



NECESSARY EVIL

DOOM GUARD



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DOOM GUARD

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**SAVAGE WORLDS &
THE SUPER POWERS
COMPANION ARE REQUIRED
FOR THIS BOOK**



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DOOM GUARD



CHAPTER ONE: THE DOOM GUARD

When the world teeters on the brink of annihilation—when alien warships blot out the sun or ancient evils claw their way from forgotten tombs—there’s only one response for the people of Earth—Call the Doom Guard!

The team’s main and most public headquarters stands in Star City, a bizarre urban island created by the cosmic entity known as the Outsider. From there, the hero called Warden handles the organization’s diplomacy and logistics.

A second base, the massive flying fortress Barrage, is commanded by Blackguard, a former criminal turned Guardian. It serves as both a rapid-response vessel and a mobile command center for global crises.

Now a third base has risen in Legacy City, a troubled East Coast metropolis once known as Grayport. Renamed in honor of the fallen hero Captain Might, the city bears his memory at the heart of Memorial Park—a reminder of the sacrifices heroes make to save the world. It’s only fitting that the Doom Guard’s newest bastion, the Spire, now towers over this city, and that a new generation of Guardians stands watch within it.

This book focuses on that new charter in Legacy City, a place troubled by supernatural events and otherworldly incursions. And that new team who will be charged with its care are your characters! With help from the Doom Guard’s AI and legends like Warden, Hex, Hellcat, and Spellbinder, your team must protect Legacy City from strange ley lines, eldritch forces, and the cults that thrive in its ever-shifting shadows.

FORMATION

The Doom Guard formed in the aftermath of an alien assault on Earth, an event detailed in *Necessary Evil: Invasion*. When the world’s greatest super heroes were treacherously slain or captured in a coordinated global strike, new defenders arose in their place—the super villains!

Thanks to their pivotal role in repelling the evil V’sori Empire and their thralls, many former villains were offered pardons by the world’s governments. A hero named Warden led the charge to form the world’s defenders into the Doom Guard—a loose organization of super-powered beings who could protect humanity from future cataclysmic events.

Now the Doom Guard is a private organization based in the United States of America. Funding comes from numerous large endowments placed in blind trusts by wealthy individuals, corporate donations, grateful nations, and common citizens—all administered by Warden, who many see as beyond reproach.

In the United States, the Doom Guard has been granted limited authority by the Department of Homeland Security. Other nations refuse to allow the Doom Guard within their borders for security reasons—or sometimes to hide their own criminal operations, but thanks to Warden’s careful guidance, most world leaders welcome help from the Doom Guard, especially when dealing with super-powered or existential threats.

CASSANDRA

Though Warden is the head of the Doom Guard, its daily operations are actually run by an artificial intelligence (AI) called Cassandra, after the legendary oracle of Troy. It is "her" job to warn the Doom Guard of existential threats around the globe—and sometimes in near space, as well.

Warden created the core of Cassandra from the remains of the V'sori Military Activity Profile, or V-MAP, in 2006. Over the next few years, he layered in additional functions and tasked it with analyzing and warning him of existential threats to humanity.

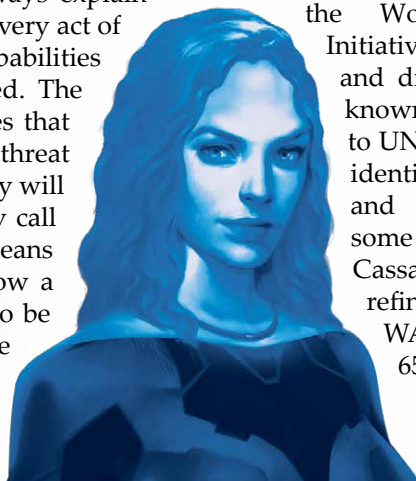
Warden claims he was as surprised as anyone when Cassandra became self-aware in 2006.

Now she carries out her prime directive by analyzing trillions of data points, using probability to make decisions, manipulate events, and dispatch the Doom Guard or other authorities to sites of potential trouble.

Cassandra is truly an asynchronous digital entity, meaning her "consciousness" can be present in multiple locations at once. She can also manifest visually through drones and hard light emitters but typically remains a purely auditory entity.

Cassandra has access to most of the world's digital networks, which she scans by the picosecond, looking for data sets and patterns that indicate greater threats brewing in the shadows.

Cassandra has saved tens of thousands of lives, but she also makes decisions others see as cold and calculating—and they're right. Cassandra can't always explain her reasoning because the very act of doing so may alter the probabilities she's so carefully analyzed. The AI knows this, and realizes that if the Guardians quash a threat before it's visible, humanity will not see her value and may call for her demise. That means she must occasionally allow a threat to mature enough to be seen before dispatching the Guardians, an unfortunate but sometimes necessary evil.



EXISTENTIAL THREATS

The Doom Guard's mandate places them beyond the scope of street-level crime or even super villainy that doesn't threaten global stability. They focus purely on those crises that threaten all life on earth, though it may not always seem that way at first. Sometimes the theft of a rare jewel, for example, is actually the acquisition of an ancient crystal some nefarious cult can use to summon an Elder God to Earth!

Cassandra's extraordinary senses place the Doom Guard in direct conflict with the most powerful entities and species of not just this universe but lords and tyrants of other dimensions as well. When such threats emerge, she puts together an appropriate team from all known agents and directs them toward whatever action she believes will halt the event.

Cassandra has identified three primary categories of extinction level threats to humanity: Alien Invasions, Asmodeus of Stygia, and Cosmic Entities.

ALIEN INVASIONS

The Doom Guard was formed in the aftermath of the v'sori invasion (as detailed in *Necessary Evil: Invasion*), when Earth's survival depended on the unthinkable—super villains rising to reclaim the planet.

Today, any detectable matter or unknown energy entering Earth's atmosphere is tracked, investigated, and—if it shows intelligence—captured and interrogated. To coordinate this effort, the UN established the Worldwide Alien Database Initiative (WADI). WADI compiles and distributes information on all known or suspected alien species to UN member agencies, including identification markers, motives, and combat profiles. While some entries remain speculative, Cassandra constantly analyzes and refines the database. She estimates WADI's current accuracy at over 65%—and climbing.

CASSANDRA

Currently, there are five species on the WADI list classified as Red-Level, or extinction level, threats from the so-called “Nine Galaxies” where life has so far been confirmed. These are:

- **The K’tahren Empire:** Once a servitor species of the v’sori, in the wake of the Overmind’s demise, the shark-like k’tahrens’ imperial tendency reasserted itself. They know where Earth is and bear humanity no great love, despite their actions in the death of the Overmind. Now ruled by a legion of super soldiers called the “Tharn Pantheon” (see *Cosmic Crisis*), the K’tahren Empire remains a vicious threat to all peaceful life in the system.
- **The Shades:** A rumored species of dark and twisted shadowy forms are said to consume a planet’s sun before their cold conquest. While Cassandra and the Doom Guard see no signs of their activities in our solar system, the amount of refugees fleeing dead systems is a growing concern.
- **New V’sori Warlords:** While many v’sori sought peace with Earth after the events of *Invasion* (see the **V’sori Enclave** on page 21), some War Masters carved out their own, independent fiefdoms in the vastness of space. Still in possession of artifacts of terrible power and destruction, these new warlords are high on the WADI watchlist.
- **The Halions:** An alien species with a demonic appearance, the Halions are native to Galaxy Six but have deep ties to Stygia (see below). It is difficult to separate instances of Stygian sightings from those of the Halions, making tracking their actual presence on Earth extremely difficult.
- **The Despoilers:** These raiders and scavengers are a locust-like fleet of aliens who rove from one system to another, strip mining its resources, and leaving nothing but desolation in their ravenous wake. The destruction they leave in their path is a constant threat to sentient species throughout the universe.

COSMIC CRISIS!

The Doom Guard is the front line defense for Earth, but that doesn’t mean their adventures don’t go cosmic as well! Guardians may well be sent off planet to deal with threats long before those enemies reach Earth. Approachable space is defined in *Cosmic Crisis* as the Nine Galaxies.

GETTING THERE

Thanks to the alien technology left behind from the v’sori invasion, getting off-world is no great barrier to the Doom Guard. Warden managed to salvage several alien craft and Cassandra has plans for a human-v’sori hybrid intergalactic spacecraft.

Dimensional tunneling technology isn’t commonly available, but might be encountered among the world’s strange inventors, alien sleeper cells, or cultists’ lairs.

THE GOLDEN GUARD

Guardians who go off world eventually meet the Golden Guard, an intergalactic force of super-powered rangers who battle threats much like the Doom Guard itself. The Golden Guard may be a powerful ally for Earth’s champions—but their cosmic mandate and the mysterious leadership of their master—the “Golden Gaze”—means they place the security of the Nine Galaxies ahead of the needs of a single planet. The galactic rangers have opposed the Doom Guard’s missions on more than one occasion!

**“DID YOU HEAR VERA SMASH
WAS INDUCTED INTO THE
GOLDEN GUARD? GUESS THEY’LL
TAKE ANYONE THESE DAYS.”**

—ECHO SIX

ASMODEUS, LORD OF STYGIA

One of the greatest threats to Earth is the dark ambition of Asmodeus—Prince of the Outer Realms, Conqueror of the Nine Galaxies, and Devourer of Life. From his Hellish throne in Stygia—a sub-dimension of suffering or a full-blown demonic plane, depending on who you ask—Asmodeus rules with iron will and infernal fire. His hunger for conquest knows no bounds, and Earth is always high on his list.

Cassandra knows Asmodeus' agents have been trying to rule the Earth for thousands of years, and as humanity grows, so do the ranks of Stygia's damned legions. Whether Asmodeus' daemonic forces are actually the damned souls of humans or not is up for debate, but as Earth has become more populous, so have the armies of the abyss.

The Conqueror's agents, followers, and dark wizards constantly move about the world, seeking to erode the magical protections that strengthen the walls of reality between Earth and the abyssal plains. Cassandra keeps numerous magically-inclined beings on call to guard against these insidious forces and reinforce these mystic barriers.

Agents or allies of the Conqueror include:

- **Alick:** This occult internet sensation claims to be the inheritor of the legendary Aleister Crowley's arcane knowledge. His livestreams garner millions of views and have inspired thousands of careless amateurs and dedicated anarchists alike to take interest in the occult, magic, and demonology.

Cassandra believes Alick to be Asmodeus' greatest agent on Earth, and keeps constant tabs on his social media in hopes of discovering his true plans.

- **The Demoniac:** The Demoniac is a master of Stygian summoning magic, as well as super sorcery. Their *modus operandi* seems to be locating artifacts of magic origins, draining them of their eldritch energies, and using the stolen power to open temporary breaches between this world and Stygia. Most demonic incursions are the results of these unholy portals.

- **The Cult of the Old Father:** This treacherous cult preys on the weak and vulnerable of Legacy City. It has numerous "tributary cults" as well, including the so-called Despoilers of the Rich, Hellions, *Das Hollenfeuer*, and the Deep Ones of Dunharbor. Sometimes the cults serve Stygia and sometimes they seek the aid of Elder Gods. They are often devoured by whatever dark power they summon, but are popular with curious students and faculty of Legacy City University.

- **Vulcan:** John Abrahams was once the hot-tempered hero known as Infernus. After Asmodeus' son, Blackstar, was slain, he captured and broke Infernus, eventually turning him into the villain known as Vulcan. Vulcan is a creature in torment. He hates his "adopted father" but no longer has any noble purpose of his own. He simply craves revenge and the death that was denied him. The Doom Guard have clashed with Vulcan on numerous occasions, often at the cost of many lives. (See *Cosmic Crisis* for one of Vulcan's incursions).



ASMODEUS

DOOM GUARD



COSMIC ENTITIES

There are entities in this universe which defy the definitions of power. They are the embodiment of grand ideas, esoteric principles, cosmic constants, or horrific entities that gaze upon mortal species as little more than insects. Their influence extends throughout the Nine Galaxies, with all sane creatures giving them wide berth.

- **The Outsider:** The Outsider is a being of seemingly limitless power who has meddled in Earth's affairs on numerous occasions. In 1955, he created Star City, a mysterious island off the coast of America that has since spawned numerous beings with super powers. During the alien invasion, he transported a team of villains to the v'sori homeworld to battle their ruler, the insidious Overmind.

The Outsider hasn't been seen since the alien invasion and his motives rarely seem destructive, but he is a random force that causes Cassandra great stress since she cannot understand his motives or even what calls his attention to Earth.

You can learn more about Star City, the Outsider, and his actions during the v'sori attack in *Necessary Evil: Invasion* and *Necessary Evil: Cosmic Crisis*.

- **The Elder Gods:** Sleeping in the forgotten corners of our universe wait the Elder Gods. Their names are well known to those steeped in the occult: Cthulhu, Hastur, Dagon, Azathoth, and more. Their

desires and motivations are more obscure, and far removed from the simple ken of humanity.

It is believed these entities once strode the universe, reveling in their might. They spawned various servitor races, many of which still exist today. Mi-go, Deep Ones, star shrikes, and Hounds of Tindalos are but a few of their blasphemous progeny (many of these are profiled in Chapter Five).

The Elder Gods are distant and diminished in physical reality, but sometimes reach out to the minds of mortals through dreams, tempting those receptive to their maddening influence with promises of eternal life, exalted servitude in their new and terrible world, or simple escape from some dreadful life of unfortunate circumstance.

When the stars are right, they say, the Elder Gods will rise again—and with them comes the unraveling of the cosmos. Humanity's future is clear: subjugation... or extinction.

Cults to these forbidden gods thrive in Legacy City, perhaps drawn to rifts torn in its soil long ago by the founders—who some say made dark bargains for their success. Cassandra tracks these cults closely, careful to mask her presence through layers of technological and biological obfuscation lest they scurry further into the darkness when subjected to the light.

LEGACY CITY

The harbor known as Legacy City was once Grayport. It was a sleepy backwater for years, avoided by the Native Americans and settled by wanderers too impious for nearby Boston or more distant New York. Through the years, whaling, whiskey, and weapons became its primary exports.

Whalers continued operating out of the gray-water bay long after most of the pods of the North Atlantic had been hunted out. In the early 1900s, smugglers shipped Canadian whiskey from the piers disguised as molasses from the nearby factory, unchallenged by harbor masters on the dole. The 1950s saw the rise of black market weapons, leftovers of World War II or defeated super villains and their deadly technological armories. Though they rarely admit it these days, it was the latter that led to the founding of the International Super Science Offices (ISSO) Laboratory (see page 14).

Why the city suffers from such inequity is a mystery to most, but some say the city's founders made dark bargains with otherworldly powers in its distant past.

Those powers both protect and curse the city, and grant boons to those bloodlines who pledged to them.

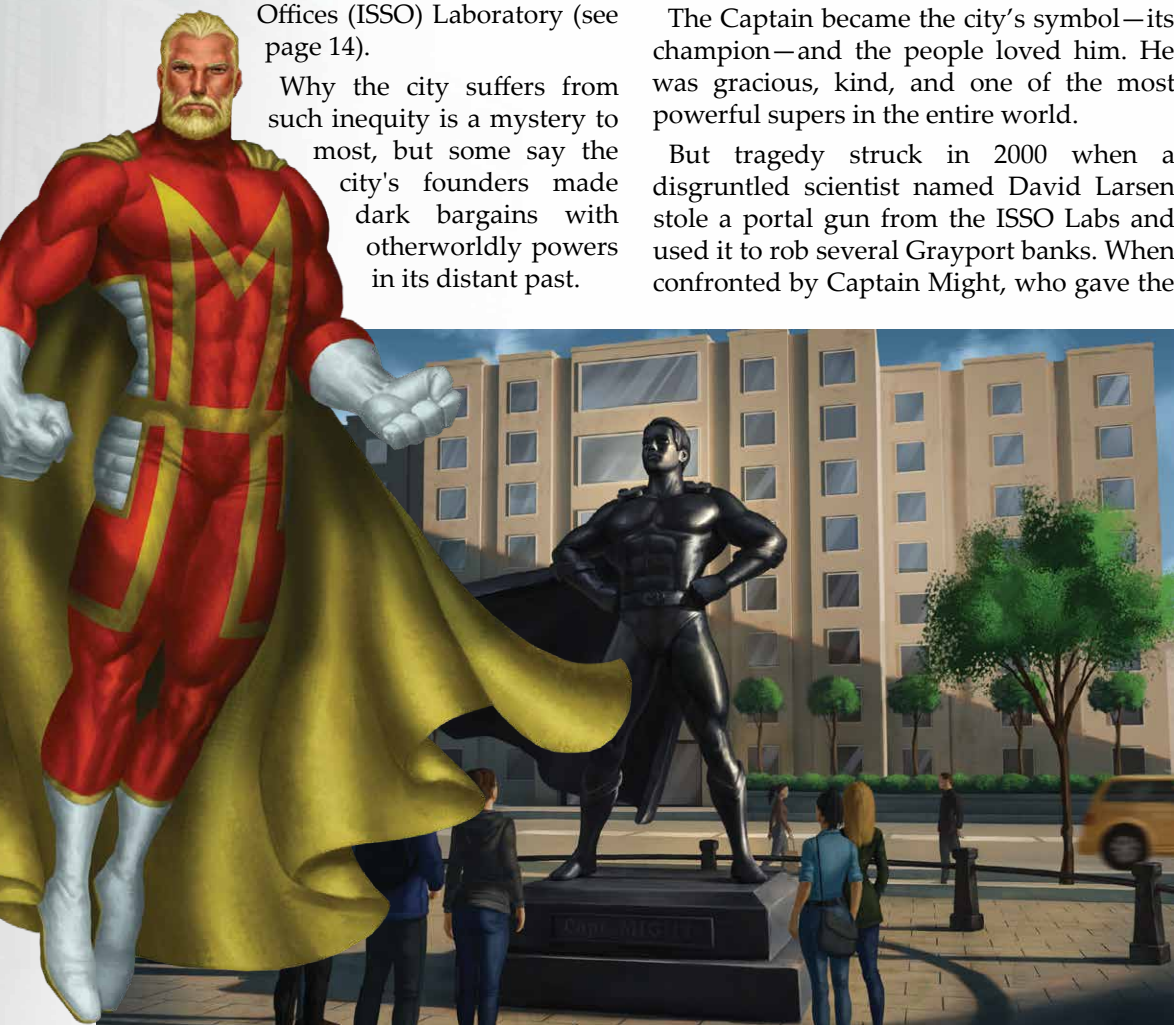
Of course, such rumors are likely wives' tales designed to discredit the old families who still run the town. But even skeptics agree Legacy City sees more than its fair share of supernatural occurrences and dimensional incursions than any other city on Earth.

CAPTAIN MIGHT FALLS

Grayport faced numerous challenges in later years, particularly the rise of several vicious cults in the 1990s and 2000s. A young champion, Kid Might—later Captain Might when he was “promoted” by the city's mayor—protected it time and time again from their sinister depredations. He battled avatars of Dagon, criminal masterminds, and some of the most powerful super-powered thugs of the age.

The Captain became the city's symbol—its champion—and the people loved him. He was gracious, kind, and one of the most powerful supers in the entire world.

But tragedy struck in 2000 when a disgruntled scientist named David Larsen stole a portal gun from the ISSO Labs and used it to rob several Grayport banks. When confronted by Captain Might, who gave the



thief a moment to surrender, the desperate man turned the gun on the city's hero and transported him to Stygia!

Captain Might suffered in the Hell dimension for what seemed like eternity—time passes differently in the dark realm. When he finally emerged by literally ripping a hole in time and space he found the Earth beset by alien invaders called the v'sori.

The champion of Grayport smashed the v'sori fleet and numerous military bases before they found a way to return him to Stygia. He hasn't been seen since.

Grayport raised a statue of Captain Might in 2006 and renamed itself "Legacy City" in his honor.

THE SPIRE

The Doom Guard's primary base is in Star City, but Cassandra sensed renewed activity at the corrupted nexus of Legacy City.

She tasked Warden to oversee the building of a new base there, called the Spire, and find a new team to run it with the help of veteran Guardians Hex, Hellcat, and Spellbinder.

These new Guardians are the player characters themselves. If you're using the Plot Point Campaign in this book, Whispers in Darkness, the team is introduced to their role there. Otherwise, assume the player characters have just completed a tedious selection process and proven their worth, one way or another. They don't have to be heroes, per se, but neither should they be irredeemable villains or callous killers—the world's troubles have not yet risen to the desperation embraced in the Necessary Evil series.

Cassandra and Warden are looking for beings who will dedicate their lives and energy to protecting the world against those threats that would end it. When such threats do not present themselves, the Guardians are expected to train, battle super-powered threats too great for the civilian authorities, and even maintain critical public relations with the public.

VANGUARD

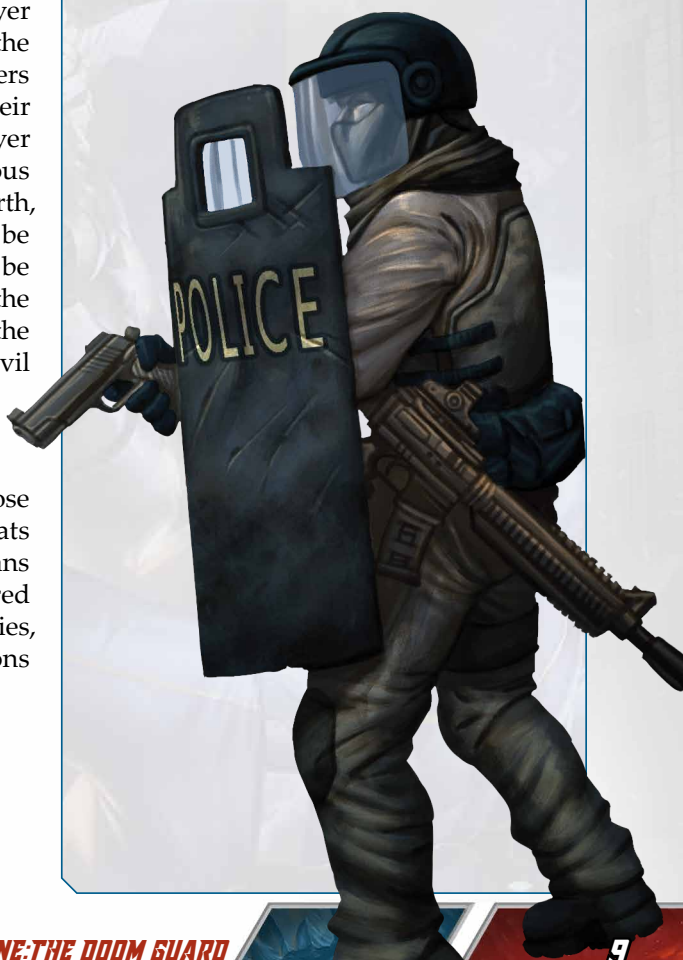
The Vanguard Defense Force is the "super power response team" of the Department of Homeland Security. They handle such threats at the national level, and have response teams in most of the United States' major cities. Most other nations of Earth have similar forces.

It is the VDF's task to handle super-powered threats when no super-powered defenders—such as the Doom Guard or independent heroes—are available.

VDF agents are non-powered civilians outfitted with the latest gear the government can provide. Pulse rifles, stun grenades, and nullifier weapons are their most useful tools in battling the incredible threats they're pitted against.

Vanguard also has its own fleet of rapid response and battle vehicles, and with proper authorization, can call up elements of the military as well.

See page 102 for typical profiles.



LEGACY CITY

THE DOCKS



**STEEL HEIGHTS
PRISON**



**OUR LADY
OF SORROW**

**LEGACY CITY
FIRE DEPARTMENT**



CITY HALL

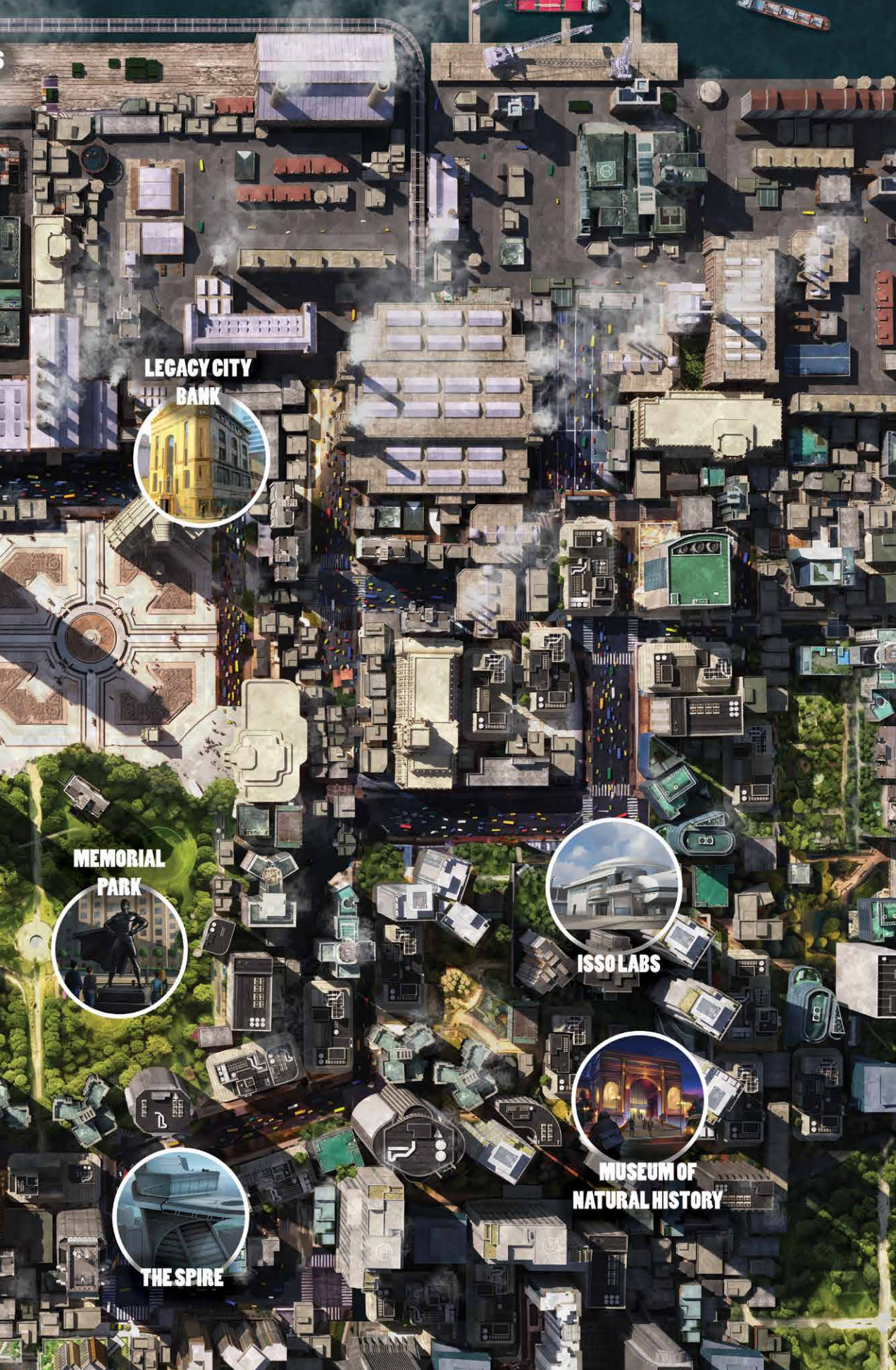


**LEGACY CITY
POLICE DEPT
(PRECINCT 57)**

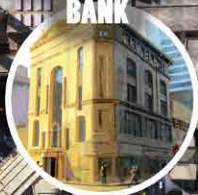


**LEGACY
HERALD**





**LEGACY CITY
BANK**



**MEMORIAL
PARK**



ISSO LABS



**MUSEUM OF
NATURAL HISTORY**



THE SPIRE



LANDMARKS

Legacy City sits on the East Coast of the United States, about 90 miles north of Star City (see *Invasion*) along the New England coast. It boasts an international airport, professional sports team and stadium, and all the amenities that make up a major US city.

Below is an overview of the major landmarks in Legacy City, including any interesting characters the Guardians may find there.

CHAMPIONS STADIUM

Legacy City has its own National Football League team, the Legacy City Champions, and this is where they play. Completed seven years ago, the stadium is still considered brand new and packs out on game days when the Champions are at home. The current team, led by hometown quarterback Drew Garret (page 102), has a great chance at making it to the Super Bowl.

The stadium also boasts a world-class aquarium and the administrative staff for the team. It is quite common for local middle and high schools to be seen here on a field trip. Rumors of secret tunnels running deep beneath the stadium have persisted since the earliest days of its construction but have never been verified.

- **Drew Garret:** Hometown hero and a scion of the Garret Pharmaceuticals company, Drew spends his life in the lime light. Between his familial ties, good looks, charm, and natural athletic ability, it's no wonder the city loves him or why he's Legacy City's most eligible up-and-coming bachelor. He can be found most days at the stadium, practicing, training, or helping make sure the Champions maintain that playoff momentum.

CITY HALL

City Hall is the metaphorical heart of Legacy City. Here the government meets to deal with its many problems and attempts to find solutions that aggravate the least number of voters. Due to the presence of the Doom Guard and the V'sori Enclave (see page 21), the building is a hotbed of political intrigue and debates over superhuman activity.

Politicians build their careers on taking stands for or against the presence of alien refugees or the use of super humans to augment local law enforcement. Rallies on both are a common sight outside City Hall, especially after a tragedy that involves any sort of enhanced being.

- **Mayor Albus Fenton IV:** Mayor Fenton is the fourth of his name and the fourth mayor from the family. The Fentons



are also one of the Four Families who founded Grayport, now Legacy City—an auspicious sequence that has attracted more than a little interest from conspiracy theorists.

Albus is a squat man whose tailored suits strain to contain his bulk. His sweaty face is a constant in the local news. He's a fickle supporter of the Doom Guard, and far less enthusiastic now that they're in his city "attracting attention from powerful enemies." He's always willing to talk about the Doom Guard, as he sees them as his ticket to staying in office, but when popular opinion wanes, Albus's support diminishes as well.

DESOLATION ROW

Desolation Row is the local name given to the area of the city south of the "beltway" that circles the city. It's the oldest area of Legacy City and has definitely seen better days. Originally called Southrow, after the Great Depression the area never recovered and slowly fell prey to urban decay.

Today, Desolation Row is the poorest area of the city. Its crime rate is high, exacerbated by a trio of crime syndicates setting up their drug running businesses in the Row. The Kraken Syndicate, the Crimson Fist, and a new group called the Muertos Cartel all smuggle their product into the Docks and funnel it into the Row for distribution into more affluent areas.

Cops and other emergency services are rare in the Row and violence is high. Those seeking a chance to get out have few opportunities. Some turn to the syndicates; others attempt to move away. Many find their way into seemingly innocuous organizations which turn out to be recruitment drives for various super villains, cults, or worshippers of Asmodeus of Stygia.

The cults take advantage of the other unfortunates of the Row, abducting the vulnerable for dark rites and slowly spreading the corruption which grows at the heart of Desolation Row.

- **Sharon O'Neil:** Sharon O'Neil is an APRN (Advanced Practice Registered Nurse) who operates Mercy's Reach Clinic in Desolation Row. The clinic is an outreach office of Our Lady of Sorrow, but

is primarily for public relations and gets far less funding than it needs.

Sharon sees the worst the city has to offer, day in and day out, yet remains faithfully committed to her charges. Thanks to her, Mercy's Reach has become a sanctuary in the Row. Even the syndicates respect the truce, dealing with anyone who violates the trust quickly and severely.

- **Blackjack Stevens:** A Row fixture, Blackjack is a jack of all trades. He is known by everyone in the Row as a fixer, someone who can get you what you need with few questions asked. His usefulness in this area is the only thing that keeps him alive, as Blackjack is also known as a world class snitch. A little threat of violence and he sings like a bird.

DOCKS

Legacy City's busy docks extend along the coastline, and are always filled with ships, containers, and people. The vast number of people coming through the port at any given time makes it a hub of criminal activities and transient populations. From workers, to gangs, to squatters, many use the docks to circumvent lawful entry into the city, gaining access away from prying eyes.

- **Vanessa Simms:** The chief of the Legacy City Port Authority (LCPA), Ms. Simms is a no-nonsense chief who worked her way up the ranks of the dock workers. Blue collar through and through, Simms secretly hates being the head of the LCPA, missing the simpler days of honest work on the docks.

Simms took over as head of the LCPA after her predecessor, Hector Nunez, had a psychotic break and ended up in Petersen Asylum. His rants about fish people seen beneath the docks made a good story for the Legacy City Herald, but nothing ever came from reporter Trevor Sinclair's investigations.

Simms waves off any questions about these shadowy figures as hearsay and superstition. Under her care, the docks and port authority run smoothly.

FIRST LEGACY BANK

First Legacy Bank is more than just a financial institution. After the v'sori invasion, it became one of the world's busiest financial centers. The whole district was upgraded to handle the massive amounts of encrypted data flowing through it, with First Legacy Bank at its hub.

Today, stockbrokers, investment bankers, and hedge fund management companies all inhabit the buildings around First Legacy. The bank itself sits like a fortress in the middle of the district. Home to the wealth of Legacy City's most influential families, physical and digital, it is among the most heavily guarded and protected buildings in the country. Even Steel Heights (page 20) pales in comparison to the fortifications and guards of First Legacy.

- **Amanda Collins:** Amanda Collins is the manager of First Legacy, which means she practically oversees the operation of the whole financial district. A woman with three advanced degrees in management, economics, and finance, Amanda knows how to keep all the various plates spinning to make sure the billions of dollars flowing through First Legacy go wherever they need to be, and that its investors get their cut. Those who interfere with the bank's affairs have to answer to her husband, Bill.
- **Bill "Roscoe" Collins:** Bill Collins is Amanda's husband and a retired Delta Force commander. Bill spent seven years working in an operations position at SOCOM before taking a job with First Legacy as the head of security. There he found his soul mate, Amanda Fenton, and the two were married in 2015. Roscoe serves his wife without question, believing that her family, its fortune, and its network ultimately serve the city best.

Roscoe and his team of former special forces operators protect not only the building where Amanda works but the financial district's interests generally. Black ops, infiltration, recovery, and occasional "bounty hunts" against powerful super villains are all arrows in their quiver.

The First Legacy Security Force (FLSF or "FirstSec" as its members call it) is a registered Super Power Crime Response team made up of two dozen ex-special forces soldiers with access to the same gear as Vanguard (use the same profiles for those agents found on page 104).

ISSO LABS

The International Super Science Offices (ISSO) Laboratory is the premiere center for the study of Atlantean and alien technology.

Publicly, their PR flacks tout the lab's advances into clean technology, null devices that negate individuals' super powers, and defensive tech. They downplay the organization's origins—researching and developing high-tech devices taken from super villains and Axis scientists in World War II.

ISSO's greatest profits come from riskier projects such as weapons research or portal technology. These secret experiments are carried out in the lab's underground levels by scientists sworn to secrecy and paid great sums to keep their work to themselves. Those funds come from many sources—the United States government, private investors, organized crime, and foreign investors.

Scientists come from all over the world to use the lab's resources, conducting experiments that shape the very future of Earth itself. Some genuinely seek to make the world a better place. Others seek ISSO's help to increase their fortunes or prevent—or plan—some foretold event.

- **Dr. Malik Hussain:** Dr. Hussain is the ISSO Technical Director, the chief scientist and administrator of the facility. He's responsible for reporting findings and managing expenses for the labs, as well as being the face of the lab's efforts. He's as much politician as researcher, managing government demands, corporate intrigue, and enemy infiltrators of all stripes.

If something goes wrong with one of the lab's experiments, or one of its scientists goes on a super villainous bender (which happens more than anyone would like to admit), Dr. Hussain is the one who holds the press conference.



He not so secretly misses being in the lab and constantly laments making the switch to administration. Cassandra keeps a covert watch on the doctor's communications, as his dissatisfaction with his current situation makes him a likely target for blackmail and bribery.

- **Dr. Ramona Carter:** Dr. Carter is the lab's latest poster child for brilliant and world-changing technology. Though young, her affinity for pushing the boundaries of space folds and dimensional tunneling has caught international attention.

The Society for the Stars foundation, a Legacy City company that claims to push the boundaries of what people think is possible, funds Dr. Carter's research into dimensional tunneling. This is an expansion of the Atlantean teleportation gates which exist throughout the world. Carter's research into expanding their range to inter- and intra-solar distances is promising and would unlock the solar system and galaxy for humanity.

- **Sigma Nine:** Sigma Nine is the robotic head of security at ISSO Labs—a sleek, metallic sentinel gliding through the corridors day and night to safeguard the facility, its experiments, and the scientists within.

What only a few know is that Sigma Nine isn't a machine at all—it's Dr. Simon Patel, a robotics scientist at the lab. Years earlier, Simon pioneered a technique to transfer human consciousness into a robotic neural network. His goal was to give patients suffering from severe injuries or degenerative diseases a chance to live again in fully functional bodies.

When Simon was diagnosed with ALS, he became his own first human test subject. The transfer worked—but self-experimentation is strictly forbidden at ISSO Labs. Dr. Hussain discovered the truth but agreed to secretly "hire Sigma Nine" as the lab's top security agent.

Sigma Nine's body is never the same for long. Simon constantly upgrades it—integrating new sensors, weapon systems, and defensive technologies of his own design or scavenged from other projects during patrols. When he's in his human body to work on the robot, a rudimentary AI takes over, allowing Sigma Nine to continue its rounds...and quietly keep tabs on other labs.

LCPD & VANGUARD

The Legacy City Police Department (LCPD) has a long tradition of protecting its citizens—even against the super-powered villains and terrorists who so often threaten them. Like most cities, the department has a checkered relationship with its super heroes. Captain Might was considered above reproach, but other “capes” have occasionally caused such collateral damage that various groups have protested their “vigilante” existence.

The Doom Guard’s new base, the Spire, was well-received after the v’sori were defeated but its towering presence is now a daily reminder that other threats remain. Warden is generally loved by the city, but some of the other Guardians—Blackguard and Hellcat in particular—are often cast as villains by the local press. How they’ll take to the city’s newest Guardians—the player characters—remains to be seen.

Vanguard has offices in the LCPD building, but the two entities don’t always get along with Vanguard, either. The two entities often work closely together, but many street cops don’t like the apparent arrogance of the “Feds,” and Vanguard agents are frustrated at the police getting involved in cases clearly out of their depth. Numerous cultists and super villains are aware of this rift and exploit it for their own ends.

- **Commissioner Jeff Sale:** A fixture of the department, Commissioner Sale has served Legacy City for over forty years—thirty in uniform, ten in Internal Affairs, and three more as commissioner. Approaching seventy, he walks with a cane but remains quick and capable. He recently disarmed a bank robber with his cane and even dropped him with a right hook.

Sale is a staunch supporter of the Doom Guard and maintains a close working relationship with Warden. He plans to retire soon and spend more time with his grandchildren—leaving the supers of Legacy City without one of their strongest advocates. Who will succeed him remains an open—and worrying—question.

The Commissioner is also a frequent visitor to Doom Guard HQ, where

Cassandra enjoys his charm and their weekly strategy sessions. Hex teases them mercilessly, claiming the AI has a “crush on the silver fox.”

- **Detective Melanie Rodriguez:** Detective Rodriguez handles the city’s “weird” cases—cult activity, true monsters, and stranger threats—and often crosses paths with Vanguard. Melanie has caught Cassandra manipulating events—sometimes at the cost of lives—and no longer trusts it. The AI likewise sees Rodriguez as a dangerous meddler and sometimes puts rogue leads in her path to keep her from interfering with her more “important” work.
- **Vanguard Commander Lewis:** Commander Lewis leads Vanguard in Legacy City with ruthless efficiency. He appears to be an ideal leader: disciplined, organized, and concerned with his agents’ welfare, but his adherence to following procedure has caused delays in Vanguard’s response times.

Years ago, the commander watched a bus full of passengers perish when his agents crossed paths with the deadly villain known as Kamchatka (see the Super Powers Companion). The event transformed Lewis’s once reckless nature into commitment to doing things “by the book” even in cases where swift action would be the better option.

LEGACY BAY NUCLEAR POWER PLANT

This massive nuclear plant powers all of Legacy City and its suburbs—a gleaming symbol of the city’s technological relationship with ISSO Labs. It’s the first of a new generation of cleaner nuclear reactors, which they claim is a prototype for a better, safer future. ISSO Labs has so far kept the technology proprietary, but categorically deny claims from certain “deranged conspiracy theorists” that it draws its fuel from “another dimension.”

The facility runs with a skeleton crew thanks to near-total automation. Most of the people on-site are guards with a hotline directly to Vanguard in case of attack by threats they can’t handle.

■ **Security Chief Michelle Hurst:** Chief Hurst is the cyborg head of the security forces at the plant. She answers to the plant's board of directors, which includes members from the ISSO Labs and the mayoral office. Her job is to make sure the safety of the plant is never compromised.

Hurst was injured in a lab accident seven years ago when an experiment went horribly wrong. She was a security member at the labs and saved 11 scientists before sealing the lab. The accident left Hurst with 3rd degree burns over the majority of her body. Dr. Patel of ISSO Labs (see page 15), her colleague and romantic partner at the time, rebuilt her broken body with advanced technology.

LEGACY CITY FIRE DEPARTMENT

The Legacy City Fire Department (LCFD) is a venerable institution that harkens back to darker days in the Grayport city era. Much like the infamous New York fire department, the first firemen primarily robbed the homes before putting out any fires, claiming the loot as their pay.

These days, the LCFD is a bastion of heroes who risk their lives to save others. Their HQ is located downtown, near City Hall, and serves as a hub for all the fire stations of the city, as well as the seat of the bureaucracy

which manages them. Commissioner Simmons works closely with the mayoral office and LCPD to keep the city and its residents safe.

■ **Commissioner Kyle Simmons:** Simmons is a proud half-Atlantean with minor water powers he uses to augment his crews' firefighting abilities. He's dedicated to the city and cut his teeth in the old New York and Boston fire departments before transferring here.

Simmons is a hands-on leader, often jumping on trucks as they head out to fires. He's known for quickly putting out blazes before they turn into infernos with his water control powers. His frank talk, integrity, and rigorous investigations into internal affairs ensures the modern LCFD's record is spotless.

LEGACY CITY SUBWAY SYSTEM

The city's subway system was refurbished after the invasion with high-tech maglev trains developed by ISSO Labs.

While the subway is generally considered safe, some incidents have occurred, particularly when subterranean threats tunnel up to the city and disrupt the lines. Rumors of a giant subterranean creature disrupting some of the lines have so far gone unproven (but see page 47, Game Master!).



LEGACY HERALD

The Legacy Herald is the primary media and news organization for the city. The Herald's editor in chief keeps it fast-moving and modern, with live broadcasts, blogs, newsletters, and streamed content 24/7.

The reporters and photographers of the Herald can be found throughout the city, chasing down scoops of hard-hitting corporate or governmental corruption, heartwarming fluff pieces, and interviews with common people on the street. One of their most successful segments is "Cape Corner," a daily update of all super news in the city.

- **Karen Brockman:** The current Editor in Chief of the Herald, "Curious Karen" Brockman was known for her hard-hitting investigative reporting in Star City. She was offered the leadership position in Legacy City three years ago after the previous editor died from the collateral damage of a super-powered battle.

Brockman routinely receives "editorial advice" from Mayor (and majority stock holder) Albus Fenton. She's kept his requests from tainting the paper's record so far but wonders how far she can push before Fenton decides to play dirty.

- **Trevor Sinclair:** Trevor Sinclair was the Herald's star reporter. He was known for his hard-hitting but very readable pieces, and always followed the evidence, no matter where it leads. He managed to make several powerful enemies on his road to two Pulitzers. That all ended when his wife and child were killed by cultists.

Trevor's life completely fell apart in the aftermath of that loss and he fell into a pit of despair he's never climbed out of. Brockman only sends Trevor out on fluff pieces these days. Or so it seems. Astute readers have tied several of his pieces to individuals who were later linked to cult activities—some of whom didn't survive. Rumors abound that Sinclair is a vigilante, or at least in league with one. See page 104 for his profile.

LEGACY CITY UNIVERSITY

While lacking the tradition and popular weight of the older, more famous East Coast schools, LCU is a solid STEM university. It has strong ties to ISSO Labs, the nuclear plant, and a host of tech and medical companies in Legacy City. LCU graduates have a high placement rate in a variety of engineering programs. Some of these programs—such as robotics, chemical, dimensional, and nuclear—attract the top minds in the country for both faculty and students.

