel storage tanks are near the dock, along with a large metal building used to store various supplies and naval scrap. Inside this storage is a hidden, locked **trapdoor** which leads to a tunnel that goes into the basement of Per Degaton's castle.

Missile Defense Positions

Per Degaton's estate is protected by four trucks equipped with older, Soviet SA-3 GOA medium altitude surface-to-air missile systems. These trucks are reasonably camouflaged in the forested hills around the island, since Per Degaton does not want them to be easily spotted by government satellites.

Although purchased in the mid-1960s, the SAMs still make for good protection. Each truck contains two missiles and a radar (Perception +10), along with two operators capable of launching the missiles at targets that come close to the base.

Once the PCs are on the island, the missile defenses are effectively useless. However, it's possible that inventive PCs can take over one of these positions and modify the missiles to fire somewhere on the island with an appropriate Technology or similar roll (DC 15 due to the age of the systems), which will give the missile an effective skill of +5. Treat the missiles as capable of destroying any vessel or structure on the island!



The Finale

Colonel Bliss is barely conscious in the basement of Per Degaton's well-guarded castle. Despite being tortured, pumped with drugs, and threatened, the colonel has been unable to give Per Degaton any useful information relating to how he stops WWIII. Per Degaton is an impatient man, and is on the verge of killing the colonel, taking a bet that the man's death will aid his apocalyptic vision of the future.

With the colonel in imminent danger, the PCs must find a way to get into the castle, grab Bliss, and escape before Per Degaton can fully react. There are many ways the PCs can pull off a rescue on the island. Some examples that might work:

- **Stealth Approach.** The PCs can stealthily gain entry into the castle and smuggle Colonel Bliss out. The PCs must avoid the guards, Baroness Blitzkrieg, *and* Per Degaton's surveillance equipment (treat as Perception +8), so it's unlikely that this approach will go perfectly and without incident.
- **All-out Assault.** The PCs can storm the compound, dealing directly with Per Degaton and his minions. This will be a difficult fight, as the guards are experienced and well-armed and it's unlikely that Per Degaton will keep Colonel Bliss alive for long once he realizes this castle is under assault (see below).

- **A Distraction.** The PCs may try to distract the castle guards, perhaps causing an event on one area of the island to pull many of them away. Blowing up the diesel tanks near the *Nagara* is one way to do this; so is destroying any of the missile trucks in a spectacular fashion. If something like this happens, Per Degaton will send the Baroness and half of his guards to investigate the incident, while he prepares an escape from the island.
- **Hit and Run.** PCs may devise a way to appear suddenly (for example, parachuting in, or sneaking in through the escape tunnel in the castle basement), break into the castle, and rescue Colonel Bliss before Per Degaton knows what hit him. While the Baroness is too fast to not intercept the PCs, a fast assault might avoid the other villains.
- **Double Agent.** If one of the PCs has had a previous relationship with Baroness Blitzkrieg (see p.4), fantastic roleplaying and persuasion may convince her to switch sides against Per Degaton, helping rescue the Colonel. Her super speed makes her a powerful ally in this rescue, so GMs should make it difficult for the PCs to convince her to help! Her price will be high...

Regardless of the PCs' approach, if Per Degaton ever believes his island sanctuary is under outright assault, he'll react quickly. First, he'll move Colonel Bliss into his torture chamber. He straps the colonel into the chair in the room and spend a few minutes brutally interrogating the man to get any last bit of information out of him. He's desperate to try to figure out what the colonel is going to do to stop WWIII in the next year. Since the colonel cannot reliably give Per Degaton an answer, eventually Per Degaton will grow frustrated, shoot the colonel in the gut, and leave him to die as he escapes to the *Nagara*. Per Degaton has spent many years planning for an emergency evacuation, and can pull off an entire escape in under 15 minutes. Meanwhile, his loyal soldiers, plus the Baroness, will fight the PCs to give their boss time to escape; they care more about him and his cause than their own welfare.

