

A TPK Production • Written by Jason Tondro



Superlink Secret Files

# Organized Crime



Requires the Mutants & Masterminds RPG, Second Edition, for use

... history and identity are unknown to the general public. Even those few vigilantes and veteran cops who have heard of him have never seen him. He may, in fact, be a myth...

**...but then the bodies began to twitch and writhe. Within a minute, all were lurching to their feet. The five felons and the innocent priest had been sentenced to living death, transformed by the government nerve gas into the walking dead...**

**...the gang melts easily away into the population. Two or three members can be apprehended, only to be replaced by newcomers, and it is often difficult to pin any particular crime on a specific gang member. Neighborhoods seldom call the police about the One any more...**

*...always offers his rivals a chance to rethink their position and stand aside; it is only when this offer is rejected that he considers someone to truly be an enemy. In that case, he cannot afford to be gentle or offer second chances — a bloody death is the most likely*

...was funded on the illegal drug trade. Trained in the same military tactics the US border patrols used in the “war on drugs,” the Brigade was able to anticipate American movements and slip uncontested across the border with Mexico, bringing tons of cocaine and heroin to the streets of major cities...



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The *Powers That Be* setting was created for *Crucible City MUX*, and all the characters presented here originally saw playtest and development on that game. Special thanks go to the “First Year” students and staff of the King Academy, who helped bring the One to life, as well as those players and GMs who either fought the Deep Six or called them once more from the grave to harass our heroes: Belial, Birdie, Chance, China Star, Covenant, Crusader, the Doctor, Eclipse, Hecate, Moebius, Mirage, Poltergeist, Quintessence, Solstice, and Tempest.

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# The Deep Six

Ten years ago, five death row inmates were brought together for a very unusual execution. Hank Kelly had led his motorcycle gang to the top of the cocaine trade, murdering his competition along the way. Edward Price was a washed-up actor and comedian who shot a policeman in a robbery gone awry. Jeb Nash had killed his parents and siblings before devouring their corpses. Rebecca Overland, the only woman slated for execution that day, had stabbed her husband and his lover when she learned of his infidelity. Finally, Alfred Magnus had been apprehended after a twelve year string of serial murders that led the FBI through eight states.

The federal government was seeking a new, more efficient and painless, method of capital punishment, and these five had been chosen to serve as the guinea pigs. The execution took place in Texas and was attended by a large staff of scientists as well as all the usual relatives of both victims and killers. Magnus, however, had a plan to escape, and a desperate battle broke out in the gas chamber. While frightened prison guards threw the switch that released the gas into the room, Alfred seized the attending priest as a hostage. It was too late—the nerve toxin swept through the chamber, leaving six corpses in its wake.

For seconds, only stunned silence filled the audience chamber, but then the bodies began to twitch and writhe. Within a minute, all were lurching to their feet. The five felons and the innocent priest had been sentenced to living death, transformed by the government nerve gas into the walking dead. With their newfound powers, the crazed victims easily broke free of the Texas prison and fled into the desert, where they learned the extent of their powers and completed their mass migration towards insanity. Each of the six victims took new names, and Magnus—now calling himself Horatio R. Hades—christened the half dozen dead “The Deep Six.”

For several years the Deep Six remained a threat to cities and towns throughout America. Their typical modus operandi

## PUBLIC KNOWLEDGE

- 5 ..... Gang of zombie criminals.
- 10 ..... Death row inmates animated by experimental nerve gas. Their leader is Horatio R. Hades, who can turn you into a zombie with a touch.
- 15 ..... Femme Fatale, the only female member, is some kind of vampire. Another rides some kind of demon-motorcycle.
- 20 ..... The Dominican was an innocent priest caught in the gas. Now he knows every bad thought you ever had. People who are turned into zombies can be cured.
- 25 ..... A year or so ago they gained even more power from a demon lord. Hades imagines his gang is like a royal court, with himself as king.
- 30 ..... But they lost that power when they turned against the demon, and were buried deep underground. They’ve been there ever since.

was to arrive in an isolated community and separate, the lesser members wreaking havoc while Hades gathered intelligence on the local defenders. Soon the police force, mayor’s office, and other prominent individuals would be captured and Hades – using his corrupting touch – would transform them into zombies. By the time superheroes showed up, those townsfolk who remained alive were hiding in basements while gangs of zombies roamed the streets and a zombified police force was built up behind barricades to fend off any rescue. After one or two disasters in which single heroes investigated only to be made into zombie slaves, it became clear that the best way to take on the Deep Six was with an organized team operation.