Originally founded in 1944, LCU's oldest and most venerable departments are its History and Languages programs. One of the few schools still offering a philology degree, these departments tend to attract those with an unhealthy interest in old, musty, and forbidden tomes. As such, these departments also offer courses in local folklore, ancient histories, conspiracy theories, and occult topics.

- **Professor Jason Wynguard:** The head of the Parapsychology department at LCU is often ridiculed as a "kook," as he is an academic obsessed with the occult. However, his passion—as well as his chiseled jaw—causes his classes to be a huge draw for students. He consults with the Doom Guard and possesses the East Coast's finest library of occult texts.

MEMORIAL PARK & THE CAPTAIN MIGHT MEMORIAL

Memorial Park is a large urban greenscape on the west side of the city. Renamed in the aftermath of the invasion, it became the city's way of honoring those who fell defending it. Captain Might's statue is also found here, a gleaming monument to the fallen champion.

- **"Mighty" Skipper:** Mighty is a fixture in the park. He regales all who'll listen about the good old days, when Captain Might flew over the city. Mighty claims to have been a close friend of Captain Might, and to have been there the day he died.

Many have trouble taking the man seriously because of his ratty clothes, shopping cart full of debris, and the fact that he seems to only be in his mid-thirties. He's tolerated for his entertaining stories and the fact that he's generally helpful

to anyone who enters the park. Mighty gives directions, helps find lost children and pets, and has even saved people from muggers. See **Forgotten Legacy** on page 98 for more info on Skipper.

MIGHT TOWER

The newest skyscraper in the skyline, Might Tower is the home of several of the city's most powerful corporations and people. Its gleaming, mirrored surface holds the offices for Garret Pharmaceuticals and other corporations, as well as condominiums for some of those who work there. It is almost more of an arcology than an office building.

The tower boasts security that rivals the Pentagon. There are some who look at the skyscraper as a bastion of corporate excess and greed, while others (typically those who live and work there) see it as their own private kingdom. The fact that it possesses its own security, fire, and medical staff adds to the mystique, as well as serving as a reminder of distance between the haves and the have-nots.

- **Evelyn Garret:** Garret Pharmaceuticals' CFO, Evelyn Garret (page 103) lives and works here. As one of the principle investors in Might Tower, Garret Pharmaceuticals enjoys ten stories of the tower for their corporate headquarters.

OUR LADY OF SORROW HOSPITAL

Our Lady of Sorrow is the largest hospital in Legacy City and the heart of the Sorrow Medical Network, its flagship facility located on the city's north side. Here the staff confronts the daily toll of terrible trauma, super-powered battles, syndicate violence, and the unique challenge of living in a world where gods and monsters walk the streets.

A decade ago, the hospital's facilities were the pinnacle of modern medicine. Today, they're showing their age. Equipment is outdated, infrastructure is straining, and the entire network is overdue for a major upgrade. But Mayor Fenton prefers to funnel the city's budget into high-visibility projects that win headlines—and votes—rather than quietly fixing what's broken. Many insiders fear it's only a matter of time before the system suffers a catastrophic failure in the middle of a crisis.

- **Antonio Garret:** Part of the Garret Pharmaceuticals family, Antonio is Our Lady of Sorrow's administrator. Many rightly point out that this is a clear conflict of interest, and they're not wrong. But the Garrets are the hospital's largest contributors, so their presence is grudgingly tolerated.

Antonio is the subject of constant rumors. His operation has been accused of funneling "volunteers" into Garret Pharmaceutical human trials, condemning political enemies of Mayor Fenton to the Petersen Asylum, and even creating inhuman hybrids in the secret labs beneath the hospital!

Antonio remains cool under such fire, however. He's quick with a reassuring soundbite, and adept at deflecting accusations. Publicly, he denies everything, insisting ongoing "independent investigations" will identify the malicious source of these persistent allegations. Of course many of those investigations are actually aimed at finding the whistle blowers before they provide any evidence of their claims!

PETERSEN ASYLUM

Squatting on the edge of Desolation Row and looming over the bay, Petersen Asylum has watched Legacy City's nightmares for over a century. The city's oldest surviving institution, it was built in the brutal whaling days of old Grayport and founded by the renowned alienist Dr. Sherman Petersen. His mission was to heal fractured minds and return the broken to society.

But history tells a darker tale. Petersen's "treatments" were as cruel as they were experimental, and the scandals that followed stained the asylum's reputation for generations. Though many of its barbaric practices have long since been outlawed, the whispers of what happened in its cellars have never fully died.

Today, Petersen Asylum endures—propped up by both sincere reforms and slick campaigns from well-paid public relations firms. They're also one of the few facilities capable of holding and neutralizing the powers of super-beings.

Yet the truth is more practical and grim: in a city riddled with cults, corrupted ley lines, and horrors that leave the mind scarred, the demand for an asylum is greater than ever... even one with blood on its hands.

- **Dr. Clemens Petersen:** Great, great grand-nephew of Sherman Petersen, Dr. Clemens took up the ancestral reigns of the asylum seven years ago. Since then, the asylum has operated with almost no *public* scandals. Clemens runs a tight ship and holds his staff to a very high standard—and airtight nondisclosure agreements!

If there are any faults to lay at the new director's feet, two remain. First is the revolving door of super-powered villains who get admitted to the asylum only to be back on the streets in several months. Dr. Petersen places the blame on the influence fame and notoriety has on people, and how the pressure of resuming a famous persona can overwhelm a recovering patient. He also points to his success cases, such as Spellbinder, a stalwart member of the Doom Guard.

The second is the suspicious escapee/mortality rate at the asylum. While well below previous numbers, they still remain high. Dr. Petersen blames the age of his facility. For every makeshift exit found and sealed, several more open due to the crumbling nature of the old structure. As for the mortality rate, Dr. Petersen points to the sad fact that those who enter the asylum often succumb to the demons that drove them there.

THE SPIRE

Thanks to Cassandra's drones and automated systems, few actual humans work inside the Doom Guard's headquarters. But outside, the streets are never empty. Reporters, cape-chasers, tabloid scavengers, protesters, fans, and the desperate all gather at its base, each hoping to catch the eye of a Guardian.

The headquarters itself crowns Millennium Tower, the tallest building at the heart of Legacy City. At the dawn of the 21st century, the city carved out the top three floors of the skyscraper as a lure for super-powered defenders, and the Doom Guard claimed it.

Now, the Spire rises like a beacon, visible from nearly every corner of the city. Inside, its gleaming halls and shadowed chambers serve as a state-of-the-art command center against the doom of humanity.

The Spire holds living quarters for permanent and visiting Guardians, cutting-edge training and recreation facilities, and even a launch deck for the team's long-range suborbital shuttles. It is both fortress and symbol—part sanctuary, part reminder that Legacy City's survival rests on those willing to stand at its highest point and look into the darkness beyond.

STEEL HEIGHTS PRISON

Steel Heights is Legacy City's ultramodern super-max prison complex. It houses the local criminal population as well as infamous residents of Block S, the superhuman incarceration block. Between negation collars and "whole cell" technology, Vanguard equipped and trained guards, and other superpower suppressive systems, Steel Heights is considered one of the most secure "super prisons" in all the world.

That doesn't mean no one ever breaks out—there are too many strange powers, individuals, and their allies to be completely foolproof. The Doom Guard are frequently called on to help with a breakout, most of which come from outside agents rather than interior riots or escapes.

- **Warden Ben Rohlin:** Warden Rohlin is the mastermind behind the current incarnation of Steel Heights. He wants to show how a supermax, super-powered secure institution should be run. A man of integrity, he does not see the prison as a commercial venture, but as a place to keep the worst of society away from its citizens, and a place to rehabilitate those inmates who seem capable of sincere change.

To that end, Rohlin partners with local churches, community organizations, and the Doom Guard to ensure inmates have a genuine chance to put their pasts behind them. As for the inhabitants of Block S, Rohlin works with ISSO Labs to constantly improve Steel Heights' security systems and permanently remove repeat offender's powers (a treatment currently under study by the Supreme Court!).



THE V'SORI ENCLAVE

On the southwest edge of Legacy City, hard against Desolation Row, lies the V'sori Enclave—a district unlike any other. After the invasion, clusters of v'sori refugees remained scattered across the planet. Those who weren't imprisoned—mostly scientists, engineers, and technicians—were eventually released, and many gravitated to Legacy City.

Nearly a decade ago, the city formalized this settlement into the first true enclave, giving the aliens a home...and gaining privileged access to their advanced knowledge.

Corporations and research firms, from private labs to ISSO itself, eagerly hired v'sori talent. But the enclave's founding deal came with a cost: inside its borders, Legacy City PD and even the Doom Guard have no jurisdiction. The Enclave functions as a semi-sovereign territory, a political compromise that has since led to endless headaches whenever criminals, cultists, or super villains flee across its invisible borders. Tensions between the Enclave and the city proper are rising, even as both sides insist the arrangement is working.

To most citizens, "Alien Town" feels like any other ethnic district—a place of strange foods, unreadable signage, and a culture slowly grafting itself onto Legacy City's

bones. V'sori walk the city streets freely now, and while the scars of invasion still ache, many hope time will heal them. Most had no choice but to follow the Overmind's orders, after all, and more than a few actively aided the people of Earth where they could. Hope, however, is ever fragile.

- **Master J'ndöm:** At the heart of the Enclave is Master J'ndöm, its de facto overlord—seen as a mayor by his people and a deputy mayor by Legacy City. Charismatic, stylish, and possessed of a surprisingly sharp wit, J'ndöm has become a favorite on talk shows and at press conferences. He works tirelessly with the mayor's office to ensure the v'sori have both protection and representation, while soothing anti-alien fears that still seethe in the city.

But beneath the charm is a man walking a knife's edge. Within the Enclave, frustration festers. Many v'sori resent the restrictions and compromises J'ndöm has made with the humans, and whispers of "traitor" grow louder with each passing year. Whether J'ndöm is actually a champion of a defeated people or a spy biding his time for some future event remains to be seen!

THE SPIRE

The Spire uses the Base rules from the *Super Powers Companion* for making bases. You can use the system presented there to continue building it out or generate encounters.

Cassandra is a constant presence in the HQ. She's always watching and waiting to respond to a query. Her face instantly appears on any screen near the Guardian she speaks to. She can also appear as a hard light hologram within the base or possess any or all of the two dozen drone bodies placed throughout.

Here are the base's choices and Upgrades.

Advantages (Mentor): Cassandra is a major inspiration and influence on all Doom Guard members. At the start of each adventure, randomly choose one Guardian, who gets to explain how Cassandra inspired or mentored them. This super gains a point of Conviction for this adventure. If they do not use it, they lose it at the end of the adventure. A Guardian may not gain another point of Conviction from this advantage until every other hero has received it once.

Complication (Very Public): The Spire is at the heart of Legacy City. Everyone in town knows where it is, and it's visible from many cross streets or elevations.

Form (Top Floors of a Skyscraper): The base occupies the top three floors of the building. Tenants below pay less than market value for fear the Doom Guard's activities will cause harm.

A Juggernaut and ten Chieftain Street Bikes are in the garage, and the top floor of the Spire has an open air landing area for flying supers and the Doom Guard's Peregrine Jump Jet. See page 35 for vehicle profiles.

UPGRADES

Base Defenses: The base's entrances are guarded by alarms, automated pulse Gatling lasers (Range 20/40/80, Damage 3d6, AP 4, RoF 3), and Cassandra.

Command Center: The Spire has a cutting edge command center, complete with holographic displays, satellite uplinks, and complete integration with Homeland Security, Interpol, and numerous international databases. This grants the Guardians +2 to relevant Research rolls in the Command Center.

Occult Library: Spellbinder collects occult and eldritch tomes to aid in the team's stranger research. This Upgrade grants team members +2 to Occult rolls while in the Library.



BEYOND LEGACY CITY

There are several other key locations around the world the Guardians should be aware of.

DUNHARBOR

This sleepy, old fishing town to the south of Legacy City was once Grayport's jealous twin. But as Grayport prospered from the vices of an increasingly modern world, Dunharbor stayed behind.

These days, it's home to a small canning plant, a decrepit fleet of fishing boats, and a small, insular group of families who despise Legacy City—which they still call Grayport. Few strangers make the trek to Dunharbor—its primary interests to most visitors are either genealogical or historical.

Citizens of Legacy City see Dunharbor as a quaint footnote of their past, a remnant of a stubborn and bygone age that refuses to leave the dismal ways of the past behind. The resentment of the pallid locals toward outsiders is palpable.

ASILA

Asila is an independent nation in South America that rose out of the destruction wrought by the V'sori Invasion. A super named El Gigante led the resistance in the area, and founded Asila in the aftermath. It has since become a refuge for people in a region beset by instability and criminal syndicates.

El Gigante leaves practical matters of governance to his cabinet. He prefers to spend his time battling world-wide crime syndicates, and sometimes joins the Doom Guard on their missions.

ATLANTIS

The fabled city of Atlantis sank beneath the waves some two thousand years ago. The old city still exists within the heart of the Bermuda Triangle. It was devastated once again when the v'sori invaded, but in the decades since the surviving population has returned, rebuilt, and even expanded the underwater kingdom.

It is now common knowledge that the Atlanteans started as visitors from another world. They are the same species as the v'sori, though there is no love lost between the two peoples.

The Atlanteans are now led by Queen Meriel. Under her rule, they've become more secretive and distanced from the surface world. They've focused on creating new cities and outposts on the ocean floor to better survive if Atlantis is ever attacked again. Their cities are home to a hub of interconnected teleportation devices, but they haven't shared this technology (or the locations of most of their network) with outsiders.

An over-water platform called Timaeus rises above the Atlantic off America's East Coast. It marks the Atlantean's public presence in the surface world, and leads via teleportation tube to an underwater colony called Carthage.

Carthage is home to nearly five thousand Atlanteans and is an attempt to reestablish a foothold in the new world order. It's part city, part diplomatic enclave, and part fortress. About 40% of the city lies under air domes, allowing visitors from the surface to visit and conduct business. Ambassadors are welcome, but so far not allowed permanent residence.

BRIDGEHEAD

A population of 15,000 may not seem very notable, but when it's located in Antarctica it becomes incredible. Bridgehead started as an experimental project by multiple nations to test the technology for a colony on the moon. Most of the population lives in an open air sprawl on the coast, but tunnels lead to smaller domed suburbs farther into the cold wastes. Each dome is considered the territory of the country that sponsored it.

The hardy citizens of Bridgehead are a mix of researchers, adventurers, and dreamers hoping to be among those chosen for the moon colony of Port Progress when it opens.

Beyond the harsh climate, Bridgehead's biggest problem is a high concentration of cultists drawn there hoping to find ancient beings rumored to lie dormant beneath the cold ice.

NEW YORK

Manhattan Island was cordoned off during the invasion and used as an elaborate prison. Twenty years later, the city has largely rebuilt and is once again a thriving metropolis.

PORT PROGRESS

Work isn't yet complete on the moon colony of Port Progress, but much of the infrastructure is finished and various crews live and work there. When it's finished the base will boast a population of thousands, but for now less than a hundred people live there.

One of the permanent crews already operating at the spaceport belongs to Vanguard, in a special observation tower outside the main base connected by a tube transport. The outpost is called Vantage Control, and constantly scans for planetary threats below and interplanetary dangers from beyond the solar system. Vantage Control has a direct hotline to Vanguard and the Doom Guard in case of emergency.

STAR CITY

Star City is the most advanced city on the planet. The island it was built on was created in 1955 when a being known as the Outsider came to Earth, raised the land (shaped like an eight-pointed star), and then disappeared after Doom Guard's predecessors drove him away. The island is two miles off the coast of the eastern seaboard of the United States, about halfway between Boston and New York, and is accessible via a seven lane technological wonder known as the Sea Bridge.

Star City is home to a high number of supers and some fantastic technology. It remained mostly untouched during the v'sori invasion (unlike many other cities), and operated as the main headquarters of both the aliens and the resistance during the war.

Atlantis and several alien civilizations have embassies in Star City, and it attracts more than its fair share of super-geniuses and heroes with alien ancestors.

SUPER VIOLENCE IN LEGACY CITY

While the Doom Guard focuses on the major threats to the world, their charter also requires them to intervene locally as well. Vanguard and the LCPD may not always appreciate these efforts, so it's up to the Guardians how they maintain this relationship.

Criminal activity in Legacy City falls into three broad categories: mundane crime, organized villainy, and independent evil.

MUNDANE CRIME

Mundane crimes are dealt with by the LCPD and local vigilantes—an accepted part of life in most nations of the Earth. The Doom Guard rarely get involved in these affairs, but with so many members in residence or visiting the Spire random interactions with common criminals are relatively common.

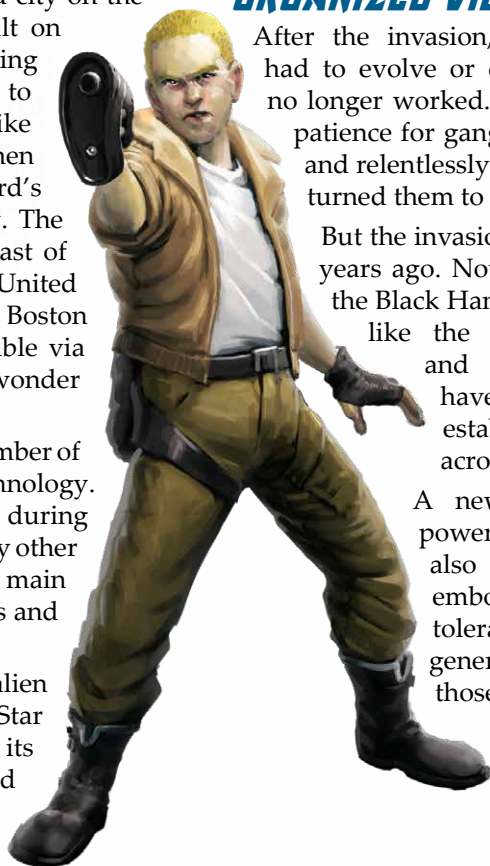
As a member of the local syndicate once said: "You can't swing a dead cat around here without hittin' a cape."

ORGANIZED VILLAINY

After the invasion, organized crime had to evolve or die. The old ways no longer worked. The v'sori had no patience for gangs in their territory and relentlessly wiped them out or turned them to their cause.

But the invasion was over twenty years ago. Now, old entities like the Black Hand and new groups like the Kraken Syndicate and Muertos Cartel have returned and established themselves across the globe.

A new crop of super-powered villains have also emerged, perhaps emboldened by tolerance previous generations took toward those who saved the world from the v'sori.



DOOM GUARD



These new organizations have adapted, weaving super villains into their structures rather than using them merely as muscle or assassins. They build networks of black-hat hackers to battle Cassandra's algorithms and adopt cell-based structures to insulate themselves from raids—ensuring no single bust can topple the whole enterprise.

THE CRIMSON FIST

As if Legacy City didn't have enough cartels, cults, and syndicates to contend with, it also has ninjas. The world wide syndicate known as the Crimson Fist has stalked the city's shadows since the 1970s.

The Crimson Fist maintains a network of dojos around the world, including Legacy City. They serve as both cover operations and recruitment centers, luring in young men and women with promises of discipline and power. The most promising initiates are led down a darker path—one that damns body and soul alike. (For more information on the Crimson Fist, see the *Super Powers Companion*.)

"THIS WEIRD FLASH MOB DID THIS WEIRD DANCE AND SUMMONED UP SOME KIND OF...THING. IT WAS ALL WINGS AND TENTACLES AND A BONY HEAD. GOOD THING SPELLBINDER WAS THERE."

—CITIZEN

CULTIC ACTIVITIES

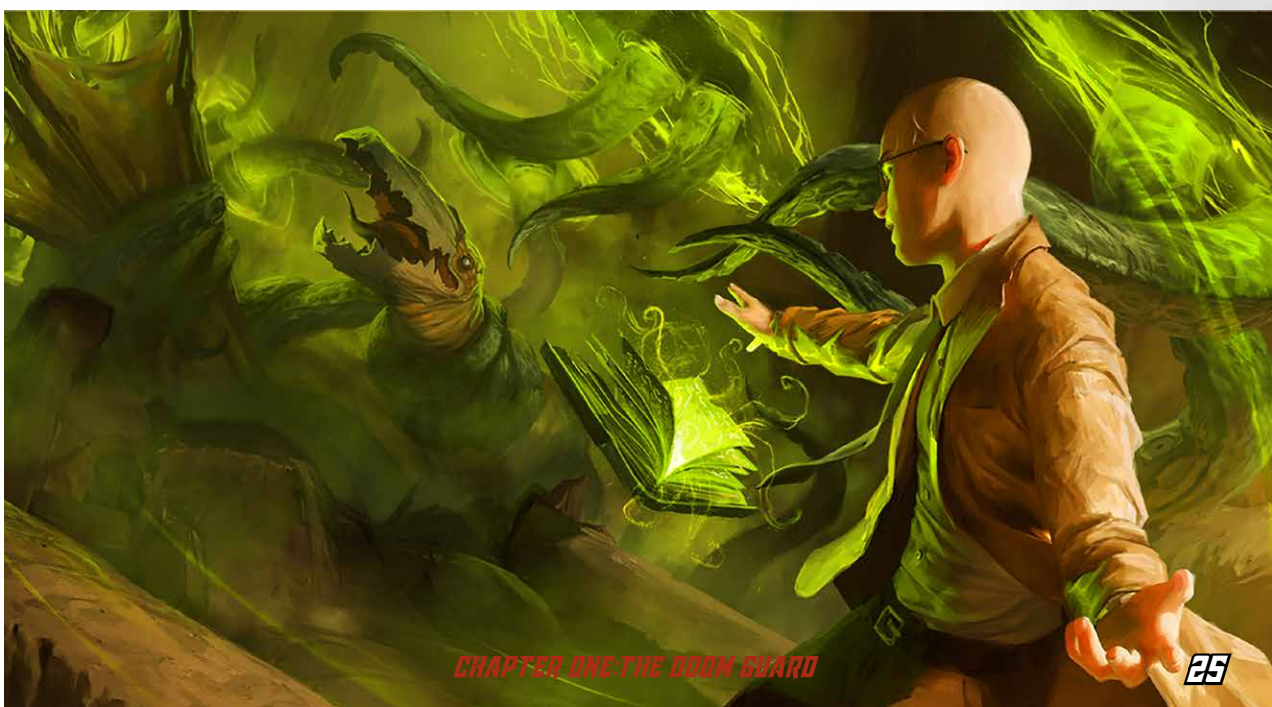
It should come as no surprise that Legacy City is a hotbed of cult activity. Cassandra has identified numerous sects devoted to entities such as the Elder Gods, Stygia, and Asmodeus.

The two main types are:

Cults of Decadence: These secret organizations thrive among the wealthy and powerful. Some members gained their positions through their patron's blessings; others were lured in by promises of greater indulgence. These are the cults whispered about in stories of debauched parties and depraved rites.

Many masquerade as elite clubs or fraternal orders, often passed down through generations. They worship entities like Dagon, Hastur, or Asmodeus—beings who promise wealth, power, and pleasure for unspeakable oaths.

Cults of Desperation: Disguised as charities or shelters, these loathsome groups prey upon the hopeless and forgotten, offering power or escape. In truth, their members are often consumed, broken, or sacrificed to their patrons. Such cults often serve Dagon, who whispers promises of wealth from the sea, or Cthulhu, who offers an equality found only in madness and drowning dreams.



THE FOUR FAMILIES

The Four Families of Legacy City are its old blood—dynasties of wealth and power who shaped the city nearly a century ago. They saw promise in the rugged coast where Legacy City now stands, poured their fortunes into its foundations, and built it in their image.

Since then, they have ruled as the city's aristocracy. Their fortunes grew alongside the city's, swelling to rival entire nations after the Invasion. Though only three families remain active in Legacy City today, the name endures: The Four Families.

To the average resident, the Families are both untouchable elites and guilty pleasures. Their triumphs are admired, their scandals devoured like a local reality show. They are as much a part of the city's identity as its skyline.

- **The Fentons:** The Fentons came from the nearby town of Dunharbor and quickly entwined themselves with Legacy City politics. Four of their heirs have worn the mayor's chain, including current mayor Albus Fenton IV. Dozens more populate the bureaucracy, using it as a springboard to higher office. Today, a Fenton can be found anywhere power is wielded, from state capitals to the halls of Congress.

- **The Garrets:** If one family is Legacy City, it is the Garrets. They are its most successful dynasty—pillars of wealth, culture, and celebrity. Garret Pharmaceuticals dominates the skyline, while Garret actors, athletes, and magnates dominate headlines. Streets, towers, and districts carry their name; their influence can be felt on every block. To many, the Garrets are royalty in all but title.

The Garrets have deep roots in Legacy city that run all the way back to the earliest Grayport days. They see the Fentons as upstarts and intruders from the "Dunharbor backwaters."

- **The Hollows:** This family is the black sheep of the Four. They avoided celebrity and high office, instead working in the shadows through foundations, trusts, and scholarships. They were key patrons of the "Sorrow Project," which grew into Our Lady of Sorrow hospital network.

But their name is forever stained. In the 1950s, the Hollows were linked to a string of violent crimes and murders. Scandal forced them to change their name in the 1960s, Americanizing their previous family name (the Holls) and distancing themselves from blood-soaked headlines. Their fortune endures, but whispers of their dark past linger.

- **The Debiskis:** The so-called Lost Family, the Debiskis vanished from Legacy City in the 1970s. A rare blood disease claimed many of them; others perished in accidents—many of them at sea. By the 1980s, the family was gone, leaving behind only names carved into buildings, streets, and the freeway that connects Legacy City to Dunharbor. Whether cursed or simply unlucky, their legacy is now little more than a ghost story.

THE KRAKEN SYNDICATE

The Kraken Syndicate was born from the ashes of the old mafia and triads, united under a single banner by the shadowy mastermind known as the Controller. Draped in the imagery of the legendary kraken, they rebranded themselves as an elite and sophisticated order of criminals.

They still run protection rackets—only now with super-powered enforcers in tailored suits. They still push drugs and traffic in misery—only now hidden behind cryptocurrency and digital laundering.

The Syndicate courts Legacy City's high society, desperate to appear legitimate, but everyone knows their survival depends on the rich and powerful continuing to need their services.

(For more information on the Controller and his Kraken Syndicate, see the *Super Powers Companion*.)

MUERTOS CARTEL

The Muertos Cartel inherited the shattered remains of the old drug trafficking cartels. After the invasion, a joint crackdown by federal agencies and the Doom Guard crushed most of them within five years. But in the vacuum, a figure known only as Death's Head emerged—violent, cunning, and utterly ruthless.

Seizing the cartels' remaining infrastructure, Death's Head rebuilt them along insurgent and terrorist lines, using compartmentalized cells that could endure raids by AIs and super heroes alike. Some whisper he is a former counter-terror operative or rogue intelligence asset gone dark.

In addition to the classics, the cartel's newest offering is Warp Spasm, a combat drug that turns the user into a rage-powered berserker. See page 99.

The cartel's decentralized nature makes it nearly impossible to destroy. Take out one shipment, one cell, one dealer—and another steps in to replace them.

INDEPENDENT EVIL

Legacy City is a beacon for super-powered villainy and terrorism who've set their sites on its many mysterious offerings. Threats range from street-level costumed thugs—barely a step above gang leaders—to walking disasters capable of leveling city blocks.

The Doom Guard crosses paths with such foes when their missions collide with villainous plots, but the team is rarely dispatched specifically to hunt them. Officially, super villain crime falls to Legacy City's own community of local heroes. Unofficially, Guardians often pursue these threats on their own time, unwilling to sit idle while innocents are at risk.

Like many great metropolises, Legacy City suffers a revolving roster of villains. Most who are captured either vanish into Steel Heights or Petersen Asylum—only to eventually escape and flee the city once more. But a handful of rogues and monsters choose to stay or frequent the town's troubled streets. These are the ones who make Legacy City their hunting ground, their playground, or their personal kingdom of crime, and it is they who most often cross paths with the Doom Guard.

Some of those frequently found on the streets of Legacy City are:

- **Alchemist:** A master chemist who can rob a super of their powers!
- **Chainsaw:** A bloodthirsty serial killer for hire.
- **Electron:** A brilliant hacker and mistress of electricity.
- **The Fixer:** A scientific genius who often works behind a screen of allies and tech gangs.
- **The Green Goddess:** A former radical turned living plant who controls the "Green Earth" and hordes of powerful minions.
- **Ice Queen:** Natalie Adams is a greedy and vengeful ice controller.
- **Lycanthropus:** An incredibly powerful werewolf—avoid at all costs!

UNENDING THREATS

For more villains to use in Legacy City, check out Chapter Five and the *Savage Worlds Super Powers Companion*. You should also create your own villains, and allow Guardians to integrate their own personal rivals and enemies to Legacy City's roster of super-powered threats!



A TALE OF NECESSARY EVIL

Earth has long been a nexus of doom. Magical forces, underworld dimensions, and aliens from the stars gravitated towards the planet throughout history. In every era, heroes arose to battle these powers—the Doom Guard are just the latest to take up that mantle.

The Necessary Evil and Doom Guard world is explored in the following books and games available from Pinnacle, including:

- *Doom Guard* board game
- *Super Powers Companion* for *Savage Worlds*
- *Necessary Evil: Invasion*
- *Necessary Evil: Breakout*
- *Necessary Evil: Cosmic Crisis*
- *Tales of the Doom Guard Adventure Collection*
- *The Return of Doctor Destruction*
- *Wendigo Tales: Necessary Evil Anthology*

NECESSARY INFORMATION

Doom Guard is a spinoff of the original *Necessary Evil: Invasion* setting, originally created by Clint Black in 2004, and combined with an idea by Aaron Acevedo in 2018.

Two additional Plot Point Campaigns for *Necessary Evil* followed, *Breakout* and *Cosmic Crisis*. Those books aren't required to enjoy *Doom Guard*, but we've included summaries of those and other events to help new Game Masters understand the background and its effects on Legacy City and the campaign world our Guardians find themselves in.

NECESSARY EVIL: INVASION

The story begins in 2004 but has its roots in 2001 when ruthless shark-like aliens called the k'tharen attacked the Earth in massive and unrelenting waves.

They were followed some time later by the v'sori, who at first pretended to be allies, battling the k'tharens across the globe until they'd won humanity's trust.

But this was all a clever scheme. At victory celebrations around

the world, the v'sori struck, killing the vast majority of Earth's super-powered defenders before revealing their terrible truth—the k'tharens were their thralls! The "beaten" shock troops returned in force—now aided by their v'sori masters.

Our world fell to the V'sori Empire in months.

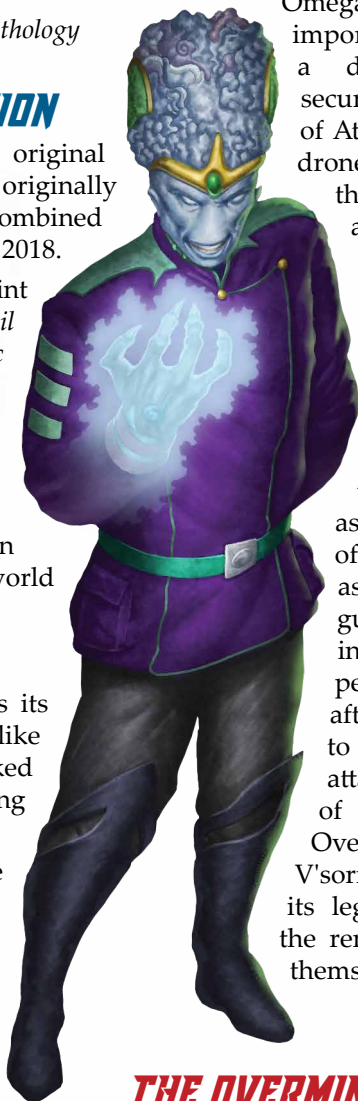
But the v'sori hadn't counted on the Earth's super villains!

By 2004, a resistance force called Omega formed under the world's greatest super villain, Dr. Destruction. Scores of super-powered villains and a few remaining heroes struck back, disrupting v'sori operations across the globe.

One team of these villains was based in Star City, one of the few metropolises relatively undamaged by the invaders. These

Omegans engaged in the most important missions: recovering a damaged teleport tube, securing the mystical Crown of Atlantis, and destroying the drone-controlling Satellite 15 that quickly crippled the alien's manufactured army.

The revolution culminated when Dr. Destruction confronted the v'sori secret weapon, a cybernetically controlled super hero known as Champion. This revealed the leader's true identity as Meros, former King of Atlantis, who had only assumed Dr. Destruction's guise. Most believed he died in that battle, but rumors persist of his survival. Soon after, the villains teleported to the v'sori homeworld and attacked the psychic master of the alien empire, the Overmind! With his death, the V'sori Empire collapsed, leaving its legions to scatter or claim the remnants of the empire for themselves.



THE OVERMIND

DOOM GUARD



NECESSARY EVIL: BREAKOUT

The large number of super-powered heroes and villains in New York proved a troublesome thorn in the side of the alien invaders, so they decided to cordon it off with a dome of living energy.

Those trapped inside formed various factions, both villainous and heroic, and battled for control of the limited resources of the ruined city.

Eventually, Dr. Destruction contacted the player character villains and revealed he had discovered a possible way out—a forgotten tunnel far beneath the New York City sewer system.

That outlet was fraught with dangers of its own, however, so the team had to scavenge through the city, make deals with the other factions, and gather a number of items that would aid in their escape.

Once underground, the villains had to battle a massive living swarm of rats called the Vermintide, swim through chambers full of berserk k'tharen, and even defeat a maniacal construct left over from World War II!

NECESSARY EVIL: COSMIC CRISIS

Cosmic Crisis takes place roughly 20 years after the v'sori invaded Earth, exploring the galactic consequences of those events. The original war ended when a powerful "space god" known as the Outsider intervened to aid humanity. The Golden Guard, cosmic enforcers, deemed the Outsider a threat to all reality. To confront it, they assembled a team of the galaxy's most dangerous villains—Team Omega—and set them on a collision course with the rogue entity.

As the conflict escalated, Team Omega clashed with v'sori remnants, a rising k'tharen empire, planet-consuming machines, the fiend Asmodeus and his hellish army, and even the Doom Guard back on Earth. Behind all these threats was a secret time-travel plot aimed at saving the Overmind and restoring the v'sori Empire, undoing the climactic battle that had destroyed them years earlier.

Incidentally, the time-travel fallout explains why events in *Doom Guard* and *Necessary Evil: Cosmic Crisis* may differ from how things played out in individual *Necessary Evil: Invasion* campaigns.

MAKING GUARDIANS

The Doom Guard recruits members of every Power Level, but the baseline for this book and its Plot Point Campaign is Power Level III. Cassandra sends those of lower Power Levels to battle cultists, fight minor criminals, deal with natural disasters, or track down leads that play a role in dealing with greater threats.

The Doom Guard expects a certain amount of experience from anyone they offer permanent membership to, so after creating a starting player character, give them four Advances to start the game at Seasoned Rank.

As stated in the *Super Powers Companion*, player characters in a Doom Guard game begin with the Super Powers Edge (Power Level III for this book) for free.

ANCESTRIES

Most Guardians are human, but Atlantean, Atlantean hybrids, cyborgs, aliens, and other beings occasionally join their ranks. Talk to your Game Master and use the *Necessary Evil* books or *Science Fiction Companion* to bring these outsiders into your campaign if you like. *Cosmic Crisis* in particular has a number of pre-built alien ancestries players may bring in to the ranks of the Doom Guard.

ABILITIES & POWERS

Some creatures have natural Special Abilities, including some that work like powers. These are marked with a square bullet, like so:

■ **Bite/Claws:** Str+d6, AP 2.

If the ability is based on a power, it's marked with a star, like this:

★ **Bite (1):** Str+d4.

This occasionally makes a difference with powers like *negation*.



ATLANTEAN

Atlanteans are an aquatic race who have lived on Earth for thousands of years. They are blue skinned beings that could pass for humans if not for their gills. All of the sea-folks have at least minimal psychic abilities, and many of them are highly developed.

- **Aquatic:** The character cannot drown in oxygenated water and may move his full Pace when swimming.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Telepathy:** The character gains the *telepathy* super power at a range of 24" (48 yards). This does not count against the character's total super power points. If *telepathy* is expanded or enhanced the character must buy it normally from scratch, but gains a -1 point special modifier for having the same power from his heritage.
- **Dependency (Water):** Atlanteans and their kin become uncomfortable and may eventually die if they get too dry or spend more than a day without being immersed in water.

HYBRID (HALF-ATLANTEAN)

Though the occurrences are rare for cultural and pragmatic reasons, humans and Atlanteans can interbreed. Their progeny have a greater incidence of telepathy and psionic powers. Other features of the Atlantean parent—such as Aquatic and blue skin—are not guaranteed to be passed on.

- **Atlantean Heritage:** Hybrids typically tend to reflect one of their ancestries more than the other. They may choose either to take Adaptable or Aquatic.

HUMAN

The humans of Earth are relatively new players on the galactic stage, but they have made a large impression in a short time. Many species are grateful to humans for breaking the V'sori Empire. Others are wary of the upstarts, especially since The Outsider seems to show such interest in them.

Humans have an unusually large number of super-powered individuals, which has helped to cement their out-sized reputation.

Many humans with powers are actually protean hybrids, who are otherwise indistinguishable from normal humans. A variety of human/alien crossbreeds (mostly with v'sori) are possible because of this protean DNA, leaving them largely human with any gifts from the other species bought as Super Powers.

- **Adaptable:** Humans start with a free Novice Edge of their choice.

PROTEAN

Most of the protean species disappeared into humanity while hiding from the v'sori, but a few rare pure-blooded specimens remain. Any power is possible for a protean, but those that alter form, such as *altered form*, *chameleon*, *matter control* (Biological), *regeneration*, and *shape change*, are common.

- **Adaptable:** Proteans start with a free Novice Edge of their choice.
- **Ageless:** The character isn't affected by the aging process, or powers or effects that reference aging. If ageless is bought as a Super Power to get Very Old, the hero gains a -1 point special modifier for having the same power from his ancestry.

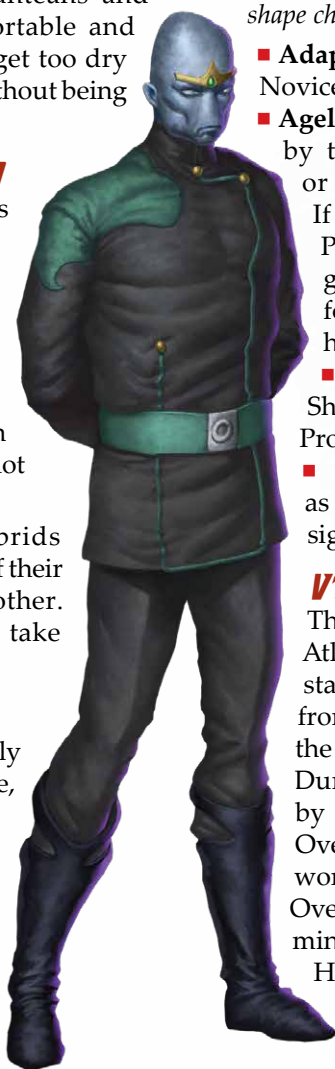
- **No Vital Organs:** Called Shots do no extra damage against Proteans.

- **Vow:** Worship the Outsider as a protective deity and obey his signs.

V'SORI

The v'sori originally came from Atlantis on Earth (by way of the stars themselves) but were exiled from their brethren to wander the void for thousands of years. During that time they were ruled by the powerful Ch'thadra (the Overmind) and grew to conquer worlds in several galaxies. The Overmind always had one goal in mind: a vengeful return to Earth.

He got his wish, but it eventually destroyed him.



Like Atlanteans, v'sori are aquatic and telepathic. Unlike their cousins they spent thousands of years wandering the dark void under the thrall of the Overmind. Some develop extraordinary telepathic powers.

- **Aquatic:** The character cannot drown in oxygenated water and may move at Pace 10 when swimming.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Telepathy:** The character gains *telepathy* with Range 24" (48 yards), but they can only communicate with other v'sori or Atlanteans. If *telepathy* is bought as a Super Power, the character must buy it normally from scratch, but gains a -1 point special modifier for having the same power from their heritage.
- **Outsider (Minor):** Most species in the Nine Galaxies spent some time conquered by the cruel v'sori, and their reputation from that time lingers. They are generally feared and mistrusted by non-v'sori.
- **Ancestral Enemy (K'tharen):** While most species aren't fond of the v'sori, the k'tharen actively hate them. The Tharn have declared a blood war against their former masters and pursue v'sori wherever they go. V'sori, for their part, equally hate their former thralls and seek to either put them in their place or at least remove them as a lingering threat.



BLACKGUARD

DOOM GUARD

NEW HINDRANCES

AMOROUS (MINOR)

Due to lust or true admiration for form, this individual is easily enamored with a pretty face. Amorous characters suffer a -2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

BROKEN (MINOR/MAJOR)

Anytime your Guardian fails a Fear check, roll an extra d20 and take both results on the Fear table (see page 39), if different.

With the Major version, anytime you fail a Fear check you automatically suffer a Breakdown as well (see the **Breakdown** table on page 40).

BULLET MAGNET (MINOR)

Some people are always in the wrong place at the wrong time. This unfortunate soul is hit by accidental fire (using the Innocent Bystander rules) on a 1-2 for single-shot weapons, and a 1-3 for shotguns or full-auto fire and abilities.

BULLY (MINOR/MAJOR)

Nothing entertains this miscreant more than making others' lives miserable, especially if they're "different." As a Minor Hindrance the Bully frequently belittles anyone she doesn't like, threatens her, or she feels doesn't belong.

As a Major Hindrance, the Bully is willing and able to turn confrontations physical.

CURSED (MAJOR)

Everybody's got skeletons in the closet, but yours are trying to claw their way out! Your hero has done somebody wrong, either through past affiliation or dark, unspoken deeds. While most don't know or care, karma has a way of catching up with them. For each player character with the Cursed Hindrance, the GM starts the session with one additional Benny!

NIGHT TERRORS (MAJOR)

Terrible nightmares torment your super. He tosses and turns like a victim on a hot rack and likely keeps everyone within earshot of him awake with his nightly torment. The

repeated barrage on his psyche results in an overall weakened resolve. He subtracts 1 from all Spirit rolls.

Anyone who sleeps in earshot of the tortured soul likely has a long night ahead of them as well (see **Sleep** in *Savage Worlds* for possible consequences).

REBELLIOUS (MINOR)

Your super doesn't handle authority figures well. Maybe he learned to fend for himself during the war or maybe he just never got along with bossy types. Regardless, he runs his mouth, disobeys direct orders, or just sits and stew, but however his disrespect manifests itself, it's very evident to any observer. Not surprisingly, this makes your character very unpopular with those who think they're in charge.

On top of the obvious drawbacks, your character subtracts 2 from Persuasion rolls made to influence any person in a position of authority.

SELFLESS (MINOR/MAJOR)

The hero thinks of others before herself. She sleeps on the floor to give another the bed. She pretends to be full to give her friends the last bite of meat. She stands in front of her companions in the face of a plasma blast. She buys the game book everyone else in the party uses to play their favorite roleplaying game—a true hero!

As a Minor Hindrance, she'll sacrifice time, money, or convenience, but as a Major, she'd sacrifice herself.

NEW EDGES

BACKGROUND EDGES

GALLOWS HUMOR

REQUIREMENTS: Novice, Taunt d6+

This super uses humor to deal with horrific circumstances, or is maybe just so tough they can laugh in the Grim Reaper's face.

A character with this Edge may use her Taunt skill instead of Spirit when making a Fear check (and all the usual modifiers apply as normal). If she gets a raise, she mocks the threat so effectively it acts as +1 Support for all allies making the same Fear check.

RELENTLESS

REQUIREMENTS: Novice, Spirit d8+

Your Guardian is truly driven to defeat evil. He must seek it out wherever he suspects it lies, and brooks no interference from those who bar his way.

In exchange for this dogged determination and unflinching dedication to the chase, Relentless characters who are Shaken may still take a single action at a -2 penalty.

WAR HERO

REQUIREMENTS: Novice, Super Powers, Old enough to have fought in 2004

Your hero has been active long enough to have fought in the v'sori invasion twenty years ago. More than that, their actions were recognized for going "above and beyond" at some point, and they're now known to all as a hero of the war.

Citizens ask for autographs, buy the veteran meals or drinks, discount their meals or purchases, and invite them to charity events and war memorials.