With some clever planning and a bit of old-fashioned dumb luck, the PCs can rescue Colonel Bliss and stop this particular duplicate of Per Degaton. The world is safe, for the moment.

If Per Degaton *does* manage to kill Colonel Bliss, the future is unclear. What was his exact role going to be in stopping Per Degaton's WWIII. Did he need to be alive to fulfill this destiny, or is his death at the hands of Per Degaton be the thing that stops doomsday? Perhaps the person who gets promoted in his place is the one that is critical to the future? No matter what, the details of how WWIII might or might not start is out of the scope of this adventure, although there is no doubt another chronal duplicate of Per Degaton will return again soon to accelerate his dark vision of the future.

PL5 **COL. BENJAMIN BLISS**



Strength 1, Stamina 2, Agility 1, Dexterity 1, Fighting 5, Intellect 1, Awareness 1, Presence 2

Advantages: Accurate Attack, Connected, Contacts, Improved Aim

Skills: Athletics +5, Close Combat +6, Expertise (Soldier) +4, Expertise (Tactics) +4, Insight +3, Perception +3.

Offense: Initiative +1 Grab, +5
Throw, +1 **Unarmed,** +5

Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 5, Will 2

Bliss has no gear in the prison, and is likely too wounded to be much of a help in a fight. However, if inspired and armed during the escape:

Assault Rifle: Ranged Multiattack Damage 5, +5

Wrapping Up

For completing the adventure, surviving PCs should receive 1 power point. They should receive an additional power point for excellent roleplaying or performance (i.e., avoiding casualties, rescuing Colonel Bliss with ease, capturing any of the key villains in the adventure, etc.).

Rescuing the colonel might earn the PCs a Patron or positive reputation, depending on his treatment. However, he'll be generally less likely to offer future help to criminals. But at least any surviving convicts will receive 10 years off their very long sentences.

Special Thanks

Special thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. Midjourney was also used to create some of the artwork of the adventure's locations.

Thanks to allartsonline on Fiverr for providing wonderful voice work for the adventure's opening (available in the VTT assets for this adventure on 1shotadventures.com).

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Please post a note on 1shotadventures.com

Update Log

1.0 - Original release
1.1 - Typos fixed (November 2026)

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Timeline Cheat Sheet

Since this adventure includes some potentially confusing time travel shenanigans, here is a nice summary for GMs:

1944: Per Degaton purchases the *Nagara* and sends it to the Pacific Northwest.

1945: Per Degaton invents the time disc and creates hundreds of chronal duplicates, who escapes into the timestream. The original Per Degaton is captured by the Russians and imprisoned in the Red Swan.

1955: One of Per Degaton's chronal duplicates begins building his Industrial Castle on Numas Island, intending to use it as a base to launch atomic warheads on the U.S. These plots are foiled, but the base stays hidden.

1989: A Per Degaton duplicate creates the alter ego of Asmund Erik Numas to better hide his island base. He imports upgraded defensive systems, but is killed in a boating accident.

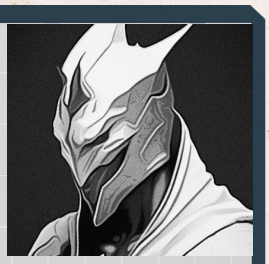
2019: Old Degaton smuggles a manifesto out of his Russian prison. In it, he leaves a hidden message to his sympathizers, asking them to help in his doppelgangers' future plots. It catches the attention of White Dragon and Baroness Blitzkrieg.

Today: One of Per Degaton's chronal duplicates appears in Star City to capture and interrogate Colonel Bliss.



