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STEVEN
TRURUM

MISFITS & MENACES

DOOM

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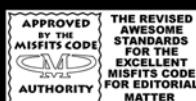
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INTRODUCTION

Misfits & Menaces is a series of sourcebooks for the M&M Superlink rules. Each offering focuses on a number of villains and/or one or more villainous organization that may be inserted into most super-heroic campaigns with little effort. Each organization is constructed using the new rules for designing organizations presented in Better Mousetrap, also from Misfit Studios.



METAHUMAN THREAT SCALE

To make using the accompanying characters easier, a threat scale is used throughout this work. Each character will be assigned a threat level from this scale, giving players and Gamemasters alike an idea of how characters and law enforcement agencies should perceive the villain, regardless of actual PL. The assigned threat level takes into account more than the immediate threat posed, as it also considers goals, ideals, behavior, state of mind, and so on.

If desired, this metahuman threat scale (MTS) can be incorporated into your game as the system actually used to assess metahuman threats, in much the same way as the government uses a color system to indicate states of national security awareness and preparedness.

Alpha: Of minimal danger, an Alpha-level threat is relatively low-powered and/or modestly trained. Such metahumans offer little more threat than a common non-metahuman street thug. A typical law-enforcement response should be sufficient to deal with the threat in most instances.

Such a threat can be restrained within standard containment facilities.

A

Beta: Beta-level threats possess sufficient metahuman abilities and/or training to pose a risk to a typical law-enforcement response. Tactical response units are likely the best way of dealing with such a threat, just to be safe.

Such a threat can usually be restrained within standard containment facilities, or those that have undergone a minimum of alteration.

B

Gamma: Threats of this level are an exceptional danger to society and are not easily dealt with by standard law-enforcement personnel (including normal tactical response units.) This is the most common metahuman threat level in most societies and usually represents the apex of threats whose abilities are based entirely on knowledge and training rather than metahuman powers.

Such a threat can rarely be held for long within standard containment facilities, usually requiring specially prepared conditions for long-term confinement.

Γ

Delta: Extremely dangerous, and only to be approached in force and with extreme care, Delta-level threats have the capability of causing great damage and represent a significant, immediate threat to life and public resources/services. Delta-level threats are best handled by other metahumans of comparable (individual or combined) power, or by specially trained response units and/or the military.

Such a threat cannot be held within standard containment facilities, requiring specially prepared conditions for long-term confinement.

Δ

Epsilon: Entire nations, continents and possibly even whole planets are at risk from Epsilon-level threats. Possessing abilities and/or influence to literally shatter civilizations, nations put great amounts of resources into anticipating and countering such beings before their machinations or rampages cause irreparable damage to a planet's social order, political stability, and/or physical well-being.

Such a threat cannot be held within standard containment facilities, requiring specially prepared, often-unique conditions for long-term confinement. In the most extreme cases, practical containment is impossible and more extreme (permanent?) solutions must be found.

Σ

Omega: Omega-level threats are the greatest threat known, as they can affect things on a cosmic scale, be it by eradicating entire intergalactic civilizations or putting the very fabric and stability of reality at risk. This threat level is the broadest in its scope, allowing for a variety of actual ability potencies.

Restraining such threats requires a legendary act by beings of lesser threat levels, or an intervention of another Omega being/artifact/power. Generally speaking, though, Omega-level threats are considered unstoppable forces of nature/the cosmos/whatever, and are better tricked, negotiated with, or avoided altogether than directly opposed, as undertaking the latter can easily result in the dangers meant to be avoided.

Ω

Containing such beings requires the power of a sun, act of god, or similarly extraordinary expenditure of cosmic power or influence, feats usually only available to other Omega-level beings or incredibly advanced civilizations.

“-A” Notation: When added to a threat level, this notation indicates the threat is arcane/magical in nature.

“-E” Notation: When added to a threat level, this notation indicates the threat is extraterrestrial (alien) in nature.

“-D” Notation: When added to a threat level, this notation indicates the threat is extradimensional (from another plane of existence) in nature.