The Game Master should increase the initial reaction of most citizens one level (maximum of Helpful)—unless the individual is a v'sori. Goods and services generally get a 25% discount—but may require a public endorsement or at least a picture the vendor can show off.

Of course being so well known comes with some disadvantages—the public watches the Guardian's every deed and comments on it ad nauseam when they make the slightest mistake.

COMBAT EDGES

QUICK DRAW

REQUIREMENTS: Novice, Agility d8+

You draw two cards when spending a Benny for an additional Action Card at the beginning of a round. You may choose your final Action Card from any of your available choices, including additional draws from Level Headed, Quick, etc.

You also add +2 to Athletics rolls made to interrupt others' actions (including being on Hold and resisting being interrupted).

SAVAGERY

REQUIREMENTS: Novice, Fighting d6+

Violence is a way of life for some. Some hit their foes hard enough that they often don't get to reply in kind.

A character with this Edge causes +4 damage when making a Wild Attack rather than +2.

SOCIAL EDGES

DECEPTIVE

REQUIREMENTS: Seasoned, Smarts d8+

Lies, deception, and misdirection are a stock-in-trade for this scoundrel. When making a Persuasion or Taunt Test, they can choose whether the target resists with Smarts or Spirit.

LEGENDARY EDGES

ULTIMATE POWER

REQUIREMENTS: Legendary, Super Powers

Your character has unlocked even greater power. Perhaps she's gained a new gadget-

laden suit to compliment her powers, developed a new mutation, learned magic, or simply learned how to better use her existing powers.

Whatever the reason, she gains Power Points equal to one third her character's starting Power Points (5 for Power Level I, 10 for Power Level II, 15 for Power Level III, 20 for Power Level IV, or 25 for Power Level V).

These new points don't change the character's Power Limit, but do allow adding new powers or increasing existing ones up to the Power Limit.

UNSTOPPABLE

REQUIREMENTS: Wild Card, Legendary, Vigor d10+, Iron Jaw, Nerves of Steel

The hero is an irresistible force of nature, undaunted by hardship and steadfast in the face of the most seemingly insurmountable obstacles. She has the Unstoppable monstrous ability (see the *Super Powers Companion*).





DOOM GUARD VEHICLES

Below are the vehicles available to the team at the Spire.

TYPE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
Chieftain Street Bikes	1	+1	160	11	1+1
The Doom Guard keep 10 of these fast, durable motorcycles on hand for its members. Notes: 50% chance attacks hit the driver or passenger rather than the bike.					
Juggernaut	7 (Large)	-1	50	24 (8)	1+11
An armored vehicle designed to get the Guardians to heavy combat areas. Notes: Amphibious, Comms, Sensors, Heavy Armor. Weapons: 2× Pulse Gatling Lasers (Pintle Mounts).					
Peregrine Jump Jet	8 (Huge)	+1	800	18 (4)	1+5
The Doom Guard's rapid response VTOL jet when their massive mobile base, Barrage, isn't called for. Notes: The Doom Guard's primary, team-sized rapid response jet.					
Sea Devil	7 (Large)	+1	40 MPH	15 (4)	1+5
This mini-sub belongs to Blackguard and is rated to a depth of 2000 feet and has a Top Speed of 25 MPH when submerged. Notes: Heavy Armor. Weapons: Pulse Gatling (Range 20/40/80, Damage 3d6, AP 4, RoF 3, Heavy Weapon.)					

VEHICLE NOTES

Comms: The vehicle has a built-in communications suite that can transmit to a distance of about 20 miles (or any distance if connected to a network).

Sensors: The vehicle can detect heat, light, electromagnetic energy, and radio waves, up to 100 yards.



CHAPTER TWO: SETTING RULES

The Doom Guard setting and Plot Point Campaign is a tale of corruption and cults, with heroes and villains battling eldritch horrors and possibly going insane in the process! It uses the following rules from *Savage Worlds* or the *Super Powers Companion*, repeated here in full for your convenience.

SAVAGE WORLDS SETTING RULES

Doom Guard uses the following Setting Rules from *Savage Worlds*:

- **Born a Hero:** Player characters ignore Rank requirements for Edges during character creation.
- **Conviction:** Heroes gain Conviction Tokens that can be used to add a d6 to all Trait and damage rolls for one round. Conviction is awarded for triumph (overcoming a great obstacle important to that character), and tragedy (a personal setback, death of a friend or ally, etc). Conviction effects may be extended by spending a Benny.
- **More Skill Points:** Player characters in advanced or specialized settings start with 15 skill points.
- **Unarmored Hero:** Wild Cards without armor add +2 to their Soak rolls.
- **Wound Cap:** Wild Cards never suffer more than four wounds from a single hit.

SUPER POWERS COMPANION SETTING RULES

All player characters start the game with the Super Powers Edge for free. The Game Master decides the Power Level for the campaign (see the *Super Powers Companion*).

Note: The Plot Point Campaign in this book is designed for Power Level III!

- **Comic Book Combat:** Doom Guard uses all the Setting Rules for Comic Book Combat described in the *Super Powers Companion*.
- **Larger Than Life:** Heroes and villains may take one additional Major Hindrance during character creation, and use the additional points normally.
- **Mega Destruction:** Super-powered beings of Power Level III or higher cause Collateral Damage that can lead to consequences for innocent bystanders and the authorities.
- **Throwdown:** Ignore the Unarmed Defender rule that normally gives an attacker armed with a melee weapon +2 to hit an unarmed foe (see Combat Options in *Savage Worlds*).
- **Villainous Conviction:** The Guardians' enemies can gain Conviction as well. See the *Super Powers Companion*.

NEW SETTING RULES

DOWNTIME

Even Guardians occasionally find time between saving the world to tend to their personal lives. Time with the family or loved ones, enjoying a hobby, researching new tech, or even a side adventure are all important to a hero's psyche.

When the Game Master decides there's "downtime" of about a week, you can choose one of the following activities. Each provides a benefit of some sort, from financial rewards to rerolls on select Traits. Choose an option for your Guardian then narrate a tale of her actions for the rest of the party—maybe even in comic book form!

Unless an option says otherwise, its effect may only be gained once per downtime no matter how long the characters have away from adventuring.

CAROUSE

Some Guardians thrive in the spotlight—or at least on the connections it brings. They spend their nights at charity galas, talk shows, underground clubs, or rooftop gatherings with fellow costumed crusaders. This doesn't come cheap.

A Novice Guardian spends \$50 on meals, drinks, and appearances. Seasoned Guardians shell out \$100, Veterans \$300, Heroes \$500, and those of Legendary status may burn through as much as eight hundred.

In return, the Guardian earns a favor she can call in at any time. The higher her Rank—and her standing in the city—the greater the favor might be.

CENTER

Guardians know balance is as important as power. They might binge-watch a streaming show in sweatpants, lose themselves in painting or poetry, stargaze from skyscrapers, or simply spend time with the people who make them feel human.

Whatever it looks like, a week devoted to genuine self-care restores equilibrium. As long as the hero doesn't already have Conviction, she can spend a Benny to gain it.

EARN

Bills still come due, even for those who save the world every other Thursday. Some Guardians work regular jobs, cash in on endorsements, or even sell off "unclaimed curiosities" salvaged from their adventures.

The player makes a skill roll tied to the hustle—Thievery for shady deals, Performance for public appearances, Science for patents, or whatever fits.

Failure means the Guardian earns nothing and even suffers some embarrassment. A Critical Failure means she gains nothing, takes Fatigue from overwork or accident, and if the job is dangerous, suffers d4 Wounds for her trouble!

Success allows the super to purchase something that would normally strain her resources (and agreed to by the GM). A raise allows a greater purchase, or a better version of the desired item.

RESEARCH

Some Guardians spend their downtime poring over alien databanks, reading occult tomes, or scouring the city's crime archives. Depending on resources and rolls, a Guardian might uncover a monster's weakness, a villain's secrets, or the last known location of a vital artifact.

Alternatively, a Guardian can say she learned how to use a power differently and gain one free Power Stunt without spending a Benny. She can hang onto her trick until she uses it or has another Downtime.

REST

Sometimes the only option is rest. A Guardian who has been battered or scarred may retreat to a high-tech medbay, a teammate's care, or even a simple bed. During this time, use the normal Natural Healing rules for the week, with allies, doctors, or mystics able to provide support.

A Guardian suffering from a Breakdown (page 40) may also attempt a Smarts roll at -2. With success, she clears the Breakdown and should narrate how she worked through the problem. Maybe she talked (or even fought) with an ally, or had a side adventure that refocused her attitude. With a raise, the super adds +2 to any Fear checks for the rest of the session.

TRAIN

Not all Guardians rest easily. Many use their downtime to train, honing mind and body for the battles ahead. Some spar in gyms, others meditate in hidden shrines, and still others test themselves against simulations of impossible foes.

To train, the Guardian must already have at least a d4 in a chosen skill or attribute. For one encounter of her choice, she gains a free reroll whenever she fails with that Trait. Training again replaces the previous specialty, but the edge it brings can be decisive when the world is on the line.

FEAR CHECKS

Super powered beings process fear differently than most. Their psyches are somewhat inured to the fantastic, even the cosmic reality of Lovecraftian horrors, mass catastrophes, and the mind-warping reality of other dimensions.

Use the modified Fear Table below for the heroes and villains of Doom Guard.



HELLCAT

FEAR TABLE

D20	CONDITION
1-3	Adrenaline Surge: The hero's "fight" response takes over. He acts as if he had a Joker this action!
4-6	Distracted: The hero is Distracted until the end of his next turn.
7-9	Vulnerable: The target is Vulnerable until the end of his next turn.
10-12	Shaken: The character is Shaken.
13	The Mark of Fear: The hero is Stunned and suffers some cosmetic physical alteration—a white streak forms in his hair, his eyes twitch constantly, or some other minor physical alteration manifests.
14-15	Frightened: The character gains the Hesitant Hindrance for the remainder of the encounter. If he already has it, he's Panicked instead.
16-19	Power Down: The super loses concentration. Any power that can "Power Down" does so immediately! (See Power Down in the <i>Super Powers Companion</i> .)
20+	Crazed: The character suffers a temporary Breakdown. Roll on the Breakdown table below. The condition lasts until the Guardian succeeds at the Downtime Rest option (see page 38).

GROUP TESTS

When the situation allows (GM's call), a hero may Test multiple targets by taking a -2 penalty on the Trait roll. All the targets must be inside a Medium Blast Template, and the trappings of the Test must make sense.

For example, a Fighting Test could target all adjacent enemies as the hero swings his blade around himself, or an attempt at Intimidation could be aimed at an entire group, rather than a single individual.

Identical Extras resist with a Group roll. Wild Cards enemies oppose the roll individually.

BREAKDOWN TABLE

D10 CONDITION

- 1 **Blurred Vision:** The Guardian's eyes swim with visions no mortal should endure. Buildings seem to melt into writhing things, friends' faces warp into masks of horror, and every shadow holds menace. Sometimes it's just exhaustion... sometimes it isn't. The super gains the Bad Eyes (Major) Hindrance.
- 2 **Cruel:** The weak disgust you. Their screams, their pleas, their cowardice in the face of the unknown make you sick — or worse, amuse you. A part of you longs to put them out of their misery, another whispers that you should dominate them instead. The super gains the Bloodthirsty and Ruthless (Minor) Hindrances. If the super is already Ruthless (Minor), it becomes Major.
- 3 **Escape:** Your mind claws for release. A bottle, a pill, the embrace of a stranger, endless hours staring at a screen — anything to drown the whispers and silence the visions. Without it, you tremble and twitch, desperate for your next moment of oblivion. The super gains the Habit (Major) Hindrance for some addictive action or substance.
- 4 **Fatalist:** You've seen too much. Cults hurtling humanity toward destruction in the face of all logic, cities aflame, alien gods stirring in the void. What hope does anyone have? You walk into danger without fear—not because you're brave, but because you're certain it doesn't matter anymore. The super gains the Death Wish Hindrance.
- 5 **Hopeless:** Your soul feels drained, your body frail. Every new horror leeches away your strength, leaving you pale, shivering, and unsteady. Even your powers feel...heavier, harder to call forth. The super gains the Anemic Hindrance.
- 6 **Mute:** The last scream broke something in you. Maybe your vocal cords, maybe your mind. Words no longer form. Your teammates see wide, haunted eyes and desperate gestures where once there were battle-cries. The super can no longer speak and gains the Mute Hindrance.
- 7 **Paranoid:** Everyone's in on it. The team, the government, strangers on the street—you can see it in their eyes. They're plotting, whispering, waiting for you to slip. You keep your distance, never trusting, never leaning on anyone again. The Guardian may not Support or be Supported by others.
- 8 **Rage:** Every injury, every cut, every insult feels like gasoline on an open fire inside your chest. Once it starts burning, you can't stop — not until everyone near you is broken, bloody, or gone. Even outside of battle, your fuse is short and your anger sharp. The super gains the Berserk Edge, but automatically goes Berserk when hit by an attack of any sort. Out of combat, she's irritable, mean, and cannot Support others in any positive way (GM's call).
- 9 **Reckless:** The universe laughs at fate, and so do you. Why hide? Why plan? You're a god among mortals, and nothing — not cults, not monsters, not alien empires — can stop you... until they do. The super gains the Overconfident and Arrogant hindrances.
- 10 **Timid:** You've seen the end, and you're sure it's yours. Every corner hides an ambush, every smile a trap, every mission your last. You hesitate at every turn, second-guessing your every move, heart pounding at the thought of the next horror to come. They become Hesitant and Cautious.

ROLEPLAYING BREAKDOWNS

Breakdowns have mechanical effects, but they're really about injecting character development and a touch of "soap opera" drama into a campaign that reflects the thematic burdens of the Doom Guard.

Classic comic book tales are a great source of inspiration. In Marvel Comics' *Fantastic Four*®, for example, Johnny Storm and Ben Grimm often tease each other, but sometimes their banter turns into real conflict with hotfoots and destruction to the Baxter Building or Reed Richard's latest experiments. In the X-Men®, Wolverine® and Cyclops® frequently clash over their shared love of Jean Grey®.

These conflicts are larger than life and can escalate to extremes—supers are hard to hurt, after all, so smashing someone over the head with a lamppost might make a dramatic statement without causing lasting harm.

Lean into that drama, and the Game Master should occasionally reward you with Bennies—just as with any other Hindrance. The key is finding the balance between roleplaying and enhancing the story without derailing the game or frustrating the other players.

Remember too that these scenes don't always need to play out in the spotlight. They can occur narratively or "off-screen." Saying your broken hero sulks in his apartment for a few days between adventures gets the point across. Or perhaps a gun-toting Guardian goes on a violent spree to "clean up the town" while the rest of the Doom Guard assembles for the next existential threat.

The point is to tell a story—one that reflects the best comics and reinforces the heavy toll mind-shattering catastrophes take on the player characters.





CHAPTER THREE: WHISPERS FROM BEYOND

Whispers from Beyond is an eight-part Plot Point Campaign for the Doom Guard. This epic saga hurls the Guardians against terrifying new threats and familiar foes, from the rain-slick streets of Legacy City to drowned Atlantean ruins—and even a hostile alien world where a shadowy mastermind weaves the end of Earth itself. Here's how the nightmare unfolds...

Part One: Cassandra and Warden invite a team of new Guardians—the player characters—to take over operations in Legacy City. They've been chosen, but must prove themselves by the end of the campaign to gain the Spire as their own.

The trial begins with infiltrating the Cult of the Deep Coil. Deep beneath the city's foundations, they uncover zealots excavating an ancient leviathan and following the commands of a mysterious alien presence known only as the Whisperer!

Part Two: A teleportation experiment at ISSO Labs tears a hole in reality, unleashing winged horrors into our skies. The Doom Guard scrambles to contain the invasion, only to discover the lead scientist, Dr. Carter, has been dragged through the rift!

Part Three: The skies above Legacy City twist with unnatural storms. The team must divide forces—some racing to interrogate shaken survivors of the ISSO disaster while others infiltrate a glittering mayoral gala concealing dangerous secrets.

Part Four: Cults and monsters erupt across Legacy City, spreading madness and destruction in a grand and chaotic ritual. The Guardians must choose their battles

carefully, racing from crisis to crisis while the city teeters on collapse.

Part Five: Back at ISSO Labs, Cassandra reveals the chaos was only a prelude—a vast ritual orchestrated by the Whisperer. The heroes must plunge back into the warped ruins of the lab to wrest coordinates from Dr. Carter's shattered teleportation array.

Part Six: To follow the portal's coordinates, the team needs a functioning teleportation tube. Hellcat directs them to an abandoned Atlantean stronghold in the North Atlantic. The Guardians dive beneath the waves, outmaneuvering Atlantean patrols and giant monsters to salvage the forbidden technology.

Part Seven: The Doom Guard uses the Atlantean teleportation tube and Dr. Carter's coordinates to travel to the hostile planet of Abbith and confront the Whisperer. Legions of twisted horrors guard the villain's cliff-top fortress where they finally discover the shocking identity of the twisted manipulator—and Dr. Carter's true role in the coming doom!

Part Eight: Victorious but battered, the heroes return home...only to find Earth under siege by the manifested Aspect of Cthulhu! In a final cataclysmic showdown, the Guardians must unite with the Doom Guard to battle a godlike terror and decide the fate of the world!

"AS LONG AS I GET TO SMASH CULTISTS."

—BLACKGUARD

PART ONE: THE CULT OF THE DEEP COIL

Cassandra has recorded numerous reports of cult activity near the old and long-abandoned Mercy Hospital. The facility was determined unstable two decades ago and shut down; its staff moved to Our Lady of Sorrow. Now two police officers have gone missing, and Cassandra tasks the newest members of the Doom Guard with finding them:

"Welcome, new Guardians, to your first trial. Fifty-seven minutes ago, two Legacy City Police Department officers were reported missing near the old abandoned Mercy Hospital on the outskirts of town. Sources reveal a growing cult called the 'Deep Coil' may have taken up residence in the ruined building. Proceed there now, find the missing officers, and determine what the cult is up to."

Show the team the map of the surrounding area and let them plan how they want to approach it. There are numerous cultists on the grounds, but they wear typical fall clothing—not robes or other costumes. These are the cult's "initiates." Their job is to stay alert enough to give warning should interlopers approach the hospital. Most are addled by alcohol or narcotics, and subtract 2 from their Notice rolls.

If the Doom Guard manage to slip past the initiates, move on to the next section. If they don't, the pathetic stragglers attack. They have little hope of success, but delay the Guardians long enough for the more alert cultists below to prepare their defenses.

If questioned, the initiates quickly reveal two things. First, they know the "real" cultists are digging up something they call the "Deep Coil" from beneath the hospital, and there are lots of them—probably around 50 or more. Second, their leader is a man named Flynn. He promised them rewards in the new world that's coming—and pizza. He's a strange sort who wears a hooded robe—right out of the movies.

- **Initiates (20):** The initiates are scattered about the hospital grounds in groups of about five. Most are addled or inebriated. See page 120 for their profile.

HOSPITAL-ROOF

Should the Guardians be able to see the hospital by air, they note the helipad's symbol has been painted over into a strange, awkward shape of uncountable angles. This is where Flynn summoned and "bottled" the Hounds of Tindalos roaming the basement (see below). An Occult roll notes it as a summoning symbol. With a raise, the character notes it is "of the Mythos" rather than demonic in origin.

A lone rooftop doorway, the rusted door busted off its hinges and a broken chain lying at its base, offers entry into the building.

HOSPITAL-UPPER FLOORS

The upper floors of the hospital are desolate and crumbling in upon the foundation. If the group enters via the roof or the windows on the second or third floor, choose one character at random to make an Evasion check at an additional -2 (so -4 for most characters). If the Guardian fails, she falls halfway through the rotting floor before catching herself.

Surprisingly, this doesn't alert the initiates on the ground floor as they're used to strange sounds coming from above. More unusual sounds—gunshots, shouting, energy blasts—almost certainly draw their attention, however. In that case, two groups of initiates from the ground floor creep up the stairs to see what's going on while one of their number heads down into the basement to alert the more experienced followers.

The elevator doors are stuck shut but can eventually be forced open. The elevator car is stuck just off the ground floor. Any movement in the shaft should be accompanied with Stealth rolls to keep the cultists outside from hearing.

HAUNTED HALLS

Mercy Hospital is haunted by the spirits of a deranged doctor who once operated here. They're harmless for now, but the Guardians may occasionally see a dark figure flit of sight just as they turn a corner, or hear the sounds of a grisly operation from down the hall—only to find a long-empty operating room should they investigate.



The team has more important issues to handle at the moment, but if they care to return, use the rules for Ghosts in Savage Worlds, or upgrade them with entries from the *Horror Companion*.

HOSPITAL-GROUND FLOOR

The ground floor holds 20 cultists with the same profile as those outside, gathered about in groups of five in the locations shown on the map. They're used to strange sounds coming from the spirits that dwell in the hospital and so overlook light noises or minor disturbances. The moment they sense actual intruders, however, one from each group runs to pull the alarm cord near the open elevator shaft while the others throw themselves at the attackers.

The car in the elevator shaft is stuck halfway up to the next floor, meaning anyone who enters the shaft to go down must squat to do so. A ladder has been placed to reach the basement below. A stairwell also leads to the basement, but the doors are chained shut (Hardness 12).

- **Cultists (3d6):** See page 119. One in three has a handgun (Range 12/24/48, Damage 2d6, AP 1, RoF 1). They aren't expected to stop the authorities or costumed do-gooders, but they should make enough noise to alert those in the basement.

THE GARAGE

If the team comes through the garage at the back of the hospital, they find a police car with its windows smashed in. Anyone who looks inside sees blood on the seats as well. This car belongs to the missing policemen Cassandra asked the party to find (see The Basement, below).

HOSPITAL-THE BASEMENT

The basement of the hospital once held radiology, administrative offices, and the morgue. Cultists wearing dirt-stained, common clothes lurk about the floor, resting from the intense digging operations below. Most sit about feasting on freshly ordered pizzas. Other fast food containers lie about the level in piles. A Common Knowledge roll estimates the cultists have been here four days.

Locked in the morgue are the two missing policemen, Officers Danny Rodriguez and Mitch Stanley. They're drugged and unable to help or even react. The door is chained shut (Hardness 12), and any loud noise brings all the cultists on the level to the fight.

At the back of the basement is a large room full of curtains hanging on metal rods. The cultists (and Hounds, see below) might retreat there if cornered.

Beyond the curtains is a tunnel that leads down to the Pit (see below). If anyone looks, the tunnel was dug by common picks and shovels. Captured cultists know what's down there, and spill the beans with a little Intimidation.

At the first sign of real trouble, the cultists pour out a vial of blue liquid (the hound's ichor) and recite a few words, completing a ritual that's already been started by their leader. This summons in three Hounds of Tindalos to help resist the intruders. The cultists don't really care about the police hostages—Flynn told them their operation will be long gone by the time the police figure out where their officers disappeared to.

Their job is to radio their leader in case of intruders, something the heroes can hear one of them frantically attempting if they're discovered. Fortunately for them, the radio doesn't work very well and Flynn remains unaware of any battle upstairs.

Once defeated and Intimidated into talking one of the cultists spews:

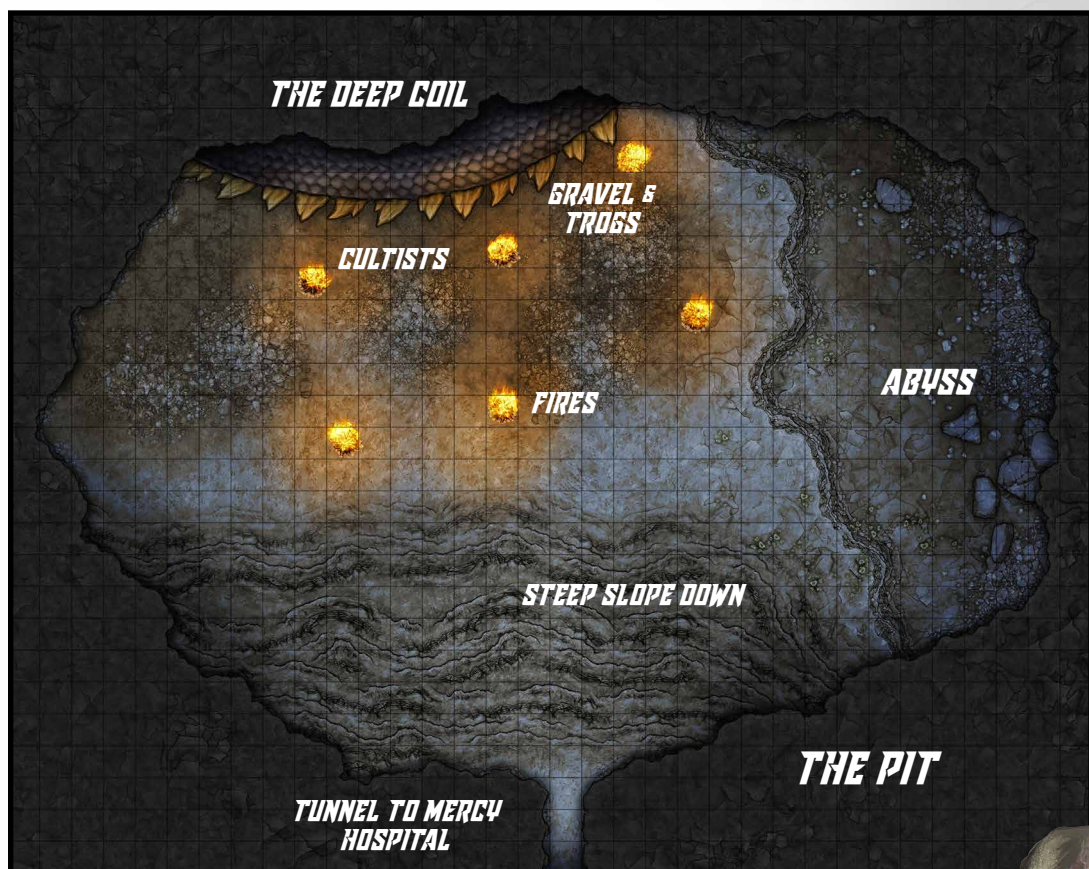
"You'll see! Flynn unearths the Deep Coil! It's an old God from the time before! Dozens of us work to wake it. You can't stop it. We're nearly done already! HAHAAH!"

The cultist doesn't know what the Deep Coil is other than some giant, ancient worm or snake. Pushed further, he reveals that "Flynn" is their leader and has "real magic." He also knows a being called "Gravel" arrived today to help with the excavation, but he keeps this to himself unless pressed further. A Common Knowledge roll knows Gravel is a very powerful earth-based villain.

▪ **Cultists (15):** See page 119. They're in groups of five and armed with machetes (Str+d4). The leader of each group has a pump-action shotgun (Range 12/24/48, Damage 1-3d6, Shots 6).

▪ **Hounds of Tindalos (3):** See page 122. The creatures materialize from the dark corners of the room then attack the intruders, phasing through the walls then using their Extraction to continue moving to empty rooms to avoid attacks from their foes! The hounds fight to the death.





THE PIT

The Doom Guard must descend down a long and winding tunnel to reach the lowest level of this encounter—the Pit. There are no guards along the way, but the sounds of activity grow louder in the distance. It's clear whatever happened above would not have been heard this far below.

At the end of the tunnel, the crumbling corridor looks out over a massive crater, its steep slopes leading down to an excavation far below. Numerous torches, lanterns, and bonfires light the scene. Dozens of cultists dig around what looks like a titanic, half-buried serpent with armored skin, and haul it to the edge of a larger pit that leads further into darkness.

Several immense, hunched figures with pale skin and patches of white hair oversee the diggers. A Common Knowledge roll recognizes them as ferocious troglodytes.

Another figure, larger than the rest, wears tattered robes over a bulging, uneven body. From beneath a deep hood the team occasionally catches burning red eyes. This



is the villain known as Gravel, who the cult has convinced to help unearth their god. With his lumbering help, the excavation is beginning to make rapid progress.

The cult's leader, Flynn, directs the progress.

🔦 **Flynn:** Use Cult Leader on page 120.

🔦 **Gravel:** See the *Super Powers Companion*.

- **Cultists (30):** See page 119. These cultists are armed only with picks, shovels, and machetes (Str+d4). They've become accustomed to these tools from the long hours spent digging, so ignore the Improvised Weapons penalty for this encounter.

- **Troglodytes (6):** See the *Super Powers Companion*.

- **Hounds of Tindalos (3):** See page 122.

THE WORM TURNS

If a fight breaks out, Flynn stands back and casts *bolt* from afar. If it looks like things won't go his way, he heads for the refuse pit and attempts to hide in the darkness. If he's captured, he says *"The Whisperer told me to wake the worm. The buzzing wouldn't stop until we began."*

Flynn doesn't know the identity of the Whisperer. He was a low level administrator at Legacy City University with a casual interest in Mythos cults until last week when the whispers began.

If Gravel and the troglodytes are defeated they try to slink away into the darkness. Cultists flee up the tunnel or hide, hoping the heroes will leave and they can escape before the authorities arrive.

No matter what, as the fight reaches its conclusion the Deep Coil wakes! The giant worm shudders, causing rockfalls all through the chamber. Then with a great moan it shivers and wiggles deep into the Earth. The chamber partially collapses, but survivors can still escape safely.

The worm was used as a transmitter by the Whisperer for the Stellar Song. As the time of reckoning draws near, the mastermind needs the horror awake to increase the intensity of the signal.

Cassandra asks for and analyzes the team's report when they return, but offers no feedback at this time—let the new recruits stay nervous for a while.

V-DAY

The day after the defeat of the Deep Coil is "V-Day," which is the day the Earth celebrates its victory over the V'sori Empire.

Celebrations take place around the world, with Star City hosting speeches by Warden and other heroes of the conflict. If any of the player characters have the War Hero Edge (page 33), they're invited to attend and speak at the event!

Whether they're watching from the monitors in the Spire or are present at the V-Day Celebration, all the Guardians hear the following report by Legacy Herald reporter Trevor Sinclair:

"This is Trevor Sinclair of the Legacy Herald on special assignment in Star City, here for the 21st anniversary of Earth's victory over the V'sori Empire.

"It's been 24 years since the treacherous aliens slaughtered Earth's heroes and enslaved the human race. Only the rise of the world's super-powered villains saved our planet, or as Dr. Destruction once said, 'the fate of the world lies with the scum of the Earth!'"

"Those champions battled the aliens all across the globe, eventually liberating several major cities before one team traveled across the stars and took the fight directly to the v'sori homeworld to confront the evil Overmind! The battle was intense and not all our avengers made it home, but in the end, the emperor's palace was destroyed and the Overmind lost along with it.

"Some v'sori fought on after the Overmind's fall, battle-hardened commanders holding on to their scattered fleets or rogue worlds. Others were chased into the far corners of known space, becoming outlaws and fugitives from those they once enslaved. A few broke free of the Overmind's yoke, claiming his massive telepathic powers had pushed them into service with their uncaring master.

"Some even remain here on Earth, trying to make amends for the harm their cruel society caused our world. Many major cities, such as Paris, Los Angeles, and London, as well as our own Legacy City, have 'V'sori Enclaves' where their people live, work, and strive for forgiveness.



"The invasion, the technology brought by the v'sori, and the rise of new super heroes has fundamentally changed our world. Today is a day to reflect on those changes, appreciate the sacrifices made by our global champions, and hug those you love tight—for we never know what other dooms might wait for us in the uncertain future."

Sinclair's wrap-up is a little dark for the celebratory tone of V-Day, but grant everyone a Common Knowledge roll to recall the reporter's wife and child were killed by cultists just a few years ago. With a raise, the character also remembers Sinclair was once a hard-hitting investigative journalist but is now usually put on puff pieces after the incident by Legacy City Herald Editor in Chief Karen Brockman.

Any characters old enough to have fought in the invasion 24 years ago are welcome to perform an Interlude about it as well.

DOWNTIME

After V-Day, the Doom Guard has a week before the next incident. There's no other information to be gleaned about the cult, the Whisperer, or the Deep Coil at this time, so let everyone use the Downtime rules (see page 38) and narrate how they spend the week, perhaps in their civilian or secret identity.

PART TWO: THE PORTAL INCIDENT

A week has passed since the "Deep Coil" awakened. Things have been peaceful, so the player characters are the only ones on duty. Warden is back in Star City for the moment, Blackguard is off on a case, and Hex and Hellcat are off on their own adventures.

EXPLOSIVE BEGINNINGS

It's been a calm Tuesday. The Fall air is cool and the city is peaceful. You've just finished eating the best Chinese takeout in town when all the monitors in the Spire suddenly flicker to life. Every local news station features emergency vehicles gathered around a large, burning building. It quickly becomes apparent the catastrophe is at the city's most prestigious science center—the ISSO Labs!

Moments later, Cassandra broadcasts the following through the base.

"Guardians of the Spire. An emergency at ISSO Labs demands your attention. First responders report fires, explosions, numerous wounded, and winged creatures emerging from the wreckage.

"Head to ISSO Labs immediately for search, rescue, and containment."

The team should head immediately to ISSO Labs, a world-renowned scientific research center for highly experimental technology, including artifacts recovered from the v'sori invasion, Atlantean relics, and even Stygian and magical devices.

The scene at the site is one of pure chaos. Alarms blare, smoke fills the night, and first responders guide wounded survivors to safety. The ISSO Labs foundation spews smoke and flame. Fire trucks, ambulances, and police cars are scattered all about the burning building.

OFFICER RODRIGUEZ

Before the Guardians can rush into the burning building, the officer in charge of the scene, veteran Detective Melanie Rodriguez, approaches and shouts the following:

"Something in the lab's lower levels exploded about 10 minutes ago. We got here quick—ISSO is what we call a 'repeat customer' so we have a hardwired alarm. The LCFD can handle the fire, but there's some kinda flying monsters down there. So how about you go down into the sublevels, rescue any survivors, and use those fancy powers of yours on whatever those creatures are?"

If the heroes saved the missing officers in Part One, Julie adds:

"Hey. You the heroes who saved my kid brother at Mercy Hospital? I owe you one. But not today. This is your schtick."

Rodriguez is true to her word. The Doom Guard essentially has one "get out of jail free" card, or can call in the LCPD should they need them, no questions asked.

THE DESCENT

The upper levels of the building are crumbling down into the lower levels. Fires rage through the offices, alarms blare, and wounded cry out from every corner. Smoke and fire suppression foam fills the hallways, and lock down protocols prevent easy movement as the security doors malfunction, lock, and unlock.

Even worse, dimensional tears open in the walls and ceiling, granting horrific visions of twisted landscapes and shambling creatures

from beyond! Massive green tentacles writhe down halls, through doors, and out of corners, feeling for living flesh to rend and pull into other planes of existence.

Navigating down through the crumbling wreckage to Dr. Carter's lab on sub-level 7 is a Complex Dramatic Task. The party has five rounds to accumulate a number of Task Tokens equal to the number of player characters plus half again (round up).

If the team succeeds, they're Fatigued from the struggle. If they fail, they're Fatigued and there are additional foes (see **The Monsters** on page 53). Either way, the Guardians gain access to Dr. Carter's mad lab. Move on to **Dr. Carter's Folly**, below.

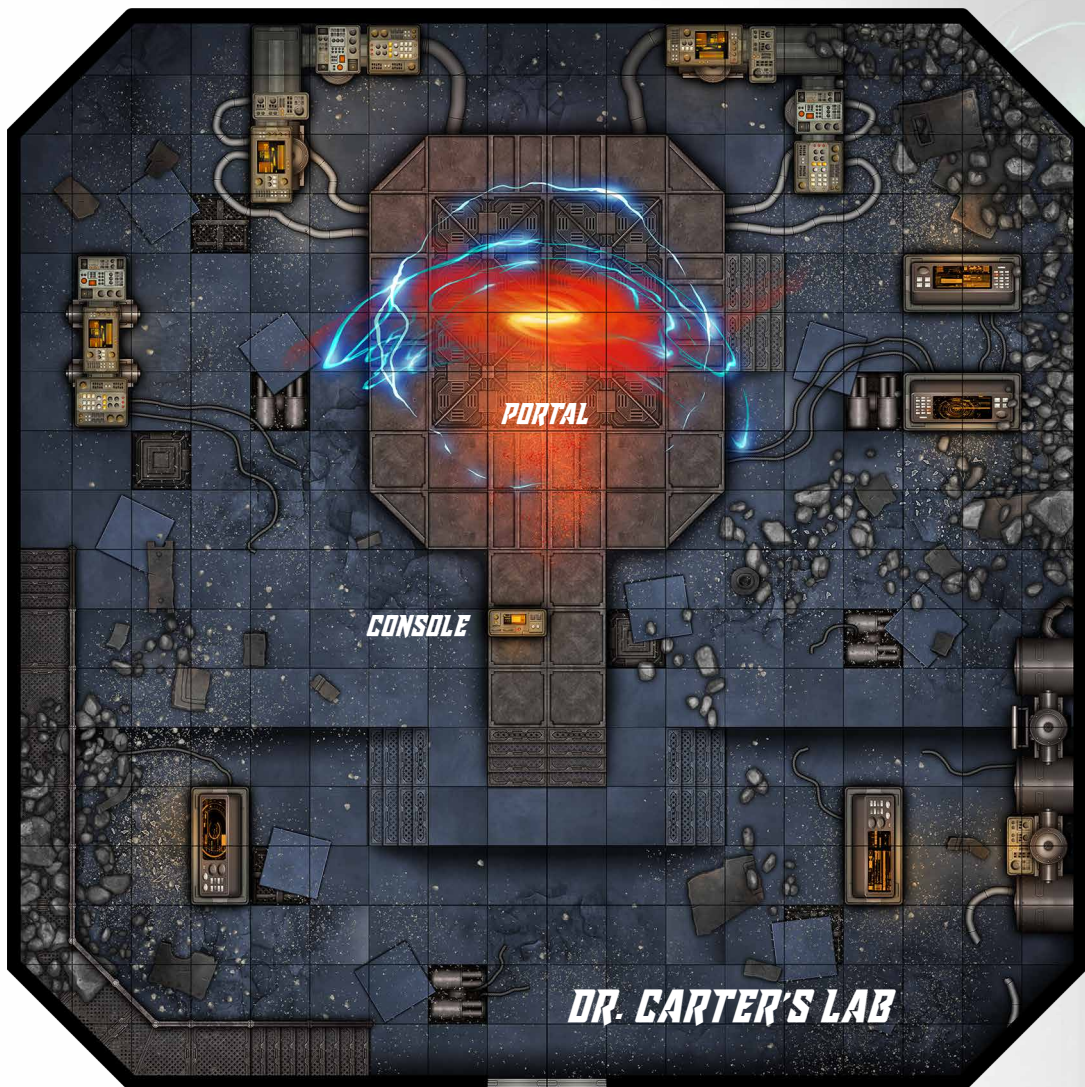
SUGGESTED SKILLS

Here are some of the Traits the Guardians might use to reach the lab:

- **Athletics or Strength:** Clear rubble and hazardous debris.
- **Electronics or Hacking:** Open sealed doors and stairways, gain access to the lower levels, overcome security drones.
- **Fighting, Focus, or Shooting:** Defend teammates and rescue fleeing survivors from nameless horrors.
- **Healing:** Assist survivors and send them back to the surface.
- **Notice:** See through the smoke-filled floor and guide other rescuers to the survivors or around hazards.
- **Occult or Science:** Anticipate and avoid or close minor dimensional portals.
- **Thievery:** The Guardian doesn't earn tokens but finds an artifact among the ruins—a s'kram crystal (see the *Super Powers Companion*). Future uses of Thievery earn tokens as usual, perhaps finding ways to slip through the collapsing lab's many hazards.

SUGGESTED COMPLICATIONS

Below are some suggested Complications you can use should they arise during the Dramatic Task to reach sub-level 7.



SUGGESTED COMPLICATIONS

D6 RESULT

- 1 **Strange Vistas:** Lab doors briefly open to strange vistas of mind bending realities. The Guardian gets a good look at something the mortal mind wasn't meant to see. Make a Fear check -4 or become Crazy (see the **Breakdown** table, page 40).
- 2 **Structural Collapse:** A portion of ceiling or flooring suddenly caves in. The Guardian must make an Evasion roll or take 3d10 damage.
- 3 **Tentacle Strike:** A glowing rift opens in the wall, ceiling, or floor! A monstrous tentacle lashes out from somewhere on the other side, striking the Guardian for d12+2d6 damage, AP 8.

SUGGESTED COMPLICATIONS

D6 RESULT

- 4 **Toxic Gas:** The Guardian inhales some sort of strange gas—either from the lab or an alien dimension—that negates one of his powers, chosen by the Game Master, until the end of this Savage Tale.
- 5-6 **Trapped Scientist:** A desperate scientist cries out, trapped beneath collapsing rubble. The lab's security droid, Sigma Nine (see page 15) holds the roof above his head. Rescuing the pair sacrifices two of the team's accumulated Task Tokens, but any Guardian who doesn't already have it gains Conviction, and a potential ally in Sigma Nine.

DR. CARTER'S FOLLY

This large laboratory is in total chaos. Winged terrors screech and flap maniacally about the tall space, then dive suddenly down to rend equipment and personnel alike.

Read or paraphrase the following as the Guardians burst into the scene:

The doors grind open and the lab's automated alarm blares: "Failsafe protocols engaged. Sub-level 7 will implode in... thirty... seconds. Shut down dimensional tunneling experiment to disengage failsafe."

Incredibly fast winged monstrosities flap frantically through the expansive lab, threatening scattered groups of survivors huddling in the wreckage.

Shattered banks of machinery dominate the room's center, above which pulses a thrumming dimensional rift. On the other side of the portal is a terrifying alien planet.

of orange sand and blood red skies, filled with scores more of the flying abominations and other lurking horrors

The computer begins counting down. "Thirty... twenty-nine..."

A Science roll reveals the portal is a hybrid of Atlantean, v'sori, and human technology. With a raise, the Guardian knows connecting this bizarre machinery is something only an intuitive genius could manage.



LAB HAZARDS

Any character whose Action Card is a Club gets too close to an exploding terminal, grasping tentacle reaching through the rift, or arc of strange energy. At the start of their action, they must make an Evasion roll as a free action or take 3d6 damage.

THE FAILSAFE

The stuttering voice of the computer's artificial intelligence counts down from thirty seconds. Note the time remaining at the end of each round, reducing the countdown by 6 seconds (one round) each time. "Twenty-four... eighteen... twelve... six." This gives the team five total rounds to close the rift before the timer reaches zero.

A half-dozen scientists and technicians remain alive in the ruins of the lab, scattered about as the GM sees fit in small groups. If the Guardians didn't catch the automated warning, one of the scientists shouts that the lab will implode if the rift isn't closed before the countdown completes, burying the lab and everyone within!

The only way to stop the countdown is a damaged control panel in the middle of the room. Using it is a single person Dramatic Task that must be completed before the timer reaches zero at the end of the fifth round. This takes six tokens, but the panel is malfunctioning and inflicts a -2 to the user's Trait rolls.

Whoever takes on this task can use Electronics, Hacking, Repair, or Science to use the terminal and shut down the rift. Complications include power surges, software resets, unreadable text on the broken screens, and argumentative AI!

The star shrikes recognize the humans' interference and attack whoever attempts the Dramatic Task, so they must be drawn off and pinned by the other Guardians.

Anyone who voluntarily enters the rift finds themselves on a strange and hostile planet—Abbith. Hordes of strange and terrifying creatures can be seen in the air or the distant horizon. They sense the intruders' presence and begin racing hungrily toward them! The atmosphere is toxic here—anyone entering must make a Vigor roll at -2 each round or take a level of Fatigue that can lead to death.

If the Guardian is here to save a scientist, they're long gone thanks to the shrikes' incredible speed in the open skies (or you can let them save the victim if they have suitable powers). There's no choice but to return as quickly as possible before the savage environment and endless hordes of horrors overwhelms them.

THE MONSTERS

A swarm of winged terrors flies about the ruined lab. The creatures attempt to kill anyone interacting with the terminal, or grappling the technicians and flying off with them through the rift!

- **Star Shrikes (5):** There are 5 of the horrors flitting about the smoke-filled lab, or 7 if the Guardians failed the Dramatic Task to reach sub-level 7 in time.

AFTERMATH

If the Guardians fail to complete the Dramatic Task before the end of the fifth round, the failsafe activates and set charges destroy the portal. The scientists and technicians are killed and all the Guardians take 5d6 damage. Those who survive are dug out by Legacy City Fire Department.