PL12

BILLY HELLER - AKA WHITE DRAGON



Strength 12, Stamina 1, Agility 1, Dexterity 2, Fighting 8, Intellect 6, Awareness 2, Presence 0

Advantages
Accurate Attack, Improvised Tools, Inventor, Ranged Attack 2, Ranged Attack 6, Second Chance (Technology checks)

Skills
Expertise (Engineering) +11, Insight +6, Perception +5, Persuasion +4, Technology +14

Powers
Battlesuit (Removable)
Armor: Protection 11 (+11 Toughness; Impervious)
Boot Jets: Flight 8 (Speed: 500 miles/hour, 1 mile/round)
Comm System: Radio Communication 2
Life Support System: Immunity 10 (Life Support)
Sensors: Senses 12 (Accurate: Radar, Darkvision, Direction Sense, Distance Sense, Extended: Radar 3 (x1k), Infravision, Time Sense, Ultra-hearing)
Servo Motors: Enhanced Strength 12 (+12 STR)
Force Beams: Blast 12 (Alternate; DC 27)
Tactical Computer: Enhanced Trait 12 (Traits: Dodge +2 (+10), Fighting +4 (+8), Advantages: Ranged Attack 2)

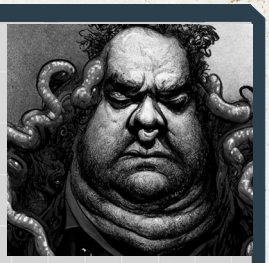
Offense
Initiative +1
Force Beams: Blast 12, +10 (DC 27)
Grab, +8 (DC Spec 22)
Throw, +10 (DC 27)
Unarmed, +8 (DC 27)

Defense
Dodge 10/8, Parry 10, Fortitude 6, Toughness 12, Will 8

Personality: Fascinated by the Third Reich, Billy Heller has utterly embraced its despicable values. Several years ago, after reading material written by Per Degaton, he swore allegiance to the old scientist and his doppelgangers. Discovering that Per Degaton was about to enact an crazed time travel attack on Star City, Billy Heller traveled there with his acquaintance Baroness Blitzkrieg to help with the assault. However, soon after meeting the White Dragon, Per Degaton decided the man was too unpredictable to trust, and refused to tell him where to gather after the attack.

PL12

THE GORGON



Strength 8, Stamina 10, Agility 4, Dexterity 1, Fighting 8, Intellect 0, Awareness 0, Presence 2

Advantages
All-out Attack, Chokehold, Fast Grab, Improved Disarm, Improved Grab, Improved Hold, Improved Smash, Improved Trip, Power Attack

Skills
Close Combat (Tentacle Strike: Damage 12) +12, Intimidation +7, Perception +1

Powers
Head Tentacles: Extra Limbs 5 (5 extra limbs, Advantages: Improved Grab)
Power-lifting: Power-lifting 6 (+6 STR for lifting)
Tentacle Strike: Damage 12 (DC 27; Innate, Multiattack, Reach (melee) 6 (30 ft.))

Offense
Initiative +4 Grab, +8 (DC Spec 18)
Tentacle Strike: Damage 12, +12 (DC 27)
Throw, +1 (DC 23) Unarmed, +8 (DC 23)

Defense
Dodge 7, Parry 12, Fortitude 13, Toughn. 10, Will 2

Personality: The Russians found the Gorgon in a crater filled with strange, alien debris. The Gorgon declared himself a resident of Angor, a supposed other-dimensional duplicate of Earth, but after interrogating and researching the man, the Russians decided that he was just a crazed, mutated madman who was exposed to too much radiation from *whatever* it was he found in that crater. The Gorgon escaped custody and murdered 17 civilians before the Russians recaptured him and sent him to the Red Swan. However, soon after his arrival, he led several inmates to take over the prison, reverse engineer the serum the Russians were using to empower the guards, and bend the prison to his will. With the help of the original Per Degaton, the Gorgon built several infernal devices in the basement of the prison, each capable of warping and transforming men to become his unnatural minions.