“-P” Notation: When added to a threat level, this notation indicates the threat is psychic in nature.

“-T” Notation: When added to a threat level, this notation indicates the threat is Terran (from Earth), but not human in nature.

Rare evidence exists that DOOM was created from several secret societies that united in the early 1940s for the sake of their shared interests and a common good. A few of these mysterious brotherhoods could trace their origin back hundreds (and in some cases, thousands) of years, leading many law enforcement agencies to wonder why they had only recently (relatively speaking) joined in collaboration instead of doing so years earlier. Was there a reason that had remained hidden prior to the '40s or was the unification a matter of circumstance and undetermined timing? Only the varied societies' leaders during the time of unification could say for sure (which they did not), but unite the brotherhoods did—to the world's horror and regret. For you see, DOOM is not a group of old men sitting around a fireplace, sipping brandy and smoking fine cigars while trading secret handshakes and telling stories about the "good ol' days." No, they are not this at all.

DOOM is something born of pure evil.

A dreadful organization bent on conquering or destroying the world (depending upon the current plan and how the politics of the ruling council stands at any given time), DOOM prefers to work behind the scenes and in the dark, pushing humanity to the brink of destruction. Whether scouring lost civilizations and remote locales for forgotten spells, releasing and enslaving imprisoned cosmic entities, or unearthing forbidden artifacts of dangerous arcane might, DOOM employs its considerable mundane and mystic resources with no care for the innocent (and, indeed, usually for its own members as well.) Such are the depraved depths their black insanity sinks to, sometimes the deaths resulting from such a lack of concern are even used as sacrificial offerings to further DOOM's purposes.

DOOM is a sinful amalgamation of foul ideals and dark, arcane religions that predate human history. Each of the original secret societies believed in—and offered up worship

to—deific beings of shadowy power and diabolic purposes with the hopes of reviving them and functioning as their earthly representatives. The forefathers of today's DOOM believed these dark powers came from a distant world or alternate dimension (depending upon the specific secret society), and then came to Earth thousands of years before recorded history, bringing magic to the world even as they brought its people to heel. Although the specific names for these beings have varied from story to story and one secret society to another, DOOM has come to collectively refer to them as the "Lost Ones," a name that rings familiar to many races throughout the universe and spans dimensions.

The booming rise of the super-hero (and yes, the super-villain as well) after World War II forced the infant DOOM to rethink some of their plans, while simultaneously opening wide many new opportunities before them. Several of the proliferating do-gooders—during the so-called "Golden Age" of super-heroes, in particular—seemed to gain their powers from arcane artifacts or at the behest of a Higher Power championing the cause of good. These magical artifacts and gifted abilities instantly caught DOOM's attention, leading them to plot ways of depriving the heroes of their mystical boons. Obviously, this would

be no small task. In the mid '50s, DOOM decided to form a team of specialists for dealing with super-heroes, recruiting (or creating) super-villains loyal to the Lost Ones if not always to DOOM. Thus were the Doomsayers born.

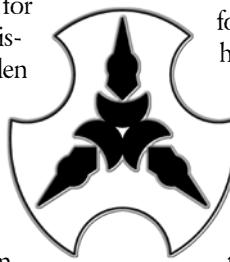
While the sorcerers and likewise mystically inclined of the amalgamated brotherhood of DOOM seek out lost lore and items of power, the more mediocre followers put themselves to the task of readying the world for the (as DOOM sees it, inevitable) reawakening and return of the Lost Ones to power. Such preparations include gathering sacrifices for the magicians to fuel their great spells, readying sites of eldritch power for dark rites, converting people to their cause, sowing civil unrest (chaos serves the will of the Lost Ones), en-

THE LOST ONES

The Lost Ones are entities of unimagined power, and their nature is so alien to human perception that to be in their presence is to invite madness. Despite the collective title of "Lost Ones," each of these deific beings is as different from the next as two snowflakes, just as their purpose, means, and desires are unfathomable and varied.