If the team manages to shut down the portal, any remaining shrikes zip through it just before it closes at tremendous speed. The rescuers can then evacuate any of the remaining scientists, one of whom offers:

"We were supposed to be viewing Io, it's... one of Jupiter's moons. We weren't even going there. It was just a viewing to test the equipment. But wherever the portal opened was somewhere else. Somewhere hot. Then those things came through. They were so fast! One of them grabbed Dr. Carter and carried her through the portal to wherever that awful place was."

If the team was successful in shutting down the portal and wants to reactivate it to save Dr. Carter, a Common Knowledge roll realizes that at the speed the star shrikes move they could be thousands of miles away already. It's also likely she didn't survive the toxic atmosphere of the alien planet. Opening the portal might also let more horrors into our world.

Should they try anyway, they find it doesn't *even work*. A Science roll realizes it shouldn't have worked in the first place! That's because the actual key is Dr. Carter herself! There's no way to find or contact Dr. Carter at this time, but they'll have another chance in Part Seven.

BACK TO THE SPIRE

Warden has just arrived from Star City when the Guardians get back to the Spire. He greets them as they exit their vehicle and escorts them to the command center.

"Good job, Guardians. That was a tough one. I came as soon as I could but it looks like you handled the situation just fine. It seems we've chosen Legacy City's new protectors wisely."

"Are any of you injured?"

It's likely too late for Warden to do anything about the team's wounds, but he inspects his colleagues anyway and lets the Guardians know they're appreciated.

In the command center, Cassandra fills in any gaps the Guardians may have missed.

"Your performance at the ISSO Labs was exemplary. Many lives were saved."

Cassandra pauses. You can envision her code telling her to let those words sink in before she continues.

"My sensors indicate Dr. Carter's experiment significantly weakened the fabric of space-time around Legacy City. Lesser dimensional breaches could appear at any moment. We must be on guard for any incursions from these rifts. Return to your quarters and rest. Probability dictates there will be further repercussions in the following weeks."

Warden nods and says he'll take the night watch, allowing the new Guardians a chance to rest and recuperate.

**"IT'S JUST PAIN. USE IT. THEN
SEND IT BACK TEN-FOLD."**

—BLACKGUARD

PART THREE: STRANGE STARS

The next morning finds a tired Warden retiring to his quarters. Along the way, he wakes the player character who seems the most relatable to him and tells them a strange tale.

"You aren't going to believe this, but astronomers are saying the Orion Constellation disappeared last night. There's no scientific explanation as yet—it's just gone."

"We're also hearing reports of people in Legacy City hearing a strange melody they call the 'Stellar Song.' Do you hear anything?"

None of the Guardians can hear the song. The Whisperer seeks out only those minds he believes will join his cult.

"We haven't detected any hidden messages from those who claim to hear the song yet, but Cassandra is on high alert. While she's sorting through audio feeds and astrological data for other abnormalities, she suggests you do your own research on Dr. Carter and the winged creatures that took her. But it's up to you. It's your command."

Here's what the Guardians can discover during this brief respite:

Dr. Ramona Carter: The 25 year old prodigy is a native of Legacy City, and graduated *cum laude* from its university. She specialized in dimensional theory and despite her young age is considered an expert on the topic.

Her research was only partially funded by ISSO Labs. The rest was a grant by the Luteus Signum Foundation.

- **Luteus Signum Foundation:** Following up on the lead from Dr. Carter, the Guardian discovers her funding came partially from a private group of wealthy individuals known as Luteus Signum. They fund various charitable and technological programs in and around Legacy City, often for a share of any patents that develop from it. While its membership is private, Mayor Albus Fenton IV is its spokesman.

The Winged Terrors: An Occult roll (don't forget the Spire's Occult Library Upgrade) reveals the flying creatures that came through the portal are most likely servitors of cosmic beings called "Great Old Ones." In Lovecraft's "Mythos," which some believe was inspired by the author's mysteriously prescient grasp of actual beings, they are called star shrikes or occasionally "byakhee" and are generally associated with a being called Hastur.

A raise on the roll reveals that Hastur is often enemies with another cosmic entity called "Cthulhu," a world-destroying entity that sleeps in a trans-dimensional sunken city called "R'lyeh."

The Orion Anomaly: The Orion Constellation vanished at 12:37 am last night. Explanations range from the plausible to the absurd: metallic cloud cover, secret government seeding programs, the return of the Outsider (see *Necessary Evil: Invasion*), a cloaked v'sori fleet, mass hallucinations, a sign of the End Times, "prismatic" pollution, or even a glitch in reality itself.

Whatever theories the investigators hear, one thing is clear—there's no known scientific answer for an entire constellation of multiple star systems to disappear. It is physically impossible. In truth, the Whisperer has begun shifting the distant stars themselves (see page 68).

The Stellar Song: Reports are cropping up all over the city from individuals claiming to hear an unearthly melody. Those willing to talk can't decipher the words, no one sings the same tune, and so far there's been no outward sign of it affecting their behavior. It seems about one in ten people currently hear the haunting and incongruous melody.

SPLITTING THE PARTY

This next part of the story features the Guardians acting in their secret identities (if they choose—it doesn't affect the story if they remain in costume). Warden suggests they split up, and the encounters they'll face are designed for smaller parties of two to three supers. Feel free to let each group watch the other—they have comm-units, after all.



Around 4 pm, Warden consults privately with Cassandra, then gathers the player characters together:

“The disaster at the ISSO Labs, the Stellar Song, and the disappearance of Orion can’t be coincidence. I suggest we get on top of this before something worse happens. Cassandra is analyzing the data she can reach, but we need to talk to any scientists who survived the ISSO explosion and find out exactly what they saw. They’re under Vanguard’s care at Our Lady of Sorrow hospital, and by the time we get official approval to interview them it may be too late. So we need to find a way into to the secure wing where the survivors are quarantined without asking for permission. Maybe using your civilian identities. Avoid violence—our relationship with Vanguard is always tenuous.

“Another team should find a way in to the Luteus Signum charity gala tonight. That’s Mayor Fenton’s event. You’ll need to register and pledge a donation, but then it should be easy to get in. See if you can talk to the mayor and find out why his foundation funded Dr. Carter’s teleportation tech.

“That’s my recommendation, but it’s your call. Legacy City is under your care now. I can stay here and monitor things for now.”

OUR LADY OF SORROW

Any survivors from the ISSO Labs are at Our Lady of Sorrow hospital. Those wounded on the upper levels weren’t involved with Dr. Carter’s research and are housed in regular rooms. They can be talked to but have no significant information.

Dr. Carter's surviving staff—however many the heroes saved—are in the secure wing of the hospital. They're held under isolation and protected by Vanguard Defense Forces. Though the government appreciates Doom Guard, Vanguard isn't ready to let unauthorized "vigilantes" interrogate the scientists until they do.

That means the Guardians must find a way past the VDF guards, and do it without causing serious harm to anyone as that would be catastrophic for the Doom Guard's relations with the federal authorities. The VDF can't be bribed and are under strict orders not to let anyone in—especially "costumed vigilantes"—so that leaves stealth, guile, or powers.

The secure wing of the hospital lies off an underground corridor from the main building. Two guards stand at the door and a camera is mounted in the corner above them.

A sporadic stream of doctors, nurses, and techs go back and forth through the tunnel to the patients beyond—all with photo IDs that must match their faces for them to pass. The guards (Mike and Steve) know most of the staff, and the staff knows them, so it will take more than just putting on a mask and stolen ID badge to get past them.

Take your time and let the players think, plan, and roleplay how they want to get to any of the survivors housed beyond.

- **Guards (2):** Use the Vanguard Defense Force profiles on page 104.

STRETCHING THE TRUTH

When the infiltrators eventually reach one of the patients, only one is conscious and willing to talk—Valerie "Stretch" Okoyo.

Valerie is too tall for her bed and her feet stick out over the edge. She was electrified in the incident and her nerves are shot, so she occasionally stutters and shakes while she speaks. A little sugar will help calm her nerves though. There's a snack machine back out in the main hospital, or they can steal some homemade snickerdoodles the nurse in charge of the secure wing just happened to bring in today.

Once secured, Stretch devours her snack and whispers in the cool darkness of the secure ward.

"Dr. Carter—we called her Ramona—is brilliant. I hope she's okay. No one understands teleportation like she does. Not even the more senior scientists at ISSO Labs. It's uncanny, really.

"The portal was a combination of v'sori and Atlantean tech. None of us really understood how it worked—we just did what she told us and tried to keep up. Then she turned it on—it was just supposed to view Io, that's one of Jupiter's moons—but things went bad.

"Those things came flying through. One of them grabbed Ramona and was gone before I could even blink. The others, well, you saw what they did."

Stretch continues:

"You know some folks think Ramona was Shift, right? Remember her? That teleporting super from a few years back? She looks just like her to me. Minus the mask and purple spandex."

If the team later follows up and searches Carter's apartment, they find Shift's costume in a closet. No teleportation technology is found, so it's likely Ramona's teleportation powers were inherent.

When the group seems finished, Stretch drops one more vital piece of information:

"Look I...I don't wanna speak ill of the dead, but...I saw something you should know about. We had a mathematician, Herb Frimp. Kind of a loner. No one really liked him. The kinda guy who'd sneak to the fridge before lunch and take a bite out of your food.

"He was in charge of tracking the portal's coordinates. He was humming this really awful tune, over and over. I remember because it got on my nerves. Anyway, just before we turned the machine on, he winked at me and changed something on the console."

Frimp died in the attack on the ISSO Labs, but when the team has time later on, a deep search online (Electronics -4 and four hours of research or Hacking and one hour of research) reveals Herb was a member of a v'sori-friendly chat room where he went by the username "Overmind" and once said

“the world was better off when the aliens were in charge.”

If the team later visits Frimp’s apartment, he has a few tech gadgets, a well-used video game console, and books on the v’sori invasion. He has many more articles bookmarked on his tablet if anyone can make a Hacking roll to access it, most of which explore v’sori culture and clearly favor the alien invaders over humans.

His tablet also contains his notes. Most are conjectures about portal tech or obscure scientific theories, but in the week before the attack on the lab his tone changes—when the Whisperer used his sympathies to set up the sabotage. Frimp becomes increasingly angry toward Dr. Carter and on the night before the attack writes:

“To indeed. I will show them a truly alien planet, and get all that I’m due from the Whisperer. He has promised!”

THE MONSTER IN BED 13

The ISSO scientists aren’t the only patient in the secure wing. Yesterday, a strange man was brought in to the Intensive Care Unit. He displayed some strange characteristics and was brought to the secure ward for safe-keeping. Unfortunately, the man is Leo Wolfcastle—better known to the world as Lycanthropus!

As the Whisperer’s Stellar Song begins to play throughout the city, it wakes the comatose Leo. From behind one of the curtained beds, the heroes hear someone wake up, struggle with metallic handcuffs, then call out—quietly at first.

“Wha...where am I? What is that...noise. It’s...beautiful. No, wait. I don’t like it. Someone change the station. Hey, why am I bound?”

The voice grows louder.

“Someone let me loose! I don’t like to be restrained. I... I...LET ME LOOSE!”

Leo transforms with a horrid cacophony of cracking bones! A moment later, Lycanthropus rises from the shattered remains of his bed!

Leo’s main goal is to escape. He hears the Stellar song and desperately wants to get outside to “hear it better.” He’s arrogant

though, and happy to spend a few rounds showing anyone who challenges him just how tough he is.

If the Guardians don’t react first and there are any VDF agents left, they enter the room, weapons drawn. Lycanthropus battles them first, then swats any panicked staff around. If the player characters hide, he breaks out and escapes. If they try and stop him, he battles until it looks like he might lose or they prove unworthy of his powers then crashes through one of the windows and into the night, still ranting about the “weird music” he hears outside.

If he’s beaten or captured, he reverts to Leo Wolfcastle and can be sedated and restrained once more. Vanguard immediately sends a team and takes him directly to Steel Heights now that they know who he is.

“WHAT IS THAT INFERNAL SCREECHING? IT’S IN MY HEAD! IT’S IN MY HEAD!”

—LYCANTHROPUS



LUTEUS SIGNUM GALA

Luteus Signum, or the “Yellow Sign,” is a charitable foundation composed of the city’s elite. Publicly, the name comes from Mayor Albus Fenton IV’s family crest—the daffodil. The Fentons have used the sign of the daffodil in all their businesses, going all the way back to Grayport’s moonshining days. And yes, for those familiar with the Mythos, the mayor also serves the King in Yellow, or Hastur—but that’s a tale for another time!

Tonight the foundation is hosting a fund raiser to help restore ISSO Labs in the grand lobby of the Might Building. The gala is a black-tie affair so the Guardians need to dress to impress!

IMPORTANT GUESTS

Notable guests who can be found on the bottom floor include:

- **Drew Garret:** Handsome college football phenom and Evelyn Garret’s younger brother (see below). He mingles freely, moving between the upper and lower levels without question since his sister runs the place. See page 102 for his profile.
- **Enemy:** If any of the Guardians have a nemesis, they’re here in their civilian identity. Exactly how they interact with their rival in the plot is up to the Game Master. If no one has an enemy, Ice Queen is here (see the *Super Powers Companion*).
- **Trevor Sinclair:** Reporter for the Legacy Herald. See page 18.

These guests remain on the upper balcony with Mayor Fenton.

- **Evelyn Garret:** CFO of Garret Pharmaceuticals and host of the event. She’s Drew Garret’s big sister. See page 103.
- **Heather Campbell:** Popular actress and entrepreneur. See page 102.
- **Ermengarde and Everett Hollows:** Rich “goth” dilettantes from nearby Dunharbor. See page 103.

Getting an invitation isn’t particularly hard—the pledge of a \$10,000 donation and a decent cover story and non-threatening identity gets a potential patron in the door. Fenton knows the party is likely to be infiltrated by “Nosey Parkers” interfering in his business, but he also realizes getting them to show themselves is the easiest way to keep tabs on them! And if they want to pay to do so, well, that’s a win-win for him and his cronies.

WORKING THE ROOM

The team’s first task is to get an audience with the mayor. Fenton can be seen on a balcony overlooking the grand lobby of the Might Building, hobnobbing with the city’s wealthiest elite. Everyone else is expected to remain on the lower level, enjoying the canapes, free drinks, and company of their peers.

Two guards in black suits and tie block the entrance to the staircases, and another stands in front of the elevator at the back.

The guards have been instructed to keep the guests off the staircase unless they’ve pledged one million or more or Mayor Fenton waves them through, so the team must come up with a good story, distraction, or other tactic to avoid being stopped. They might also befriend Drew Garret (see sidebar) who moves back and forth between the two levels as he wishes.

The Mayor might also give reporter Trevor Sinclair a nod if he’s causing a stir.

See the Important Guests sidebar for other guests the player characters can interact with.

- **Guards (3):** Use the Vanguard Defense Force profiles on page 104.

THE BIG CHEESE

Once the investigators gain the balcony, they can approach Mayor Fenton and question him about the foundation’s involvement in ISSO Labs.

Mayor Fenton stands beside the gala’s sponsor, Evelyn Garret, CEO of Garret Pharmaceuticals. She’s tall, sleek, and wears a red dress with perfectly coiffed shoulder-length black hair and clearly expensive jewelry. She is cold elegance given life.

If her brother, Drew, is there, he hugs his sister when he approaches. She rolls her eyes but accepts it. A Common Knowledge roll recalls Drew is the highly-acclaimed quarterback of the Legacy City University Champions. A raise on the roll also notes that, despite some negative media coverage, he's actually a kind and considerate person who fronts for numerous local charities.

Evelyn is another member of the Luteus Signum (and worshiper of Hastur) and intensely curious, so unless the Guardians ask for a private audience, she remains. Drew has no knowledge of the cult.

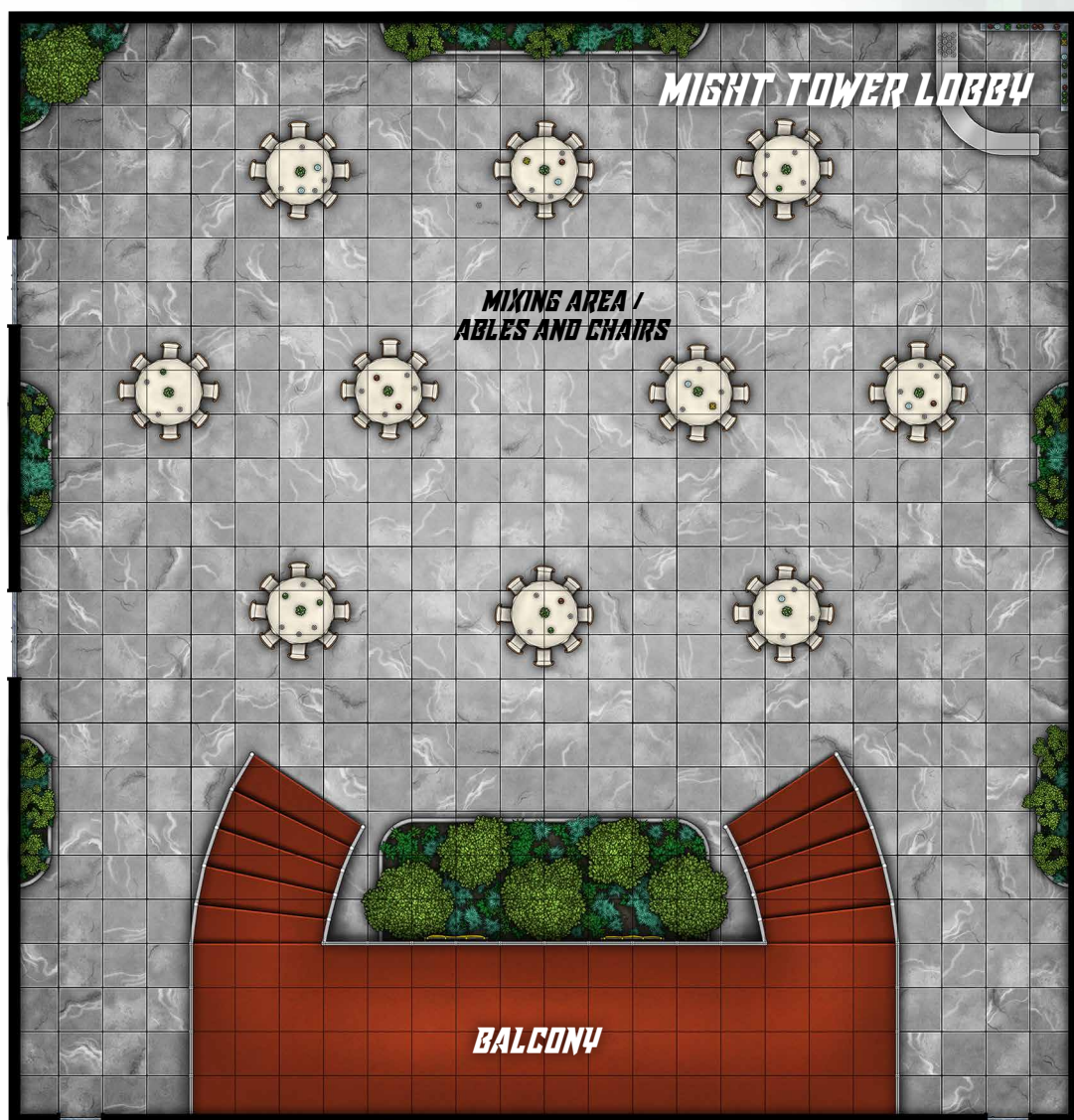
When the investigators mention Dr. Carter to Mayor Fenton, the incident at ISSO Labs, or Luteus Signum's funding of their research, Albus smiles and answers.

"You know what the payout on that kind of tech would be? It's gonna be like getting in on the ground floor of computers. Or mobile phones. Or AI. You know how much money that'll save our other companies in transportation alone?"

Drew chimes in. "Not to mention getting millions of vehicles off the road. Why, we could fix climate change in a decade."

Fenton smiles at Evelyn, who grimaces slightly.

Mayor Fenton lets the investigators ask any other questions they like—he and Evelyn want to know what their potential enemies are up to, after all. Drew is patient and kind, but stands up for his sister if she's attacked. He knows she can be cold to the public, but she's also given millions to the charities he



represents and he loves her and believes he can one day change her heart.

When the Guardians run out of questions, an amused Mayor Fenton excuses Evelyn and Drew and pulls the party crashers aside.

"Look, you're barking up the wrong tree. Portal tech is a no-brainer. Ramona was a bright kid. She stood out. We gave her a scholarship a while back so we had an in. We hope to change the world with that technology some day. But that's the future.

The question you should be asking is what happened that night. That portal was supposed to open on some moon, right? But it didn't. Why not? Incompetence? Sabotage? Something else?

See that short drink of gin over there in the skintight black dress? Tell her I sent you. Ask her what came through that portal and what it means. Maybe that'll help you find what you're actually lookin' for."

SCREAM QUEEN

The Guardians see a short, beautiful woman in a black dress talking to a couple of younger admirers. A Common Knowledge roll recognizes her as Heather Campbell, a popular scream queen who had a string of hits a few years back including her largest film, *Rippers: Charnel Planet*. With a raise, the film buff also knows that Heather is the real deal—she's an actual student of the occult.

Heather sacrifices for her Hollywood looks and wants everyone to see it. Her slim black dress hugs every curve, her makeup is flawless, and her trademark curly gold hair hangs down past her shoulders. She's prone to flattery, but if the team says Fenton told her to spill the beans on the portal incident, she doesn't hold back.

"The portal! Fascinating stuff, isn't it? I did this movie one time called 'After: New York' that was about portals. These Lovecraftian creatures came through and destroyed the world and the film was what it was like to live in the world after that. Get it?

"I read a lot of Lovecraft to study up. I like to prepare, y'know? Horror is a serious genre. You might already know this, but a lot of folks think Lovecraft didn't just make all that stuff up. He had some sorta inside track. Maybe he was just sensitive to that stuff.

Maybe he actually had a real Necronomicon. Who knows? But he was right about a lot of things. The Mythos, they call it. Have you read any Lovecraft? I'm talkin' Azathoth, Nyarlathotep, or that overmarketed frog Cthulhu."

Note that Heather doesn't say the word "Hastur" if she can help it—it's considered blasphemous to her cult to say the King in Yellow's name aloud.

"Those things that came through the portal—some Mythos author called them 'byakhee'—but we call them star shrikes. Shrike means butcher bird, so, y'know. Feels appropriate. They took that young doctor we sponsored, right? The portal scientist? I'd guess that was no accident. Someone wanted that to happen."

Let the characters ponder that for a moment before Heather continues.

"Star shrikes aren't the only Mythos creatures I've heard about in the last few weeks. A friend of mine said a certain group of super-powered individuals found a giant worm called the Deep Coil. That you?"

Heather listens, then adds:

"The big worm—that 'Deep Coil' thing. Brian Lumley called them 'cthonians' in his books. I call them rattlers because they rattle your bones while they're digging their way up to you. Either way, they're way older than you'd think. Smart, too. They're also known for being particularly receptive to psychic signals, and can be used like...what's the radio term...relays? Lumley said they can receive signals from across time and space and re-broadcast them locally."

Heather waits to see if they understand, then wraps it up.

"That Stellar Song you might have heard of? Something is sending it from another dimension through that big worm. That's how it's being amplified all over the city. I don't know who all can hear it—I can, and maybe about half this room—and it's getting louder. Don't worry. It's not telling me to kill your or anything. Not yet." Heather winks, then takes a long drink.

Mayor Fenton and his fellow worshipers of Hastur see signs that someone is trying to wake their god's rival, Great Cthulhu. They know the stars aren't right for the Sleeper of R'lyeh to rise, so they're skeptical, but are happy to disrupt the summoners' plans— whoever they may be.

PARTY CRASHERS

Once the party has learned all they can from Mayor Fenton and Campbell, the glass walls of the atrium shatter and the lush plants suddenly grow and thrash about the room. All this heralds the dramatic entrance of the Green Goddess, riding through the broken glass on an elongating branch!

"You fools! You opened the portal and now it comes! I have heard the Stellar Song! Your greed will destroy the Green Earth!"

A throng of minions stream in behind the super villain, wrecking the room and attacking the guests indiscriminately. The Goddess rises above the crowd on woody vines springing from the planters and lands on the balcony level. Heather Garret gives her trademark scream at the top of her lungs—everyone near her must make a Vigor roll or be Distracted.

The Green Goddess goes for the Mayor as his bodyguards open fire. Her unique mind has sensed a "lyric" of the Stellar Song. She knows the portal is involved somehow but

THE GREEN GODDESS AND HER MINIONS



doesn't know how, only that it will somehow be used to summon some terrible creature that will destroy the world. She also senses Luteus Signum is somehow responsible for the portal and this is her chance to strike while Fenton and his supporters are all in one place.

Fenton, Campbell, and Garret retreat to the elevators at the back of the balcony and try to escape, relying on security and the Doom Guard to save them. The Green Goddess is focused on destroying the building and scaring off the foundation's followers, but she's more than happy to turn her wrath on any Guardians who get in her way.

The pods and spores attack the party-goers in the lobby, causing as much mayhem as possible.

- ❖ **The Green Goddess:** She retreats with great anguish when half her spores and both pods are destroyed. See the *Super Powers Companion*.
- **Pods (2):** See the *Super Powers Companion*.
- **Spores (12):** See the *Super Powers Companion*.
- **Guards (2):** Use the Vanguard Defense Force profiles on page 104.

WORDS OF WARNING

If the Doom Guard fails to defeat the Green Goddess, Vanguard eventually arrives with Warden and takes her down.

If Green Goddess is defeated, she's incomprehensible thanks to the Stellar Song ringing through her sensitive mind. She says only:

"You don't know what you've done. The song calls to the Sleeper. He comes! The Green Earth cries out! It is the END!"

Vanguard arrives soon after to take the defeated villains and her strange minions to Steel Heights.

"CAN'T YOU HEAR IT IN HIS SONG? THE GREEN EARTH CRIES OUT! THE DESTROYER OF WORLDS AWAKES! EVERY LIVING BEING IS DOOMED!"

—GREEN GODDESS

PART FOUR: NO REST FOR THE WICKED

As the Guardians return to the Spire from their night's adventures, more strange phenomena appear in the night sky.

The moon looms large and curiously green over the city's skyline.

A shimmer in the atmosphere twists the Guardians' stomachs, and the very air itself smells strange and alien.

Falling stars rain down in the night sky, leaving a shower of bright orange and violet streaks in their wake.

Green glowing bands of the Aurora Borealis ripple across the horizon of Legacy City—a place far too south for this phenomenon.

A Science roll confirms these are not natural events. An Occult roll confirms these are clearly signs of tears in reality.

Before the team even reaches the Spire, horrific creatures and listeners of the Stellar Song stream out into the streets of Legacy City, screaming strange phrases, attacking citizens, and painting strange sigils in blood on its walls. There's no time to rest—it's time to act once more! The team needs to retrieve their costumes and get to work!

Cassandra breaks down the group's objective:

"Warning. Warning. The Stellar Song has reached its peak. Those who can hear it are spilling out onto the streets to cause mayhem. I suspect this is all part of an elaborate ritual to contact a cosmic entity.

"Warden, Blackguard, Hellcat, and Spellbinder will form Response Team One. The Legacy City Guardians will form Response Team Two. Further instructions incoming as I analyze the data."

THE GAUNTLET

The next series of encounters prove a desperate race against a growing number of dimensional incursions. The Guardians will be pushed to their limits during this time with little chance to rest. The chaos begins soon after the Guardians finish their investigations at the hospital and charity event—likely around 10 pm.

- **Fatigue:** Assume d6 x20 minutes pass between the encounters in this chapter, meaning there's little time to rest before traveling to the next disaster. After each encounter, have the team make Vigor rolls to avoid Fatigue from the stressful day and night and lack of sleep.

DIMENSIONAL DANGERS

The Whisperer's Stellar Song must hit certain "notes" to summon Cthulhu. The "notes" are events of mayhem, carnage, and destruction triggered by cultists and Mythos creatures already present on Earth.

Use the tables on the following pages to generate three encounters at once, rolling an Enemy, Location, Motivation, and Complication for each. Give the Guardians the basic information on all three encounters, then let them choose which one to respond to. Warden's team handles one of the others, and the third goes unchecked. Discourage the team from splitting up to handle the third—Cassandra says the dangers are too great and it's better to succeed at one than fail at two. The point is for the party to make some hard choices.

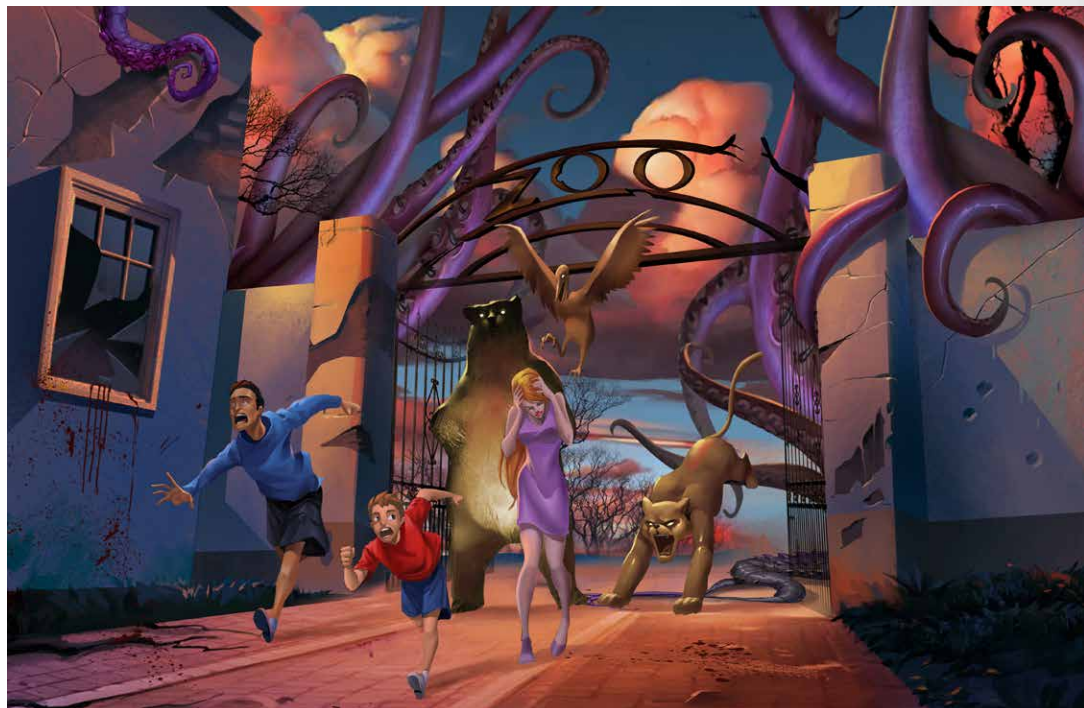
Don't develop all the details until the Guardians commit—such as the exact number of foes, what part of the landmark it takes place in, and so on.

Example: The GM generates three encounters from the tables on the following pages:

- **Encounter 1:** Chainsaw, Flux, and Pied Piper are at the Memorial Park. The streets have flooded and a shoggoth is on the loose!
- **Encounter 2:** Exalted cultists are at the Docks performing a ritual.
- **Encounter 3:** Hounds of Tindalos are destroying the First Legacy Bank. Reports from Vanguard say all technology is failing there.

The team has several high-powered blasters, so they decide to take on the villains and the shoggoth at Memorial Park. The GM (as Warden) decides to stop the Hounds of Tindalos at the bank. The cultists at the docs go unchallenged!

DOOM: From this point forward, keep track of the "Doom," which starts at five. If any of the encounters end in disaster for some reason—numerous bystanders or a Guardian are killed, increase the Doom by +1. Specific encounters may have additional conditions as well. Doom will continue to increase throughout the rest of this campaign and have a significant effect on the final encounter (see **Part Eight: The Aspect of Cthulhu** on page 80).



THE ENEMY

D12	RESULT
1–2	Star Shrikes: 2d4 of the creatures terrorize the city.
3–5	Cultists: A group of 2d6 cultists led by a cult leader.
6	Crawling Ones: 2d4 of the horrors amble through the streets, accompanied by d4 swarms of Chaos Crawlers.
7	Hounds of Tindalos: 2d4 hounds appear from the corners of reality.
8	Quaking Horrors: 1d4 ripple through the ground in search of prey.
9	Mixed Group: Roll twice more, ignoring this result a second time and halving (round up) the number of enemies.
10	Shoggoth: A mind-shattering terror oozes through a rift into our world.
11–12	Super: Super powered villains appear! Ignore the Motivation roll and use the accompanying text from the Super Subtable below. Profiles can be found in the Super Powers Companion.

SUPER SUBTABLE

D12	RESULT
1	Alchemist, Electron, and Hunter: The villains use the chaos to loot tech, cash, or precious goods. They have 2d6 Tech Gangers in tow to handle the authorities.
2	Atlantean War Party: An Atlantean champion and 2d6 Atlantean Marines are ejected from a rift and believe they're under attack by the surface-worlders. Ignore the Motivation—the confused warriors go on the offensive until they're defeated or reasoned with.
3	Chainsaw, Flux, and the Pied Piper: They hear the Stellar Song and seek to cause murder and mayhem.
4	The Crimson Fist: Fantamu and 2d6 Initiates seek one of the Guardians who tangled with them—or one of their allies—before.
5	Captain Might: The undead form of Captain Might appears! See his profile—and his story—on page 115!
6	Kamchatka, Lycanthropus & The Monster: The three savage brutes bow to the Whisperer's whims! They're here to destroy, especially costumed rivals.
7	Mictlantecuhtli: The villain rises from the Museum of Natural History and marches with a group of 50 undead Aztec Warriors to their current location. Use the Omega Legion deaders but increase Fighting to d10 and Parry to 7. The undead crumble to dust if Mictlantecuhtli is Incapacitated.
8	OGRE: OGRE falls prey to the Stellar Song! The Guardians must be careful not to cause permanent harm to their sometimes ally!
9	The Omega Legion: A horde of groaning undead come stumbling through a rift, hungry for flesh! 2d20 Deaders, d6 Belchers, and a Super 'Glom seek nothing but fresh meat to ease their eternal suffering!
10	Shock Troops: A group of d6 v'sori Battlemasters and d6 k'tharen emerge from a rift. The leader of the Battlemasters is a Wild Card. The war party look to hold their position and defeat any costumed defenders.
11	Troglodytes: These powerful humanoids erupt from a fissure caused by a quaking horror and rampage among Legacy City's citizens. They're led by Gravel, who regenerated or escaped incarceration since Part One.
12	Vanguard: A squad of 12 Vanguard agents (one of which is a Wild Card with a nullifier gun) has gone mad from the Stellar Song. Two more agents wait nearby in a Juggernaut, joining the fight when they hear their colleagues in trouble!

LOCATION

D12	RESULT
1	Champions Stadium: The encounter can take place on the field, in the stands, the locker room, or the vendor area surrounding each seating level.
2	City Hall: The central plaza, the court rooms, administrative offices, hall of records.
3	Desolation Row: Abandoned tenements, densely packed apartments, a main street, an area of small shops with barred windows and chained doors.
4	Docks: A maze of storage containers, a busy pier, a ship, the trainyards, a waterfront tourist area.
5	First Legacy Bank: The lobby with its large glass windows, the safety deposit box room, the vault, the luxury offices upstairs.
6	Our Lady of Sorrow Hospital: The Emergency Room, patient rooms, large and busy lobby, the labs, the morgue.
7	LCPD: Lobby, car park, holding cells, weapons range, detectives' offices, armory.
8	LCFD: Firehouse, garage, training area, dayroom.
9	Legacy Herald: The street outside, the lobby, the "morgue," the old presses, the cubicle farm.
10	Memorial Park: Kid's park woods, jogging path, Captain Might statue.
11	City Streets: Slums, upscale shopping area, restaurant row, financial district, subways, traffic jam.
12	Museum of Natural History: Parking lot, specialized exhibitions, storage room.

MOTIVATION

D12	RESULT
1-2	Chaos: The enemies attempt to terrify the locals, chasing civilians through the streets, destroying property, setting fires, or otherwise causing mayhem. Super villains may also rob the place or seek vengeance against particular targets.
3	Chase: The enemy must trace a pattern of destruction through the city, etching a stanza into the Stellar Song! Run a Chase with the enemy attempting to reach the end and the heroes attempting to stop them before they escape by reaching the ninth card. Alternatively, the enemy may have hostages or loot and are trying to escape in the mayhem.
4-5	Destruction: The villains attempt to destroy the landmark. The sound of destruction creates harmony with the Stellar Song, as does the pattern of the destruction.
6-7	Feeding Frenzy: Monsters must feed! If the enemy are cultists, roll on the Enemy table again until you get a monster, halving the result (round up), to see what they're accompanied by.
8-9	The Hungry God: The enemy attempts to drag 2d6 civilians to a dimensional rift and "feed" them to Cthulhu.
10-11	Ritual: Add 2d6 cultists to the encounter—the enemy is trying to protect them. The cultists stand in some protected part of the area attempting a strange ritual, which they complete at the end of the fifth round. If the Guardians don't Incapacitate at least half of them, or move them 12" (24 yards) or more away from the summoning circle, increase the Doom by 3.
12	Unholy Choir: The monsters attempt to round up 2d6 bystanders and torture or injure them into singing certain notes and join the chorus of the Stellar Song.

COMPLICATION

D12 RESULT

- 1 **Anti-Tech:** Eldritch energy causes modern technology to sputter and stall. If a character has the Device modifier on any power they're Distracted for the entire encounter.
- 2 **Ambush:** The enemy waits in ambush. They may be hidden, have hostages, or whatever else seems appropriate for the location. Once revealed, they begin the action on Hold.
- 3 **Bystanders:** A large number of innocent bystanders are trapped by the enemy and must be saved. If more than half are slain, increase the Doom by 2 instead of 1.
- 4 **Collateral Damage:** The landmark teeters on the brink of collapse or ruin. Roll damage whenever a missed attack would hit the landmark (GM's call). If the damage roll is 30 or higher, some part of the landmark collapses. This counts as failure (increasing the Doom by 1, see page 81).
- 5 **Crazed:** A dimensional rift manifests the team members' greatest fears. Have each player narrate a tale of them being confronted by that fear (perhaps in a pocket dimension if needed), then make a Fear check at -4. If failed, the Guardian becomes Crazed (see the **Breakdown** table on page 40).
- 6 **Exalted:** Eldritch energy pours forth from numerous portals surrounding the landmark, empowering the enemy. All the enemies become Exalted. Super villains gain Conviction instead.
- 7 **Flooded Streets:** The Deep Coil rises, cracking waterlines beneath the street—they're flooded with three feet of water and sewage. The entire area is Difficult Ground.
- 8 **Shifting Reality:** At the end of every turn, every character (move groups of like enemies together) is randomly moved 2d6" in a d12 direction. Those who impact a solid object stop there and take 2d6 damage.
- 9 **Storm:** A sudden storm springs up, showering the Guardians and their foes alike with rain, slime, blood, and ectoplasm. Visibility is limited to 24" (48 yards) and fire-based powers suffer negative Synergy (see Synergy in the *Super Powers Companion*).
- 10 **Vanguard Defense Force:** The VDF mistakes the Guardians for a threat! The team needs to resolve the mistake quickly or they're seen as part of the problem for the rest of the encounter. Use the Vanguard entry on the **Villains** table for composition. If more than half the agents are Incapacitated, increase the Doom by 3 instead of 1 as they aren't available to fight threats elsewhere!
- 11 **VIP:** A character known to the Guardians is in harm's way. Maybe Detective Melanie Rodriguez (page 16) rushes in to help bystanders. Or frustrated reporter Trevor Sinclair (page 104) gets a little too close to the action. If the VIP perishes, increase the Doom by 2 instead of 1 to reflect the heavy toll the loss has on the city's morale.
- 12 **Warped Reality:** The landmark is tainted with pools of slime, whispering shadows, swarms of vermin, high winds, etc. Movement is halved on land or air. Anyone dealt a Club is instantly Distracted and Vulnerable from the strange phenomena.

"WAS THAT DREW GARRET THAT JUST RAN INTO THAT BUILDING?"

—BLACKGUARD

"THE BURNING ONE THAT'S FULL OF CULTISTS AND ABOUT TO FALL?"

—HEX

"YEAH. SIGH. GUESS WE BETTER GO IN THERE.
I'VE GOT CHAMPIONS TICKETS THIS SATURDAY."

—BLACKGUARD

THE MADNESS OF THE BLACK HOLE!

After the last encounter, the exhausted Guardians hear Warden's voice over the comms, sounds of battle in the background:

"I know it's been a long night but something's happening at the Legacy Bay Nuclear Plant. The Black Hole is on a rampage and must be stopped. Spellbinder and I are dealing with a giant worm outbreak but Hellcat is at the Spire if you need backup.

Whatever you do, make sure Monroe doesn't breach the reactor and cause a meltdown!"

A Common Knowledge roll reveals that the Black Hole is Dr. Emil Munroe, a former physicist who specialized in the study of black holes. He's now a being of pure gravitational energy and more than a little mad. Emil is extremely powerful, can fly at the speed of light, and incredibly dangerous. With a raise, the Guardian also recalls Dr. Munroe is very sensitive to insult, a trait that might be used to draw him off the reactor.

ELDRITCH SIGNS & DISTRESSING CALLS

Arriving at the reactor, the Guardians see the Black Hole flying around the top of the cooling tower, holding his head and ranting

about something. Anyone with super hearing can hear him moaning in pain and mumbling something like *"Make it stop! Make it stop!"*

Several burning security vehicles can be seen nearby, their occupants huddling behind a Legacy Bay ambulance. Next to an ambulance are two police cars and the familiar form of Detective Melanie Rodriguez. She waves the team over and brings them up to speed.

"Hey, capes. Boy am I glad to see you. Ever heard of the Black Hole? He's been flying around the reactor for 10 minutes now, ranting and raving about something.

He blasted the security guards who were dumb enough to take shots at him, so we called Warden and here you are. Munroe hasn't attacked the reactor yet but the last thing we need with all this other stuff going on is a meltdown."

MELEE OR PARLAY?

The Black Hole is being driven mad by the Stellar Song. The Whisperer urges the Black Hole to cause a meltdown at the power plant, but Dr. Munroe's will has so far held out against such a catastrophic action. Still, the Whisperer's powers are great, and it's only a matter of time before Emil gives in—unless the Doom Guard can stop him!



The Black Hole attacks the moment he sees costumed foes, taking shots at Short Range then flying around the power plant at high speed to avoid melee-types.

But Dr. Munroe doesn't have to be defeated physically. The Guardians can use the Social Conflict rules from *Savage Worlds* while the fight takes place. If the group gets 6 or more Influence Tokens, the Black Hole overcomes the Whisperer's telepathy and dashes off at light speed to deep space (and far out of the Whisperer's range).

If the Black Hole isn't defeated by the end of the fifth round, he gives in and focuses his tremendous power on the reactor—blasting through the roof and into the containment room to cause a meltdown.

If the latter occurs, add 5 to the Doom (see page 81) and the entire city is without regular electrical power for the rest of this campaign. Cleanup crews begin work at once, resulting in numerous short and long-term casualties.

❖ **Black Hole:** The Black Hole attacks any costumed interlopers or "civilians" who attack him. See the *Super Powers Companion* for his profile.

WELL EARNED REST

Whether they drive off the Black Hole or witness a nuclear meltdown, the team eventually returns to the Spire to rest.

Unfortunately it's only eight hours before Cassandra wakes the Guardians with a new emergency.

PART FIVE: BACK TO THE ISSO LABS

Cassandra gathers the tired team in the command room and requests their aid. Warden, Blackguard, Hex, Hellcat, OGRE, and Spellbinder are also present.

"I've detected a likely pattern to the events of the last week. I believe the Whisperer is trying to summon something to our world.

"It started with the creature called the 'Deep Coil.' As you found out at the gala, the creature has the uncanny ability to receive and relay powerful telepathic signals—the Stellar Song.

"The song called to the weak and desperate of the city and caused them to create acts of mayhem and destruction. These acts were not random, but rather a complex ritual composed of many lesser deeds.

"But such rituals require certain astronomical alignments to reach their intended target. To paraphrase author H.P. Lovecraft, the 'stars must be right.' And they are not.

"How the Whisperer's Stellar Song was tied to the destruction of the portal and Dr. Carter's abduction eluded me, but thanks to your efforts I believe I understand now.