PL12 BRITTA FELNYK - AKA BARONESS BLITZKRIEG



Strength 1, Stamina 3, Agility 4, Dexterity 3, Fighting 4, Intellect 3, Awareness 3, Presence 2

Advantages
Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Instant Up, Interpose, Move-by Action, Seize Initiative, Takedown

Skills
Athletics +5, Close Combat (Speed Slam: Shapeable Area Damage 12) +12, Deception +4, Intimidation +4, Ranged Combat (Super-Speed) +9

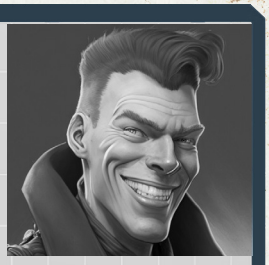
Powers
Speed Slam: Shapeable Area Damage 12 (DC 27; Alternate Resistance (Dodge), Shapeable Area 2 (60 feet, cubic))
Super-Speed: Enhanced Trait: Enhanced Trait 51 (Traits: Dodge +12 (+16), Parry +12 (+16), Advantages: Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Instant Up, Interpose, Move-by Action, Seize Initiative, Takedown)
Quickness: Quickness 16 (Perform routine tasks in -16 time ranks)
Speed: Speed 19 (Speed: 1 million miles/hour, 2000 miles/round)
Super-Speed Stunts
Air Control: Cone Area Move Object 10 (25 tons; Cone Area (60 feet cone); Reduced Range (close))
Vacuum: Concentration Cumulative Burst Area Affliction 5 (1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 15; Concentration, Cumulative, Burst Area (30 feet radius sphere))
Vibration: Insubstantial 4 (Incorporeal)

Offense
Initiative +44
Air Control: Cone Area Move Object 10 (DC 20)
Speed Slam: Shapeable Area Damage 12 (DC 27)
Throw, +3 (DC 16) Unarmed, +8 (DC 16)
Vacuum: Concentration Cumulative Burst Area Affliction 5 (DC Fort 15)

Defense
Dodge 16/4, Parry 16/4, Fortitude 3, Toughness 8/3, Will 10

Personality: After reading Per Degaton's lost manuscripts, Britta swore loyalty to the man and his plot to devise WWIII. Soon she found White Dragon, who told her that one of Per Degaton's chronal duplicates would be appearing in Star City.

PL12 PER DEGATON



Strength 1, Stamina 6, Agility 1, Dexterity 1, Fighting 3, Intellect 5, Awareness 7, Presence 3

Advantages
Connected, Improved Initiative

Skills
Close Combat (Unarmed) +5, Deception +5, Expertise (History) +15, Intimidation +4, Persuasion +4, Ranged Combat (Time Spinners) +14

Powers
Out of Sync
Insubstantial: Insubstantial 4 (Incorporeal)
Remote Sensing: Remote Sensing 3 (Affects: 2 Types, inc. Visual, Range: 250 feet; Simultaneous, No Conduit, Dimensional 2 (group - Alternate Chronal Dimensions))
Time Sense: Senses 13 (Danger Sense: Vision, Extended: Vision 3 (x1k), Postcognition, Precognition, Time Sense)

Time Spinners
Blast: Blast 12 (DC 27)
Nullify: Nullify 12 (Counters: Metahuman, Technology, DC 22; Broad [1 extra rank])

Offense
Initiative +5
Time Spinner Blast: Blast 12, +14 (DC 27)
Grab, +3 (DC Spec 11)
Nullify: Nullify 12, +14 (DC Will 22)
Throw, +1 (DC 16)
Unarmed, +5 (DC 16)

Defense
Dodge 10, Parry 8, Fortitude 10, Toughness 6, Will 7

Personality: A time travel obsessed Nazi scientist, Per Degaton managed to send dozens of chronal duplicates all over the timeline to start WWIII and avenge the defeat of the Third Reich. However, his many trips across the timestream have fragmented his memory, and he's never 100% sure how to assemble the puzzle pieces in the right way that will trigger his vision of doomsday.