Although the means and locales of their prisons have been lost through the eons, each is different. One has been imprisoned in voids of nothingness that exists between the worlds of matter and energy, another has been locked in impenetrable sleep within horrifying cities deep beneath the waves, while yet another is now trapped in dimensions of chaos and anarchy, where the lines between reality and imagination collide and merge, for example. DOOM (and others) have long toiled to find these gaols to set their inhabitants free. Such questors believe any Lost One so freed will bestow upon them unimaginable power by way of thanks, not realizing such mortal concepts as gratitude are beyond the boundless ken of such cosmic entities.

In game terms, the Lost Ones should be seen as plot tools and so this work does not present any game statistics for them. Were such a being ever encountered in combat, the immeasurable power they wield could sniff out even the strongest life like a candle's flame before a hurricane. Should the Gamemaster decide to introduce a Lost One in some form of weakened state, the being would still be incredibly powerful—an Epsilon-level threat at least, but most likely an Omega-level concern.



WHAT IS DOOM?

PL: 21

Leadership: Council (Council of Nine)

Intelligence 16 (+3), Wisdom 18 (+4), Charisma 22 (+6)

Will +8

Skills: Bluff 8 (+14), Computers 2 (+5), Craft (chemical) 10 (+13), Craft (structural) 2 (+5), Diplomacy 2 (+8), Gather Information 6 (+12), Intimidate 6 (+12), Investigate 8 (+11), Knowledge (arcane lore) 14 (+17), Knowledge (behavioral sciences) 6 (+9), Knowledge (business) 2 (+5), Knowledge (current events) 5 (+8), Knowledge (earth sciences) 7 (+10), Knowledge (history) 12 (+15), Knowledge (tactics) 5 (+8), Notice 7 (+11), Stealth 6 (+9)

Feats: Artificer, Connected (criminal underground, occult underground) 2 *, Contacts (criminal underground, occult underground) 2 *, Improved Master Plan *, Master Plan, Ritual Expertise (Summon) *, Ritualist, Specialization (Knowledge, arcane lore: summoning)

Members: Minions (typical cultist 30-pt., x 2,500) 12, Minions (senior cultist 75-pt., x 250) 12, Minions (Dagger 90-pt., x 250) 13, Minions (senior Dagger 150-pt., x 50) 15, Minions (sorcerer 90-pt., x 250) 13, Minions (senior sorcerer 180-pt., x 25) 16, Minions (Imps 165-pt., x 100) 17, Minions (hellhounds 75-pt., x 64) 10, Minions (Nessian warhounds 150-pt., x 16) 14

Equipment: Varies; none standard.

Vehicles: None beyond what members themselves own.

Headquarters: Various temporary safehouses around the world, as the organization's needs demand, with their only permanent facility being the Doomspire (29 PP.)

Powers: Immunities 141 (Aging, Fortitude Effects, Reflex Effects, Nonlethal and Lethal Damage)

Drawbacks: Disreputable -2

Abilities -4 + Skills 27 (108 ranks) + Feats 133 + Powers 141 + Saves 4 - Drawbacks 2 = 300

* See Better Mousetrap



suring the continuation and proliferation of the organization's lines of financial and logistic support, and sometimes even selling their souls to representatives of their dark masters.

DOOM PERSONNEL

DOOM accepts its members from all walks of life, ranging from the homeless to CEOs of multi-national corporations and people in key positions of government.