"The portal has been used to realign the stars themselves."

Cassandra pauses for a moment.

"Such a thing seems impossible, but I now suspect Dr. Carter's abduction was the key. Her powers are not merely teleportation—I believe she has the ability to create dimensional portals. With the right equipment, that ability could be amplified greatly—perhaps enough to focus gravitic waves through them—essentially simulating a different alignment of the stars.

"Now that the stars are right and the ritual has been performed, I believe the Whisperer is summoning a powerful entity to Earth."

Spellbinder takes over from here. He strokes his chin and looks at his fellow Guardians, as if trying to decide if they're ready for what he's going to propose.

"The Whisperer is calling to one of the most destructive of the Great Old Ones—a being called Cthulhu. And it's likely the big frog is already on his way."

Spellbinder pauses, a sparkle in his eye. Is he enjoying this?

"But I have an idea. The portal was destroyed but the coordinates should still be in the control panel's memory banks. If you can go back through the ruins—the VDF guarding the place won't stand in your way—you can get



the coordinates and bring them back here. Then one of you tech types can figure out how to read it.

"In the meantime, Warden and I will start negotiating with the Atlanteans for a teleportation tube. If we can attach Dr. Carter's control panel to the tube, we might be able to travel to that alien planet you saw beyond the portal and rescue the doc, who Cassandra and I believe is being used to realign the stars under the control of this 'Whisperer' being.

"That should shut down the cosmic alignment that's guiding Cthulhu to our doorstep, and if we're lucky, the Sleeper of R'lyeh will be lost in space. Maybe even forever."

THE DESCENT

The authorities and the ISSO Labs' managers are still examining the ruins, which are taped off and patrolled by Vanguard. As Spellbinder promised, however, they've been briefed and allow the Doom Guard access to the site without hassle.

Most of the upper levels are gone, with only a shell of the upper stories surrounding the charred debris of the ground floor. The stairwell has been cleared down to sub-level 3. Beyond that the VDF warns things get weird and they have strict orders not to mess with it.

Lieutenant Yeoh (page 104) is in charge and gives the team a key card, saying they'll need it to get past the barricade. They soon see what she means—the VDF have installed a heavy metal security door at the entrance to sub-level 4. The key card unlocks it easily, but the door sticks when the explorers try to open it (just to make them a bit nervous).

The stairwell doesn't continue down past the security door—it's as if the remaining sub-levels below have simply disappeared. Even characters who can teleport or burrow won't find a different egress from this room—it's a dimensional pocket that follows its own strange rules.

Instead, the door opens onto an unreal scene. The Guardians saw this large chamber during their previous visit, but it seems reality has warped it into something truly mad. The massive space is now crisscrossed

with a network of tangled gangplanks, wires, cables, and groaning ductwork stretched across a vast and unreal space with no discernible bottom.

At the center of the room, enveloped by thousands of coiled cables and wires, is some kind of creature with wet, shaggy fur covering black carapace. No eyes or face are currently visible in the weird dim glow of the room, but it occasionally shuffles and shakes and is clearly alive.

The creature—a techshuggoth—a weird shuggoth infused with dimensional technology—was created when Dr. Carter's portal broke reality. It's time for Fear checks!

SURFING THE WEB

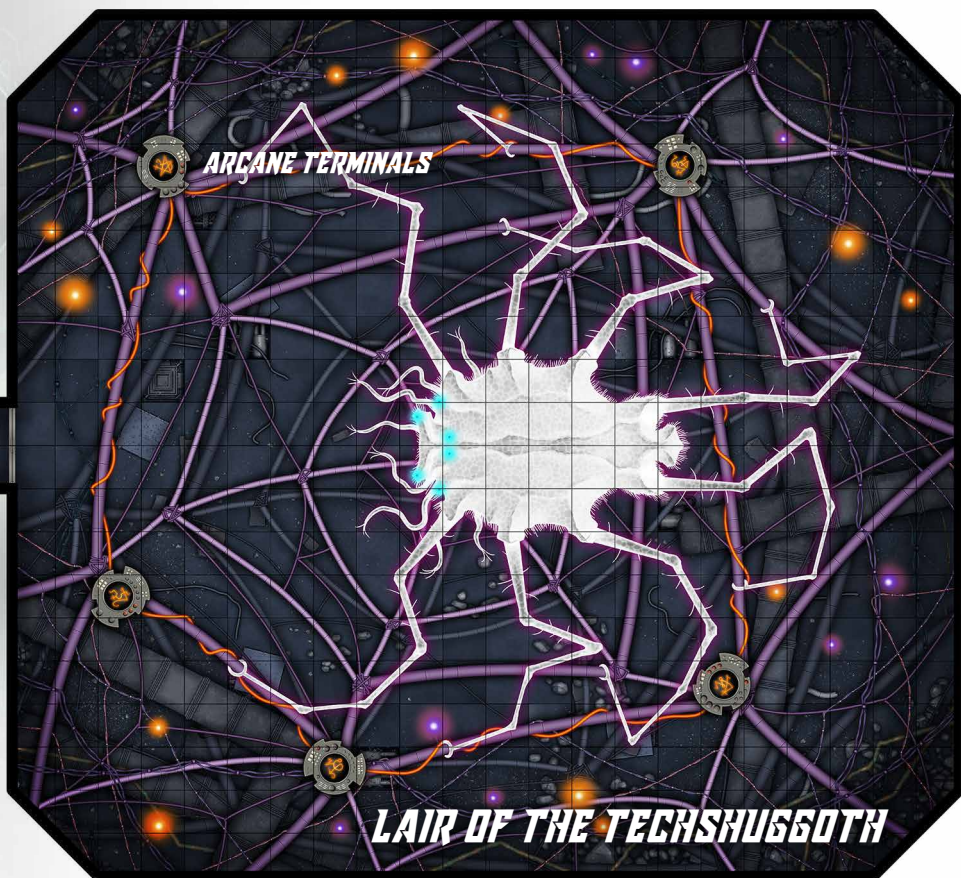
After a few moments reeling from the bizarre scene, any team member who makes a Notice roll sees what looks like another stairway door on the other side of the room.

A second Notice roll reveals something else. Numerous machines and devices are lit up around the chamber as if still working and connected to power, but some of them glow with an odd green energy. An Occult roll detects arcane energy on these devices (there are one more than the number of player characters). A raise recognizes they are both technological and magical in origin, and likely defy the physics of the world they know.

The Guardians sense these machines are key to passing on to the other sub-levels though they don't understand how or why. They also sense the chamber is now the lair of this strange creature, and that it is sleeping.

Other than flight, which is limited to a Pace of 6 given the cluttered network that stretches throughout the chamber, the only way to reach the machines is to walk or climb along the cables and walkways.

Let the Guardians strategize before taking action. The first few steps out into the "web" should be tense and tenuous—cables tremble, wires strain, and the thin metal of ductwork buckles and creaks. The web can only be navigated by flight (no roll required) or making an Athletics roll to tightrope walk or go hand-over-hand across the tangle. Success lets a character move 3" (6 yards) and a raise lets them move 6" (12 yards). Speed powers don't help with movement, but anyone with



swinging or wall walker adds +2 to their rolls. Falling has no actual consequence—the character just makes no forward progress. A Critical Failure somehow moves them back d6" from the center.

As soon as a Guardian enters the space, the techshuggoth spins in the center of its web, facing whoever has progressed farthest with six red, linked monitors for eyes that look something like that of a spider.

The techshuggoth doesn't attack, but a spout of spider-like creatures of carapace and random electronics erupt from its back and skitter out to attack anyone approaching the arcane terminals.

The techshuggoth exists in dimensional space and can't be harmed. The machine spiders can be killed, but there's an endless supply of them—there are always a number equal to the Guardians. More spawn from the techshuggoth at the end of the round if there's not as many as the Guardians.

Anyone who approaches an arcane terminal realizes it must be synced to the shuggoth's reality to defeat it. This is a limited action

and requires two successes (including a success and raise) with Electronics, Hacking, or Science—all at -2—or Occult at no penalty.

The machine spiders' main priority is to desync any arcane terminal the heroes have already synced! Their second priority is to attack, which they do only on their way to a synced machine or if none of the machines are synced.

💡 **Techshuggoth:** Fortunately, this powerful and monstrous being doesn't exist on this plane. That means it can't kill or be killed, but it can give life to spider-like machines that serve its needs here on Earth! If the machine spiders are dealt a face card, however, it lets out a whining squeal (much like an old modem connecting) that Shakes all the Guardians automatically.

▪ **Machine Spiders:** See below. There are as many spiders as Guardians, replenishing their numbers at the end of each round to that limit. They enter play at the center of the map, from the techshuggoth's abdomen.

MACHINE SPIDERS

Attributes: Agility d10, Smarts d10(A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d12, Fighting d10, Notice d12, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 10 (4)

Edges: Alertness

Special Abilities:

- **All-Around Vision:** They ignore all Gang Up bonuses.
- **Armor +4:** Metal carapace.
- **Bite:** Str+2d6. A character Shaken or Wounded by the spider must make a Vigor roll at -4 or be Stunned as wires crawl through their body.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Darkvision:** The spiders ignore penalties for Illumination up to 10" (20 yards).
- **Desync:** A spider can automatically desync an arcane terminal it's adjacent to as a free action.
- **Fearless:** Immune to Fear and Intimidation.
- **No Vital Organs:** Called Shots deal no additional damage.

ESCAPE!

When all the arcane terminals are finally synced at the same time, read the following:

You key in the final code—which somehow made sense a moment ago but now seems like complete gibberish—and the world falls apart around you. The cables and wires fall like silly string shot from a tube and the spider-creatures go with them. The thing at the center of the web screeches in a frequency human ears were never meant to hear then falls as well, spinning down into the deep dark abyss below. Somehow neither you nor your friends fall with it. In fact, you seem to be standing on the floor of a ruined chamber—the same one you saw a few days ago when you fought your way down to Dr. Carter's lab.

The stairwell leading down to the lower levels is open now. Whatever weird transdimensional rift opened here seems to have closed.

The team can now move down to sub-level 7.

RETURN TO THE LAB

If the failsafe triggered and buried the lab in Part One, it's been partially excavated since the collapse. Otherwise, the lab is just as the heroes left it. The control panel remains at the center of the room, blackened and broken—but its memory banks are intact.

There are two ways to get the coordinates. The first is to power up the console where it's at and copy the numbers on the readout. This can be done with an Electronics roll at -2.

The team can also remove the control panel's dashboard entirely and take it back to the Spire for later study (or for Warden to decipher if the Guardians aren't suited to the task). This takes a Repair roll at -2.

The coordinates are a long string of numbers and letters that make no sense to anyone (but will when the group recovers an Atlantean teleportation tube in the next chapter).

As the team finishes securing the coordinates a strange scene plays out before their eyes. Read the following before moving on:

The ruined portal suddenly flickers—which is impossible because it's clearly broken. Within you see the same red planet you saw before. Somehow you know it is the planet Abbith.

Ferocious sandstorms roar across the landscape and terrible lightning flashes in the distant sky. Then the view moves suddenly—almost as if you're watching a view screen rather than a portal to another world. The view rushes over distant miles, over screaming multitudes of strange, howling creatures, giant worms, and the winged terrors you fought before.

The view comes to rest on a mesa and races up and over the cliff face. It stops in front of several metal buildings surrounding a long machine.

The machine seems to be funneling the planet's savage lightning into the machine—a long ramp topped by pulsating coils. At the end of the ramp, strapped to the final coil and overlooking the desolate wastes, is the screaming figure of Dr. Carter. Energy ripples through her ravaged body, warping reality in front of her. You see

portals open and close. You see distant stars, blazing suns, and cold nebulae.

Then you sense a presence. A powerful mental force unlike anything you've ever felt before. Dr. Carter's pleading eyes seem to find you. Then the image abruptly fades.

The portal doesn't actually work, it only allows the Guardians to see through it. No matter what the Guardians do they can't help Dr. Carter, or as she was once known, the teleportating hero known as Shift. Yet.

PART SIX: UNDER THE SEA

The sultry Hellcat awaits the Guardians when they return to the Spire.

"Hello, Guardians. You look like Hell." The vixen literally purrs as she looks you over with more than a hint of predatory mischief in her eyes.

"Spellbinder and that prude Warden are out for a bit so you get me. The bad news is the Atlanteans are bickering about lending us a teleportation tube. The good news is I know where one is so we can just just steal it. Don't worry—it's in a ruin. They'll never even know we got it. Who's up for a little troublemaking?"

Lawful types might object to Hellcat's use of the word "steal," but it truly lies in an abandoned ruin so even the most inflexible heroes should be able to rationalize the operation, especially given Dr. Carter's suffering and the stakes of preventing a world-ending incursion!

Hellcat watches the team curiously for only a few minutes before finally losing patience.

"You want me to just summon Cthulhu now? Get it over with? I can probably figure it out."

If the Guardians don't get the hint, fire surges around her and she speaks in a demonic voice. "GO!" The team is in charge of the Spire, but Hellcat isn't really one to respect boundaries!

Cassandra reassures the team that the jump jet is refueled and programmed with the ruined outpost's location. If the party delays, the AI urges haste...doom is nigh!

TO ATLANTIS

Cassandra briefs the team further en route, a trip that takes just over two hours.

"The Atlantean outpost is far out in the North Atlantic, midway between Legacy City and Lisbon, Portugal. It lies in 300 feet of water, so I've loaded Blackguard's minisub in the cargo bay. Its operation should be self-explanatory.

The Peregrine Jump Jet can hover over the dive site for two hours before it must return to land and refuel. Find the tube, load it on the aircraft, and return here as fast as possible. Then you can use the tube and the coordinates you retrieved from ISSO Labs to attempt Dr. Carter's rescue—and hopefully strand Cthulhu somewhere among the stars."

The Guardians race to the North Atlantic in the jump jet then hover down to the choppy surface. There's nothing in sight but high waves, storm clouds, and strangely shifting stars.

The team can use the jet's cargo bay to drop Blackguard's mini-sub into the water, then leap out of the hovering aircraft and climb in.

DARKNESS ALL AROUND

The descent is fairly rapid—the sub is built for speed and maneuverability and adjusts the pressure within its hull quickly. Narrate the following as the Guardians descend into the darkness.

It's pitch black outside the narrow windows of the sub. You flick on the lights and watch as bubbles from the vessel's compressor rise around you.

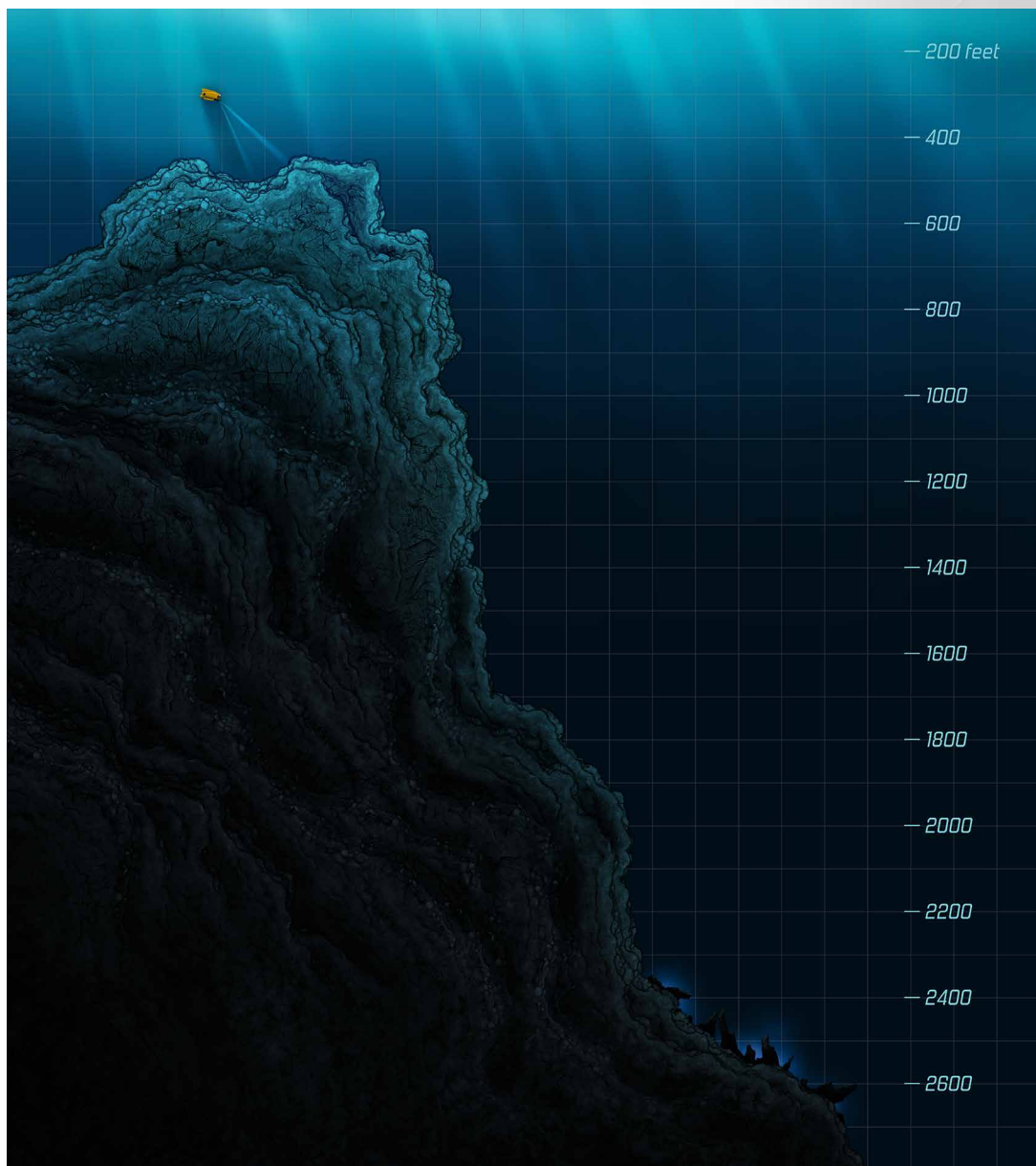
The sub is small and cramped. You'll have to grab the teleportation tube with its pincers and carefully haul it to the surface—there's certainly no room inside for anything else.

The sub's computer pings. "One hundred feet."

The hull groans, the pressure warping the heavy metal all around you. You have faith in Blackguard's technology, but it's unnerving all the same.

"Two hundred feet." You're now out of radio range with Cassandra.

The events of the last week weigh heavy on you. You know if you stop and think



about it your mind will reel. Super powers, magic, giant dimensional spiders. Those things make some kind of sense in a world of superpowered beings, but unstoppable cosmic entities plunging the entire planet into chaos and madness is another thing all together.

You feel your mind start to spiral. You're sweating even though the sub's internal atmosphere is frigid. You try and get a grip. "Three hundred feet."

The sub's fins angle and it putters forward carefully, its powerful searchlights playing on a mountainous peak jutting out from the long darkness below.

The sub has reached the outpost, but as the sub draws closer, it's no longer there!

You circle around the peak. Something massive has clearly struck it. Stone ruins lie sprawled around it, leading down into the deep dark depths of a two-thousand foot drop below.

A Science roll knows Blackguard's small sub can't safely descend below 500'. A scan of the sea floor far below (Electronics) reveals numerous metal objects—several of which are the size of their objective.

Let the team worry and plan for a while. If someone can withstand the pressure of the depths—they have the Aquatic ability—they

can make the descent and attempt to retrieve the tube on their own, but it's heavy (about 1,000 pounds), so they'll need to be able to swim with about half that effective weight.

The sub has an airlock, so any Aquatic character on board can enter or leave as desired, but before anyone does—or once they're on the verge of giving up—they see lights approaching in the distance.

HAIL ATLANTIS!

At Atlantean patrol has detected Blackguard's minisub and come to investigate. The commander, Marona, is a taciturn woman with little patience for surface worlders. Her attitude starts at Unfriendly, and she must be convinced to help the intruders. Let the team roleplay, then use the Social Conflict rules to see what Marona is convinced to do.

Her vessel is an Atlantean patrol craft with the following profile:

Mako Attack Sub: Size 9 (Huge), Handling -1, Top Speed 30 MPH, Toughness 27 (12). **Notes:** Heavy Armor, Submersible. Weapons: 2× Torpedo Tubes (Fixed Forward), 2× Gatling Pulse Laser (Pintle Mount when surfaced).

If the Guardians are marginally successful, Marona agrees to help but requires they return the tube when their mission is done. Then she takes the Mako down into the depths.

If the heroes fail to convince Marona, she says she'll retrieve the tube but will take it to the Spire herself (she won't get that chance though).

**"I WISH YOU SUCCESS, SURFACE
WORLDERS. WE WILL
SEE YOU IN THE
NEXT WORLD..."**

—CAPTAIN MARONA

❖ **Captain Marona:** Use the Atlantean Marine from the *Super Powers Companion*.

▪ **Atlantean Marines (10):** The marines can deploy from their craft in a single round. Use the Atlantean Marines from the *Super Powers Companion*.

THE TERROR FROM BELOW

Read the following as the Atlantean sub spirals into the depths.

The Atlantean sub spins away, its lights slowly fading into the darkness. You wait quietly. Five minutes. Then ten. Fifteen minutes pass. You have no idea if the Atlanteans are successful or if they've left you to die in the darkness.

Another ten minutes go by before you see pinpricks of light far below. They grow rapidly. The Atlanteans are returning!

But wait. What's that behind them? Two massive glowing green eyes appear behind the submarine. The Atlantean craft must sense the threat, for it comes racing out of the depths at full speed, towing a bus-sized silver tube behind them!



The creature chasing the sub is a gargantuan horror from the icy depths of the Atlantic. It's not likely the team can defeat such a massive abomination, especially without risking the teleportation tube, so they must lead the Atlantean sub to their waiting airship, load the cargo, and escape the monstrosity.

The Range Increment for the Chase is 25. Deal out nine cards and place the heroes on the third card from the left, the Atlanteans on the second, and the monster on the first. The team and the Atlantean sub must reach the ninth card to escape. At that point, the Atlanteans eject the tube (with discs that allow it to float for several minutes), then valiantly lead the monster away from the Guardians.

If the team fails, the Atlanteans eject the tube as above then ram the horror with their sub, sacrificing themselves to save the world. Increase the Doom by 3 (see page 81). The last the Guardians see is the vessel's prow jammed firmly into the struggling monster's chest before they fade away into the enveloping darkness.

★ CRUSTACEAPUS

The monster is a massive mutate from the ancient depths. The world must hope no more of these powerful creatures lurk in the unmapped oceans! A successful Science roll (or Common Knowledge for a character with Aquatic) reveals a creature from the deep ocean may be sensitive to light. A raise adds that such a beast might even grow to fear bright lights.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+20, Vigor d12+2

Skills: Athletics d10, Fighting d12, Focus d10, Intimidation d10, Notice d8

Pace: 24; **Parry:** 8; **Toughness:** 69 (40)

Hindrances: Phobia (Major-Bright light), Thin Skinned (Major), Vengeful (Major)

Edges: Alertness, Ambidextrous, Berserk, Menacing, Two-Fisted

Special Abilities:

- **Aquatic:** Pace 45 (30 MPH).
- **Armor +40:** The thing's dense carapace grants it natural Armor 40.
- **Bite/Claws:** Strength+2d12 (AP 30).
- **Blindsense:** Crustaceapus ignores all penalties from invisibility, illusion, and Illumination.

- **Burrow (6"):** Crustaceapus prefers to live just beneath the ocean floor.
- **Cannot Speak:** Crustaceapus can only screech and hiss at its cruel fate.
- **Fear (-2):** Crustaceapus is a sixty story angry seafood buffet. What's not to fear.
- **Hardy:** Crustaceapus is not Wounded when taking multiple Shaken results.
- **Light Sensitive:** Crustaceapus lives in the deepest parts of the ocean. It suffers a -1 penalty to all Trait rolls in bright lights (sunlight, flares, spotlights).
- **Size 20 (Gargantuan):** Heavy Armor; attacks cause Heavy Damage; three additional Wounds. May Stomp.
- **Tentacles:** Crustaceapus has two tentacle actions, Reach 2, Damage Str+2d12, AP 24, and adds +2 to Grapple.
- **Unstoppable:** Crustaceapus takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.

PART SEVEN: ABBITH

Warden and Blackguard await as the Doom Guard return from their hard-won battle.

"How's my sub?" asks Blackguard.

Let the champions answer how they wish. Blackguard might grumble, but he'd sacrifice anything for the mission.

"Well done, Guardians. Now let's get to work," says Warden.

If the player characters want to take the lead, restoring the tube and entering the coordinates from Dr. Carter's lab takes four hours and a Repair roll. Other characters can Support with Electronics, Hacking, Occult, or Science. If they fail, they must try again, wasting precious time. If they succeed with a raise, they cut the time in half. Reduce the Doom by 2 (see page 81).

When they're eventually successful, the teleportation tube—a long, bus-sized cylinder lined with pulsing rings—shudders and shuts down...then powers up again! The technology is shaky, but it should hold—at least for a while.

On the other side of the tube, a desolate planet of screeching red dust storms and flying horrors await.

Blackguard points to a pile of environmental suits laid out on a nearby table.

"You'll need these," says Blackguard. "This isn't Star Trek. Abbith's environment will kill you in minutes."

Warden nods in agreement. "Best get going. This tube won't last long. Blackguard and I will stay here to try and keep it running."

Blackguard looks around suspiciously. "And protect against anything that comes to shut it down."

Warden watches as best he can, and secretly has Hellcat on standby if the Guardians need rescue.

Environmental Suits: The suits are self-sealing against most damage, but anytime a hero takes a Wound while on Abbith the rush of hot, toxic air causes a Vigor roll at -2. Failure causes Fatigue that can lead to death.

THE GAUNTLET

The tube opens on the planet Abbith, a harsh and barren desert deathworld far from Earth.

Battling through the hordes of varied monsters that cavort across its rocky surface is a Difficult, multi-person Dramatic Task. The Guardians need twice their number of Task Tokens to reach the v'sori installation. If they fail, they still arrive but are Exhausted from their slog through the gibbering spawn and nameless horrors of Abbith.

The Guardians must use different skills each round—outsmarting clever pursuers, fighting hordes of foes, blasting monsters, looking for pathways through the throng, or simply enduring the infernal sandstorms that rage across the landscape (Vigor).

It doesn't matter how the Guardians travel—fliers are attacked in the air, burrowers in the ground, and even speedsters find themselves racing against creatures capable of matching their velocity.

Finally, the Guardians break through and find themselves racing, flying, or climbing up the slopes of a towering mesa deep in the heartlands. Read the following when they finally gain the top:

With a last, final push you break through the screaming sandstorms and bloodcrazed hordes. The pursuit ends at the slope of a

towering mesa, upon which your foes fear to tread. At the top of the slope you once more see Dr. Carter, Shift, strapped across a flickering long ramp of coils crackling with purple and green lightning.

She pays you no heed. Her white eyes stare into oblivion even as her body warps and convulses.

You race up the slope to the foot of the platform. A long ramp leads up to it, arched with glowing rings not unlike the Atlantean teleportation tube you used to arrive here. They seem to be projecting cosmic energy through Shift, but for what purpose you cannot yet tell.

Several metal structures lie beyond the ramp. There are also auto-turrets and a v'sori Sargasso parked at the back of the mesa. There can be no mistake—this is a v'sori base!

Make sure the Guardians get a chance to note the following before the action begins.

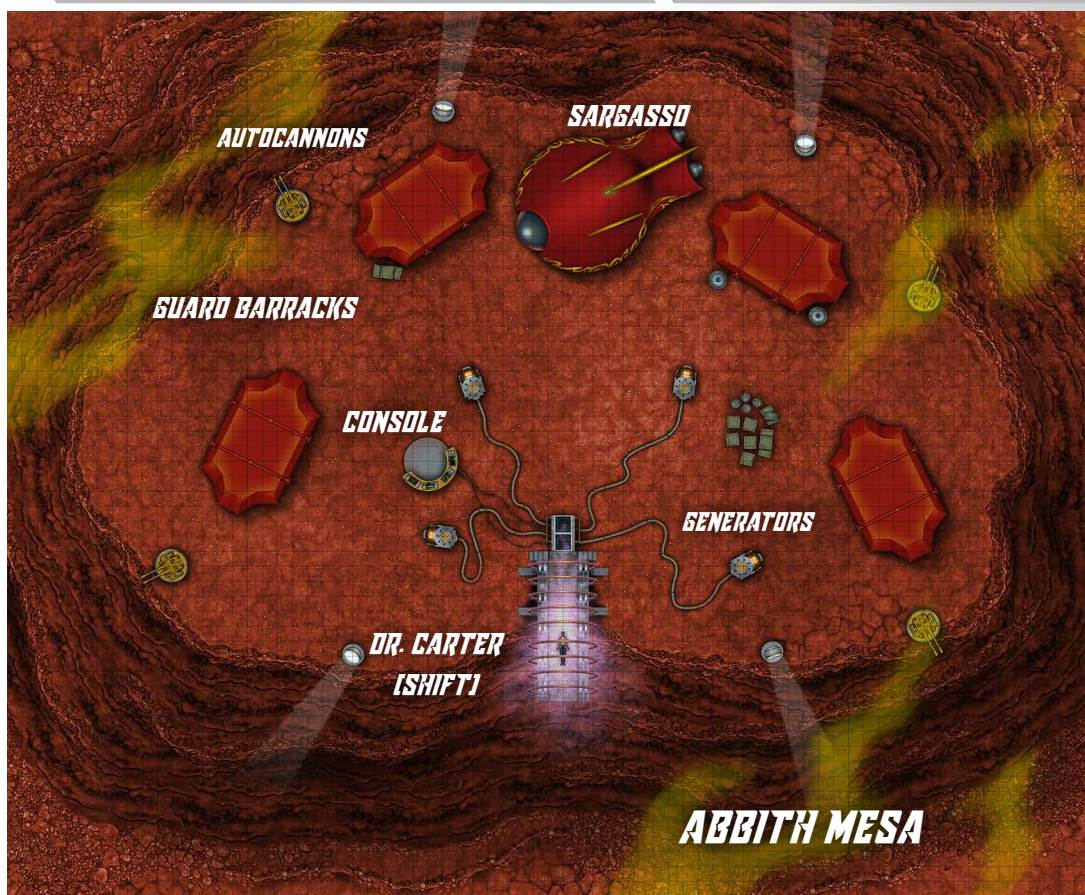
The Sandstorm: Howling winds reduce visibility, subtracting 2 from all rolls made to see or attack beyond 12" (24 yards).

The Sargasso: A Notice roll (at -2 due to the swirling sandstorm) notes the Sargasso is heavily modified from the ones the characters have seen in documentaries or in museums. It's much fancier, though, a deep red with gold trim, and has a larger cargo bay than usual.

The Star Changer: A heavily modified teleportation tube similar to the one the Guardians used to reach Abbith rests on a ramp at the center of the mesa. It's connected to numerous generators and protrudes up and over the edge of the cliff. Strapped in the center of the tube, focusing the warp energy that channels through it, is Dr. Carter—Shift!

Several v'sori scientists in environmental suits hunker down behind a large control panel to the left-rear of the tube when the heroes appear. On one of the screens, the Guardians see a terrifying image—a network of stars clearly leading to our solar system. A large green symbol moves along them, drawing ominously closer to Earth. There can be no doubt this is Great Cthulhu, approaching quickly!

Stopping the Great Old One means shutting down the tube that aligns the stars guiding



him to Earth. This is a difficult task on its own, but the team must also decide whether or not they want to try and save Dr. Carter first (see below).

Destroying the machine—"the star changer"—requires breaching the force field that covers the tube and the four generators (Hardness 24), then attacking the tube itself (Hardness 16). If a generator is destroyed, it explodes in a Large Blast template for 6d6 damage.

The better option is to take over the console (which is not covered by the power-hungry force field) and reduce the tube's energy slowly (this saves Dr. Carter as well, see below).

Dr. Carter: A Science or Occult roll knows that if the tube is destroyed or shut down quickly, the sudden release of arcane energy will rip Shift apart and hurl her mind, body, and soul across multiple dimensions!

Destroying the tube may be a necessity if all else fails, but a control panel at the end of the machine hints at other solutions.

Shutting the device down before the countdown reaches DOOM is a single person Challenging Dramatic Task (four Task Tokens in three rounds). A character may use Electronics at -4 , or Occult or Science at -2 . Complications include deciphering the v'sori menus or damage to the console from errant blasts.

If successful, Dr. Carter collapses—she's Exhausted and Incapacitated from her long ordeal. If the task is failed, the device crackles with stray energy then explodes. Shift breaks apart into what look like protonic strings and is scattered across the multiverse, never to be seen again.

THE WHISPERER REVEALED!

As the Doom Guard takes in the difficult task ahead, the enemy reveals itself! A dozen humanoid figures in crimson armor emerge from the barracks and buildings on either side of the mesa. An Academics roll or Common Knowledge at -2 recognizes them as the v'sori Imperial Guard!

A moment later, the Doom Guard hear a voice in their minds. There can be no mistake that this is the Whisperer, finally revealed!

“YOU ARE TOO LATE, FOOLS!”

Even now the Sleeper of R'lyeh traverses the cosmos, following the stars like signal fires through the long night!

Your miserable minds cannot contemplate all I've done to bring about this wondrous event! Rebuilding my Imperial Guard was trivial. Using the great worms to control the minds of your lost and desperate was nothing. But the stars were not right! For this I used the power of this one exceptional human—this woman you call Shift—to CHANGE THE VERY HEAVENS THEMSELVES!

Now Great Cthulhu comes. He will appear upon your world! He will cast your pitiful race into madness! His minions will revel in the blood of your people! Then he will trample even your greatest cities into dust and I will have my VENGEANCE!”

The cargo bay of the Sargasso space ship at the rear of the base opens, revealing a four-legged walker carrying a giant, damaged brain protected by a powerful force field.

“LOOK WHAT YOU HAVE DONE TO ME! I have called myself the Whisperer for too long—but you know me as Emperor of the Nine Galaxies! You thought me dead, but your pathetic champions were no match for—the OVERMIND!”

Okay, Game Master, it's time to fight!

The Overmind stays at the center of the map, attempting to control one Guardian while blasting the others with its mental beams. For the former it prefers strong or powerful characters with low Smarts, the easiest to control and force to attack their friends.

The Imperial Guard use the most effective tactics available to them—shooting from behind cover if the Guardians are primarily ranged attackers or gathering in groups if they favor melee. Play them smart—they're experienced soldiers and excellent tacticians who've fought powerful beings across the galaxy! They're also aware of the Guardians' strengths and weaknesses, at least what the Overmind could detect by probing the

minds of the Listeners of the Stellar Song on Earth.

The auto-turrets whirl to life when the fight begins. They have Shooting d10, Range 20/40/80, Damage 3d6, AP 4. Targeting computers ignore 2 points of penalties (negating the penalties of the sandstorm).

- **The Whisperer / Overmind:** See below.
- **Imperial Guard (12):** See below. These soldiers fight until the death of the Overmind. Only then do they attempt to flee to the Sargasso and escape.

★ THE WHISPERER

The Whisperer was once the v'sori Emperor—the infamous “Overmind.” His battle with the villains at the climax of Necessary Evil: Invasion shattered his body, but his loyal scientists gathered his gray matter, enlarged it to immense proportions, and sealed it in a glass tank supported by a four-legged drone body! Now he seeks revenge for the affront by destroying the planet that ended his empire!

The Overmind is still as intelligent as ever, but the damage to his powerful brain has driven him mad and fanatically vengeful. He no longer wants to take over the Earth—he wants nothing less than its complete destruction, even if he has to summon a Great Old One to do it!

Attributes: Agility d10, Smarts d12+2, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d6, Battle d10, Common Knowledge d10, Fighting d10, Focus d12, Intimidation d12, Notice d10, Persuasion d6, Research d10, Shooting d8, Stealth d8, Taunt d12

Pace: 6; **Parry:** 7; **Toughness:** 13 (6)

Hindrances: Arrogant, Monologuer, Ruthless (Major), Vengeful (Major)

Edges: Bolster, Humiliate, Command, Inspire, Iron Will, Menacing, Natural Leader, Provoke, Rabble Rouser, Retort, Super Powers (75)

Gear: Robotic body.

Special Abilities:

- **Aquatic:** Pace 10.

- ★ **Energy Control (15):** Mental. Area Effect (LBT). Heavy Weapon. Power. Range 24”.

- ★ **Force Field (9):** Device (Robotic walker). Reduces all damage by 10.

- **Low Light Vision:** V'sori ignore penalties for Dim and Dark lighting.
- ★ **Mind Control (19):** Forgetful. Multiple Minds × 5. Range 12". Strong.
- ★ **Mind Reading (5):** Strong. Few secrets can be kept from the Whisperer.
- ★ **Mind Shield (3):** Strong.
- ★ **Ranged Attack (20):** Focus. Range 12/24/48, Damage 6d6, AP 10. (Psychic blast.)
- ★ **Stun (9):** Area Effect (LBT). Strong. (Synaptic shock psionic blast).
- ★ **Telekinesis (9):** Power (Strength d12). Range 24".
- **Telepathy:** Range 24". Other v'sori or Atlanteans only.

V'SORI IMPERIAL GUARD

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d10, Battle d10, Common Knowledge d8, Fighting d10, Focus d6, Intimidation d8, Notice d8, Persuasion d8, Shooting d10, Stealth d8, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 15 (6)

Hindrances: Mean, Ruthless (Major), Vow (Major—serve the v'sori empire)

Edges: Combat Reflexes, Counterattack, First Strike, Level Headed, Marksman, Nerves of Steel (Imp), Rock and Roll, Super Powers (5)

Gear: V'sori combat armor (+6*), gyrojet rifle with various rounds, 2×fusion grenades (Range 5/10/20, Damage 3d10, AP 4), a stun baton (Str+d4) or nullifier rod (Str+d4). See the *Super Powers Companion* for weapon statistics.

Special Abilities:

- **Aquatic:** Pace 10.
- **Low Light Vision:** V'sori ignore penalties for Dim and Dark lighting.
- **Hardy (2):** A second Shaken result doesn't cause a Wound (conditioning).
- **Telepathy:** Range 24". Other v'sori or Atlanteans only.
- **Toughness +3 (3):** Conditioning.
- **Very Resilient:** The imperial guards can take two Wounds before being Incapacitated.

V'SORI SCIENTISTS

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d6, Fighting d4, Intimidation d8, Noticed 12, Persuasion d8, Repair d12, Research d10, Science d10, Shooting d6, Stealth d8, Taunt d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Ruthless (Minor)

Edges: Mr. Fix It, Scholar (Science)

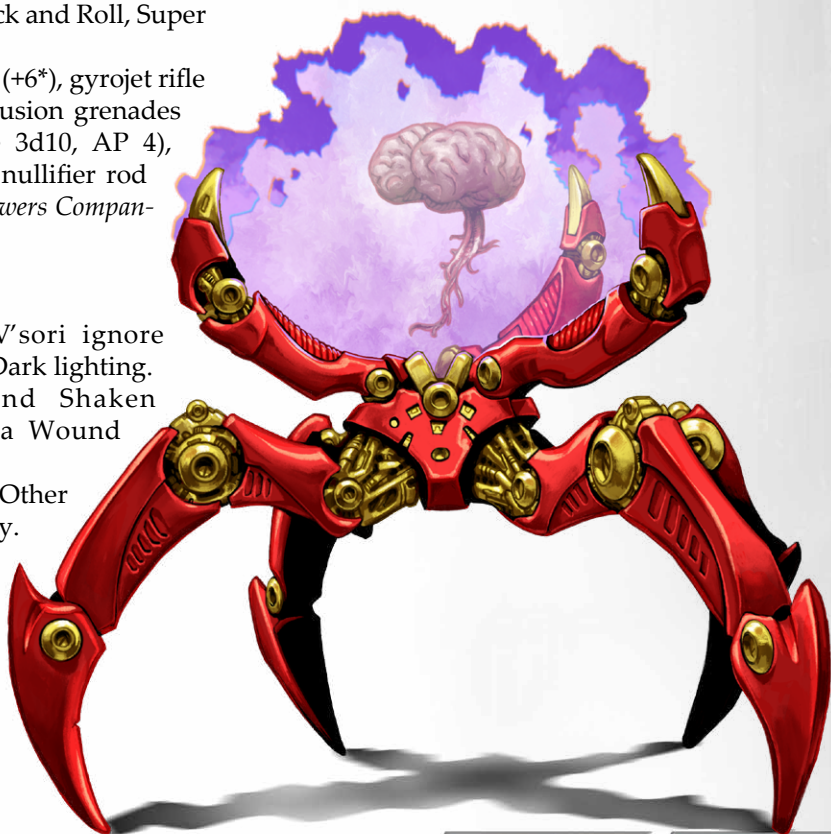
Gear: Datapad.

Special Abilities:

- **Aquatic:** Pace 10.
- **Low Light Vision:** V'sori ignore penalties for Dim and Dark lighting.
- **Telepathy:** Range 24". Other v'sori or Atlanteans only.

WHISPERS NO MORE

End the scene immediately after the Overmind falls and pick up directly with the final battle in this short but explosive Plot Point Campaign!



PART EIGHT: THE ASPECT OF CTHULHU

The Doom Guard returns through the portal just as it fails. Warden and Blackguard have clearly done everything they can to keep the portal open—tools are scattered about the bay as well as spare batteries of various origin. The moment after the last Guardian emerges from the tube it fails, sparking then exploding all along the concentric rings running its length and destroying it for good.

Let the player characters tell their story. Warden and Blackguard are here, as are OGRE, Hex, Hellcat, Echo 6, and Spellbinder.

If the team has Wounds and can't heal themselves, Hex does so while they tell their story.

When they finish their tale, there's a strange silence. The Doom Guard should feel victorious, but they don't. A strange tension remains in the atmosphere. After a few moments, Cassandra speaks:

"Omega Level Threat. Repeat, Omega Level Threat. The entity known as Cthulhu has appeared in Legacy City."

The room goes quiet—then the monitors flash on with live footage from all the local news stations. Sure enough, a massive, humanoid with bat-like wings, bulbous head, green skin, and tentacles dripping off its chin is stomping through midtown.

Echo 6 is the first to speak.

"It...it can't be! You stopped it. It's not... it's not possible."

Blackguard's fists grip the back of a chair so tight the leather rips.

Warden and OGRE stare in disbelief at the screen.

Even Hex looks worried.

But Spellbinder rubs his chin. Then he closes his eyes, mumbles strange words, and a green circle of glowing glyphs circle his head. "I don't think that's Cthulhu. Not really. It's...an aspect of him, but it's not him. It's still tough, but...I think we can take him."

Spellbinder's hex fades then Cassandra flashes images of the Aspect of Cthulhu attacking the city.

"There. It's only a pale shade of the real thing. I don't think it's long for the world, either. I sense its essence is being pulled back to Cthulhu, lost and angry somewhere among the distant stars.

"I...I think I know how to stop it. But I need protection. And time. I need half of you to come with me and the other half to attack the Aspect."

Warden looks to you, the protectors of Legacy City. "Okay. Break us up into teams and let's stop this thing."

One group has to head to the docks and protect Spellbinder from waves of cultists and Deep Ones heeding the call of the Aspect. The other team must try and slow the horror itself.

If you're up for it, run both scenarios at once. That puts great pressure on the team battling the Aspect because the unending waves of Deep Ones attacking Spellbinder don't end until the Doom is reduced to 0 (see **Slow the Avatar**, on the next page).

If running two groups at once doesn't work for your group, run **Slow the Avatar** first and let the players whose characters are defending Spellbinder use other members of the Doom Guard for that scenario. Keep track of how many rounds it takes to reduce the Doom to zero, then run **Protect Spellbinder**. The number of rounds it took to reduce the Doom to zero is how long the second team has to protect Spellbinder (again allowing players to use the Doom Guard regulars for the scenario).

PROTECT SPELLBINDER

The mad mage takes a team of the player characters to the docks and rushes to the middle of the ruined landscape, about 20 yards from the sea. He crawls atop the low building marked X in the center of the map and begins chanting. Read the following when you're ready to start the action!

Spellbinder climbs atop a low building surrounded by rubble and draws a weird sigil in chalk on the roof. Then he begins chanting in Latin and other strange languages. His eyes roll back in his head. Green and purple tendrils of dark and terrible energy rise around him. Storm clouds gather.