Handouts

DOCID: 3991650

TOP SECRET

NATIONAL SECURITY AGENCY
CENTRAL SECURITY AGENCY
NSS/CSS/ARG POLICY 3-47

Issue Date: 16 [redacted]
Revised:

(U) VILLA PARK TEMPORAL INCIDENT

(U) TIMELINE AND MISSION PURPOSE AND SCOPE

(U) On 6/23 at 18:17 pm, satellite imagery from [redacted] detected D-class tachyon particles in Villa Park in Star City. By 18:21 pm, particles had evolved into temporal lightning, with NSF verifying.

(U) At 18:24, President was informed. All military ordered to stand down due to risks with the temporal lightning strikes, including [redacted] The [redacted] organization was also ordered to stand down due to temporal risk.

(U) At 18:27, intelligence received 57 civilian reports from the park. All reported enemy combatants in the park and civilian casualties. Combatants described as speaking German and wielding heavy munitions. Intelligence now believes that Villa Park is experiencing a temporal invasion, likely targeting Colonel Benjamin Bliss, a high-ranking U.S. Army official who is present in the park.

(U) Due to severe temporal risk, it is recommended that Task Force X is activated to form an Immediate Response Force (IRF) to repel all enemy combatants. Successful completion of this mission will reduce participants' criminal sentences by 10 years. Immediate travel to Star City by military aircraft is authorized.

Approved for Release by NSA
FOIA Case # 60718

TOP SECRET

Handout A - Mission Brief

Listen up, folks.

Right now, I have a big problem in Star City. For those of you without an attention span, all you need to know is this: I am looking for an Immediate Response Force willing blow up some bad guys and likely get killed in the process. But I'll make it worth your while.

For those of you still listening… an hour ago, satellites detected a temporal anomaly in a Star City park. Just five minutes ago, it ramped up into a full-power, temporal lightning storm. Suffice to say, one hit from that kind of energy has an even chance of disintegrating you on the spot or shooting you back in time to some random point in history where, let's just say, you'll be stuck without cell service for a long time.

This means I'm not risking sending in the Army, Air Force, or Marines, and neither am I going to risk any of the fine heroes that would ACTUALLY be good at doing this job. In other words, you get a once-in-a-lifetime opportunity to save the day and stop what I believe is likely to be a full-scale temporal invasion.

I usually end this speech telling you that each one of you was chosen to be here for a reason. That I need you on this team because of your specific set of unique abilities. But I don't have time for that crap today. You were all picked because you're the most expendable idiots within 35 minutes of Star City.

You know the deal: successfully complete the mission and you get ten years off your sentence. You fail to follow my orders in any way, and I detonate the explosive device in the base of your skull.

Are you in or are you out?

Bonus - Opening Monologue
Note that you can download a professionally voice acted supplement to this briefing on 1shotadventures.com