THE COUNCIL OF NINE

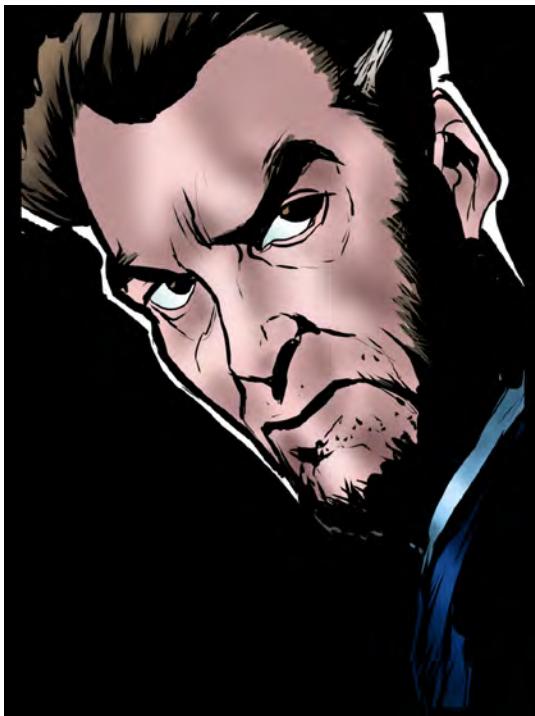
DOOM's membership is lorded over by the Council of Nine, a consequence of the organization's inability to pick a single, overall leader once the smoke had cleared from the initial purging during DOOM's inception, leaving only nine surviving brotherhoods. Each emptied seat on the Council is filled based on the votes of the remaining, existing members, creating a constant power struggle (typically between two or three factions, although all members always have their own, individual agendas as well.) This war for control of DOOM and the desire to be premiere amongst the Lost Ones' servants is one of the organization's greatest follies, a weakness that has seen their plans smashed by their own infighting or some do-gooder or another time and again. If the Council were to ever consolidate its goals and inclinations the world would indeed be in dire straights.

Only rarely are Council members selected from the cultist rabble, as even those who hold incredible financial and political power in the outside world won't usually compare to the sort of power and ability needed to rule those



who bend the world arcane to their will. As such, most members are powerful sorcerers or individuals who have otherwise amassed great mystical power and strength.

Each individual Council member's statistics will vary, yet none are provided here. Gamemasters can make these characters as they see fit, or not at all considering the mysterious and enigmatic Council of Nine is intended to be used as a plot device and should rarely, if ever, be directly confronted. They are too conniving and careful to allow themselves to be engaged by common heroes. If the Gamemaster wants such a direct confrontation to take place, he can use the rank and file characters provided as a basis, and then radically improve their abilities. Another possibility is for the Gamemaster to utilize magic-oriented villains from his setting and incorporate them into DOOM, if not onto the Council itself then as an important agent or ally.



DOOM CULTIST (PL 2 / 4)

Typical DOOM Cultist			PL 2 /Minion Rank 2		
STR	DEX	CON	INT	WIS	CHA
10 [+0]	10 [+0]	12 [+1]	10 [+0]	12 [+1]	10 [+0]
SAVES	TOUGH +1	FORT +4	REF +1	WILL +2	
Skills: Climb 2 (+2), Drive 2 (+2), Intimidate 4 (+4), Knowledge (arcane lore) 4 (+4), Knowledge (popular culture) 1 (+1), Knowledge (super-beings) 1 (+1), Knowledge (streetwise) 2 (+2), Profession (select one) 4 (+5)					
Feats: Blind Devotion (select DOOM leader) *, Equipment 3, Heed the Call *, Horde *					
Equipment: Knives and small pistols are favorites					
Combat: Attack +2, Damage +0 (unarmed), +1 (knife), +3 (pistol) Defense +2, Initiative +0					
Abilities 5 + Skills 5 (20 ranks) + Feats 6 + Combat +8 Saves 5 = 29					

* See *Better Mousetrap*

DOOM CULTIST

A typical cultist belonging to DOOM comes from any walk of life, be it blue or white collar. All that is necessary is a shared belief and interest in DOOM's goals and, by proxy, the Lost Ones and their return to Earth (although not necessarily in that order of importance.) They are the foot soldiers—the rabble—who do the grunt work, like finding sacrifices for rituals (or being the sacrifice, if needed), providing vital essence for magical rituals, and the like. They are the expendable chaff upon which DOOM survives.

Aliases: Most cultists assume a new name to be used within DOOM, keeping their public identity outside of the society's workings.

Threat Level: Alpha-A

Age: Varies

Height: Varies

Weight: Varies

Native Language: Varies



THE RANK AND FILE

The following represent the typical members of DOOM, providing Gamemasters with easy to use statistics for the organization's rank and file. Individual Non-Player Characters (NPCs) may be tailored to suit an adventure's needs, portraying anyone who breaks out of these molds to become more noteworthy or relevant to the game.