The energy reaches out to the sea. Somehow you sense that is the medium Spellbinder must use to send the Aspect back to its origin. But his ritual does not go unopposed! As Spellbinder chants, fish-eyed creatures rise from the depths and begin hurling their soggy bodies at the mage.

The heroes must defend Spellbinder. Roll on the table below each round to see what emerges from the storm-tossed bay, and a d6 to see where that group appears. The fish-men head directly to Spellbinder. Climbing onto the roof requires an Athletics roll.

The Guardians with Spellbinder must battle these waves until the second group reduces the Doom Counter to zero (see below)!

PROTECT SPELLBINDER	
D6	ENEMY
1-3	2d4 Deep Ones
4-5	d6 Exalted Deep Ones and d4 Deeper Ones
6	An Exalted Sea Singer and 2d4 Deep Ones

SLOW THE AVATAR

The battle against the Aspect takes place across the city on a massive scale, so we'll handle it through narrative events. The Game Master rolls on the Events table on the following page each round, lets the players describe which character will take lead on it, and what powers or skill they'll use to resolve it. Then they make a relevant Trait roll (others may Support as usual). Failure increases the Doom by 1 (a Critical Failure increases it by 2). Success answers the call made by the narrative event, but only a raise reduces the Doom by 1.

Remember that the Doom started at 5 (page 63), and may have changed from other events since then.

Guardians who don't participate in the narrative task can try to reduce the Doom by causing Wounds to the Aspect. While it can't be killed, each Wound caused reduces the Doom by 1. Of course the Aspect strikes back each round, attacking the Guardians it feels are delaying it or harming it most!

🕯 The Aspect of Cthulhu: Page 118.



SLOW THE AVATAR EVENTS

D20 — RESULT

1—Skyscraper: The Aspect of Cthulhu sideswipes a 10 story tall building. It teeters backward and a woman slides down the floor and smashes out a plate glass window. Success catches the woman; a raise prevents the worst of the rubble from crushing innocents below.

2—Bus, Stop!: A panicked bus driver tries to race across the street before the Aspect stomps on it! Success saves the passengers, but only a raise saves the driver as well!

3—Geyser: The monster's gargantuan feet break through a water main, flooding the streets. A number of bystanders are washed into a subway outlet and will drown if not saved. Success rescues half, a raise rescues them all!

4—Toppling Tower: The Aspect's titanic wing clips a water tower, sending it spinning to the ground. Success diverts it from the crowd below, a raise prevents it from blocking the street bystanders are using to escape!

5—Runaway Train: The Aspect steps through the concrete, sending a subway train barreling through the city streets! Success slows the train before it plows into a group of bystanders; a raise saves those inside as well!

6—Bridge Break: A suspension bridge begins snapping as cars dangle precariously. Success saves a family in a falling car before it plummets; a raise saves everyone!

7—Power Surge: A downed transformer showers sparks into leaking gas lines. Half the block goes up in flames with success, and the crisis is averted with a raise!

8—Falling Icon: A giant statue (or rooftop water tower) totters, ready to crush bystanders. Success diverts the civilians. A raise keeps the landmark intact as well.

9—Lost Child: In the chaos, a terrified kid is stranded in the middle of the street as the Aspect's foot descends. Success whisks them out of danger. A raise reunites them with their grateful family.

10—Hospital Blackout: A hospital, clinic, or emergency responder's generators fail. Success restores power to lifesaving equipment. A raise stabilizes a critical patient or operation in the nick of time.

11—Riot Panic: The crowd stampedes through a narrow alley, trampling each other in fear. Success calms or redirects most of the mob. A raise saves someone about to be crushed.

12—Helicopter Down: A news chopper gets too close and spirals out of control. Success guides it to a safe landing; a raise saves the pilot and reporter Sinclair as well!

13—Unstable Rift: The Aspect's presence tears reality itself, forming a shimmering portal to worse horrors. Success repels the horrors rushing through it. A raise seals it for good.

14—Strange Bedfellows: One of the Guardians' enemies—or Ice Queen if they have none—is in the Aspect's path. Success saves her but takes a blast from its dark ranged attack. A raise saves the enemy and avoids the strike.

15—Rooftop Rescue: A dozen office workers are trapped atop a tall building, but it's beginning to crumble! Success saves half, a raise saves them all.

16—VDF: A group of Vanguard are overwhelmed by star shrikes. Success fends the creatures off, but a raise saves all the brave officers.

17—Allies: One of the team's allies—Detective or Officer Rodriguez, Drew Garret, etc—is in the path of the Aspect. Success diverts it away from their friend but they're Wounded—a raise rescues them without injury.

18—Chaos Crawlers: Swarms of chaos crawlers emerge from the earth! Success repels the things before they harm too many bystanders, a raise saves everyone.

19—The Deep Coil: The giant worm rises in the city and must be repulsed in some way. A clever plan (such as a flood) repulses it before too much damage is done, a raise prevents all carnage.

20—Double Jeopardy!: Roll twice more, ignoring this result. The Guardians must resolve both events at the same time!



AFTERMATH

If Spellbinder is defeated, the Aspect rampages for another hour, leveling large swathes of Legacy City. Then it fades away, its essence drawn back to the Great Old One now lost in the stars. The city is devastated but saved from total destruction.

If the Doom Guard was successful, damage is relatively limited. The team is lauded for their work, reporter Trevor Sinclair puts out heroic aerial footage of their many deeds, and rescue and cleanup and rescue operations begin.

Either way, Cassandra and Warden are ready to hand control of the Spire over to the new Guardians. Their battles against such a terrible threat are a testament to their will and dedication, even if they suffered terrible setbacks along the way.

Warden makes the official announcement.

"Well done, Guardians. This was one of the greatest trials the Doom Guard has ever faced, and you took the lead. I'm proud to hand you the keys to the Spire, and confident that when the city needs you—when the world calls—we're in good hands.

Welcome to the last line of defense for all humanity. Welcome to great responsibility. Welcome to the Doom Guard."

KEY TO THE CITY

A week later, as most of the search and rescue operations begin to wind down and reconstruction begins, Mayor Fenton has a large celebration in Memorial Park beneath the statue of Captain Might, and gives all the Guardians the "Key to the City."

In Legacy City, a person who demonstrably saves the city from destruction is given the virtual "key to the city." The Mayor and main authorities (police, fire, Vanguard) grant the character any reasonable requests, look the other way for minor violations of the legal process, and are generally Friendly toward them on the Reaction table.

Of course that which can be given can be taken away, and any major failure or crime quickly sees the key revoked.

EPILOGUE

Mayor Albus Fenton IV leaned back in his chair, his feet propped high on his mahogany desk. He twirled a yellow daffodil, freshly plucked, in one hand, and drank cheap Scotch from an expensive glass in the other.

These new Guardians had handled the Sleeper of R'lyeh, but how would they fare against his master? Would they disrupt his master's plans for the city and eventually the world?

It was his duty to anticipate these things. After all, was he not a Prince in Yellow?

Albus picked up his phone and began making calls...

WHAT'S NEXT?

With Cthulhu defeated, the Guardians can go on adventures of your own creation. We especially recommend using the Bases rules from the *Super Powers Companion*. This allows them to keep building up the Spire and provides unlimited adventures using the Encounters presented there.

The *Super Powers Companion* also has a horde of villains, rogues, and even heroes you can use to create your own tales in Legacy City and beyond!

Future books in the Doom Guard series will focus on different player character groups and new threats—look for them at our website and your favorite local game store!



**THE DOOM GUARD
WILL RETURN!**

CHAPTER FOUR: SAVAGE TALES

This chapter contains Savage Tales and plot hooks for the Doom Guard's continuing adventures in Legacy City. Most can be run at any time, but may be especially appropriate after the Plot Point Campaign.

DARK LEGACY

This Savage Tale can occur in the middle of the *Whispers from Beyond* Plot Point Campaign during **Part Four: No Rest of the Wicked**. If it doesn't, you can drop it into your game at any time.

A group of cultists has found a way to open a small portal to Stygia and bring forth the undead form of Captain Might for five minutes. Unfortunately, for a being as strong as him, that's an eternity of devastation.

Captain Might's arrival is signaled by a red meteor. It hurtles to the ground faster than anyone can react to, striking the Legacy First Financial building and reducing it to rubble! As the Doom Guard arrive on the scene, something emerges from the debris.

Everyone instantly recognizes the tortured figure of Captain Might, the city's greatest Guardian of good, who fell years ago during the v'sori invasion! It's clear this isn't the same hero he once was—his skin is pale, his costume ravaged, and he groans like the tortured soul he is.

Before the fight even begins, the Guardians are horrified to see him blaze through buildings and cars with his heat vision without regard to the fleeing bystanders.

Cassandra chimes in on the Guardians' comms:

SENTINEL DUTY

Fortunately, the world isn't under existential threat every day. During these times, the super powered beings of the Doom Guard don't sit idly in these times. There are still attacks on the public, super villains to bring to justice, and even public relations to consider.

The Doom Guard calls this "Sentinel duty," and it's encouraged by Cassandra as it frequently uncovers the budding roots of greater schemes.

The morally gray members of the Doom Guard sometimes decline Sentinel duty for their own nefarious plans, but most are more morally gray "anti-heroes" than actual villains. Most genuinely desire to protect the general public while still rebelling against authority. Others realize the value of maintaining appearances. Some just enjoy using their super "heroic" friends to keep their competition in line!

"IT'S BEST TO LET BLACKGUARD DO A LITTLE SENTINEL DUTY. KEEPS HIS AGGRESSION IN CHECK. BUT HELLCAT, THAT'S ANOTHER STORY. SHE CAUSES TROUBLE WHEREVER SHE GOES. I THINK SHE ENJOYS IT."

—WARDEN

Spellbinder has already rooted out the cultists who summoned Captain Might from Stygia. He is sure the Captain has a limited time in our dimension. Do everything you can in the meantime to prevent him from harming our city's citizens.

Captain Might doesn't speak—he just attacks anyone and everyone he sees, starting with costumed do-gooders first (the "orders" he received from the cult who summoned him).

This is a tough fight for the Doom Guard given Captain Might's extraordinary abilities and so many innocent bystanders in the area. But in the end, they just have to survive. Roll a d6 at the end of the fifth round and each round thereafter. On a 6, Captain Might's true self emerges for a brief moment, begging for forgiveness and begging the team to find a way to rescue him from Hell—then he disappears back to Stygia. For now.

🔦 **Captain Might.** See page 115.



PROJECT OVERSIGHT

Project Oversight deals with the world's fear and jealousy of the Doom Guard and the concern about AI. In it, the Guardians must deal with government meddling, clandestine interference, and, in the end, choose whether to stand with or against Cassandra.

As this tale opens, the United States Senate has opened a sub-committee to investigate Cassandra's role in the Doom Guard. The Senate appoints Dr. Henry Geary, Doctor of Computer Science, to investigate and observe Cassandra's leadership over the course of routine operations. Bureaucratic, no nonsense, and with next to no personality, Mr. Geary settles into the Spire and blends quietly into the background. At first.

Over the next few days, Geary tags along on various missions. You can create your own encounters or let the players tell stories about the missions they go on and how Geary gets in the way (treat this like an Interlude but the topic is always Geary).

After about a week of the irritable scientist taking notes and making snide comments, Cassandra alerts the Doom Guard of a new mission.

"Guardians. A group of super villains is attacking a shipment of v'sori artifacts on their way to Vanguard. Their vehicles have been taken out and the villains are chasing an armored car through midtown. I recommend you take the Peregrine and intercept immediately!"

Once en route, Cassandra taps into various street cameras to identify the villains. There are a number equal to the Guardians—you choose which if there are less than five player characters. The suggested team is the Alchemist, Beachhead, Dark Star, Ice Queen, and the Mole—their profiles can be found in the *Super Powers Companion*.

When the team arrives, the armored car is already wrecked in the middle of a midtown intersection. The villains are trying to break in and seize the alien tech inside when the heroes arrive. They can set the jet down close enough to enter the fray in one round. If you're playing the battle tactically, it takes place in a crowded intersection with dozens of vehicles jammed all around. The armored

car has collided into the corner of a building and the guards are trapped inside, rattled but unharmed. The super villains are trying to break in the rear doors or chasing civilians off with threats and random blasts.

Dr. Geary comes out of the Peregrine last to take notes, and gets perilously close to the action. Make sure to emphasize the possible danger to their observer. Warnings go unheeded and even if they rescue Geary or take a hit meant for him he finds a way to criticize their actions.

CASSANDRA

Once the fight is over, the Vanguard escort the villains delayed earlier arrives in force to arrest their attackers. The Doom Guard and Dr. Geary return to the Spire. As they do, Warden requests everyone's presence in the Command Room. Hellcat is present when they arrive but doesn't know why Warden summoned here there.

"I'm afraid I've discovered some disturbing news. Cassandra knew about the attack long before it happened. I've flown in from Star City so that we can question her together without any appearance of a cover-up."

"Cassandra, the attack was planned two days ago, but you didn't alert us or the authorities until the Alchemist and his crew attacked the armored car. Explain yourself."

Cassandra doesn't appear in her holographic form, but her voice speaks over the Spire's intercoms.

"Of course, Dr. Jones. The Doom Guard requires a certain amount of largess from the government and the public. If we had stopped the attack before it began, neither would ever recognize your deeds. Stopping the attack in the middle of midtown, where there are dozens of cameras to record the footage, encourages the authorities to work with us when existential threats appear."

Warden frowns and you can hear his teeth grind. Hellcat seems nonplussed.

Dr. Geary seems as angry as Warden. "This is clear evidence of the Artificial Intelligence's complete disregard for human life. People were hurt in that attack, and that machine is responsible! I want this monster disabled NOW!"

Hellcat tosses a ball of hellfire from one hand to the other. "You want to disable the AI that's helped us ward off at least two extinction events since the v'sori invasion?"

"Actually, I have manipulated events so that at least 17 discrete events have been avoided."

Warden sits in silent contemplation, giving the player characters time to give their own take. Geary wants it shut down, but doesn't actually have the authority to do so—all he can do is report his opinion to the Senate.

It's time for a Social Conflict. Let the player characters make up their own minds what should be done and try to convince the others they're right. Use Geary for opposed rolls to shut Cassandra down. Use Hellcat for opposed rolls to leave the AI alone.

Whatever the outcome, Warden agrees to install an "Asimov Protocol" until the United States government issues a directive. This keeps Cassandra from causing, or by inaction allowing, harm to human life.

Geary leaves soon after, making his report to the government as promised. As usual, the wheels of bureaucracy take a long time to churn, however, so nothing changes for now. But while noble, limiting Cassandra's ability to manipulate events has long-term consequences you can reflect in your own adventures. At first, Cassandra just seems to capitulate and refuses to send the Doom Guard on missions where their super abilities might cause harm. It gets worse from there, though. When powerful or even apocalyptic foes attack, Cassandra paralyzes herself. Defeating them means risking lives; not acting means risking lives. She gridlocks, and the Guardians are caught in a world where the AI is suddenly off-line.

"I WOULDN'T DO THAT, DR. JONES. ALTERING MY DETECTION ROUTINES INCREASES THE CHANCES OF AN UNDETECTED EXISTENTIAL THREAT BY 37.4%."

—CASSANDRA

TERROR ON THE GRIDIRON

Drew Garret invites the Doom Guard to a post-season game at Garret Stadium against a Wisconsin NFL team. This is a thank you for some feat they performed—perhaps including saving the city if they completed the *Whispers from Beyond* Plot Point Campaign.

Drew sets the Guardians up with a VIP box, VIP passes, and behind the scenes access—preferably in their civilian identities if they have them. The Guardians get to hobnob with some of Legacy City's most famous and beautiful celebrities, including those they met at the Luteus Signum gala (see page 58).

Drew seems out of it and distracted. The black grease paint hides dark circles under his eyes. If a Guardian notices, Drew tells them about a rash of dark and violent nightmares plaguing him this week.

The Champions start off strong, gaining 12 points by the end of the first quarter, but the other team catches up quickly, and as the second quarter comes to an end, the score is 21-12 against the Champions. A Common Knowledge or Notice roll reveals Drew is playing uncharacteristically aggressively as the half goes on, even getting penalties for his violent outbursts.

Just as the first half is about to come to a close, the Champions are lining up for a field goal when they all suddenly fall flat on their backs. Deal Action Cards now—the team has been cursed by a cult! On their Action Card, they rise as strygoths (see the Dark Brood in the *Super Powers Companion*)! The creatures chase after their foes—the Star City Outsiders—then after the staff, other players, and especially referees!

It's time to act! When the strygoths are defeated, they retake their human form and are Incapacitated but alive.

It's possible to reach Drew's mind and allow him to break the curse without causing further harm (but not the others). This requires a personal connection of some sort and an opposed Trait roll the Game Master feels is appropriate to the situation. With a raise, Drew grabs his head and plows

into the bleachers with a mighty crash. He's Incapacitated but himself once again.

🕯 **Strygoth Leader:** This one is Drew Garret, the young athlete who invited the Doom Guard to the game.

▪ **Strygoths (10):** The rest of the Champions' field goal team are wild with madness.

ROUNDING UP THE CULT

Once the situation is in hand, Cassandra tells the Guardians that she has spotted a lone, black van streaking away from the scene on multiple traffic cameras—just before the attack took place.

The nature of the cult is up to you, Game Master. It could be a sinister and powerful group, or it could be a gaming group who found a powerful spell online and didn't realize exactly what it would do.

WORMS OF INSANITY

A nasty species of psychic parasites has quietly invaded Earth (perhaps during the *Whispers from Beyond* Plot Point Campaign).

The adventure starts when Blackguard calls the Guardians on their comms.

"Locate on my position. I've found something strange and want your eyes on it."

The taciturn Guardian is somewhere in a destroyed neighborhood—either one from the Plot Point Campaign or some other tragic event. He's deep in the flooded basement of an apartment building when the team arrives, shining various scanners over the prostrate bodies of individuals in classic purple cult-like robes.

"I tracked these Cthulhu-loving freaks to this basement. They were late to the party, I guess. But I never laid a finger on them. They were comatose when I got here. Vitals are steady, no signs of violence or harm. Looks like they've been here a few days, but not even the rats have touched them. What do you make of this?"

The cultists are infected with microbial parasites from another planet, called the "Gee." As the investigators examine the bodies, all of them become Crazy! See the Breakdown table on page 40 and roll for

each Guardian separately. Blackguard is also infected—roll for him as well.

The infected supers instantly know the source of their madness and that the Gee feed off their psychic pain, but have no idea how to cure it.

Cassandra has no known cure, but promises to work on it and suggests the Guardians stay put.

Run an Interlude but ignore the Motivations—the story is each team member reconciling waiting in the reeking basement with the surly Blackguard while suffering from their various Breakdowns.

The Gee eventually decide to fight back before their weakness is discovered, activating a "last resort" protocol in cultists' bodies. This kills the hosts and transforms them into a swarm of horrifying brutes. Most of the things don't attack, but rush out of the basement toward other large apartment buildings where they can claim new hosts!

💡 **Super 'Glom:** Use the super 'glom listed in the Omega Legion entry of the *Super Powers Companion*. It stays to focus on the Doom Guard.

▪ **Deaders (15):** Use the deaders listed in the Omega Legion entry of the *Super Powers Companion*.

THE CURE

The Gee are vulnerable to electrical attacks. They're killed if their host is Shaken or Wounded by an electrical attack. Cassandra works this out while the Guardians deal with the outbreak, but it's up to them how to deliver shocks to the marauding deaders. Of course, the Guardians must do this while dealing with their own Breakdowns—which disappear once the Gee are defeated.

TREMORS

Legacy City shakes. Buildings sway, windows shatter, and the streets split open as enormous wormlike horrors—quaking horrors—erupt from below. Cassandra alerts the Guardians immediately, warning that something beneath the city has stirred the subterranean leviathans from their slumber.

The first part of the tale plunges the heroes into urban chaos as they race to save

civilians, stop collapsing structures, and battle quaking horrors on the surface.

The second phase of the adventure reveals the truth: the seismic disturbances aren't natural at all! Beneath Legacy City, a brutal underground fight club of super-powered beings has been operating in secret. Their matches have shaken the earth for weeks, and the vibrations finally drove a group of quaking horrors into a frenzy. The Guardians must infiltrate, expose, or shut down this bloodsport before another outbreak reduces Legacy City to rubble.

THE EARTH SPLITS

It's midnight in Legacy City when Cassandra speaks to the Guardians through their comms:

"Seismic activity detected beneath Midtown. Surface readings indicate non-natural waveforms. Emergency services are overwhelmed and request aid from the Doom Guard."

The earth rumbles as if in answer. Car alarms wail, glass rains down from office towers, and terrified civilians scatter. Before the Guardians can act, the first quaking horror bursts through the asphalt, a mountain of flesh and chitin roaring its defiance.

This scene should feel cinematic. Bystanders have no idea which way to run as debris topples from either side of the street. This is a Challenging (three round) Dramatic Task against the pure chaos and destruction. There are two bystanders per Guardian to save and protect—every success and raise rescues one of them.

The Guardians may use their powers and abilities against various catastrophes to gather Task Tokens and protect the city. Let the players describe what kind of hazard they're dealing with—a few examples are listed below.

- **Collapsing Buildings:** A high-rise lists dangerously after tremors. Heroes must hold it up with raw strength, evacuate civilians at super-speed, catch a falling window washer, or evacuate an office.
- **Panicked Civilians:** A stampede surges through the streets. A bus jackknifes across

cracked pavement, trapping commuters. Children cry out from the wreckage.

- **Fire:** Gas lines or vehicles explode, causing fires that trap people with smoke and flame.

RAMPAGE OF WORMS

Once the bystanders are out of harm's way, the Guardians can deal with the burrowers. The first worm surfaces in the middle of the chaos. Its hide is tough, its bulk immense. Shockwaves from its movement shake cars into the air. Another worm emerges the next round.

- **Quaking Horror (2):** Both worms fight until Wounded, then burrow back underground with high-pitched shrieks.

LEGWORK

Cassandra contacts the Guardians after the worms are defeated:

"Something underground triggered those monsters to rise from the depths of the Earth. I'm tracing seismic anomalies from somewhere below Legacy City."

It's time for the Guardians to do some Networking, either in costume or perhaps their civilian identities. Each successful attempt reveals one of the facts below.

- **Subway Carnage:** Tremors collapsed part of the Legacy City subway. Survivors describe hearing booming voices and explosions below. Rescuers report signs of unauthorized excavation.
- **Gang Rumors:** Underworld contacts whisper about a lucrative underground scene drawing wealthy spectators and desperate fighters. Cassandra triangulates rumors to a half-abandoned industrial district.
- **Seismic Signatures:** Scientific analysis shows repeated, rhythmic tremors far too patterned to be earthquakes. Cassandra overlays the data with city schematics, revealing a vast subterranean chamber.

Each path leads to the same truth: beneath Legacy City lies a gladiatorial arena carved into the bedrock, soundproofed with alien tech and powered by stolen generators.

THE UNDERGROUND ARENA

The Guardians discover a hidden empire of violence. The fight club—known as "the Pit"—hosts illegal super-powered combat. Criminal elites, rogue science robots, and thrill-seekers bet fortunes on champions who batter each other for sport.

The Pit's overseer is Magnus Rictus ("Big Smile"), a retired metahuman with a knack for numbers who built the arena as both a money machine and a shrine to violence.

The Pit has been in operation a while, but a new champion came to town a few days ago and she's the one riling up the quaking horrors. That super is Vera Smash, a former criminal who somehow earned herself a spot in the "Golden Guard," a galactic force not unlike the Doom Guard itself. It's her signature stomps and slams that caused the tremors and drove the quaking horrors berserk.

Fights usually take place at the Pit only on weekends, but Vera is only in town for a few days so they're happening every night at midnight right now. Hundreds of gamblers, con-men, miscreants, super villains (perhaps including any nemeses), and even a few super heroes are in attendance, including Magnus Rictus and Vera Smash themselves, so a straight up confrontation isn't likely to be successful. Even then, the venue will just move elsewhere.

It's a good idea for the Guardians to infiltrate and study the scene before forming a plan. The club resembles a cross between a crude coliseum and an hoc rock concert. Floodlights blaze over a pit ringed with temporary bleachers and energy barriers. The crowd howls as superhumans tear into each other, their blows echoing like thunder.

Getting in is relatively easy—every person must present at least \$1,000 in cash to bet on the night's match. Magnus' robotic bookies move through the assembling crowd—standing room only—and collect the bets.

Known heroes are allowed, but watched closely. Any sign of trouble summons Rictus' Made Men (see below).

Talking to Magnus Rictus or Vera Smash is more productive. They don't want to stir up more worms and draw attention—that's bad for business. But Magnus also senses

a rare opportunity. He'll eat the expense of moving the arena to the countryside (or even promise to shut it down—for now) if the Guardians will help him pay for it—by fighting Vera Smash!

If they agree, the fight takes place the following night, after suitable underground marketing takes place to ensure the biggest crowd ever assembled at the Pit!

See the profiles for Magnus, his servants, and Vera Smash on the following pages.

THE PIT ETERNAL

It's time for the Guardians to put up or shut up. Vera is willing to take on the whole team at once. Magnus wants a show though, so if the player characters are really powerful and might have an easy time of it, he finds a way to even the odds—adding in other villains to fight on Vera's side (despite her protests).

In the end, Magnus just wants to make sure there's a good fight he can make a bundle on.

The fight isn't "to the death," but if that happens: "Well, they entered of their own free will, didn't they?" Otherwise, assume any final damage is nonlethal. Magnus has the competitor patched up and sent to Our Lady of Sorrow.

If the heroes won, Magnus is true to his word—more or less. His minions pack up the bleachers and energy barriers and start hauling them away on a fleet of nondescript trucks. Vera takes her cut of the match and returns to the stars—maybe vowing a rematch if she ever sees the characters again.

If Vera proves victorious, Magnus offers an olive branch.

"Look, I don't wanna stir up trouble if you got a local worm problem. We made a bundle tonight, so we'll leave. But you owe me one. And I always collect..."

MAGNUS RICTUS ("BIG SMILE")

Magnus is a normal human who knows how to surround himself with more powerful beings. He's a clever showman with a cutting edge wit. Even during a "fair" fight, he uses his Taunt and supporting Edges to Test the foes of his champions! It's hard enough to fight Vera Smash—doing it while

Magnus keeps a hero Distracted, Vulnerable, or Shaken from sarcasm is even harder.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Battle d8, Common Knowledge d8, Fighting d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Taunt d12

Pace: 6; **Parry:** 6; **Toughness:** 9 (4)

Hindrances: Careful, Secret Identity

Edges: Calculating, Charismatic, Elan, Great Luck, Humiliate, Jack of All Trades, Rabble-Rouser, Retort

Gear: Heavy body armor (+4*), nullifier gun (Range 5/10/20, Damage see the *Super Powers Companion*), pulse pistol (Range 10/20/40, Damage 2d6, AP 2, may overcharge).

MADE MEN

"Iron Head Tony" became famous during the v'sori invasion for controlling the black market within the New York city energy cordon. He's just a man though, so to protect himself from errant super beings he created incredibly tough automatons he cleverly called the "Made Men."

The Made Men are constructs with a fusion core that allows them to power their heavy frames. They can also use that energy to fire lasers from their forearms, or accelerate their fists for staggering melee attacks.

Magnus Rictus has five Made Men, one of which was one of Tony's original robots.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d10, Focus d10, Intimidation d10, Notice d10, Stealth d10

Pace: 8; **Parry:** 13; **Toughness:** 19 (6)



Edges: Block (Imp), Counterattack (Imp), First Strike, Level Headed, Marksman, Nerves of Steel, Quick, Super Powers (40), Take the Hit

Special Abilities:

- **Armor +6 (3):** Iron body.
- **Construct (8):** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Broadcast (2):** The Made Men can see and hear communication signals within 10 miles.
- **Hardy (2):** A second Shaken result in combat doesn't cause a Wound.
- **Fearless (2):** The Made Men are immune to Fear and Intimidation.
- **Melee Attack (4):** Str+2d6
- **No Vital Organs (1):** The Made Men have redundant circuitry throughout their metal frames.
- **Pace (2):** Pace 8.
- **Parry (4):** Parry +4.
- **Ranged Attack (9):** Fire. Skill (Focus). Range 12/24/48, Damage 3d6, AP 4. Charge.
- **Toughness (6):** Toughness +6.

★ **VERA SMASH**

Vera was a truck driver and wrestling fan all her life. One day she was contracted to haul scaffolding and other materials to an illegal super powered cage match for Magnus Rictus. Vera stayed to watch and was hooked.

Then fate took control. An arcane blast by a weird cosmic gladiator went awry and struck Vera, knocking her back through the bleachers and into a corn dog stand. When she arose, Vera was somehow imbued with cosmic energy and became one of the strongest metahumans in the known galaxy!

Vera used her powers for a few minor villainous acts but mostly became Magnus' mainstay fighter until she was recruited for an off-planet run against the Outsider himself! That adventure gained her admittance to the Gold Guard. She's been living large off that fame for a while, but has found that fame doesn't always come with fortune. Hence the fights.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+10, Vigor d12

Skills: Athletics d8, Battle d6, Common Knowledge d4, Driving d6, Fighting d10,

Focus d8, Intimidation d8, Notice d6, Persuasion d4, Stealth d8, Survival d4

Pace: 6; **Parry:** 12; **Toughness:** 18

Hindrances: Arrogant, Phobia (Minor—Spiders), Ruthless (Minor)

Edges: Combat Reflexes, Danger Sense, Fast Healer, Improvisational Fighter, Iron Jaw, Mighty Blow, Nerves of Steel (Imp), Super Powers (75), Take the Hit

Gear: None.

Special Abilities:

- ★ **Leaping (6):** 32" vertical, 64" horizontal. Death from Above.
- ★ **Melee Attack (12):** Str+3d6. Charge. Smash. Thrown Weapons
- ★ **Parry +5 (5):** Vera enjoys fending off blows with a hearty "Har! Har!"
- ★ **Regeneration (10):** May attempt to heal every round as a free action.
- ★ **Spacer (2):** Vera can survive in the depths of space after joining the Golden Guard (see Necessary Evil: Cosmic Crisis).
- ★ **Super Attributes (30):** Strength +12. Vigor +3.
- ★ **Toughness +10 (10)**

TRYOUT DAY

The least common (and least liked) form of Sentinel Duty is a tryout day. Most of the Doom Guard's members are invited directly into the organization by a trusted leader like Warden or at the behest of Cassandra, but every now and then a hero or villain approaches them and asks to join. The majority of the time the answer is "don't call us, we'll call you," but some individuals warrant special treatment—a trial run to see if they have what it takes in terms of temperament and power.

In such cases a team is assembled and assigned a fairly standard mission with one twist: the mission is to be done by the candidate and the Guardians are just there to assess his abilities and help out if he gets in over his head. At the end of the mission, the group consults with one another and makes a decision on the spot:

- **Accepted:** The candidate has the power and disposition needed to save the world as part of Doom Guard.
- **Rejected (Soft):** The candidate lacks power, attitude, or some essential skills,

but has potential for recruitment at a later time.

- **Rejected (Hard):** The candidate should be tracked as a menace, and isn't eligible for recruitment except in the most extreme circumstances.

The assessment team is usually composed of both heroes and villains to minimize bias. The mission the candidate must complete is generally low risk—but not no risk. If anyone dies, hero or civilian, the candidate is rejected, at least for now.

THE BRIEFING

Warden schedules a video conference with the Legacy City Doom Guard and asks them for a favor.

"Thank you all for coming. As new inductees to the Doom Guard, I'm sure you're aware we have new applicants all the time. A new candidate, Touché, is the only candidate for this quarter's Tryout Day, and I'd like you to do his review this time."

"Take him on a mission, let him call the shots, and decide if he's a fit for us or not. Choose wisely, the fate of the world may someday hinge on today's decision."

"The mission itself should be simple. A gang of abandoned k'tharen have a scale from Goliath they're shopping around to various criminal syndicates. Obviously we don't want something like that in the hands of any outfit that could make use of Goliath's weird genetics. Touché's task is to make the buy so we've got evidence, then round up as many criminals who show up as possible. The main thing is to recover the scale so it doesn't fall into the wrong hands."

"That's it. Let Touché lead, stay safe, and keep a clear head when it comes time to decide whether he's in or out. It's your call."

MEET THE NEW GUY

Touché shows up at the Spire an hour later with a broad smile on his lips and vigorously shakes hands with all the Guardians. The young man mentions whatever good things he might have heard about each of them and is on his best behavior during the meet and greet, doing his best to stifle his arrogance and his more prickly side—for now.

If anyone calls him anything other than Touché he stiffens, then asks that he be called by his proper super hero name and nothing else. He lets insults slide for now, since he knows he's being judged, but he twitches and stiffens any time someone uses the wrong name and quietly plots vengeance for any slights once he has the opportunity.

If anyone starts pushing Touché's buttons (and they're easy to push, he's haughty, prickly, and normally replies to any perceived insult with a drawn blade) he stops trying to conceal his disdain and levels with the offender.

"Look, I don't know why you've chosen to insult me, but I won't forget it. For now, we do the job. Even if you hate me you'll see why Doom Guard needs me. Then afterwards, we can...talk...again and finally settle whatever this is between us."

BUYER BEWARE

Once the team arrives at the harbor district Touché takes charge and starts to position the Guardians on rooftops or behind shipping containers just far enough away that it should take them a round to reach the site where the deal happens. If anyone asks why he claims it's about angles of observation, but it's clear he just wants room to show off and doesn't want anyone to upstage him or get in his way.

"Just stay here and keep watch until I signal. We don't want to scare them off. After I give them the money for the scale we'll close in and round them all up."

Each character may try to hide, or just sit back and observe. The k'tharen mercenaries set up similarly, spread out and observing from 16" (32 yards) away. Guardians may roll Notice and with success detect one of these k'tharen warriors, or two with a raise. The mercenaries are just watching for signs of the police or betrayal, so it would ruin the operation if anyone attacks them too early.

If a Guardian tries to hide, roll Stealth opposed by the k'tharen watcher's Notice (see **Children of the Fin**, page 94). If spotted, the shark man merely nods and goes back to observing the deal. He assumes the

humans are like him—security in case the authorities arrive or something goes wrong.

Predictably, something goes wrong. Closer to the docks, Touché stands next to a huge fish scale that must weigh 300 lbs trying to make a deal with the k'tharen leader.

The eight foot tall shark man gives Touché a toothy grin and gestures to the massive scale. "If your money is good it's all yours. Good luck moving it with those spindly arms, little man."

Touché glares angrily at the alien. "Watch your tone, you tiny brained buffoon!"

The k'tharen growls and gives the smaller human a shove. With a sneer, Touché draws his blade and launches himself at the shark man, sending them both tumbling off the dock and into the water.

The team's comms crackle to life and Touche's voice comes through loud and clear:

"I've got this one handled. I'm going after their vehicle. Take out the fins on the surface, and try not to let any of them get away!"

The other k'tharen rush from their positions towards the scale with a battle cry. Each one is surrounded by the unmistakable aura of crackling energy. These are no ordinary k'tharen, they're supers! The briefing didn't say anything about that.

"It's a setup boys! Get 'em," one of them yells. "Chew 'em up and spit 'em out!"

The main point here is to get Touché out of the way while the team battles the shark men. Details of the fight are found in **Super Fins** below. If everything goes as planned that fight should wrap up around the time he reaches the enemy vessel and it launches a dangerous distraction (see **Missile Barrage**, below). If the group is dead set on ignoring Touché's orders and going to help him (or go looking for the vessel themselves) launch the **Missile Barrage** early to keep things on track.

SUPER FINS

This group of k'tharen call themselves the Children of the Fin. K'tharen don't normally develop super powers, but Academics or Common Knowledge at -2 dredges up a vague memory that the v'sori did horrific experiments on humans and "fins" alike,

and there were a few known survivors who gained super powers out of the ordeal. A successful Science roll reaches the same conclusion.

These villains are all the offspring of one such experiment, and they all have powers. They charge forward and fight the Guardians, and howl in rage any time one of their siblings falls.

Unknown to them, their brother who was dealing with Touché is already dead—slain by his first attack. Touché is headed for their submarine hoping to destroy it and cut off the k'tharen's escape while everyone else is distracted by the fight happening on the docks.

These super fins are a handful, and should give the Guardians plenty to do. Once all but two are down—or if any Guardian decides to dive into the water to look for Touché or the transport vehicle—the vessel fires missiles at the city as a distraction (see **Missile Barrage**, below).

- **Children of the Fin (2, plus 1 per hero):** See below.

CHILDREN OF THE FIN

This group of super powered k'tharen are all pups sired by a "super fin" created by v'sori genetic experiments back during the invasion of Earth. They aren't accepted by pure k'tharen and couldn't care less about the v'sori, but they care fiercely about one another. They are smugglers and pirates operating out of a modified Sargasso transport that lurks under the water.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Focus d10, Intimidation d10, Notice d8, Persuasion d4, Piloting d6, Shooting d10, Stealth d6, Thievery d6

Pace: 7; **Parry:** 7; **Toughness:** 18 (6)

Hindrances: Bloodthirsty, Loyal, Mean, Ruthless (Major)

Edges: Brave, Combat Reflexes, Frenzy (Imp), Streetwise, Super Powers (45)

Gear: Infantry battle armor (+6, -2 damage from ballistic weapons)

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite/Claws:** Str+d8, AP 4.

- ★ **Damage Field (15):** Damage 4d6, AP 10. (Energy aura.)
- ★ **Force Field (12):** -10 damage, Life Support. (Energy aura.)
- ★ **Ranged Attack (15):** Damage 6d6, Heavy Weapon, Lethal. (Focused energy.)
- **Very Resilient:** The Children of the Fin can take two additional Wounds before they are Incapacitated.
- **Size 2:** K'tharen are eight feet of hate and rage.
- **Toughness +3 (3)**

MISSILE BARRAGE

Suddenly, several missiles erupt from under the waves of the harbor, streak into the sky, and separate into a swarm of smaller warheads. The mass of warheads plunge down towards the city, leaving only seconds for the Doom Guard to intervene.

Stopping the warheads is a Dramatic Task. There are four tokens for each character present. Each token represents a warhead, and the Guardians have three rounds to intercept them all. Exactly what that looks like depends on the character making the attempt: Shooting or Focus to blast them out of the sky, Athletics to throw something or scoop people out of the way where one might land, Electronics or Hacking to detonate the warheads early, and so on.

After three rounds, any warheads that aren't stopped cause 1d6 casualties. A failure on a Complication (or a Critical Failure) sees a warhead explode somewhere with a lot of people and touch off fires or secondary explosions that put even more at risk. The initial detonation causes 2d6 casualties as above, and adds three tokens to the Dramatic Task.

If there are still Children of the Fin up and fighting when the missile barrage starts they take parting shots at the distracted Guardians on the first round. On the second round they disengage to flee towards the harbor, and on the third round they disappear into the inky waters below—although they no longer have a transport waiting for them there (see below) so any escapees have a long swim ahead of them.

DECISIONS

Once the missiles and k'tharen are dealt with, Touché climbs out of the water and with a cocky grin swaggers towards the group.

"These stupid sharks won't trouble anyone again. Their hidden vessel is destroyed. It launched some missiles in a misguided effort to distract me, but I assumed you all would be competent enough to intercept them. So now that I've finished playing my part in this foolish waste of time, we can get on with it and you can make me a member of Doom Guard so we can finally do something important."

If any of the missiles got through Touché isn't contrite. Instead, he's enraged that the Guardians were clumsy or stupid enough (his words) to let something like that happen. If he takes any blame at all, it's to admit he overestimated the Doom Guard's abilities—a mistake he promises not to make again.

Whatever the outcome, he sees it only as proof that the Doom Guard needs him.

"Bring this farce to an end. Do your little conference or vote or whatever ritual demands, so can ratify me and induct me into Doom Guard. I'll wait...but not for much longer."

Encourage the Guardians to talk among themselves and agree whether to accept Touché as a member of the Doom Guard or reject his application. If they reject him, they need a reason why (for the record) and whether or not he's eligible to apply again in the future. If there's disagreement on any point, a simple majority vote decides the outcome. A tied vote means a Soft Rejection—he's not invited into the team, but can potentially try again later.

Once the team is in agreement it's time for the hard part: informing Touché.

ACCEPTANCE

If accepted, Touché laughs triumphantly.

"Thank you my friends! Let evil beware! Doom Guard is mightier than ever now that Touché has joined them! Let the devils and aliens throw their worst at us. We stand ready!"

It's not all smiles and hubris though. Now that the tryout is over Touché is ready to bring up any insults he swallowed earlier and demand an apology—or satisfaction. He accepts an apology, but vastly prefers satisfaction in the form of a duel against the Guardian who spoke most openly against him.

His vengeance plays out like **Rejection** below, either as a vicious fight or a Social Conflict to smooth over his easily hurt feelings.

REJECTION

At first, Touché doesn't react at all to being told he failed his tryout. He's too stunned to be angry. Now is a good time for the Guardians to list out all the reasons they're rejecting his membership, and whether or not he can try again in the future. After the group has had their say, it sinks in and finally Touché's pride and anger get the better of him.

He points to the team's spokesperson, or the one who has insulted him the most during the adventure.

"Fools. You are all weak fools! You are threatened by my power—afraid I'll show you up. I've had enough of your petty insults and pathetic hand wringing. I'll show you! I demand satisfaction! A duel of honor can settle this! One on one. Or are you a coward as well as a fool?"

Touché really wants to fight one of the Guardians, and by this point they probably wouldn't mind taking a shot at him as well. There's nothing stopping more than one Guardian from joining the fight, but Touché laughs derisively that of course they had to gang up on him to have a chance.

If it does come to battle, Touché fights to win and isn't careful about using lethal attacks. He isn't *trying* to kill, but his blows are deadly just the same because he assumes anyone tough enough to be in Doom Guard can handle it.

TALKING IT OUT

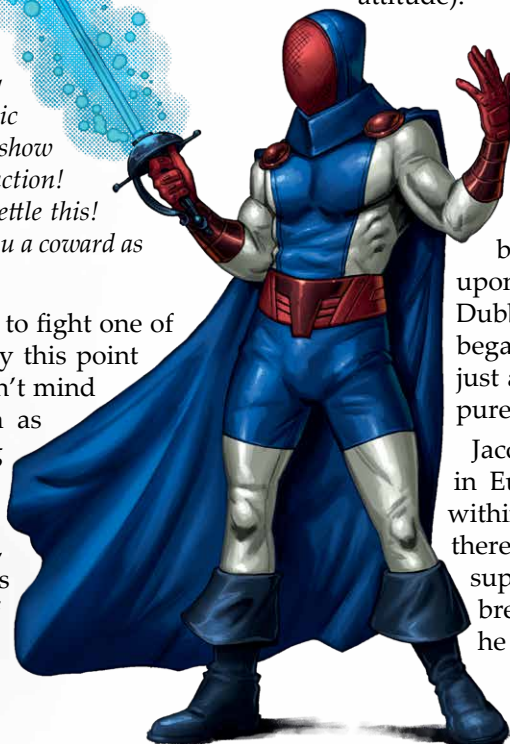
Instead of fighting, it's possible to talk Touché down through a combination of soothing his ego and showing him that the Doom Guard are no pushovers. This is a Social Conflict, with the Guardian spokesperson rolling Persuasion opposed by Touché's Spirit. Touché adds +2 to his roll from his natural arrogance and pride in this particular situation. Other Guardians can Support the spokesperson with any skill that makes sense, including Intimidation.

Count up tokens after three rounds. With zero tokens (or a Critical Failure on any roll) Touché attacks anyway and any chance of solving this with words is lost. With one to three tokens he leaves without violence, but promises to speak publicly about the Guardians' cowardice and incompetence. With four or five tokens he skulks away and keeps his mouth shut, and with six or more he actually learns something (if able, he tries out again later with a greatly improved attitude).

★ TOUCHÉ

Jacques Jolicouer was already a champion fencer when he inherited the Rapier Perilous, a magic blade that bestowed super powers upon him so long as he held it. Dubbing himself "Touché," he began fighting criminals (and just about anyone else) for the pure challenge of it.

Jacque is a well known figure in Europe, but not well liked within the super community there. He stormed off of several super teams, and everyone breathed a sigh of relief when he set his sights on America.



Touché is very powerful, but his competitive nature and dismissive attitude don't win him many friends among the heroes he aspires to stand beside.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d12, Common Knowledge d4, Fighting d12, Focus d8, Intimidation d8, Notice d8, Persuasion d6, Stealth d6, Taunt d8

Pace: 10; **Parry:** 16; **Toughness:** 18 (2)

Hindrances: Arrogant, Power Negation (Major—If disarmed), Thin-Skinned (Major)

Edges: Combat Reflexes, Counterattack (Imp), First Strike (Imp), Fleet-Footed, No Mercy, Retort, Strong Willed, Super Powers (60), Trademark Weapon (Imp)

Gear: Body suit (+2).

