

# Escape from **ALCATRAZ!**



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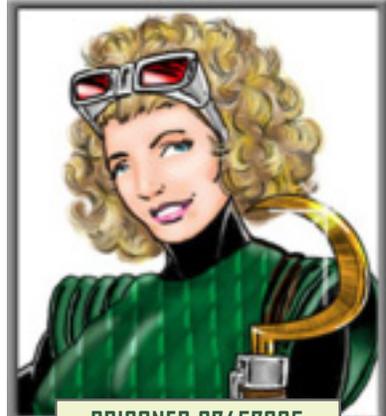
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Visit Crucible City online! Direct your MUSH client to [mux.cruciblecity.net](http://mux.cruciblecity.net) port 4626.

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# ALCATRAZ POWER PRISON

## HISTORY

The United States is served by several Power prisons; Alcatraz is both the oldest and newest of these facilities. It is distinguished from its rivals in three specific ways. First, while it has strong walls of stone and metal, the primary methods of inmate containment at the prison are biological in nature, so-called “soft” techniques that use drugs to render prisoners less dangerous. Second, the island of Alcatraz is home not only to a prison, but to fully-funded medical and engineering facilities doing Power-related science. As a result, the island is actually a small community with permanent residents. Finally, Alcatraz has a well-publicized and sensational history that makes it a household word to most Americans.

### Early History: Spain and Mexico

Spain had long claimed the region we know today as California, though no one had bothered to explore it. When British and Russian fur trappers began moving in, creating a rival claim, the Spanish crown sent a group of soldiers up the coast of California by land, aiming for Monterey. Unable to recognize the place from maps 160 years old, the men marched right past their goal and found San Francisco Bay in November, 1769. Although they spotted islands in the Golden Gate, they had no way to explore them and returned to San Diego, where superior officers took note of the large and strategically important harbor.

More Spanish soldiers investigated the bay in the years that followed, but it was not until 1775 that Lt. Juan Manuel de Ayala set foot on a steep rocky island and named it the island des los Alcatrazes (Island of the Pelicans or Island of the Cormorants, depending on who you ask). On his map, however, he gave this name to a different island than the one known as Alcatraz today. When his maps were revised in 1827 by a British officer surveying the bay for the Royal Navy, the name was switched to its current location and the former “Alcatrazes” became the island of Yerba Buena (Good Herb). Why Capt. Frederick Beechey made this switch remains a mystery, but the new names would prove to be the ones that stuck.

In 1822 Mexico achieved its independence and Alcatraz was no longer a possession of the Spanish crown. Twenty four years later (no one seems to have been in any rush to develop the island) the Mexican governor of California granted Alcatraz to one Julian Workman, on the condition that a navigation light be erected on the island as soon as possible.

Instead, Workman gave the title to his son-in-law, Francis Temple. There’s no evidence Temple even set foot on the island (but he may have had a hidden agenda; see the sidebar *Mystical Alcatraz*).

Meanwhile, relations between Mexico and the United States were turning sour. In June of 1846 a group of American revolutionaries took the Mexican commandant hostage, rose a flag decorated with a grizzly bear over the Mexican Army barracks at Sonoma, and made a token march north to San Francisco and an old fort located there. But the arrival of two American warships weeks later ended this revolt with the news that Mexico and America were now at war and the Army was taking charge of California. John Freemont, an Army Lieutenant who appointed himself governor of the territory, would later claim to have purchased Alcatraz from Francis Temple for \$5,000. The US Government would negate both his and Temple’s claim, on the basis that Julian Workman had never done the one thing he had been obligated to do while taking possession in the first place: build a navigation light on the island. Therefore, the island had belonged to Mexico and, like the rest of Mexico’s California, now belonged to the United States federal government. It has remained so ever since.

### Gold Rush and Civil War

Freemont endured court martial for his power-hungry behavior and President Millard Fillmore appropriated most of the islands in the bay for use by the military, especially once gold was discovered. By 1850 San Francisco had grown to a city of some 35,000 people, and Alcatraz was envisioned as part of a grand plan of artillery batteries protecting the bay from

foreign powers. Unfortunately, California was separated from the rest of the nation by “2,000 miles of howling wilderness.” It took six weeks for the swiftest travelers to go from East Coast to West and cargo could take several months. Expenses soared and the power of gold drove inflation out of control.