Senior DOOM Cultist			PL 4 /Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
12 [+1]	12 [+1]	13 [+1]	12 [+1]	13 [+1]	14 [+2]
SAVES	TOUGH +1	FORT +6	REF +3	WILL +5	

Skills: Climb 3 (+4), Drive 2 (+3), Intimidate 6 (+8), Knowledge (arcane lore) 8 (+9), Knowledge (history) 3 (+4), Knowledge (popular culture) 3 (+4), Knowledge (super-beings) 2 (+3), Knowledge (streetwise) 3 (+4), Profession (select one) 6 (+7), Sense Motive 4 (+5)

Feats: Attractive, Blind Devotion (select DOOM leader) *, Equipment 3, Heed the Call *, Horde *, Ritualist

Equipment: Knives and small pistols are favorites

Combat: Attack +5, Damage +1 (unarmed), +2 (knife), +3 (pistol) Defense +5, Initiative +1

Abilities 16 + Skills 10 (40 ranks) + Feats 8 + Combat +20 Saves 11 = 65

* See *Better Mousetrap*

Appearance: Cultists dress appropriately for the situation, but will have DOOM's symbol tattooed on their body somewhere as a sign of their loyalty, usually in a place where it may easily be concealed. Senior cultists will wear additional makeup, or have more tattoos, indicating their higher standing within DOOM.

Aliases: Daggers forego all sense of identity when joining this warrior brotherhood's ranks. Only the society's senior members are aware of a dagger's true past, and it is considered irrelevant to their present.

Threat Level: Beta-A

Age: Varies

Height: Varies

Weight: Varies

Native Language: Varies

DOOM DAGGER

Taken from the ranks of cultists, Daggers are the silent knife in the night, the last gurgling gasp before all breath flows out of DOOM's enemies. They are also silent assassins in more ways than one, for in order to join this warrior brotherhood an initiate must have his tongue removed as a symbolic and literal representation of his oath never to reveal any of the society's secrets. Part of their training includes hardening their minds and bodies against magic and outside influence. Some of the more experienced have even been trained to perform minor spells.

Answerable only to the Council of Nine and their immediate underlings, the Daggers are tasked with operations that require finesse rather than brute force or arcane know-how. Their loyalty remains to DOOM as a whole, however, making them entirely unreliable and ill suitable to infighting amongst the Council itself.

Appearance: A Dagger gives up his civilian life and spends all his time within a DOOM facility, honing his skills against his fellows until called upon to conduct an operation. All body hair is permanently removed and their faces are that of remorseless, stone-cold killers. They typically wear dark body gloves to aid in their stealth.

B-A



Typical DOOM Dagger			PL 8 /Minion Rank 6		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)
SAVES	TOUGH +2	FORT +3	REF +7	WILL +3	

Skills: Acrobatics 4 (+7), Climb 6 (+8), Concentration 8 (+9), Disable Device 8 (+8), Drive 2 (+5), Escape Artist 8 (+11), Intimidate 6 (+6), Knowledge (arcane lore) 2 (+2), Knowledge (super-beings) 5 (+5), Knowledge (streetwise) 3 (+3), Knowledge (tactics) 4 (+4), Notice 4 (+5), Search 4 (+4), Sense Motive 4 (+5), Stealth 12 (+15)

Feats: Accurate Attack, Attack Specialization (knife) 2, Defensive Roll 4, Dodge Focus 2, Equipment 5, Improved Initiative, Reliable Attack (melee) *, Throwing Mastery 3

Powers: Mind Shield 6 (*Flaws:* Concentration Check Required) ■ Power Resistance 4 (Magic; *Flaws:* Concentration Check Required)

Equipment: Whatever the mission warrants, although they are never without a knife.