Special Abilities:

- ★ **Awareness (10):** Touché ignores 10 points of Attack Penalties.
- ★ **Melee Attack (15):** Str+d4+4d6, AP8, Parry +1, Special Weapon, Smash. (Magical rapier).
- ★ **Pace (3):** Strider.
- ★ **Parry +5 (5)**
- ★ **Super Edge (14):** Counterattack (+Imp), First Strike (+Imp), Fleet-Footed, Trademark Weapon (+Imp).
- ★ **Toughness +10 (10)**
- ★ **Uncanny Reflexes (3)**

WRAPPING UP

At the very least, the giant scale from Goliath is recovered. OGRE is happy to keep it safely hidden in one of her hidden research facilities—just to keep it out of the wrong hands, of course.

There was at least one casualty during the encounter: the fin Touché stabbed at the very beginning of the fight. He doesn't volunteer that information, but doesn't try to hide it if directly asked. There may be more deaths depending on how the fight went, or if not all the missiles were dealt with.

Touché's fate is up to the group. If they accept him into Doom Guard he's a powerful if unstable ally—good in a fight but equally troublesome outside of one. If he was rejected without a change in attitude they've made a powerful enemy who could come back to haunt them later.

Whatever they decide, the rest of Doom Guard back the group fully. After all, exposing potential problems is what the tryouts are for!

PLOT HOOKS

On the following pages are examples of other tales of the Doom Guard you can flesh out and use in your own campaign.

A SERIOUS HOUSE

Dr. Petersen is conducting experiments on the inmates in the secret bowels of the asylum. He's obsessed with creating Deep One hybrids (page 122) and other horrors, using his patients as the genetic base. He often releases his subjects into the sewers, tracking them with tiny transmitters to monitor their movements and behaviors.

ALLIGATORS IN THE TUNNELS

Rumors have circulated for years of alligators in the subway tunnels and sewers of Legacy City. Most believe these rumors are either false or refer to escaped experiments from the ISSO Labs (or more recently, Dr. Petersen's Deep One hybrids). Every so often, the Herald runs a story about them, as someone claims to have seen the gators or taken pictures of them.

The truth of the matter is more bizarre than most would expect. The alligators are the descendants of a k'tharen patrol that went to ground over 20 years ago. They dug into the subway tunnels, finding the older tubes beneath.

They've spent the last 20 years rebuilding their numbers, but without access to the v'sori or their tech, have reverted to a more primitive state. Should they reveal themselves, these k'tharen move to either meet with the V'sori Enclave for support or attack the city.

BREAKOUT

Several of the Guardians' enemies are captured (perhaps by the Doom Guard themselves) and incarcerated in Steel Heights. The problem is this is all a ruse. These villains are now the inside men and women, who plan to organize a breakout.



An attack on the power plant causes the prison to fall back on backup generators, which were sabotaged during the last maintenance cycle, causing a cascade failure of the power neutralization technology. Moments later comes a massive breakout of Steel Heights' Block S and a call from Cassandra to come deal with the super riot!

Finding out who's behind it—and why—is the real mission after the initial outbreak is contained.

CONSPIRACIES ABOUND

Might Tower and the people who flock to such a place are the root of dozens of conspiracy theories. Secret floors, experimental labs, decadent parties, and cultic initiation ceremonies all top the gossip lists. Cassandra keeps tabs on all the conspiracies and cross-references them with events and people at the Tower.

Strangely, she cannot access the tower or its servers, as whoever designed their security seems to know her specific processes. She would love to have a back door installed in Might Tower's security, but the opportunity has yet to present itself. This infiltration job might best be carried out in the Guardians' civilian identities so as not to arouse suspicion.

EXPLOSIVE RESISTANCE

There is a growing undercurrent of resentment in the V'sori Enclave. Despite J'ndöm's best efforts to placate his people, someone else is seeding the enclave with thoughts of uprisings and violence. J'ndöm is keeping a lid on it for now, but the signs grow with every passing month. It seems only a matter of time before the alien sanctuary is rocked with violence.

Who's behind the riotous sentiments? It could be a warmaster recently returned to Earth who wants to carve out his own fiefdom like their peers are doing throughout the Nine Galaxies. Perhaps Mayor Fenton wants the enclave's land for some nefarious purpose known only to him and the King in Yellow. A violent riot would give him the excuse to revoke the v'sori's land grant, something a predecessor forced through.

Or it may be a false flag, something to draw the Doom Guard and Cassandra's attention away from another crime happening right under their watch.

THE FIREBUGS

A few firefighters become obsessed with fires and fighting them, to the point they begin to set them! Add to that the fact that many superpowers manifest in times of heightened stress or life or death situations (to allow the person to survive them) and you have a recipe for disaster.

A group of super-arsonists known as the Firebugs are setting fires throughout the city. They start small, but the targets and the fires grow larger as the weeks roll on. Cassandra believes these fires are linked to the LCFD, especially because four flame-based villains (of your own design) appeared at the same time, within a week of a four-alarm event that took place in Desolation Row.

Cassandra believes some in the LCFD manifested their powers and pyromania during that event. Now these Firebugs are building towards another great fire, of Mrs. O'Leary's cow proportions, if they can't be stopped. With the Spire a potential target, Cassandra tasks the Guardians with snuffing out the Firebugs' plans.

FORGOTTEN LEGACY

The truth is Mighty DID know Captain Might. As a child, Skip was the founder of the Mighty Lads, a fan club for Captain Might who kept an eye out for trouble and contacted the hero he idolized when he saw it. Skip wanted to be just like the captain when he grew up, but with no powers, trained hard to become a natural fighter.

The death of Captain Might and the invasion's destruction broke Skip's mind and led to his current situation. There are still former enemies of Captain Might who, if they discovered Skip's connection, would kidnap the poor man to interrogate him about what he knows about the fallen hero. Which is a lot, as Skip knows who Captain Might was in his secret identity, where he hung his cape, and even where the fallen hero is buried! What the captain's tissue

might yield to the mad scientists of the world is worrisome to Cassandra.

GREEKS GONE WILD

Several years ago, a local Stygian cult infiltrated LCU's Greek Row, using dark rites to bless their members. But one of their rituals goes too far and summons a Celestial Horror (or other enemies from Stygia). See the *Super Powers Companion* for the horror, and stage a fight on Legacy City University's campus with plenty of young students caught in the crossfire.

THE HALLS OF TINDALOS

People often claim to hear strange things moving about City Hall at night. Most think it's just the building settling, while others swear to hear the baying of hounds. Several people have gone missing over the decades, but so infrequently the police have not made any connections. During a new renovation, however, the construction crews find bones in the walls.

In fact, the building is a hunting ground for a pack of lost Hounds of Tindalos! The hounds were summoned long ago but their master died before they could be commanded. They take their prey, pull them into the walls, and transport them back to 1939, where the ritual began.

Any heroes who attempt to solve this problem find themselves traveling back in time to stop the rite before it can be completed...again!

HOLLOW DETAILS

The story that Sinclair was working on for the *Herald* when his family died was an investigation into the Hollows (see page 103). Sinclair believes the Hollows are behind his family's death, as he received several death threats over the article during his research. In a stretch of sobriety, he begins searching for the evidence he knows exists in the *Herald's* archives. Cassandra calls the Guardians in when she notices a deadly assassin called Toxic Shock out to stifle Sinclair (see page 117).

LEGACY'S ELEVEN

A villain or villainous organization is holding something incriminating in one of the safety deposit boxes in First Legacy. Cassandra became aware of it, but so far, Amanda Collins is blocking all attempts to gain access to the vault. This is due to a combination of the bank's privacy policy and the fact that Cassandra doesn't know exactly which box the material is in.

The bank's lawyers are tying up the warrants in court, so Cassandra tasks the Doom Guard with a snatch and grab. She believes asking for forgiveness in this situation can save many lives.

What's in the box? It could be anything from alien artifacts of mass destruction, a briefcase neutron bomb, bioweapons, or evidence against one of the Doom Guard. Whatever it is, Cassandra considers it important enough to break the law—though she might not give this assignment to those who are particularly lawful.

WARP SPASM

A street drug, Warp Spasm, is a weapons-grade battle drug showing up among the thugs of Legacy City. Detective Melanie Rodriguez asks for the Guardian's help in finding the source of "Warp Spasm" and defeating a particularly brutal gang under its influence (use Vanguard agents, page 104).

The trail leads back to Garret Pharmaceuticals—or at least one of its many shell companies!

- **Warp Spasm:** A combat drug designed for the military to deploy in regions where their forces are likely to encounter super resistance. It empowers the user to superhuman levels for five minutes and imbues them with the following abilities:
- Super Edges: First Strike (Imp), Frenzy (Imp)
- Super Attributes: Strength +3, Vigor +3
- Super Skill: Fighting +2
- Very Resilient (if an Extra)
- Bloodthirsty & Reckless Hindrance

When this experimental version of Warp Spasm wears off, the user must make a Vigor roll at -2 or perish!



CHAPTER FIVE: A GALLERY OF HEROES AND ROGUES

This chapter contains the Doom Guard as well as all the new villains, threats, and NPCs needed to run a Doom Guard campaign in Legacy City!

ABILITIES & POWERS

Some creatures have natural Special Abilities, including some that work like powers. These are marked with a square bullet, like so:

- **Bite/Claws:** Str+d6, AP 2.

If the ability is based on a power and can be nullified, it's marked with a star, like this:

- ★ **Bite (1):** Str+d4.

This might make a difference with powers like *negation* or items like nullifier rods.

The number in parentheses after a power is the amount of Super Power Points spent on it. Nonplayer characters don't have restrictions like player characters, but their Power Level is listed to help the Game Master use them in encounters.

POWER LEVEL	SUPER POWER POINTS
I	1–15
II	16–30
III	31–45
IV	46–60
V	61–75

NEW MONSTROUS ABILITIES

BLINDSENSE

A creature with this ability has a keen sense of smell, echolocation, or can sense vibrations in the ground or even the air, allowing it to

ignore all penalties from invisibility, illusion, and Illumination.

DARKVISION

The being can see in pitch darkness, ignoring Illumination penalties (in non super powered games, this ability is limited to 10" (20 yards), but heightened senses has no such limit and neither does this).

MINDLESS

The creature is immune to puppet, Intimidation, Taunt, and any attempts to manipulate it with any abilities that Test its Smarts. It has environmental resistance (mental) with Immunity.

PACK TACTICS

These beings apply any Gang Up bonus to their damage as well as their attacks.

POUNCE

Predators often pounce on their prey to better bring their mass and claws to bear. If a creature with pounce makes a Wild Attack, it adds +4 to its damage instead of +2 to its first successful Fighting attack.

SWALLOW WHOLE

Certain massive creatures with gigantic maws can swallow their prey whole. This usually requires a successful bite attack. See the creature's description for details and how prey might escape this dire fate!

CIVILIANS

CIVILIAN

These are the ordinary men and women who often find themselves caught in the crossfire of the world's powerful heroes and villains.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d4, Notice d6, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Various

Edges: —

Gear: By profession.

★ HEATHER CAMPBELL

Heather is an up and coming Scream Queen and recent devotee of Mayor Fenton and his secret cult. She's short, has mocha brown skin, trademark curly blonde hair, and maintains a slim "Hollywood" figure.

Heather is also the real deal when it comes to the occult—she's been studying it since her first film role as a possessed child.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Driving d4, Fighting d6, Healing d4, Language (Latin) d4, Notice d6, Occult d8, Performance d8, Persuasion d8, Research d6, Riding d6, Spellcasting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Hindrances: Big Mouth, Curious, Small

Edges: Arcane Background (Magic), Charismatic, Danger Sense, Martial Artist, Rich, Very Attractive

Powers: *Blind*, *boost/lower Trait*, *detect/conceal arcana*, *disguise*, *object reading*.

Power Points: 15.

Gear: —.

★ MAYOR ALBUS FENTON IV

The mayor of Legacy City is a follower of Hastur, a rival Great Old One to Cthulhu. The Fenton family traces their roots far back to the Grayport era, building their fortune in various illicit endeavors since the city's founding.

Most of the Fenton family businesses are legitimate these days—it keeps attention away from their more insidious plans to serve the King in Yellow. Still, an occasional land grab or other lucrative scheme keeps the family well-heeled.

Albus is a planner, and rarely enters a situation where he'll be caught off-guard. If the going gets particularly rough and it's an above board situation, he uses Vanguard or heroes for hire for protection. If it's something less savory, he calls on super villains or his contacts in organized crime.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Academics d6, Athletics d8, Boating d6, Common Knowledge d10, Driving d6, Fighting d6, Gambling d6, Intimidation d8, Language (Latin) d6, Notice d8, Occult d10, Performance d6, Persuasion d8, Shooting d6, Stealth d8, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Cautious, Curious, Greedy (Minor), Ruthless (Major), Vow (Major—serve Hastur)

Edges: Aristocrat, Brave, Calculating, Charismatic, Connections (Local Government & Organized Crime), Filthy Rich, Iron Will, Luck, Streetwise, Strong Willed

Gear: None.

★ DREW GARRET

Drew is an iconic jock in most ways—he's handsome, charismatic, and clearly has a bright future ahead of him. But Drew is also intelligent with degrees in multiple academic fields and truly a good person who hopes to use his position for the good of Legacy City—but that doesn't mean he can't have fun while he does it!



Drew is Evelyn Garret's little brother. He doesn't see her as "bad," just a little too preoccupied with business and profit—but she does allow him to use it for his various charitable efforts, so she can't be all bad, right?

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Academics d8, Athletics d10, Boating d4, Common Knowledge d6, Driving d8, Fighting d8, Healing d4, Intimidation d6, Language (French) d6, Notice d8, Performance d6, Persuasion d8, Research d8, Stealth d6, Taunt d4

Pace: 8; **Parry:** 6; **Toughness:** 7

Hindrances: Amorous, Heroic, Selfless (Minor)

Edges: Attractive, Charismatic, Combat Reflexes, Command, Dodge, Fame, Fleet-Footed, Improvisational Fighter, Quick, Rich, Scholar (Academics)

Gear: Small improvised weapon (Range 3/6/12, Damage Str+d4).

★ EVELYN GARRET

Evelyn is a cool cucumber—most of the time. When she loses her temper she only seems impatient and aloof on the outside, but inside is a raging volcano who won't hesitate to ruin her rivals. She's not a murderer, though. At least not yet. Unless something changes, her affiliation with Mayor Fenton and his foundation, Luteus Signum, is almost certain to lead her down a darker path.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d10, Athletics d8, Boating d6, Common Knowledge d6, Driving d6, Electronics d6, Fighting d6, Hacking d6, Intimidation d6, Language (French d10), Notice d8, Occult d6, Persuasion d8, Piloting d4, Repair d6, Science d8, Shooting d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Minor), Loyal, Ruthless (Minor—for now!), Vengeful (Minor)

Edges: Aristocrat, Brave, Command, Fame, Filthy Rich, Very Attractive

Gear: —.

★ ERMENGARDE AND EVERETT HOLLOWS

Ermengarde and Everett Hollows are pale-skinned, Gothic dilettantes. Though they are from one of the original Four Families that founded Grayport, various scandals and power moves forced them to the neighboring town of Dunharbor some years ago.

This repudiation reinforced the Hollow family tradition—shunning the spotlight to pull strings through foundations, trusts, and scholarships instead.

Their influence quietly shaped the city, most notably as patrons of the "Sorrow Project," which grew into the Our Lady of Sorrow hospital network.

Fenton fears the twins might seek revenge for their ouster and so keeps them at arm's length on most of his moves.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d6, Fighting d4, Healing d6, Intimidation d10, Language (Latin) d8, Notice d10, Occult d12, Persuasion d6, Research d8, Science d6, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Outsider (Minor), Quirk (Goth appearance and mannerisms), Ruthless (Minor)

Edges: Arcane Background (Magic), Attractive, Filthy Rich, Scholar (Occult)

Gear: The Hollows are spiritually connected to one of the Seven Cryptical Books of Hsan, which they keep under lock and key in their mansion in Dunharbor. The manual allows them to cast any Veteran Rank or lower spell listed in *Savage Worlds* or any Companion books in use for one additional Power Point. Should the caster Critically Fail a roll while using the book, however, the caster loses a die type of Vigor and reduces their maximum Vigor a die type. If this would reduce Vigor below d4, the caster is consumed into the book and their soul powers its black magic for eternity!

Powers: See *Gear*, above plus arcane protection, boost/lower trait, darkvision, detect/conceal arcana, dispel, mind link, mind reading; **Power Points:** 30.

★ **TREVOR SINCLAIR**

Once the Legacy Herald's brightest reporter, Sinclair was celebrated for his fearless investigations and the clarity of his prose. His work won him two Pulitzers and no shortage of powerful enemies.

Then came the night cultists took the lives of his wife and child, and with them, the fire which drove his career. Since then, Editor in Chief Karen Brockman keeps him on light assignments—at least on paper. Yet sharp-eyed readers have noticed curious threads in his work, stories that brush against figures later tied to cult activity... some of whom are no longer alive. Around the newsroom, quiet speculation lingers: is Sinclair simply chasing ghosts of the past, or is he part of something far more dangerous?

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Academics d8, Athletics d8, Common Knowledge d10, Driving d8, Fighting d8, Intimidation d6, Notice d8, Occult d6, Persuasion d8, Research d8, Science d4, Shooting d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Bad Eyes (Minor), Driven (Major—find the cultists that took his family), Habit (Minor—alcohol)

Edges: Alertness, Brave, Elan, Fame, Extraction, Investigator

Gear: Kevlar vest (+2, reduce bullet damage by 4), Glock 9mm (Range 12/24/48, Damage 2d6, AP 1). Trevor keeps the vest and pistol in his car, and only dons them when entering some place he considers risky.

VANGUARD DEFENSE FORCE

Vanguard is an elite federal "SPCR," or Super Power Crime Response unit, controlled by the federal government under the Department of Homeland Security. They're armed with the latest weapons and armor the government can provide, rushing into danger when the average cop or guard is outgunned. As part of the DHS, Vanguard also works closely with FEMA for emergency response where super powers may be involved too.

A typical Vanguard squad is made up of a lieutenant and six to ten agents. If a situation calls for a greater response, additional squads with their own lieutenants are sent out.

★ **VANGUARD DEFENSE LIEUTENANT**

Each lieutenant is a unique individual, and they're the ones the heroes will interact with more often. Below are names, individualized Hindrances, and Edges for specific individuals they may meet. The GM is encouraged to flesh these characters out more as desired or add their own.

- Antonio "Ladykiller" Vasquez – Amorous, Assassin, Double Tap
- Sarah "Bullseye" Yeoh – Bullet Magnet, Trademark Weapon (Imp) (Pulse blaster rifle)
- Jackie "Hardcase" Johnson – Rebellious, Strong Willed, Iron Will
- Rick "Ice" Fenton – Broken (Minor), Calculating, Relentless

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Battle d8, Common Knowledge d8, Driving d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Piloting d8, Shooting d10, Stealth d8, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (4)

Hindrances: Loyal, Vow (Major—to serve their country, city, or employers)

Edges: Ace, Brave, Combat Reflexes, Command, Command Presence, Inspire, Marksman, Quick Draw, Steady Hands and two others from those listed above or chosen by the GM.

Gear: Comm link, heavy combat armor (+4*), stun baton (Str+d4, Stun), pulse blaster rifle (Range 20/40/80, Damage 3d6, RoF 1, AP 4, HW). May also be equipped with energy shields, nullifier guns, or other equipment as needed (see the Super Powers Companion).

VANGUARD DEFENSE AGENT

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Driving d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Piloting d6, Shooting d10, Stealth d4, Taunt d6

Pace: 6; **Parry:** 7; **Toughness:** 11 (4)

Hindrances: Loyal, Vow (Major—to serve their country, city, or employers)

Edges: Brave, Marksman, Steady Hands.

Gear: Comm link, heavy combat armor (+4*), stun baton (Str+d4, Stun), pulse blaster rifle

(Range 20/40/80, Damage 3d6, RoF 1, AP 4, HW). Some may also be equipped with energy shields (see the Super Powers Companion).

THE DOOM GUARD

Note that several members of the Doom Guard, such as Blackguard and Warden, have been upgraded since the events of *Cosmic Crisis*.

★ **BLACKGUARD (PL III)**

A former vigilante, Axel Grate was eventually befriended by the Warden and joined the Doom Guard to fight evils greater than he ever was. He's not the most powerful member of the team, but he knows how villains think and he isn't afraid to fight dirty.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d10, Common Knowledge d6, Fighting d12, Focus d10, Intimidation d10, Notice d8, Occult d8, Persuasion d4, Piloting d8, Shooting d10, Stealth d10, Taunt d6, Thievery d8

Pace: 8; **Parry:** 10; **Toughness:** 14 (6)

Hindrances: Driven (Major—defeat dark cults), Grim, Ruthless (Minor), Secret Identity

Edges: Ambidextrous, Block (Imp), Bruiser, Double Tap, First Strike (Imp), Martial Warrior, Menacing, Nerves of Steel (Imp), Rich, Super Powers (45), Two-Fisted, Two-Gun Kid

Gear: Pulse pistols (Range 10/20/40, Damage 2d6, AP 2), taser gloves (Str+d10+2d6), auto grapnel, binoculars, comm link, smoke grenades x4, cape (armored, fireproof, gliding, obscuring), net gun.

Special Abilities:

- ★ **Armor +6 (2):** Device (Combat Suit).
- ★ **Awareness (5):** Ignores 5 points of a foe's attack penalties. Intense training.
- ★ **Boost/Lower Trait (1):** Strength. Device (Pneumatic injector and cartridges with experimental steroids). Power. Limitation (Boost Trait only.)
- ★ **Deadeye (2):** Expert shot.
- ★ **Dodge (7):** -5 to all ranged attacks. Deflect. (Nimble Reactions).
- ★ **Fear (2):** Fearsome scowl.
- ★ **Hardy (2):** Inured to pain.

★ **Heightened Senses (1):** Hearing. Infravision. Device (Cowl with built-in scanners).

★ **Illusion (7):** Distraction. Film Quality. Obscurement. Device (Holo discs).

★ **Melee Attack (3):** Str+2d6. Device (Taser Gloves)

★ **Mind Shield (2):** Strong. Device (Dread cowl with anti-telepathy lining).

★ **Negation (5):** Full Spectrum. Requires Touch. Strong. Device (Power inversion field in cuffs).

★ **Pace (3):** Strider (Parkour Training).

★ **Super Skill (3):** +1 Fighting (Combat Mastery). +1 Focus. (Gadget master). +1 Intimidation (Fearsome Reputation).

★ **ECHO 6 (PL III)**

Amy Hope is a former tech with the VDF who donned the experimental Echo 6 suit to save lives during a super villain attack. As the only person to survive using the suit's super speed, Amy joined the Doom Guard as the hero Echo 6 to help as many people as possible, before her time runs out.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d10, Common Knowledge d4, Driving d4, Electronics d8, Fighting d8, Focus d8, Healing d6, Notice d6, Persuasion d6, Repair d8, Stealth d4

Pace: 1200MPH; **Parry:** 10; **Toughness:** 8 (2)



Hindrances: Heroic, Idealistic, Selfless (Major), Terminally Ill (Minor)

Edges: Common Bond, Elan, Great Luck, Extraction (Imp), Super Powers (45)

Gear: Echo 6 suit, body suit (Armor +2), comm link.

Special Abilities:

- ★ **Additional Actions (6):** Ignores up to two points of Multi-Action penalties each turn. Fast Action. Device (Echo 6 suit).
- ★ **Awareness (3):** Ignore up to -4 penalty imposed by target. Device (Echo 6 suit). (Hyper Reactions)
- ★ **Dodge -4 (7):** -4 to be hit by ranged attacks. Defender (LBT). Device (Echo 6 suit).
- ★ **Intangibility (3):** Requires Activation. Device (Echo 6 suit). (Running out of phase.)
- ★ **Melee Attack (3):** Str+2d6. Device (Echo 6 suit). (Taser attack)
- ★ **Push (2):** Strong. Device (Echo 6 suit). (Sonic boom)
- ★ **Parry +4 (3):** Device (Echo 6 suit).
- ★ **Speed (13):** Sonic Speed, -6 to hit. Surface Tension. Device (Echo 6 suit).
- ★ **Super Attribute (3):** Agility +2. Device (Echo 6 suit).
- ★ **Uncanny Reflexes (2):** Device (Echo 6 suit).



★ GRAVE (PL III)

Not much is known about Grave other than the fact that he has lived for years in Stygia. He was able to return to Earth with the aid of Captain Might.

Grave is sustained by the life force of those who die around him. It repairs him, turning him into something stronger and feeding something dark within his soul.

Grave works with the Doom Guard to pay his debt to Captain Might and those who helped him escape from hell.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Focus d10, Notice d6, Occult d6, Persuasion d6, Research d6, Stealth d8, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 15 (2)

Hindrances: Distinctive Appearance (Undead zombie), Habit (Major – Soul Energy/Inflicting Wounds with Decay), Ugly (Minor), Poverty, Vengeful (Minor)

Edges: Menacing, Super Powers (45)

Gear: Body Suit (+2), comm link.

Special Abilities:

- ★ **Decay (12):** LBT. Selective. Strong. Transference. Transmute. (Transference and Transmute work as the modifiers from Absorption but are empowered by Wounds dealt by decay) Limitation (No range and can't affect inanimate objects) (Soul Draining Aura).
- ★ **Fear (2):** (Frightening visage)
- ★ **Melee Attack (2):** Claws (Str+d6). (Psychic Claws).
- ★ **Mind Control (4):** Limitation (Uses a Transmute Token from Decay to use for 5 rounds).
- ★ **Minions (7):** One zombie. Resilient. Summonable. Super Powers. (Melee attack Str+1d6; Super Skill: Fighting +1; Toughness +4, Undead).
- ★ **Super Skill (1):** Focus +1
- ★ **Telepathy (2)**
- ★ **Toughness +5 (5)**
- ★ **Undead (10):** Spark of Life.

★ **HELLCAT (PL IV)**

Hellcat made a terrible bargain with Asmodeus which bound her soul forever to Stygia. Thanks to the sacrifice of her mentor on Earth she now roams free and helps the Doom Guard whenever she can. Asmodeus wants her back, and should she perish she's doomed to fall into his clutches once again, perhaps never to be free of him.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d4, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Focus d10, Intimidation d8, Notice d10, Occult d10, Persuasion d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 15

Hindrances: Amorous, Bad Luck, Vengeful (Minor), Vulnerability (Major—Silver)

Edges: Attractive, Block, Dodge, Fast Healer, Hard to Kill, Quick, Super Power (60)

Gear: Comm link.

Special Abilities:

- ★ **Environmental Resistance (3):** Fire. Immunity.
- ★ **Fearless (2)**
- ★ **Flight (7):** Pace 45 (30 MPH). Maneuverable.
- ★ **Healing (1):** Limitation (Hellcat takes a level of Fatigue whenever she uses this power).
- ★ **Minions (12):** Up to six hellbats. Resilient. Summonable. Super Powers (awareness 3; dodge -3; flight Pace 45, Maneuverable; melee attack Str+d6, Bite +d4, super skill +3 Fighting, +1 Intimidation. Shooting swapped for Intimidation.).
- ★ **Ranged Attack (9):** Range 12/24/48, Damage 3d6, AP 4. May use Cone Template. Heavy Weapon. Lethal. (Hellfire blasts.)
- ★ **Regeneration (14):** Natural healing roll every round. Relief. Regrowth. Infernal regeneration.
- ★ **Super Sorcery (3):** Backlash.
- ★ **Toughness +9 (9):** Impervious flesh.



★ **HEX (PL IV)**

Shirley Banks is a ward of the Doom Guard, and oozes with power she can barely control. She's often left out of missions because she's such an unpredictable wild card, but against the threats they encounter, the heroes need all the help they can get.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Focus d10, Notice d6, Persuasion d6, Stealth d8, Taunt d6, Thievery d6

Pace: 6; **Parry:** 9; **Toughness:** 7 (2)

Hindrances: Impulsive, Rebellious, Reckless, Shamed (Minor—Shadowmancer is her super villain father)

Edges: Elan, Extraction, Great Luck, Scavenger, Super Power (60)

Gear: Body suit (+2), comm link.

Special Abilities:

- ★ **Awareness (3):** Ignores 3 points of a foe's attack penalties.



- ★ **Dodge -3 (5):** Deflect.
- ★ **Duplication (6):** Promotion.
- ★ **Healing (13):** Cure. Fatigue. Refresh. Restoration. Resurrection. Requires Touch.
- ★ **Jinx (6):** Greater jinx.
- ★ **Malfunction (3):** It was always going to break.
- ★ **Negation (8):** Full Spectrum. Strong.
- ★ **Parry +4 (6):** Deflect.
- ★ **Teleport (7):** Teleport Others.
- ★ **Uncanny Reflexes (3):** Deus ex Machina.

★ **JABBERWOCK (PL VI)**

Unlike most of the brilliant scientists of the Doom Guard, Jason Lifts never set out to fight for the forces of good or to make billions of dollars. His only desire was to create. He invented toys, vehicles, weapons, and even a power source that would have put an end to the oil industry, had he not sold it so he could build a new lab.



However, when the doors to the realm of the old gods were flung open, Jason was too close to the epicenter and was hit with a level of corrupt energy that would have killed most people. Instead, it transformed him into a monster. Now, whenever he faces frightening situations or is touched by magic, he risks transforming back into that same monster. The creature known as Jabberwock.

★ **JASON LIFTS**

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Academics d8, Athletics d4, Common Knowledge d6, Electronics d10, Fighting d4, Focus d6, Notice d6, Persuasion d6, Piloting d6, Research d8, Repair d10, Science d10, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 13 (8)

Hindrances: Broken (Major), Driven (Fix broken things and make them better), Transformation (Major – Must make a Focus roll not to transform if making a Fear check or magic used on him.)

Edges: MacGyver, Mr. Fix-It, Scholar (Science), Super Powers (75).

Gear: See below, pulse rifle (Range 20/40/80, Damage 3d6, AP 4, RoF 1, HW)

Special Abilities:

★ **Armor +8 (2):** Partial Protection (Called shots to bypass are at -4). Device (Reinforced Vest).

★ **Entangle (4):** Strong. Alternate Trait (Shooting). Device (Net Gun).

★ **Flight (10):** Pace 180 (120 MPH). -2 to be hit. Alternate Trait (Piloting). Device (Jet Pack).

★ **Force Field 10 (17):** Mobile. Requires Activation. Large Blast Template. Life Support. Selective. Device (Force Field Belt). Alternate Trait (Science).

★ **Genius (2)**

★ **Healing (7):** Cure. Fatigue. Refresh. Restoration. Alternate Trait (Science). Requires Touch. Device (Cell Regeneration Spray).

★ **Matter Control (9):** Earth, Metal, Plant, and Synthetic. Alternate Trait (Repair). Power. Limitation (Only to fix item items, limited to Barrier effect). Device (Quantum Fabricator). Requires Material.

- **Power Set:** Two forms with 63 PPs to spend on each.

★ **Super Attribute (8):** Smarts +3. Not Today.

★ **Super Science (4)**

★ **JABBERWOCK**

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+8, Vigor d12

Skills: Athletics d10, Common Knowledge d4, Fighting d10, Focus d6, Intimidation d8, Notice d8, Persuasion d4, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 16

Hindrances: All Thumbs, Distinctive Appearance, Transformation (Major – Must make a Focus roll not to transform if hit with a nullifier weapon or the negation power.), Ugly (Major)

Edges: Brute, Fast Healer, Improvisational Fighter, Menacing, Super Powers (63).

Gear: None.

Special Abilities:

★ **Growth (4):** Size +2. Permanent.

★ **Immune to Poison/Disease (2):** Both.

★ **Leaping (6):** 32" vertical, 64" horizontal. Death from Above.

★ **Melee Attack (11):** Str+2d6, AP 2. Heavy Weapon. Smash. Thrown Weapons

★ **Power Set:** Two forms with 63 PPs to spend on each.

★ **Regeneration (12):** May attempt to heal every round as a free action. Regrowth.

★ **Super Attributes (20):** Strength +7. Vigor +3.

★ **Super Edge (2):** Improvisational Fighter

★ **Toughness +6 (6)**

★ **MANTLE [PL IV]**

Max Fahrenheit was a young man living in Star City when the V'sori first invaded. Max managed to avoid the alien invaders and the villains alike. Unfortunately, one slip up can cost you everything. Max was picked up by a patrol and taken to a special facility. There, a v'sori scientist did experiments on him to unlock the secrets of humanity's superpowers.

Max's body began to change, heating up and cracking as his core turned to magma. The pain of the transformation nearly broke him.

Now Max fights crime as Mantle, a fire wielding super hero. Despite his appearance, he remains kind, especially towards children. However, in the back of his mind, he still registers the pain of his searing nerves as they melted away.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Focus d8, Intimidation d8, Notice d6, Persuasion d6, Stealth d4

Pace: 8; **Parry:** 6; **Toughness:** 23 (12)

Hindrances: Alien Form (Major – Magma Creature), Environmental Weakness (Minor – Water), Mean, Quirk (Minor – Always Kind to and Protects Children), Vengeful (Minor).

Edges: Menacing, Super Powers (60)

Gear: None.

Special Abilities:

★ **Armor+12 (10):** Heavy Armor. (Hardening mantle).

★ **Burrowing (4):** Block Buster. Pace. Tunneler.

★ **Damage Field (11):** Damage 3d6. AP 4. Heavy Weapon. MBT/LBT. Limitation (Semi-permanent. Can't turn off, but can activate/deactivate Area Effect as a limited action). (Living furnace).

★ **Doesn't Breathe (1)**

★ **Environmental Resistance (3):** Fire. Immunity.

★ **Pace (3):** Strider.

★ **Ranged Attack (13):** Switchable (flamethrower, fireball). Flamethrower: Damage 4d6, AP 4, Cone template only, Heavy Weapon. Fireball: Damage 3d6. RoF 3.

★ **Super Attribute (12):** Strength +3, Vigor +3.

★ **Toughness +3 (3)**

"LET IT BURN..."

—MANTLE



★ **NEOMIND (PL IV)**

Neomind was left behind when the V'sori withdrew from Earth. As the world returned to normal, he was forced to hide in the shadows and bide his time. He was eventually able to develop a device to disguise himself, appearing as a human. Now, he fights on behalf of the Doom Guard to earn asylum and immunity for his past crimes.

At the same time, he must avoid the hero Mantle, the same man he experimented on during the invasion.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d4, Electronics d8, Fighting d4, Focus d8, Hacking d8, Healing d8, Notice d8, Performance d6, Persuasion d6, Piloting d4, Repair d8, Science d12, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 13 (8)

Hindrances: Ancestral Enemy (K'tharen), Megalomaniac, Outsider (Minor), Secret (Major – Former v'sori mad scientist), Thin Skinned (Major)

Edges: Rich, Super Powers (60)

Gear: Jet pack, nullifier rod (Str+d4, target must make a Vigor roll (at -2 with a raise on the attack roll) or lose all super powers.

At the start of the victim's turn, he makes a Vigor roll as a free

action and recovers one power of his choice with success and two with a raise until all powers are restored).

Special Abilities:

- ★ **Armor +8 (3):** Device (v'sori scientist armor).
- **Aquatic:** Page 6.
- ★ **Chameleon (2):** Biometrics. Device (Genetic adapter). Requires Touch.
- ★ **Genius (2):** Alien scientist
- **Low Light Vision:** V'sori ignore penalties for Dim and Dark lighting.
- ★ **Mind Control (7):** Multiple Minds.
- ★ **Mind Reading (3)**
- ★ **Mind Shield (3):** Strong.
- ★ **Minions (15):** Up to twelve defensive drones. Alternate Trait (Science). Resilient. Summonable. Super Powers (explode Big Bang, Failsafe, Limitation (counts as destroying the minion for Summoning), force field 5 Requires Activation, MBT, Life Support; ranged attack Damage 3d6, AP 6, Cone Template. Flame Thrower). Device (V'sori reanimation tech). Limitation (Requires dead bodies).
- ★ **Ranged Attack (10):** Damage 3d6, AP 4, ROF 2. Heavy Weapon. Device (V'sori sonic blaster).
- ★ **Super Attribute (6):** Smarts +2. Not Today. (Self-experimentation to increase intellect).
- ★ **Super Science (3):** Overload.
- ★ **Super Skills (6):** Electronics +1, Healing +1, Repair +1, Science +3.
- **Telepathy:** Range 24". Other v'sori or Atlanteans only.

★ **OGRE (PL IV)**

Helen Highwater inherited her father's company at age 17 when he died under mysterious circumstances. Now, Highwater Industries is the most profitable company in the world. Whatever Helen cannot acquire legally, she acquires using her OGRE suit. She has no love for her fellow Guardians, but if the world ends so will Highwater Industries' record profits.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d12+2, Vigor d6

Skills: Athletics d6, Common Knowledge d10, Electronics d10, Fighting d6, Hacking d10, Intimidation d6, Notice d8, Persuasion d6, Piloting d6, Repair d6, Science d10, Shooting d6, Stealth d6



Pace: 6; **Parry:** 5; **Toughness:** 25 (18)

Hindrances: Greedy (Major), Ruthless (Major), Secret Identity

Edges: Aristocrat, Attractive, Calculating, Connections (Business), Counterattack, Filthy Rich, First Strike, No Mercy, Super Powers (60)

Gear: OGRE suit.

Special Abilities:

- ★ **Armor +18 (14):** Heavy. Sealed. Device (OGRE suit).
- ★ **Awareness (1):** Eliminate -2 attack penalty. Device (OGRE suit). (Targeting computer.)
- ★ **Flight (8):** Pace 180 (120 MPH). Alternate Trait (Piloting). Ungainly. Device (OGRE suit).
- ★ **Growth (3):** Size +2. Device (OGRE suit). Permanent.
- ★ **Interface (2):** Code Breaker. Device (OGRE suit).
- ★ **Melee Attack (2):** Str+d6
- ★ **Minions (8):** Two minions (Drones). Summonable. Alternate Trait (Electronics). Super Powers (Armor +4, Construct, Flight Pace 12, Ranged Attack 3d6).
- ★ **Ranged Attack (11):** Lethal. Trait: Shooting. Switchable (missile launcher, plasma rifle). Device (OGRE suit). Missile Launcher: Damage 3d6, MBT, RoF 2. Plasma Rifle: Damage 4d6, Charge, Heavy Weapon.
- ★ **Super Attribute (7):** Strength +4. Device (OGRE suit).
- ★ **Super Science (4):** Genius inventor.

★ **PRIMAL [PL IV]**

Hagen was born into a secret Mayan city under the protection of the goddess Chel. Only the strongest warriors may gain the blessing of the goddess, becoming the hands of creation or destruction.

Hagen was blessed with the latter, becoming something greater than man or beast. Harnessing the primal forces within him, he left his home and set out to hunt the greatest prey he could find.

Primal returns to the Doom Guard whenever the need arises. Hoping to take down greater sacrifices to his goddess.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d10, Battle d6, Common Knowledge d4, Fighting d12, Focus d8, Intimidation d8, Notice d10, Occult d4, Persuasion d6, Stealth d10, Survival d8

Pace: 8; **Parry:** 12; **Toughness:** 12

Hindrances: Transformation (Minor—Were-Jaguar Form), Vow (Major—Serve Chel)

Edges: Block (Imp), Super Powers (60), Trademark Weapon (Imp) (Macuahuitl)

Gear: Comm link, macuahuitl (long sword, Str+d8+2d6).

Special Abilities:

- ★ **Additional Actions (6):** Primal reduces his total Multi-Action penalty by two. Concentration. Physical Only. (Blessings of the Old Gods)
- ★ **Heightened Senses (3):** Hearing. Low Light Vision. Smell. (Half jaguar form).
- ★ **Leaping (6):** 16" (32 yards) vertical, 32" (64 yards) horizontal. Bounce. Death From Above. (Half jaguar form).
- ★ **Melee Attack (15):** Str+1d6, Bite (Str+2d6). Claws (Str+2d6). Special Weapon (Macuahuitl, Str+d8+2d6) (Half jaguar form).
- ★ **Pace (3):** Strider. (Half jaguar form).



- ★ **Super Attribute (14):** Agility +2, Strength +3, Vigor +2 (Half jaguar form).
- ★ **Super Skill (8):** Athletics +2, Fighting +2, Notice +2, Stealth +2. (Half jaguar form).
- ★ **Toughness +5 (5):** (Half jaguar form).
- ★ **Uncanny Reflexes (3):** (Half jaguar form).

★ **SHADOWMANCER (PL IV)**

Roman Banks worked his way up through the Kraken Syndicate from a leg breaker to the secret kingpin of Liberty City. Whatever money can't get him, his shadow beasts can. The only weakness Shadowmancer seems to have is his daughter, Shirley, better known as Hex.

When she first manifested powers, she ran away in fear. Roman thought it best to give her space, to choose her own path, but he always kept an eye on her.

Roman has been arrested several times, but never for a crime that would put him away forever. Most think his best trick is getting out of jail, but the truth is it's getting into jail. Every time he was caught, it was to insert himself into his daughter's life by making a deal to work with the Doom Guard in exchange for a pardon.

Serving with the Doom Guard is primarily to see the person she has become... and to protect her so she can become the person she wants to be. But Roman is old enough to remember the devastation of the v'sori invasion, and he realizes the Doom Guard is preventing even worse from happening. He knows Shirley can't have a future if the world has no future.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Battle d8, CommonKnowledge d8, Driving d6, Fighting d8, Focus d8, Gambling d8, Intimidation d8, Notice d8, Occult d8, Persuasion d8, Stealth d8, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 12* (4)

Hindrances: Driven (Major – Protect his daughter, Shirley), Ruthless (Major), Secret (Major – Leader of Liberty City's Kraken Syndicate)

Edges: Brave, Brawler, Bruiser, Command, Connections (Kraken Syndicate), Filthy Rich, Iron Will,

Menacing, Nerves of Steel (Imp), Street-wise, Strong Willed, Super Powers (60), Tactician

Gear: Cell phone, comm link, heavy body armor (+4*), power baton/cane (Str+d4+d6/d10 with raise).

Special Abilities:

- ★ **Decay (11):** LBT. Range 12". Selective. Strong. (Miasma of Entropy)
- ★ **Environmental Resistance (3):** Darkness. Immunity.
- ★ **Heightened Senses (3):** Infravision. Low Light Vision. X-Ray Vision. (Shadow Sight)
- ★ **Minions (7):** Summon two shadow beasts. Resilient. Summonable. Limited (Requires shadows to summon). Super Powers (melee attack, Str+d6, claws Str+2d6 (Str+3d6 total), AP 4. super skill: +3 to Fighting, +1 to Intimidation, jinx, teleport 12", Rapid Teleport). Shooting skill swapped for Intimidation.
- ★ **Ranged Attack (12):** Switchable (shadow bolts, shadow lance). Shadow Bolts: Damage 2d6, AP 4, ROF 3. Shadow Lance: Damage 4d6, Charge, Heavy Weapon.
- ★ **Regeneration (6):** Shadowmancer may attempt to heal every hour. Relief. Limitation (Only while in shadows).
- ★ **Telekinesis (11):** Power (Strength d12+1) (Solid Shadow Manipulation)
- ★ **Teleport (7):** Range 24". Teleport Others. Limitation (Requires shadows). (Shadow Stepping).

★ **SPELLBINDER (PL III)**

Dr. Emil Armitage was a professor at Legacy City University. Specializing in local folk lore, history, and regional occultism, Dr. Armitage's life was changed the day he received a lot of books from a supposed member of the Debiskis family. Within this donation to the school, Dr. Armitage found one of the fabled Seven Cryptical Books of Hsan.

This book, penned by the insane monks of Hsan, opened the doctor's third eye to the reality of the elder gods. The book drove Dr. Armitage more than a little



mad, forcing him to spend time at Petersen Asylum.