Eventually the Six attracted the attention of a powerful demon prince, who briefly increased their powers and sent them on errands to retrieve mystic artifacts hidden around the globe. Each member of the Six was now strong enough to defeat an entire team of heroes, but the Faustian bargain turned bad when the new powers grew out of control. The demon’s plan was thwarted when members of Chicago’s Flying Squad (an elite Power Crime Unit) convinced the villains to turn against their demon master in exchange for help controlling the out-of-control abilities. The plan seemed to work, but the demon’s vengeance was thorough: the Six ended up buried 600 feet beneath the surface of Lincoln Park.

There they have remained, until now ...



# Horatio R. Hades

Alfred Magnus was a brilliant sociopath before his death-row transformation, but this in itself was not enough to make him all that unusual. His crime spree was solved by good old-fashioned detective work, not fancy super-powers, and the families of his victims were hoping for some kind of justice when he was brought into a Texas gas chamber in 1995. Alas, it appears that his early victims were the lucky ones, because at least they only had to die once.

As a child, Magnus escaped from his poor, rural life by pretending to be English royalty. A loveless family and a lack of intellectual challenges led him to manipulate his peers and schoolmates, culminating in psychopathic behavior when he killed another boy after class. The murder went undetected for a decade, during which time Alfred seemed to live a relatively normal life. He moved to another state to attend a city college, where he began to prey on young women, usually strangling them. Over the years his methods became more refined and he began to study forensic science in order to protect himself. When local police began to close in on him, Alfred ran, losing himself in false identities and beginning a bloody drive across America. It was a miracle he survived his arrest, having been shot six times.

Upon his rebirth, Magnus took the name Horatio R. Hades, a moniker he abbreviates to “HRH” whenever possible. His dominant personality assured him a position of leadership in the Six, even if he is not able to entirely control the gang’s rampages. Instead, he pursues a loose organizational style, giving the gang plenty of free time but enforcing strict obedience on those occasions when he absolutely requires it.