Drawbacks: Disability (mute; very common, moderate) -4

Combat: Attack +6 (+10 knife), Damage +2 (unarmed), +3 (knife), +6 (thrown knife), +4 (heavy pistol), Defense +6 (dodge +8), Initiative +7

Abilities 16 + **Skills** 20 (80 ranks) + **Feats** 19 + **Powers** 7 + **Combat** 24 + **Saves** 7 – **Drawbacks** 4 = 89

* See Better Mousetrap

Senior DOOM Dagger			PL 10 /Minion Rank 10		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	12 (+1)
SAVES	TOUGH +3	FORT +6	REF +10	WILL +6	

Skills: Acrobatics 8 (+12), Climb 10 (+12), Concentration 11 (+13), Disable Device 10 (+11), Drive 5 (+8), Escape Artist 12 (+16), Intimidate 9 (+10), Knowledge (arcane lore) 6 (+7), Knowledge (super-beings) 10 (+11), Knowledge (streetwise) 6 (+7), Knowledge (tactics) 8 (+9), Notice 9 (+11), Search 8 (+9), Sense Motive 8 (+10), Stealth 16 (+20)

Feats: Accurate Attack, Against the Odds *, Ambidexterity, Attack Specialization (knife), Blind-Fight, Defensive Roll 5, Dodge Focus 2, Elusive Target, Equipment 5, Improved Initiative, Instant Up, Prone Fighting, Reliable Attack (melee, unarmed) 2 *, Right Time Wrong Place *, Throwing Mastery 5, Weapon Break

Powers: Magic 2 (*Flaws:* Knowledge [arcane lore] Check Required) ■ Mind Shield 8 (*Flaws:* Concentration Check Required) ■ Power Resistance 8 (Magic; *Flaws:* Concentration Check Required)

Equipment: Whatever the mission warrants, although they are never without a knife.

Drawbacks: Disability (mute; very common, moderate) -4

Combat: Attack +10 (+12 knife), Damage +2 (unarmed), +3 (knife), +8 (thrown knife), +4 (heavy pistol), Defense +8 (dodge +10), Initiative +8

Abilities 27 + **Skills** 34 (136 ranks) + **Feats** 30 + **Powers** 14 + **Combat** 36 + **Saves** 13 – **Drawbacks** 4 = 150

* See Better Mousetrap

Typical DOOM Sorcerer

PL 4 /Minion Rank 6

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	12 (+1)	16 (+3)	14 (+2)
SAVES		TOUGH +1	FORT +5	REF +5	WILL +7

Skills: Concentration 8 (+11), Craft (chemical) 6 (+7), Craft (mechanical) 6 (+7), Drive 2 (+3), Intimidate 6 (+8), Knowledge (arcane lore) 9 (+10), Knowledge (history) 5 (+6), Knowledge (popular culture) 3 (+4), Knowledge (super-beings) 4 (+5), Notice 5 (+8), Profession (select one) 6 (+9), Sense Motive 4 (+7)

Feats: Artificer, Dodge Focus 2, Elusive Target, Enduring Ritual *, Equipment 2, Ritualist

Powers: Magic 4 ** (*Power Feats:* 6 Additional Spells **; *Flaws:* Knowledge [arcane lore] Check Required) ■ Mind Shield 4 (*Flaws:* Concentration Check Required)

Equipment: Most will often be armed with little more than a light or hold-out pistol and/or ceremonial knife, if anything

Drawbacks: Power Loss (Magic; when unable to speak and gesture to cast spells) -3

Combat: Attack +4, Damage +0 (unarmed), +1 (knife), +2 (hold-out pistol), Defense +6 (dodge +8), Initiative +1

Abilities 16 + Skills 16 (64 ranks) + Feats 8 + Powers 19 + Combat 20 + Saves 12 - Drawbacks 3 = 88

* See *Better Mousetrap*

** Dynamic

Senior DOOM Sorcerer

PL 8 /Minion Rank 12

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	18 (+4)	18 (+4)
SAVES		TOUGH +2	FORT +8	REF +8	WILL +10

Skills: Concentration 10 (+14), Craft (chemical) 8 (+11), Craft (mechanical) 8 (+11), Drive 3 (+5), Intimidate 9 (+13), Knowledge (arcane lore) 11 (+14), Knowledge (history) 8 (+11), Knowledge (popular culture) 6 (+9), Knowledge (super-beings) 9 (+12), Notice 9 (+13), Profession (select one) 8 (+12), Sense Motive 7 (+11)