Construction of the fort was assigned to 1st Lt. Zealous Bates Tower (no, really) and his assistant, 2nd Lt. Frederick Prime. Workers were hired from the ranks of failed prospectors for wages four times as high as expected; stone was first imported from as far away as China, but eventually Tower settled on so-called “Blue Stone” from nearby Angel Island. A lighthouse was finally constructed by the Treasury Department. Guns had not yet arrived on the island and there were fears that the Mexicans or French might storm the place; in fact a 23-gun French corvette with the mission to attack San Francisco was intercepted by a Russian frigate and sunk near San Diego harbor. The first cannons arrived in 1855: 10-inch Columbiads each weighing seven and a half tons. The first deaths on the island occurred two years later when a rockslide buried a work party, killing two men. By 1860 Alcatraz was home to an artillery regiment of 86 men, eleven of them being held for unknown crimes. These men would be locked in a basement room of the original guardhouse: the first prisoners to be confined on the Rock.

Alcatraz fell under the Department of the Pacific, commanded by Colonel Albert Sidney Johnson, a native of Kentucky and a known sympathizer to the Confederacy. His admirers included no less a figure than Jefferson Davis, who considered him the finest soldier in the Army. As rumblings of civil war grew,

### MYSTICAL ALCATRAZ

- **Burial Ground:** During the time the Spanish and Mexican nations were involved with Alcatraz, the bay was home to the Ohlone and Miwok Native American tribes. They had little reason to visit the barren island of Alcatraz, but there are hints it may have been used as a place to ostracize those who had violated taboo. Stories persist that the Indians avoided the island due to evil spirits that dwelled there. These spirits – ranging from cannibal wendigo to the restless souls of Indian dead – may haunt the prison or rattle their magical cages awaiting liberation.
- **The Temple Connection:** GMs with an eye for conspiracies will notice “Francis Temple,” one of the island’s early owners. Surely this name is a false one, a cover identity for the Knights of the Temple of Solomon, who purchased the island so they could hide one of their famous treasures on it: perhaps the Bronze Head that instructed the Templars in sorcery, or even the Grail itself. An 1891 poster for the California Commandery of the Knights Templar shows a mounted knight facing the bay and pointing with his sword to a cross floating over Alcatraz island. Is he a clue to the lost treasure of the Templars?

Southerners in San Francisco began to plan a takeover of the valuable Alcatraz artillery position and make it part of a "Confederate Republic of the Pacific." They formed a secret society known as the Knights of the Golden Circle and approached Johnston, who vociferously declared his intention to do his duty as a US officer. The Knights continued to plan, however, and an informer even wrote President Lincoln, warning him of the conspiracy. The day after the Pony Express arrived telling of shots fired at Fort Sumter, Colonel Johnston resigned his commission, returned to Texas, and became a General in the Confederate army. He would become one of the South's greatest heroes, dying at Shiloh.

The Knights of the Golden Circle continued to dream of a Pacific Confederacy, using California gold to fund the war effort. With authority granted by Jefferson Davis himself, they intended to capture an ocean-going steamship, refit it into a warship in Mexico, and return to blockade San Francisco. Unfortunately, the captain of the lightly armed privateer vessel intended for the mission, the *J. M. Chapman*, talked too much when drunk and intelligence officers learned of the scheme. The *Chapman* was intercepted by the Navy and the crew taken to Alcatraz as prisoners. Their ten-year sentences were cut short by pardons from President Lincoln.

The *Chapman* incident excited fears of Confederate activity and more guns and men were placed in the bay. Intelligence reports suggested Southern warships were patrolling the Pacific and might try to take the city. An ironclad monitor, the *Comanche*, was dispatched to the area but the cargo ship carrying it sank as soon as it arrived in San Francisco; the public blamed the Knights and by the time the Navy managed to salvage the boat the war was over. The fort's commander, Cpt. Winder, allowed photographers to exhaustively document every defensive structure on the island. Winder's father-

in-law was a brigadier for the Confederacy and Winder's motives drew considerable suspicion; the photos were suppressed by the Army. New 15-inch cannons, capable of throwing a 440 lb. ball three miles, replaced the island's original guns. Over 400 men were now assigned to the fort.

Alcatraz had been declared the official military prison for the Department of the Pacific, and up to 50 prisoners were detained there at any given time throughout the Civil War. They were kept in the guardhouse basement where they slept on the floor without running water or heat.

Various attempts were made to solve the overcrowding problem and in 1862 a cellhouse was built nearby. Not all the inmates were military men: any civilian whose loyalty was suspect could be remanded to the prison and the head of the California Democratic Party was held here after making an "incendiary" speech during the Presidential election of 1864. (He posted \$25,000 bail and swore an oath of loyalty to the Union before being released.)