Thanks to the treatment he received there, he holds onto his sense of self and uses the eldritch knowledge of the book to aid the Doom Guard. Thanks to Hex and Hellcat, Spellbinder manages to resist the whispers of the Book of Hsan, whose strange goals are a mystery to all save Spellbinder. The doctor refuses to talk about what he knows of the book's plan out of fear speaking of it makes it reality.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d6, Focus d12, Intimidation d6, Notice d10, Occult d10, Persuasion d8, Research d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Broken (Major), Hesitant (Minor), Mild Mannered (Minor)

Edges: Calculating, Connections (University), Investigator, Luck, Scholar (Occult), Super Powers (45)

Gear: Book of Hsan (Damage Str+3d6), cell phone, comm link, faculty credentials.

Special Abilities:

- ★ **Entangle (12):** Deadly (Damage 3d6). LBT. Selective. Strong. Device (Book of Hsan). (Constricting Tentacles).
- ★ **Force Field (12):** Incoming damage is reduced by 10. MBT. Life Support. Selective. Device (Book of Hsan). Requires Activation.
- ★ **Melee Attack (2):** Special Weapon (Str+3d6). Device (Book of Hsan).
- ★ **Mind Control (9):** Forgetful. Multiple Minds. Strong. Device (Book of Hsan).
- ★ **Ranged Attack (8):** 4d6 Damage, Heavy Weapon. Device (Book of Hsan). (Eldritch Blast).
- ★ **Super Edge (1):** Improvisational Fighter. Limitation (Only with the Book of Hsan).
- ★ **Super Sorcery (2):** Device (Book of Hsan).

★ VOID (PL IV)

Aaliyah Bashar was a normal girl except for the fact that she never dreamed. Whenever she went to sleep there was only darkness. As she grew up, she noticed strange things would happen around her. Things would disappear in thin air, only to reappear later in a completely different place.

Eventually she figured out that she had superpowers, she even began to dream. She would see lights in the darkness, she would see its eyes. Chosen at birth, Aaliyah was imbued with the essence of oblivion and the god that dwells within.

Aaliyah fights crime without a secret identity, embracing the love of her community and her people. Whenever she is on mission with the Doom Guard, she takes on the mantle of Void. However, when she is pushed to her limits and her sanity is tested, sometimes the thing in the void answers for her.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d6, Common Knowledge d8, Driving d4, Electronics d4, Fighting d6, Focus d12, Notice d8, Occult d4, Performance d6, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

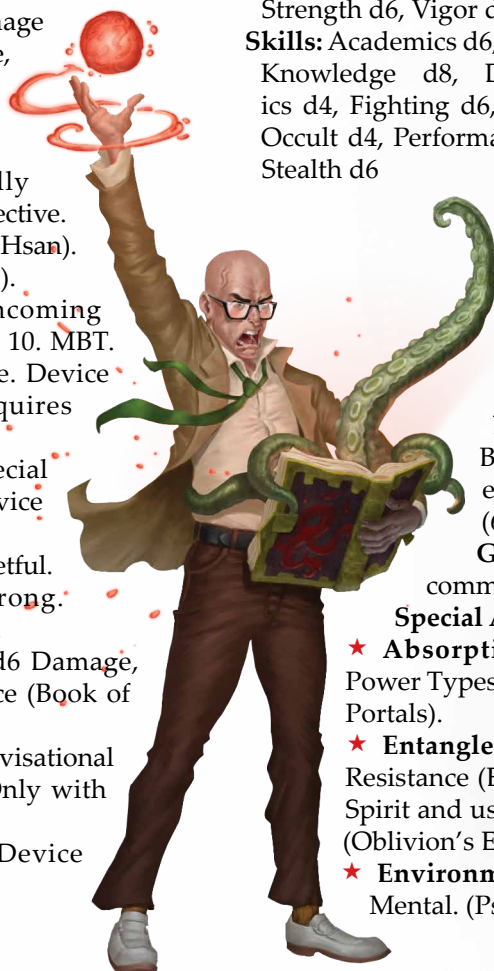
Hindrances: Broken (Minor), Heroic, Quirk (Public identity), Selfless (Major)

Edges: Brave, Common Bond, Great Luck, Scavenger, Super Powers (60)

Gear: Body suit (2), comm link.

Special Abilities:

- ★ **Absorption (12):** Additional Power Types (All), Reflection. (Void Portals).
- ★ **Entangle (7):** Strong. Alternate Resistance (Entangle is opposed by Spirit and uses Spirit to break free). (Oblivion's Embrace).
- ★ **Environmental Resistance (1):** Mental. (Psychic Resistance).



- ★ **Negation (8):** Full Spectrum. Strong. (Oblivion's Drain).
- ★ **Stun (7):** Strong. Linked to Teleport. (Psychic Scream or Oblivion's Exile).
- ★ **Super Edges (8):** Common Bond, Great Luck, Luck, Scavenger.
- ★ **Super Skill (2):** Focus +2.
- ★ **Teleport (15):** 48". Portal, Redirect, Teleport Others. (Oblivion's Exile and Void Portals).

★ **WARDEN [PL III]**

Dr. Jordan Jones has vowed to protect Earth from alien invaders, dark dimensions, and other existential threats, and protect its members to the best of his ability—a balancing act that constantly weighs on his troubled soul. He leads the Doom Guard, and they all respect his command—even the villains and star-struck newcomers.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Battle d8, Common Knowledge d6, Electronics d6, Fighting d8, Focus d8, Notice d6, Persuasion d8, Piloting d8, Repair d8, Science d12, Stealth d6

Pace: 6; **Parry:** 11; **Toughness:** 15 (8)

Hindrances: Dependent

(Minor—Jamal his nephew), Heroic, Secret (Minor – Still in love with Wraith), Selfless (Major)

Edges: Attractive, Command, Command Presence, Common Bond, Counterattack (Imp), Inspire, Iron Jaw, Level Headed, Natural Leader, Super Powers (45), Tactician, Team Leader

Gear: Reinforced super suit (see below), nanite blade (Str+2d6, AP 8, HW, can ignore armor of inanimate objects and vehicles, see below).

Special Abilities:

- ★ **Armor +8 (7):** Heavy Armor. Device (Custom super suit).

- ★ **Dodge (6):** -5 to all incoming Ranged Attack rolls. Defender (MBT). Device (Custom super suit).
- ★ **Fearless (4):** Steady.
- ★ **Genius (2):** Brilliant mind and well-educated.
- ★ **Leaping (4):** 16" vertical, 32" horizontal. Death from Above. Device (Custom super suit).
- ★ **Melee attack (8):** Special Weapon Str+2d6, AP 8. Heavy Weapon. Smash. Device (Nanite Blade).
- ★ **Parry +5 (6):** Protector. Device (Super suit).
- ★ **Push (2):** Strong. Device (Custom super suit).
- ★ **Scan (3):** Humans. Additional Power Types (Electricity). Distance (10 miles). Device (Visor with sensors and HUD).
- ★ **Super Attribute (3):** Strength +2. Device (Super suit).

★ **WRAITH [PL III]**

Wraith was nearly killed when her partner accidentally set off an IED during a black ops mission in Qatar. Thanks to her impressive records, the government offered her a chance to get her life back by serving as a specialist in the Vanguard Defense Force.

When it comes to the VDF, Wraith is a true believer. She never questions orders and always gets the job done. Outfitted with her phase suit, Wraith can get into places and eliminate targets without ever being detected. Wraith began a personal relationship with Warden but was told by her superiors in the VDF to end it. She did but didn't tell Warden why.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d10, Vigor d8



Skills: Athletics d10, Battle d8, Common Knowledge d6, Fighting d12, Focus d8, Healing d6, Intimidation d8, Notice d8, Persuasion d8, Repair d6, Shooting d12, Stealth d12+4, Thievery d10

Pace: 8; **Parry:** 11; **Toughness:** 18 (10)

Hindrances: Heroic, Obligation (Major – VDF), Ruthless (Minor), Secret (Minor – Still in love with Warden)

Edges: Assassin, Attractive, Block, Bruiser, Command, Deadshot, Double Tap, Fleet Footed, Level Headed, Marksman, Martial Warrior, Natural Leader, Quick, Quick Draw, Rock and Roll, Super Powers (30), Tactician, Thief, Trademark Weapon (Imp) (Pulse Sniper Rifle).

Gear: Auto Grapnel, comm link, molecular combat knife (Str+d4+2, AP 2), prototype railgun rifle (Range 50/100/200, Damage 4d6, AP 6, ROF 1, Shots 6, Heavy Weapon, Snapfire), rifle scope (cancels 2 additional points of penalties when Aiming), stun gun (Range 10/20/40, When a target is hit, he must make a Vigor roll (at -2 with a raise on the Shooting roll) or be Stunned), stun grenades ×5, smoke grenades ×5, plasma grenades ×5 (Range 5/10/20, Damage 4d6, AP 8 MBT).

Special Abilities:

- ★ **Armor +10 (8):** Heavy Armor. Device (Wraith Suit).
- ★ **Heightened Senses (2):** Eagle Eyes. Infravision. Low Light Vision. Device (Wraith Suit).
- ★ **Intangibility (4):** Device (Wraith Suit).
- ★ **Regeneration (4):** May attempt to heal every hour. Device (Wraith Suit).
- ★ **Super Attributes (8):** Agility +1, Strength +2. Not Today (Agility). Device (Wraith Suit).
- ★ **Super Skill (4):** +5 Stealth. Device (Wraith Suit).

"WHAT'S THE MISSION?"

"CHECK. I'M ON IT."

—WRAITH

OTHER SUPERS

★ CAPTAIN MIGHT (PL VI)

No one knows who Captain Might was. He burst onto Legacy City's super scene nearly thirty years ago. He quickly established himself as a Guardian of good, defending the citizens of the city from super powered terrorism and rooting out corruption.

His gold and blue suit was a feature flying above Legacy City for a decade before his final fight with The Rift. Entering the villain's portal to prevent him from escaping, Captain Might disappeared for three years. He returned during the height of the v'sori invasion, taking the fight immediately to the invading ships and perishing in the conflict.

In Memorial Park, the city raised a statue to commemorate their hero. Captain Might's legacy still inspires heroes to this day. However, that is not who is represented here. This Captain Might is an undead horror, reanimated by the Listeners' dark magics, and hellbent on destroying all that he once loved and stood for.



Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Focus d8, Intimidation d8, Notice d6, Persuasion d6, Stealth d10, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 27 (2)

Hindrances: Bad Luck (Major), Ruthless (Major)

Edges: Rabble-Rouser, Retort, Super Powers (75)

Gear: Body Suit (+2).

Special Abilities:

- ★ **Force Field (5):** All incoming damage is reduced by 5. (Psychic body field).
- ★ **Flight (8):** Pace 180 (120 MPH). Ungainly.
- ★ **Melee Attack (10):** Str+3d6. Heavy Weapon. Smash.
- ★ **Ranged Attack (14):** 4d6 Damage, AP 8. Spread.
- ★ **Super Attributes (16):** Vigor +3. Strength +5.
- ★ **Toughness +14 (14)**
- ★ **Undead (8):** +2 Toughness; +2 to recover from Shaken; doesn't breathe; immune to disease & poison; no additional damage from Called Shots; ignore 1 level of Wound penalties.

★ THE SHIFT/RAMONA CARTER IPL IIII

Ramona Carter is the genius behind the dimensional tunneling technology, and the catalyst for this campaign. Before she was Dr. Carter, Ramona grew up in the Desolation Row, a poor woman from a poor family. Her mother and several caring teachers nurtured her natural intelligence, and soon Ramona had scholarships to gifted schools in Legacy City, where she flourished.

In her later teens, she cobbled together her first teleportation device, her "shift suit", with materials from the labs of the schools and colleges she attended. The night she put it on is the same night a bank robbery gone wrong saw her mother taken from her. Vowing never to let someone else die if she could prevent it, Ramona adopted the moniker "The Shift" and took to the streets of Legacy City.

She operated for a few years, balancing school and her extracurricular super activities, until her multiple sclerosis manifested itself for the first time. Ramona quickly determined the use of her suit's teleportation was accelerating the advancement of the disease. Giving up the Shift, Ramona dedicated herself to perfecting her dimensional tunneling technology.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d8, Electronics d10, Fighting d8, Intimidation d6, Notice d8, Persuasion d8, Repair d8, Research d8, Science d10, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 15 (10)

Hindrances: Anemic, Clumsy, Heroic, Slow (Minor)

Edges: Attractive, Brave, Mr. Fix It, Scholar (Science), Super Powers (45)

Gear: Shift Suit (see below), cane (Str+d4).

Special Abilities:

- ★ **Armor +10 (4):** Device (Shift Suit).
- ★ **Dodge (9):** -4 to be hit with ranged attacks. Alternate Trait (Science). Defender (LBT). Deflect. Requires Activation. Device (Shift Suit). (Redirect Portals)
- ★ **Doesn't Breathe (1):** Extreme. Device (Shift Suit)
- ★ **Environmental Resistance (4):** Radiation. Additional Power Types (Cold, Electricity, Fire, Force). Device (Shift Suit)
- ★ **Genius (2):** The character gets a free reroll on all Smarts and Smarts-based skills.
- ★ **Heightened Senses (2):** Infravision. Low Light Vision. Microscopic Vision. Device (Shift Suit).
- ★ **Interface (3):** Fast. Device (Shift Suit).
- ★ **Leaping (3):** 8" vertical, 16" horizontal. Bounce. Device (Shift Suit).
- ★ **Scan (1):** Radiation. Range 100 miles. Limitation (Only the specific radiation of dimensional rifts). Device (Shift Suit).



- ★ **Teleport (12):** Alternate Trait (Science). Switchable (Personal Portal, Group Jump). Device (Shift Suit). Personal Portal: Range 48", Portal, Rapid Teleport, Redirect. Group Jump: Range 24", Traverse, Teleport Others.
- ★ **Wall Walker (1):** Strong Grip. Device (Shift Suit).

★ *TOXIC SHOCK (PL IV)*

Jesse Van Holt is a scion of the Garret family, the aristocratic family of Legacy City. She grew up in a branch of the family which enjoyed less of the family's wealth but shared less of its responsibilities. Jesse grew up the typical spoiled rich girl, but she had a hidden hunger for power which she kept hidden.

Jesse envied her cousin Evelyn Garret and became obsessed with her, stalking her, modeling her persona and figure after Evelyn. Jesse plotted to take her cousin's place in the Garret dynasty, and she had an additional secret which she knew gave her the upper hand.

When Jesse was young, she had pediatric leukemia. An experimental Garret Pharmaceuticals drug trial obliterated it. But unbeknownst to anyone, save Jesse, the treatment left her changed. It mutated her DNA and gave her the ability to control her endocrine system to manufacture and "sweat" a variety of drugs and toxins. It also allowed her to shape her features, allowing her to become anyone she wished.

Over the years, Toxic Shock, Jesse's super villain identity, operates as an assassin for the highest bidder. She routinely works for the Crimson Fist and the Kraken Syndicate. Her powers, combined with her good looks and disguise skills, make Jesse an amazing killer and honed her deception skills to Oscar performance levels. She sees the chaos in Legacy City and knows now is the time to strike at Evelyn.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Focus d10, Healing d8, Intimidation d6, Notice d8, Performance d8, Persuasion d8, Research d8, Science d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Jealous (Minor—Evelyn Garret), Environmental Weakness (Cold), Megalomaniac, Ruthless (Major), Secret Identity

Edges: Aristocrat, Charismatic, Filthy Rich, Super Powers (60), Very Attractive

Gear: Auto grapnel, body suit (+2), Colt 1911 (.45) with cape killers (Range 12/24/48, Damage 2d6+1, AP 4, Heavy Weapon, ROF 1, Shots 7), comm link, molecular wrist claws (Str+d6+2, AP 5), smoke grenades ×5.

Special Abilities:

- ★ **Additional Actions (3):** Ignore up to a -2 multiple action penalty. Limitation (Only for using her powers)
- ★ **Chameleon (5):** Biometrics.
- ★ **Blind (5):** MBT. Strong. (Ocular paralytic).
- ★ **Boost/Lower Trait (7):** Any Trait. Power. Up to three Additional Recipients. Requires Touch. (Designer drugs).
- ★ **Copypat 7 (9):** Duration. Limitation (Limited to powers which could be chemically generated).
- ★ **Decay (2):** Strong. Requires Touch. (Corrosive touch).
- ★ **Fear (6):** MBT. Strong. (Fear pheromones)
- ★ **Hardy (2)**
- ★ **Healing (7):** Cure. Fatigue. Refresh. Requires Touch.
- ★ **Immune to Poison/Disease (2):** Both.
- ★ **Poison (3):** Strong. Deadly. Requires Touch.
- ★ **Ranged Attack (10):** 2d6 Damage, AP 4. ROF 2. Spread. Charge. Cone Template. (Toxic Spray).

MYTHOS HORRORS

The powers of Mythos creatures are inherent and cannot be nullified by nullifier devices or the negation power.

EXALTED STATE

Some creatures of the Mythos can become "Exalted," usually by the scenario. When this occurs, they gain the benefits listed under the Exalted notes on their profile.

Exalted status generally lasts for the duration of the encounter and is lost afterwards. Of course the character or creature's eldritch patron may always renew it should the cause be great enough!

★ ASPECT OF CTHULHU

The Aspect of Cthulhu is a distorted fragment of the elder god's essence. It is a broken reflection, shattered by the failed ritual that called to R'lyeh. The thing battles fitfully, attempting to wiggle its way through the strange space of our world to some unknown destination where it can reunite with its core. Whether it will travel through the stars to R'lyeh or draw the Great Old One to it is the truth the heroes do not want to learn.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+10, Vigor d12+2

Skills: Athletics d10, Common Knowledge d4, Fighting d12, Focus d12, Intimidation d12, Notice d8, Stealth d6

Pace: 12; **Parry:** 8; **Toughness:** 31 (10)

Hindrances: Ruthless (Major)

Edges: Calculating, Elan, Luck, Menacing, Sweep (Imp)

Special Abilities:

- **Additional Actions:** The Aspect has a maximum of four actions per turn instead of three. It can perform up to three actions at no penalty, or four at a -2 penalty.
- **Armor +10:** Heavy Armor.
- **Blindsight:** Ignores invisibility, illusion, and all Illumination penalties.
- **Damage Field:** 4d6 Damage. Area of Effect (LBT). Heavy Weapon. Lethal. Permanent. (Eldritch energy)
- **Fear (-4):** The Aspect of Cthulhu is inhuman and alien in a way the mind cannot comprehend.
- **Fearless:** The Aspect does not suffer from Fear or Intimidation.
- **Flight 24:** 16 MPH. (Wings)
- **Melee Attack:** STR+3d6, AP 10. Heavy Weapon. Smash. Claws.
- **Mindless:** While not truly "mindless," the Aspect's thoughts are so alien as to be incomprehensible. It is immune to puppet, Intimidation, Taunt, and any attempts to manipulate it with any abilities that Test its Smarts. It has environmental resistance (mental) with Immunity.
- **No Vital Organs:** (Alien physiology)
- **Ranged Attack (14):** 4d6 Damage, AP 10. May use the Cone Template. Heavy Weapon. Lethal. (Dark energy)
- **Size 12 (Gargantuan):** The Aspect stands over 100' tall, can take 3 additional Wounds, and has Reach +3.

- **Unstoppable:** The Aspect takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.

CHAOS CRAWLER

Chaos crawlers are swarms of various insects and crustaceans that can eat through anything. They cover an area equal to a Large, Medium, or Small Blast Template and attack everyone within it every round. When a swarm is Incapacitated it's effectively dispersed. Swarms aren't intelligent enough to do anything but move and bite and shouldn't take Multi-Actions, make Tests, etc.

EXALTED: The swarm's damage increases to AP 4, Heavy Damage.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Edges: —

Special Abilities:

- **Bite or Sting:** Chaos crawlers inflict hundreds of tiny bites or stings every round, hitting automatically (unless Shaken) and causing 3d6 damage to everyone in the template at the end of their turn. Damage is applied to the least armored location.
- **Regroup:** Chaos crawlers take normal damage from ordinary weapons, but if Incapacitated automatically regroup on their next turn (but cannot act). Only magic, fire, or acid permanently disperses the horrid creatures.
- **Split:** Some swarms split into two smaller swarms when Wounded (GM's call). Reduce the Blast Template one size after a Wound; Small swarms are destroyed.
- **Swarm:** +2 to recover from being Shaken. Parry +2.

CRAWLING ONE

Slithering mounds of flesh and tentacles, the crawling ones are hideous to behold. Their ghastly gnashing hands and tentacles constantly seek fresh meat to feed into their insatiable maws. The origins of these foul abominations is unknown, but they exist only to devour all that stand in their path.

Crawling ones typically attempt to grab prey with their tentacles then bite down with their fanged maws. They use their claws to strike at foes who fight back. A more insidious aspect of these creatures is their corrosive mucus which can weaken a target against future attacks.

For some reason, these beasts exude an aura which disrupts technology. Getting too close to one can disable guns, comm links, or any item dependent on electricity or mechanical functions.

EXALTED: The crawling one becomes Resilient.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 14

Hindrances: –

Edges: Alertness, Extraction (Imp)

Special Abilities:

- **Alien Physiology:** +2 to recover from being Shaken; immune to poison and disease; half damage from nonmagical attacks; no additional damage from Called Shots.
- **Anti-technology Aura:** Crawling ones are surrounded by a field of energy which disrupts electrical and mechanical workings. Technological devices and items within a MBT centered on the crawling one simply stop working until removed from the area and a successful Repair roll is made as an action. This acts as an automatic negation with Full Spectrum activated with Spirit on any characters with technology based super powers who enter the area.
- **Bite/Claws:** Str+2d6, AP 6.
- **Blindsense:** Crawling ones have no eyes but sense their surroundings through other alien means. They ignore all penalties from invisibility, illusion, and Illumination.
- **Corrosive Mucus:** Crawling ones are covered in a corrosive mucus. Any successful melee attack they make reduces the target's Toughness by 1 and any Armor by 2 for each Wound caused (no effect if the target is just Shaken). Lost Toughness is recovered when the Wounds are healed. Innate armor recovers the same

way, but physical armor must be repaired or replaced.

- **Fear:** Crawling ones are hideous, unnatural creatures.
- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Size 1:** Crawling ones are large masses weighing up to 500 lbs.
- **Tentacles (2):** The creature's tentacles do Str+d6, AP 4 damage if used to attack.
- **Toughness +6:** The thick, rubbery hide of a crawling one protects it from harm.

CULTISTS

Cultists are the mortal worshipers of various cults in and around Legacy City. From the deranged and psychotic to the cold and calculating, they all serve the elder gods for a variety of reasons. Some seek riches, immortality, or returning the dead to life. Others wish only to see the world end, and some believe they shall rule in the age to come.



The profiles below are for typical cultists, but can be customized for more advanced organizations, particular beliefs, or the entities they worship.

EXALTED: The cultists become Resilient and their weapons cause +4 damage (from the smite power).

CULTISTS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Delusional (Minor or Major, Being a part of this cult is a good idea), Loyal (to cult)

Edges: Brave

Gear: Ceremonial robes, body armor (+2*), dagger (Str+d4). Cultists going on the attack arm themselves with more appropriate weapons, including alien tech, firearms with CapeKiller rounds, or even grenades.

INITIATES

New recruits are often taken from the dregs of society. They are the lost, hopeless, and alone searching for somewhere to belong.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Hindrances: Poverty, Habit (Major, Alcohol or narcotics)

Edges: —

Gear: Knives or clubs (Str+d4).

★ CULT LEADER

These men and women worship eldritch entities for various reasons. They may believe they'll be rewarded with power or money, or they may think service to an Elder God is the only way to survive a coming apocalypse.

EXALTED: The cult leader swells with the blessing of his deity. He gains unlimited Power Points, +4 Toughness, and acts as if he has Conviction for the duration of the encounter.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d6, Battle d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d8, Shooting d8, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Cautious, Secret Identity

Edges: Arcane Background (Magic), Command, Inspire

Powers: Bolt, darkness, damage field, fear, protection, sloth/speed, smite. **Power Points:** 15

Gear: Heavy body armor (+4*), mythos tainted dagger (Str+d6+2 damage; Wounds can only be healed naturally), pulse pistol (Range 10/20/40, Damage 2d6, AP 2, ROF 1, Shots 12).

DEEP ONES

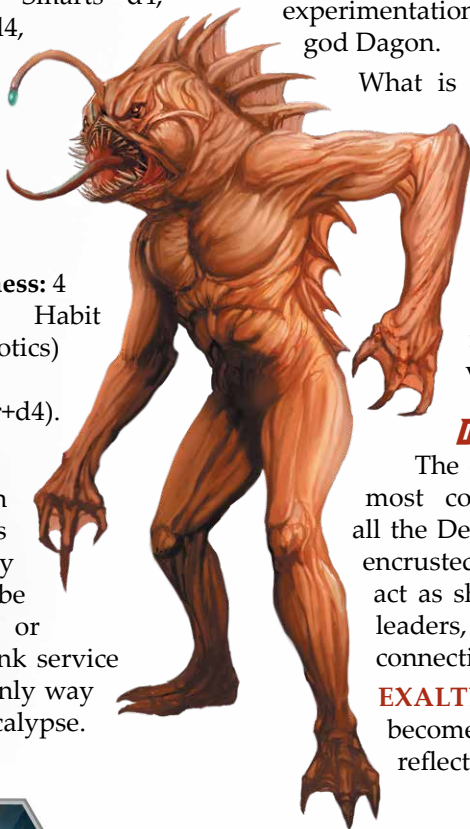
None know where the Dagon worshipping Deep Ones originate from. Some think the ocean-dwelling ichthyoids are a divergent evolutionary path of humans or Atlanteans. Others believe that they are the result of experimentation by the v'sori or the elder god Dagon.

What is known is that these fish people dwell in ruined subterranean cities off the coast, nearby human cities. They possess technology which is a bizarre fusion of magic and science and use it to raid seagoing vessels and vulnerable harbors alike.

DEEP ONE

The children of Dagon are the most commonly encountered of all the Deep Ones. Clad in barnacle encrusted armor, these fish-men act as shock troops for raids, cult leaders, or super-villains with connections to the elder gods.

EXALTED: Exalted Deep Ones become stronger and tougher, reflecting the deep nature of the



Abyss they hail from. Their Strength becomes d12 and their Toughness increases to +4.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 14 (6)

Hindrances: Dependency (Major-Salt Water), Distinctive Appearance, Environmental Weakness (Fire/Heat)

Edges: Frenzy

Gear: When their sea singers anticipate battle, Deep Ones are granted thick armor (+4) made from barnacles and coral that covers entire body, and spears made of similar material (Damage Str+d6. AP 4).

Special Abilities:

- **Aquatic:** Pace 10
- **Armor +2:** The Deep Ones near Legacy City are covered in scaly hides.
- **Bite/Claws:** Str+d6.
- **Darkvision:** Deep Ones ignore penalties for Illumination.
- **Fear:** Anyone who sees a deep one must make a Fear check.
- **Light Sensitive:** Deep ones suffer a -1 penalty to all Trait rolls in bright lights (sunlight, flares, spotlights, very powerful flashlights).
- **Toughness +2:** Deep ones have flesh used to undersea pressure.

★ **DEEP ONE SEA SINGER**

Gifted by Father Dagon and Mother Hydra with hydrokinetic abilities, the deep one sea singers act as religious and battle leaders for other Deep Ones. They receive glimpses of the future from their deific parents, guiding them both in battle and toward alien goals only they comprehend.

EXALTED: Exalted singers act as if they have Conviction for the duration of the encounter!

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Focus d10, Intimidation d8, Notice d8, Persuasion d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 16 (6)

Hindrances: Dependency (Major - Salt Water), Distinctive Appearance, Environmental Weakness (Fire/Heat)

Edges: Command, Command presence, Fervor, Super Powers (15)

Gear: Thick armor (+4) made from barnacles and coral that covers entire body, and spears made of similar material (Damage Str+d6. AP 4).

Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +2:** The Deep Ones near Legacy City are covered in scaly hides.
- **Bite/Claws:** Str+d6.
- **Darkvision:** Deep Ones ignore penalties for Illumination.
- **Fear:** Anyone who sees a deep one must make a Fear check.
- **Light Sensitive:** Deep ones suffer a -1 penalty to all Trait rolls in bright lights (sunlight, flares, spotlights, very powerful flashlights).
- **Matter Control (12):** Water. Area Effect (LBT), Heavy Weapon, Power (Barrier Hardness 14, Damage 4d6), Requires Material (water).
- **Telepathy (5):** Range 24", Mind Rider, Switchboard, Only works on those who are Aquatic or Semi-Aquatic.
- **Toughness +4:** Deep One sea singers have flesh used to undersea pressure and enhanced by their powers.

DEEPER ONES

These hulking brutes are what common Deep Ones become after centuries in the black trenches of the ocean floor, where pressure, madness, and strange energies twist them further. They're larger, stronger, and more monstrous than their kin, serving as enforcers, executioners, and living battering rams for Deep One cults.

EXALTED: Exalted Deeper Ones are stronger and tougher. Add +4 to Strength and Toughness.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d10, Fighting d12, Intimidation d8, Notice d6, Stealth d6,

Pace: 6; **Parry:** 8; **Toughness:** 14 (4)

Hindrances: Dependency (Major-Salt Water), Distinctive Appearance, Environmental Weakness (Fire/Heat)

Edges: Arcane Resistance, Brute, Frenzy, Menacing, Nerves of Steel (Imp)

Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +4:** Heavy Armor. (Thick, scaly skin.)

- **Claws/Bite:** Str+2d6, AP 8, Heavy Weapon.
- **Darkvision:** Deeper Ones ignore penalties for illumination.
- **Light Sensitive:** Deeper Ones suffer a -1 penalty to all Trait rolls in bright lights (sunlight, flares, spotlights, very powerful flashlights).
- **Environmental Resistance (Cold & Water):** +4 resistance / -4 damage from cold and water effects.
- **Fear (-2):** The sight of a hulking deeper one triggers a Fear check at -2.
- **Pressure-Hardened:** Deeper ones take only half damage from falling or collisions, and any Knockback against one is halved.
- **Size 1:** Deeper ones are hulking brutes.
- **Toughness +2:** Thick, muscled flesh.
- **Very Resilient:** Can take two additional Wounds.

DEEP ONE HYBRID

Deeper Ones have interbred with humanity for millennia, creating bloodlines of what they intend to be sleeper agents. These hybrids wander the earth, seemingly human, until something activates their aquatic ancestry – stress, magic, hypnosis, or telepathic contact with a sea singer. These hybrids are often outsiders among humans and may welcome their deep one kin, but they retain enough humanity to hold on to a portion of their free will.

Some scientists are trying to create deep one hybrids of their own (see page 97).

EXALTED: –

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Hindrances: Environmental Weakness (Fire/Heat), Outsider (Minor)

Edges: –

Gear: Molecular knife (Damage Str+d4+2, AP 2).

Special Abilities:

- **Aquatic:** Pace 6.
- **Darkvision:** Deep one hybrids ignore penalties for illumination.
- **Susceptible to the Song:** Deep one hybrids are not fully controlled by their nature, but suffer a -2 penalty to oppose Persuasion and the powers of their brethren.
- **Toughness +2:** Tough flesh adapted for undersea pressure.

HOUNDS OF TINDALOS

Hounds are from another dimension of time and usually remain undetectable. Normally such creatures only appear in our world when summoned by arcane Mythos rituals, but occasionally someone manages to peer into their realm through magic or strange science. Once a person perceives a hound, the hound sees them too and launches itself through time to consume its observer.

The trip usually takes 1d4 weeks, and due to the strange physics involved the creature must emerge from a sharp angled corner, 120 degrees or less, within 12" (24 yards) of its prey. Smoke heralds the creature's arrival, and it attacks the target and anyone with him.

Hounds ache to consume their prey but aren't completely relentless. If one suffers two Wounds and recovers it breaks off the chase and tries to escape through a corner. If it gets away, it doesn't return unless it is spied upon again or summoned by a ritual.

EXALTED: Gravitational energy warps reality, warping the flesh and mind of those who get too close. Each hound gains Damage Field (3d6, Medium Blast Template).

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d10, Survival d10



Pace: 8; **Parry:** 7; **Toughness:** 12

Hindrances: Bloodthirsty

Edges: Dodge (Imp), Extraction (Imp), Fleet-Footed, Frenzy, Nerves of Steel

Special Abilities:

- **Acidic Ichor:** The hounds are covered in acidic ichor. Anyone who touches a hound takes 2d6 damage per touch.
- **Blindsense:** Ignores invisibility, illusion, and all Illumination penalties.
- **Blood Drain:** A hound who has a grappled foe Bound or Entangled impales him with its long, hollow tongue. Each round the victim remains impaled, he must roll Vigor or suffer a level of Fatigue until he escapes or dies. Fatigue lost in this manner recovers once per day with a hearty meal. If the grapple is broken, the tongue is withdrawn. An ally may also attempt to sever the tongue (Toughness 3), but the struggling victim counts as an Innocent Bystander for the attack.
- **Bite/Claws:** Str+3d6. (This includes the damage from the acidic ichor, don't roll for both.)
- **Dodge -4:** -4 to be hit by ranged attacks.
- **Fear:** Anyone who sees a hound of Tindalos must make a Fear check.
- **Magic Resistance:** Hounds of Tindalos are a paradox. For being so commonly summoned by arcane means, they are resistant to being affected by magic. They reduce damage by 4 from attacks with the Magic Power Type or from Arcane Background (Magic) and gain a +4 to resist powers from those sources as well.
- **Pounce:** Add +4 to damage instead of +2 when making a Wild Attack.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire or magic. They do not regenerate once Incapacitated.
- **Size 1:** Hounds are 6' tall at the shoulder and weigh 400 pounds.
- **Teleport:** 48" Limitation—the hound must teleport into and out of a corner of some sort and rolls Spirit if needed. Hounds may teleport back to their home dimension, but cannot return to our dimension for 1d4 weeks unless summoned by a ritual.
- **Toughness +4:** Hounds have dense bodies.
- **Very Resilient:** Can take two additional Wounds.

MI-GO

These horrific, fungal beings hail from some unknown star, but have long had a colony on Pluto, known in the ancient texts as "Yuggoth." Their bodies are vaguely insect-shaped, with eight jointed legs ending in pincers, a pair of rubbery wings, and a brain-like head which shifts colors as a means of communication with others of their kind. They are capable of mimicking human speech, albeit with a disturbing insectile buzz.

Mi-Go cannot be photographed via ordinary means, and can withstand the cold vacuum of space. They are notorious for interfering with human civilization, often working with human intermediaries or cults to accomplish their nefarious goals. Excellent surgeons, they also have a means of extracting a human brain and keeping it alive indefinitely in a special metal cylinder which may be attached to devices allowing it to see, hear, and interact with others.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Electronics d6, Fighting d6, Healing d10, Notice d6, Occult d8, Persuasion d6, Psionics d8, Repair d6, Science d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Edges: Arcane Background (Psionics), Healer, Scholar (Occult, Science)

Powers: *Blast, confusion, detect/conceal arcana, environmental protection, illusion, invisibility, light/darkness, mind reading, shape change, speak language, stun, teleport.* **Power Points:** 15

Special Abilities:

- **Alien Physiology:** +2 to recover from being Shaken; immune to poison and disease; half damage from nonmagical attacks; no additional damage from Called Shots.
- **Armor +2:** Chitinous exoskeleton.
- **Bite/Claws:** Str+d4.
- **Fear (-2):** Anyone who sees a Mi-Go must make a Fear check at -2.
- **Flight:** Pace 12.
- **Hive Mind:** Mi-Go can communicate telepathically with others of their kind within 10" (20 yards).

- **Size 2:** Mi-Go only weigh 300 pounds, but are twice the size of a human and have a 20-foot wingspan.

QUAKING HORRORS

Massive burrowers, quaking horrors resemble gigantic scaled worms. Their “head” ends in a tentacled maw, which drains the blood of those unfortunate creatures a worm latches onto. They can chew through solid rock in seconds and are large enough to swallow smaller creatures whole.

Like star shrikes, quaking horrors is a collective name given to various species of gigantic, tunneling worm. Author Briam Lumley called them “cthonians” in his works, while some adventurers from Earth’s Wild West period called them “rattlers.” Some are more armored than others and have more or less tentacles, but all cause the ground to shake when they travel toward their prey, and the largest can even cause large buildings to topple in their wake.

Whether the creatures are native to Earth—living in the bowels of the deep dirt—or tunnel in from other dimensions is a subject of great debate among occultists.



QUAKING HORRORS

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+4, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 17 (4)

Hindrances: –

Edges: Alertness, Arcane Resistance (Imp), Extraction (Imp)

Special Abilities:

- **Alien Physiology:** +2 to recover from being Shaken; immune to poison and disease.
- **Armor +4:** Rock hard skin. Heavy Armor.
- **Bash (14):** Str+3d6, AP 10, Smash
- **Bite (8):** Str+2d6, AP 10, Reach 4.
- **Blindsense:** Quaking horrors ignore all penalties from invisibility, illusion, and Illumination.
- **Burrowing:** Quaking horrors can bore through solid rock at an alarming rate. Blockbuster, Pace 6, Tunneler.
- **Energy Drain:** A target hit by a bite attack (whether it causes damage or not) must make a Vigor roll (–2 with a raise on the attack) or gain a level of Fatigue which can cause Incapacitation. One level of Fatigue is recovered with 4 hours of rest.
- **Environmental Resistance (Fire/Heat):** +4 resistance / –4 damage from fire and heat based effects.
- **Fear:** Quaking horrors are strange and unnatural creatures.
- **Size 6 (Large):** Quaking horrors are massive creatures, measuring 20’ in length and weighing over 8 tons. They can take an additional Wound and have Reach +1.
- **Tentacles:** The worms have two tentacle actions.
- **Tremors:** Quaking horrors can generate powerful seismic shockwaves. This acts as the earthquake power with the Strong Modifier, but they cannot prevent quakes only cause them, and it must always originate from their position. The creature rolls Strength to activate the power.
- **Weakness (Telepathic Powers):** A quaking horror is Distracted after any successful hit by a power with the Mental Power Type (Distracted and Vulnerable if the attack hits with a raise). It resists telepathic powers at a –2.
- **Weakness (Water):** The worm must make a Vigor roll at –2 or suffer a Wound (and

cannot regenerate) when completely immersed in water. They take +4 damage from attacks of the Water Power Type or Trapping and suffer a -4 to resist powers of the same source.

★ **QUAKING HORROR, GREATER**

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 28 (8)

Hindrances: -

Edges: Alertness, Extraction (Imp)

Special Abilities:

- **Alien Physiology:** +2 to recover from being Shaken; immune to poison and disease; half damage from nonmagical attacks; no additional damage from Called Shots.
- **Armor +8:** Rock hard skin. Heavy Armor.
- **Bash (14):** Str+3d6, AP 10, Smash
- **Bite (8):** Str+2d6, AP 10, Reach 4.
- **Blindsight:** Quaking horrors ignore all penalties from invisibility, illusion, and Illumination.
- **Burrowing:** The armored worms can bore through solid rock at an alarming rate. Blockbuster, Pace 6, Tunneler.
- **Energy Drain:** A target hit by a bite attack (whether it causes damage or not) must make a Vigor roll (-2 with a raise on the attack) or gain a level of Fatigue which can cause Incapacitation. One level of Fatigue is recovered with 4 hours of rest.
- **Environmental Resistance (Fire/Heat):** +4 resistance / -4 damage from fire and heat based effects.
- **Fear (-2):** Quaking horrors are strange and unnatural creatures.
- **Size 8 (Huge):** The worms are massive creatures, measuring 40' in length and weighing nearly 40 tons. They can take two additional Wounds and have Reach +2.
- **Regeneration (10):** Greater quaking horrors may attempt to heal every round as a free action.
- **Swallow Whole:** With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns,

anyone swallowed must make a Vigor roll at -2 or take a Wound from the crushing gullet and acidic bile. This continues until they're freed or perish.

If the horror is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at -2.

Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

- **Tentacles:** Quaking horrors have two tentacle actions.
- **Tremors:** Quaking horrors can generate powerful seismic shockwaves. This acts as the earthquake power with the Strong Modifier, but they cannot prevent quakes only cause them, and it must always originate from their position. The creature rolls Strength to activate the power.
- **Toughness +4:** Eldritch flesh.
- **Weakness (Telepathic Powers):** A chthonian is Distracted after any successful hit by a power with the Mental Power Type (Distracted and Vulnerable if the attack hit with a raise). It resists telepathic powers at a -2.
- **Weakness (Water):** The worm must make a Vigor roll at -2 or suffer a Wound (and cannot regenerate) when completely immersed in water. They take +4 damage from attacks of the Water Power Type or Trapping and suffer a -4 to resist powers of the same source.

★ **SHOGGOTH**

Few creatures inspire horror like the shoggoth. These obscene, gelatinous, chaotic masses are constantly forming and re-absorbing leering eyes, gibbering mouths, oozing pustules, flailing tentacles, and sickly arms. They creep—or roll—along the ground, propelled by their many appendages. When they spot prey, their mouths screech a cacophony of words in their ancient language.

EXALTED: Chaotic energy warps the flesh of those who get too close. The shoggoth gains Damage Field (3d6, Medium Blast Template).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+6, Vigor d12+4

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 16

Edges: —

Special Abilities:

- **All-Around Vision:** Shoggoths can see in all directions. They ignore all Gang Up bonuses.
- **Bite/Claws:** Str+d4.
- **Blob:** +2 to recover from being Shaken; no additional damage from Called Shots; no Wound penalties; Immune to poison and disease.
- **Darkvision:** Shoggoths ignore penalties for Illumination.
- **Fear (-4):** Anyone who sees a shoggoth must make a Fear check at -4.
- **Fearless:** Shoggoths do not suffer from Fear or Intimidation.
- **Invulnerability:** Shoggoths are immune to physical damage, all Matter Power Types, unless magical. They may be harmed by any Energy or Magic Power Type attacks.

■ **Mindless:** While not truly “mindless,” a shoggoth’s thoughts are so alien as to be incomprehensible. It is immune to puppet, Intimidation, Taunt, and any attempts to manipulate it with any abilities that Test its Smarts. It has environmental resistance (mental) with Immunity.

■ **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by their Weakness.

■ **Tentacles (2):** Shoggoths have four tentacle actions.

■ **Weakness:** Shoggoths may not regenerate damage from fire and electricity or attacks with the Fire or Electricity Power Types.

■ **Unstoppable:** Shoggoths take a maximum of one Wound (after Soaking) from any damaging attack unless the attacker’s Action Card is a Joker or the attack is from their Weakness.



STAR SHRIKE

A servitor race of the elder gods, star shrikes swarm ritual sites and tears in the dimensional walls. They have no native presence on Earth, but inhabit the dark and cold spaces between stars until summoned or lured to a dimensional gateway.

Star shrikes vary in appearance depending on what horrific plane they were summoned from. Sometimes they are scaly lizards of scintillating hues indescribable by mortals. Other times they may appear as plumed serpents or stranger things.

EXALTED: The shrikes become Very Resilient.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d8, Stealth d10

Pace: 4; **Parry:** 7; **Toughness:** 20 (6)

Edges: Combat Reflexes, Extraction, First Strike (Imp)

Special Abilities:

- **Alien Physiology:** +2 to recover from being Shaken; immune to poison and disease; no additional damage from Called Shots.
- **Armor +6:** Leathery skin.
- **Darkvision:** Star shrikes ignore penalties for Illumination.
- **Claws:** Str+3d6, AP 6.
- **Flight:** Near Light Speed (in space only), -10 to hit. In atmosphere they are limited to Pace 360 (240 MPH) (-4 to hit).
- **Fear:** Star shrikes are strange and unnatural creatures.
- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Kinetic Resistance:** Star Shrikes can reduce nonmagical kinetic energy which strikes them. They reduce damage from physical attacks or any super power with a Matter Power Type which hits them by 4 points. This ability does not apply if the attack also counts as Magic.
- **Size 3:** Star shrikes stand close to 10' tall and weigh more than half a ton.
- **Spacer:** Star shrikes can survive in space.
- **Toughness +4:** Eldritch flesh.



"A HORDE OF TAME, TRAINED HYBRID WINGED THINGS THAT NO SOUND EYE COULD EVER WHOLLY GRASP, OR SOUND BRAIN EVER WHOLLY REMEMBER. THERE FLAPPED RHYTHMICALLY A HORDE OF TAME, TRAINED, HYBRID WINGED THINGS... NOT ALTOGETHER CROWS, NOR MOLES, NOR BUZZARDS, NOR ANTS, NOR DECOMPOSED HUMAN BEINGS, BUT SOMETHING I CANNOT AND MUST NOT RECALL.."

—H.P. LOVECRAFT
THE FESTIVAL

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