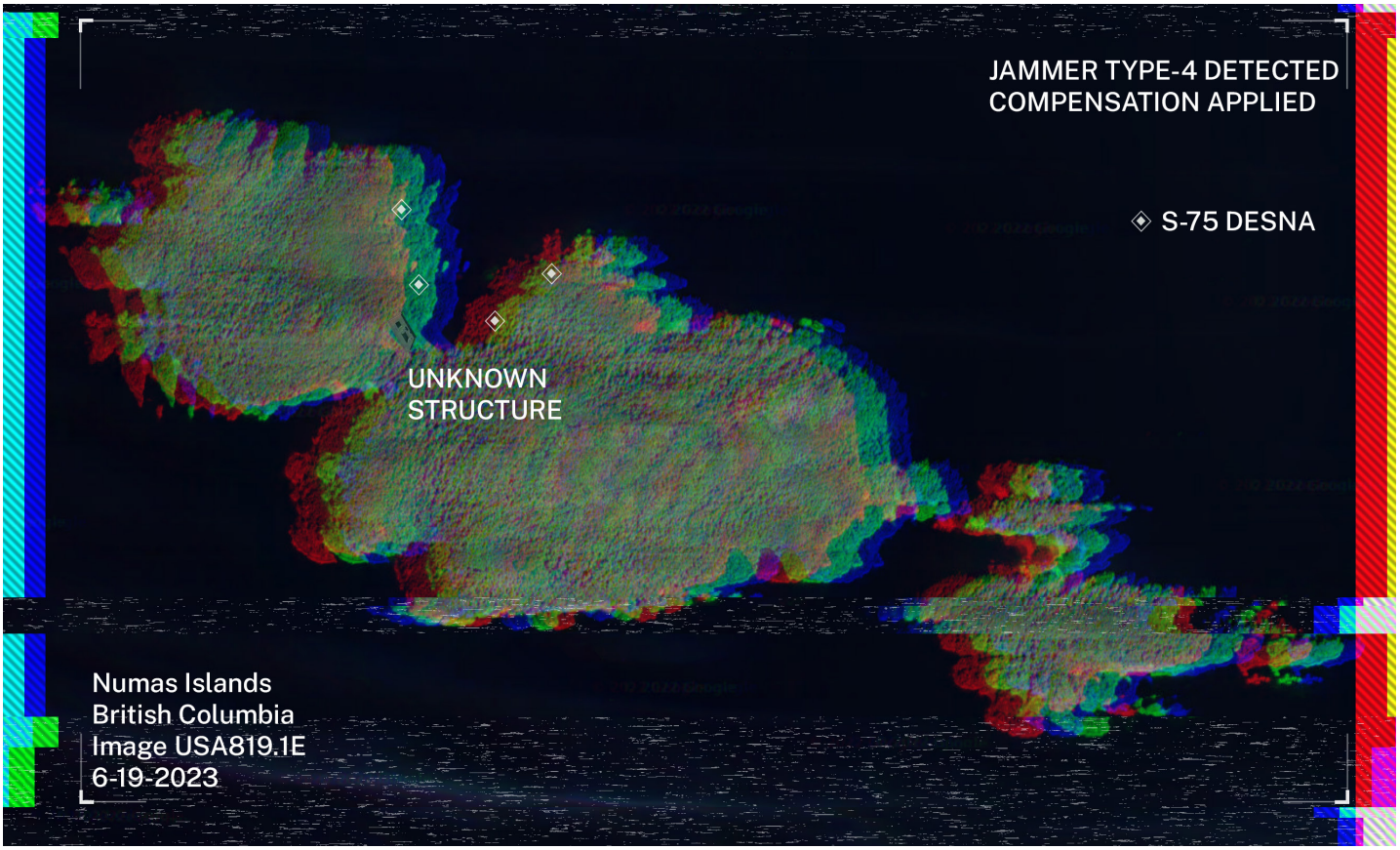
Hey Gorgeous-

Been a while since that night in Cabo. We were a couple on fire, weren't we? Haha, actually, I guess it was that jerk waiter that was on fire-

Thought u were locked up in Belle Reve for good. Surprised to see u. Would talk, but I have a thing to do. If u still want to hang sometime, come find me.

♡ BRITTA

Handout B - Baroness Note for an Optional Plot Hook - Dropped into one of the PC's pockets at super speed during the opening battle at the park.



Handout D - Satellite map of Numas Island

SEATTLE

Fishing captain spots rare historical submarine in local waters

Local eccentric collector once again surprises locals with a mysterious purchase. His island estate said to be a "jewel" of maritime lore and history.



Author: **Brad Wakay**
Published: **5:23 PM PST December 17, 2020**
Updated: **5:23 PM PST December 17, 2020**

BRITISH COLUMBIA - While tending to his halibut, local fisherman Brian Loach saw an unusual site — a WWII-era submarine, sailing right past his boat and then submerging.