With the end of the war and the death of the President, the fort's soldiers were

## Amnesty Int. Blasts Alcatraz

THE ASSOCIATED PRESS

Officers of Amnesty International took aim at Alcatraz prison today, calling it a "torture factory" where inmates "suffer the worst forms of brutality in a calculated effort to undermine their health and well-being." The comments, part of Amnesty International's annual report on the global state of human rights, were part of a broader criticism against the United States, its military, and federal prisons.

As proof of its claims, the agency cited the testimony of over a dozen former inmates, who insisted they had been regularly beaten, humiliated, starved, and forced to perform sexual acts by guards or fellow inmates.

The Warden at the prison, James Kowalski, responded angrily to the accusations. "I respect Amnesty International as an organization," he said, "and I appreciate their mission. But they have allowed themselves to be deceived by what I can only assume must be a calculated smear campaign on the part of these former inmates, who I promise you have no love for me or Alcatraz Island. But to make these kinds of charges is outlandish, and personally insulting to me, and I invite Amnesty International, and the Red Cross, and anyone else who would like to see for themselves, to come to the island at any time, where they will see with their own eyes how ridiculous these lies are."

# PRIMORDIUS

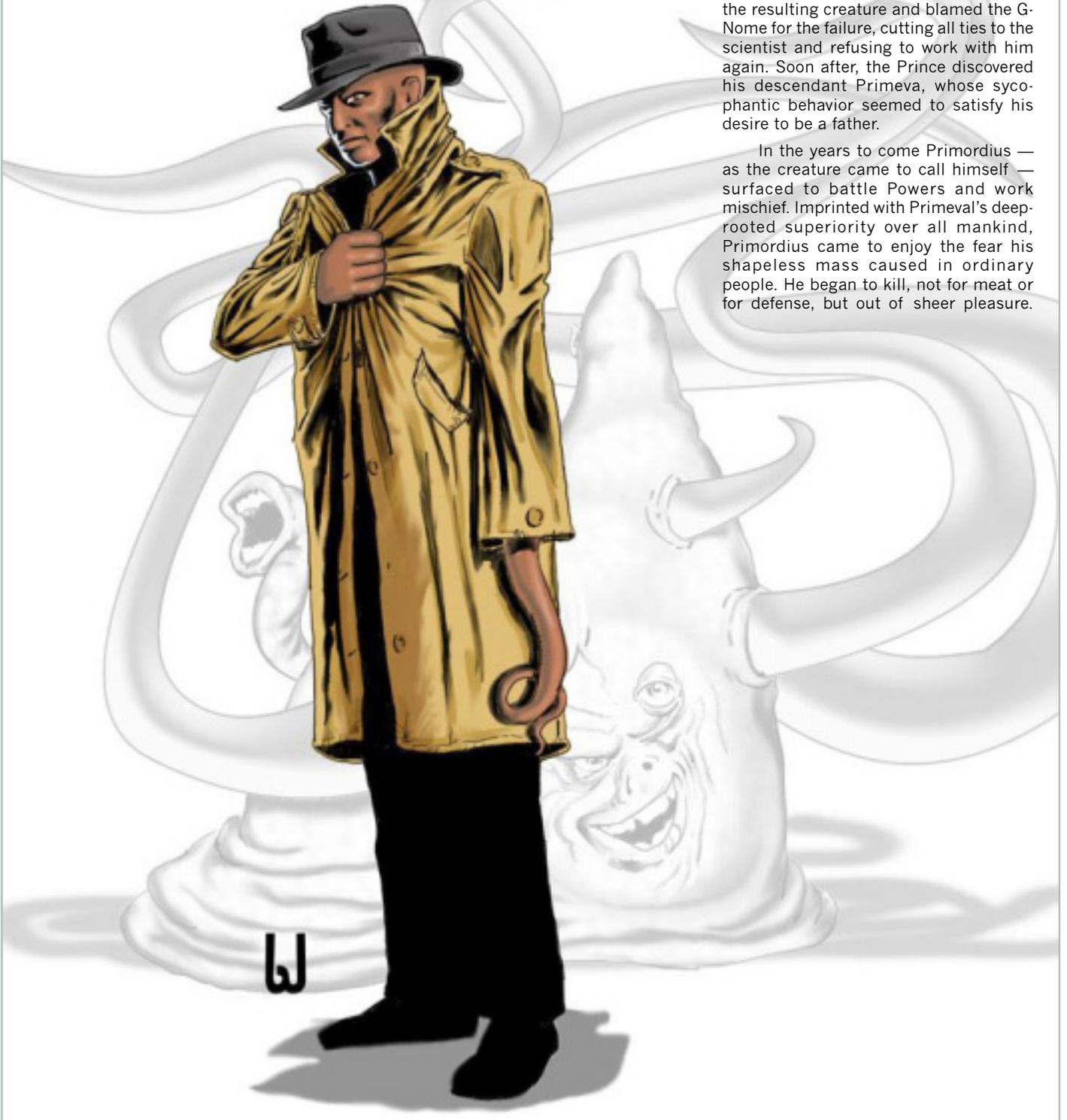
In the late 1980s Prince Primeval, the oldest human being on Earth and the self-proclaimed master of the human race, became obsessed with fatherhood. While his offspring numbered in the millions, it had been hundreds of years since he had sired children directly. Moreover, none of his many children had lived up to what he saw as their potential. Therefore, he decided to shape a child in his own image. As charismatic and powerful as Primeval was, he was no