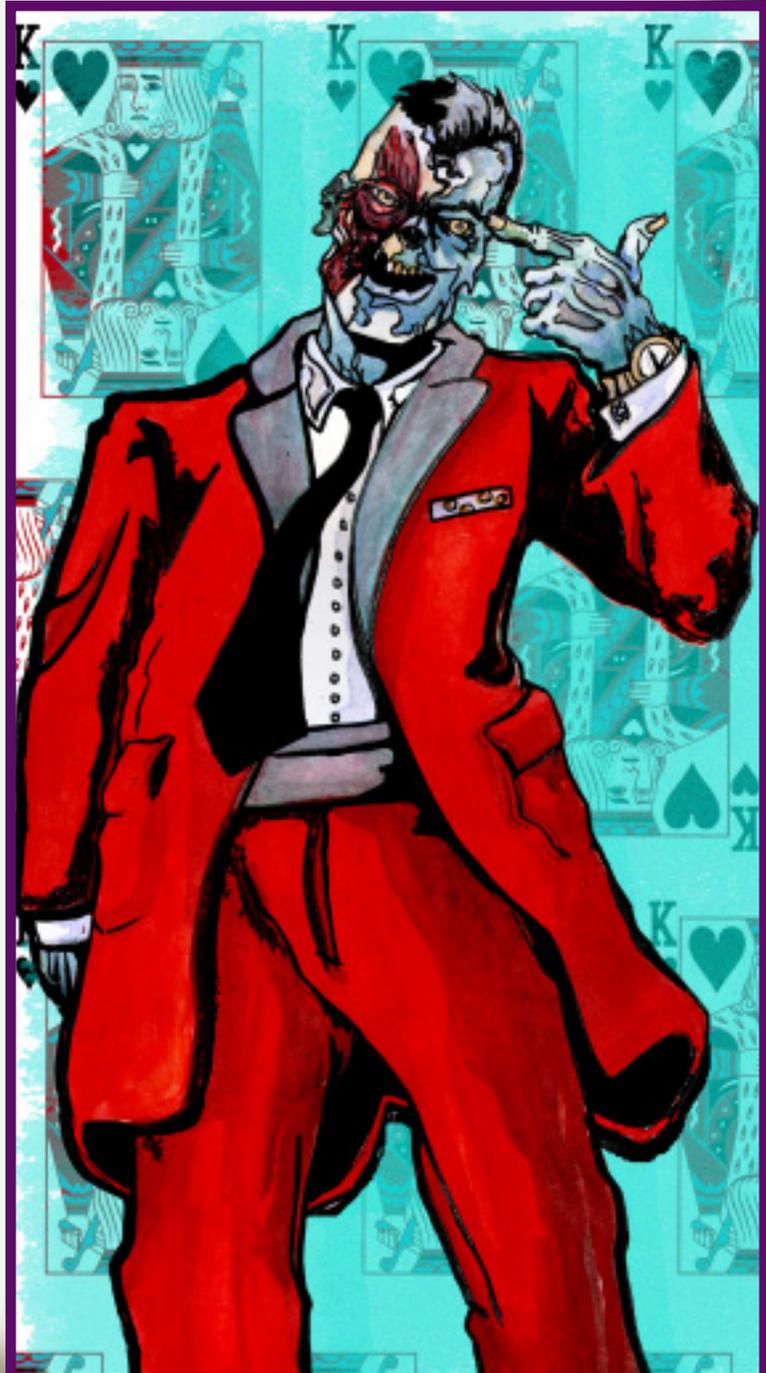
**Appearance:** Hades dresses in a blood-red pinstriped suit with vest, dress shirt and tie. He wears sterling silver cuff links, his shoes are always polished to a mirror sheen, and he checks the time on a gold Rolex. Of course, none of this conceals the fact that he’s quite dead. Horatio’s flesh is in a state of perpetual rot, with flies and other vermin nesting inside the meaty parts of his body. Liberal doses of cologne only make his stench more rank, and when he smiles he reveals a mish-mash of yellow teeth pointing in all directions. Despite all this, he considers himself extremely handsome.

**Quote:** “What a spirited, charming, girl you are. But I should warn you: this may sting a little.”

**Hades in Play:** Like the rest of his comrades in the Six, Hades is one of the walking dead. This means that, in the language of game mechanics, he has no Con score and is immune to any effect that requires a Fortitude save. He does heal damage, and quickly too, represented by his Regeneration power. All of the Deep Six have a good Toughness save thanks to their ranks in Protection, and they can see in the dark. Because he has no Con, Hades cannot

make use of the extra effort rules; this is discussed more in *The Deep Six in Play*.

Hades generates a toxin which, when spread to another living creature by touch, swiftly transforms the victim into a zombie slave of Hades himself. To “zombify” a victim, Hades must touch the target’s skin, making android heroes, animated statues, and similar characters immune to his power. Anyone immune to poison will be unaffected by Hades’s zombie touch. Force fields and armor will also deter him, at least temporarily. If there is any doubt about Hades’ ability to affect a given



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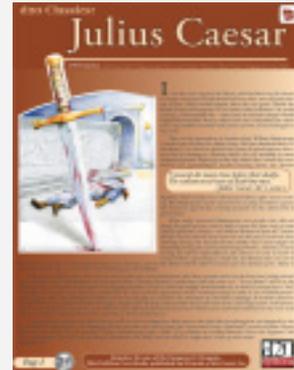
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