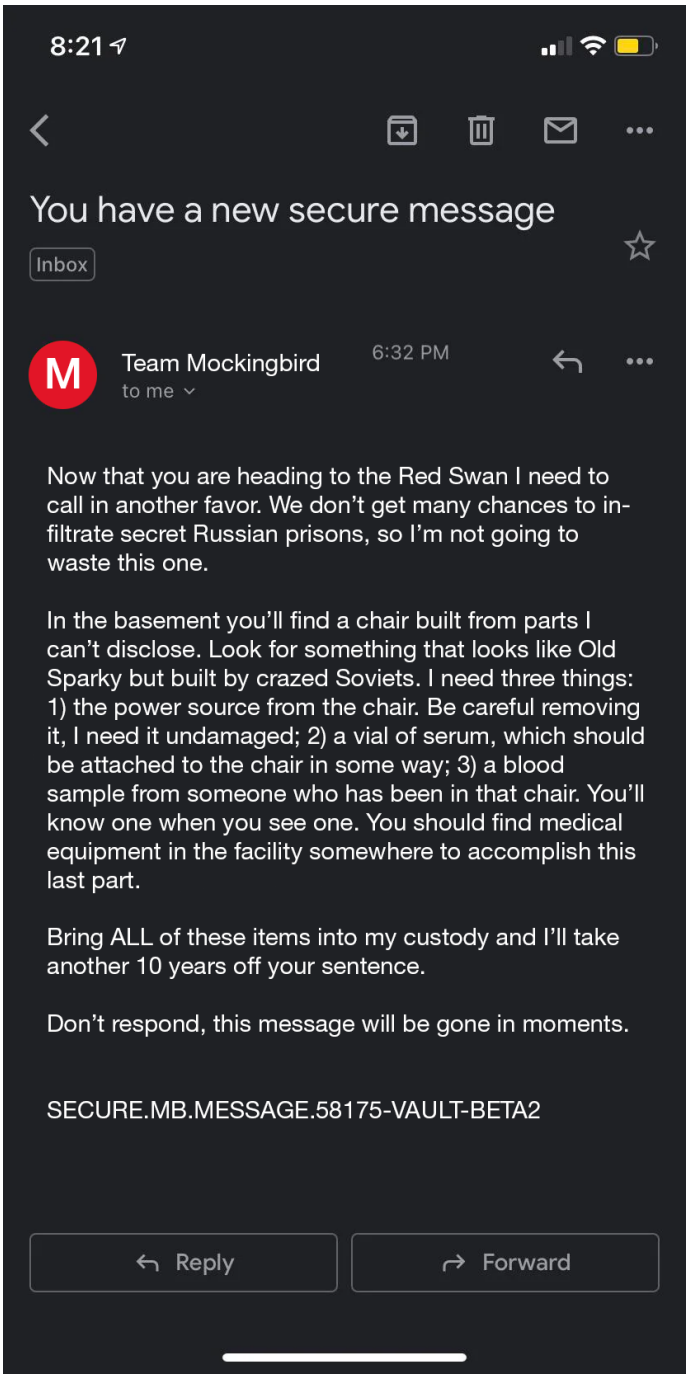
"I couldn't believe my eyes," said Loach. "I'm a history buff and knew right way I was seeing an original Japanese Sentoku-type submarine. No doubt in my mind. None of those are supposed to exist anymore."

Local authorities confirmed that the submarine belongs to the enigmatic Norwegian oil tycoon Asmund Erik Numas, who maintains a secluded island estate on Numas Island. While only a few visitors have been to his island, they say that it is rich in artifacts from maritime history.

"The man is obsessed with maritime lore," said CNN journalist Wolf Blitzer, who once visited the island. I saw amazing collections of artifacts, including an intact steam funnel from the *Lusitania*, and the anchor from the *Bismarck*. It was an incredible tour he gave me that day."

It is unknown where Numas purchased the seemingly-working Japanese submarine. Canadian authorities did not comment on this story, but requested that locals keep their distance from Numas Island, as it is private property.

Handout C - Sighting of the Numas



Handout E - Optional side quest given to one of the PCs before they enter the Red Swan facility