genius, and he could not overcome the technical challenges involved without help. He made contact with the recluse known as the G-Nome, whose manipulation of human genetics had already earned him a reputation as a diabolical genius. The dwarfish bio-engineer leapt at the chance to work with Primeval's alien-altered DNA.

Over the next several months the cloned body grew, and all indications were that the project would be a tremendous success. But on the fateful day when the

tube was opened and Prince Primeval's genetic twin emerged from the birthing fluid, it soon became clear that something had gone terribly wrong. The clone's genetic structure was not stable. It possessed Primeval's instinctive ability to command the human race, but none of his actual humanity. The clone was an amorphous blob of bio-ooze animated by madness. There was a brief but vicious struggle in the lab before the shape-shifting creature found a drain and slid into the sea. Primeval was disgusted with the resulting creature and blamed the G-Nome for the failure, cutting all ties to the scientist and refusing to work with him again. Soon after, the Prince discovered his descendant Primeva, whose sycophantic behavior seemed to satisfy his desire to be a father.

In the years to come Primordius — as the creature came to call himself — surfaced to battle Powers and work mischief. Imprinted with Primeval's deep-rooted superiority over all mankind, Primordius came to enjoy the fear his shapeless mass caused in ordinary people. He began to kill, not for meat or for defense, but out of sheer pleasure.



Primordius's existence and activities came to the attention of Tribe Prime, descendants of Primeval who revered the Prince as a social revolutionary and philosopher. The Tribe monitored Primordius's movements, respecting him as the son of their king and seeing his murderous wanderings as a mysterious statement on life's true meaning. On a handful of occasions father and son came face to face; Primeval always disdained Primordius as a failed experiment and refused to acknowledge the clone as his son, a demonstration of filial love which Primordius craved. The clone was jealous of the affection lavished on Primeval, but for her part the "Princess Primeval" showed her kin only callous disregard.

In 1999 John King of the Saturn V succeeded in locking Primordius's unstable cells in a silicon matrix, petrifying him. The Kings turned the resulting block of organic stone over to the authorities, where it was moved to a holding facility at Alcatraz should the effect ever wear off. The ACLU filed the obligatory complaint against cruel and unusual punishment, but there was little enthusiasm for defending the rights of a vat-grown psychotic.

**Appearance:** When walking the streets, Primordius conceals his unsettling features under a hat and long coat. He cannot tolerate close or restrictive clothing, and prefers a humanoid shape that resembles his father. He has no hair or nails and his body has a smoothness about it which seems unnatural to the casual eye. His eyes are dark brown and his smile is fiendish, insinuating, and evil. At a moment's notice he can become an inhuman monster, his arms shifting to grasping tentacles while his head and legs melt with the rest of his body into a disgusting heap of flesh.

**Quote:** "My father was the first of his kind, the first of his race. And I ... I am the first of mine."

**Primordius in Play:** Primordius can adopt a human shape, but in truth his body is wholly composed of an organic sludge which can melt instantly into a roughly cone-shaped mass of grasping pseudopods. While he has a face, that face can be duplicated anywhere on his body, and when he wishes he can flow quickly through the air by reaching out, grasping something with a limb, and then moving the rest of his body to the new locale. With a body at times both fluid and solid, he is virtually impossible to restrain, highly resilient to harm and ruthlessly strong.

In battle, Primordius prefers to strike by surprise, usually by pretending to be a normal person until his target is close enough to be engulfed. When there are no other heroes around he likes to play with his prey, sometimes even letting them go so he can come after them again later. He uses extra effort and Alternate Powers to simulate the properties of his amorphous form (Morph and Growth

being especially common), avoiding fatigue as a Complication for the heroes. Because of his Primeval DNA patterns, he can neither become an exact duplicate of another person nor alter his African skin color.

In battle, Primordius prefers to strike by surprise, usually by pretending to be a normal person until his target is close enough for a grapple. When there are no other heroes around he likes to play with his prey, sometimes even letting them go so he can come after them again later.

**The Breakout:** Magnitude's drug-induced frenzy is good news for Primordius. One of Magnitude's first acts is to use his powers of stone control on the petrified Primordius, returning the villain to life. While prison engineers designed Primordius's cell to contain his amorphous form, it was impossible to conduct tests on Primordius while he was organic stone and the engineers have underestimated his flexibility; Primordius is able to leak through microscopic seams in the prison's door and walls, ensuring his escape.

Though free of his cell, Primordius may spend his time battling heroes or killing guards for fun instead of escaping. His exploits contribute to the general chaos of the prison riot and his recapture is a priority for any security staff on the island. If he should discover that his sister and father are not only on the island but escaping, Primordius will surely try to accompany them. Prince Primeval may accept his failed clone at last, reject him again, or pretend to welcome Primordius into the escape in order to use the clone as a tool in some later plan. Heroes who are unable to keep Primeval from escaping may be consoled if they can stop Primordius instead.

Primordius has found a home with various masterminds over the years, especially those who are willing to pander

to his odd psychology. The G-Name considered him a triumph, a miracle of artificial life. Primordius's desire to impress his father has led to him participating in several schemes, usually to learn that he has been set up as the fall guy or scapegoat. While Primordius is very powerful, he's not good at seeing through the fast talk and exaggerated claims of masterminds who just want to use him for terrifying muscle.

**Primordius:**

**Power Level:** 15 (223 points)

**Abilities:** Str 28 (20), Dex 28 (20), Con 28 (20), Int 14, Wis 12, Cha 26 (8)

**Skills:** Intimidate 8 (+16), Notice 4 (+5), Sense Motive 6 (+7), Stealth 6 (+15)

**Feats:** Ambidexterity, Benefit (revered by Tribe Prime and Prime Nation), Environmental Adaptation (underwater), Improved Grab, Improved Pin, Prone Fighting, Startle

**Powers:** Alternate Form 12 (Ooze, Additional Limbs 4 [10 limbs], Elongation 4 [50 feet], Immunity 9 [life support], Insubstantial 1, Protection 10 [Impervious 4], Snare 10 [Engulf], Super-Movement 1 [Slithering], Super-Senses 2 [Radius Vision and Hearing]), Power Primeval 13\* (Enhanced Strength, Dexterity and Constitution 8, Enhanced Charisma 18, Emotion Control 9 [Area, Limited to Fear], Immunity 3 (aging, starvation & thirst, need for sleep), Regeneration 10 [Bruised 1, Unconscious 1, Injured 2, Staggered 3, Disabled 3, Regrowth])

**Combat:** Attack +11, Damage +9 (unarmed strike), Defense +11, Initiative +9

**Saves:** Toughness +19, Fortitude +11, Reflex +9, Will +6

**Abilities 34 + Skills 6 + Feats 7 + Powers 125 + Combat 44 + Saves 7 = 223 points**

INMATE PROFILE: <i>Primordius</i>		
NAME: <i>Primordius</i>	SECURITY LEVEL: <i>MAXIMUM.</i>	
SUMMARY: <i>Failed clone of Prince Primeval</i>		
KNOWN ASSOCIATES: <i>Count Urizen, the G-Name, the Mathematician, Prince Primeval, Primeva</i>		
MO: <i>Psychotic hunter of humanity, often under the influence of a Power mastermind or trying to earn the love of his father</i>		
POWER LEVEL: <i>15</i>	PUBLIC KNOWLEDGE	
UNTRAINED SKILLS:	5	<i>Monstrous clone of Prince Primeval</i>
STR	+9	10 <i>Primeval was trying to make a son</i>
DEX	+9	15 <i>Engineered by the G-Name</i>
INT	+2	20 <i>Shapechanging psychotic</i>
WIS	+1	25 <i>Trying to earn his father's admiration</i>
CHA	+8	30

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