Feats: Artificer, Dodge Focus 2, Elusive Target, Enduring Ritual *, Equipment 6, Ritualist, Trademark (select one spell and its use) *

Powers: Magic 8 ** (*Power Feats:* 18 Additional Spells **) ■ Mind Shield 8

Equipment: Most will often be armed with little more than a light or hold-out pistol and/or ceremonial knife, if anything

Drawbacks: Power Loss (Magic; when unable to speak and gesture to cast spells) -3

Combat: Attack +6, Damage +0 (unarmed), +1 (knife), +2 (hold-out pistol), Defense +8 (dodge +10), Initiative +2

Abilities 30 + Skills 24 (96 ranks) + Feats 13 + Powers 61 + Combat 28 + Saves 18 - Drawbacks 3 = 171

* See *Better Mousetrap*

** Dynamic



Aliases: Most sorcerers assume a new name to be used within DOOM, keeping their public identity outside of the society's workings. Only the society's senior members are aware of a sorcerer's true identity.

Threat Level: Beta-A for typical, Gamma-A for senior

Age: Varies

Height: Varies

Weight: Varies

Native Language: Varies

Native Language: Varies

DOOM SORCERER

These workers of the arcane are the wheat amongst the chaff of DOOM's rabble. They are counted amongst the few who possess the raw talent or forbidden knowledge needed to summon and craft the universe's energies into the dark magics that are DOOM's hallmarks. They work the minor magics required by the organization's daily operations and help the more senior spellcasters with the insidious incantations that power DOOM's more devious plots and machinations.

The lowly sorcerers are rarely afforded enough trust to play anything more than a minor role in anything. Once a sorcerer gains more experience and power, however, he or she will gain greater access to DOOM's mystic arsenal and will be relied upon more, possibly to the point where they will be given field command of operations. Also, DOOM sorcerers of greater than typical power will usually buy off their Check Required flaw for Magic before purchasing more ranks, representing their understanding for greater control before becoming more mystically potent.

Appearance: Varies, but most will carry talismans and totems of arcane power, while some who are not as concerned with maintaining a second, public identity, will have mystic symbols and the like tattooed into their flesh.

B
-A

F
-A



Illustration by Joseph J. Calkins

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Senior DOOM Cultist Imp			PL 9 /Minion Rank 11		
STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	8 (-1)	13 (+1)	6 (-2)
SAVES	TOUGH +10	FORT +10	REF +4	WILL +9	

Skills: Climb 3 (+9), Drive 1 (+3), Intimidate 10 (+8), Knowledge (arcane lore) 1 (+0), Knowledge (history) 1 (+0), Knowledge (popular culture) 1 (+0), Knowledge (super-beings) 1 (+0), Knowledge (streetwise) 1 (+0), Profession (select one) 1 (+2), Sense Motive 4 (+5)

Feats: Against the Odds *, Attack Specialization (unarmed) 2, Blind Devotion (select DOOM leader) *, Diehard, Endurance 2, Equipment 3, Heed the Call *, Horde *, Improved Critical (unarmed) 4, Improved Initiative, Moment of Weakness (select two) 2 *, Reliable Attack (unarmed) *, Strongarm *

Powers: Leaping 2 ■ Major Imp Power (roll randomly for one) ■ Minor Imp Power (roll randomly for one) ■

Protection 5 (*Extras: Impervious*) ■ Regeneration 13 (Bruised/unconscious 1 round, injured/staggered 5 minutes, disabled/ability 1 hour, recovery +3; *Power Feats: Diehard, Persistent*) ■ Speed 1 ■

■ Super-Strength 1 ■ Super-Senses 1 (darkvision)

Equipment: Knives and small pistols are favorites

Drawbacks: Vulnerable (lawful/order attacks; major, uncommon) -3

Combat: Attack +8 (+12 unarmed), Damage +6 (16-20; unarmed), +7 (knife), +3 (pistol) Defense +8, Initiative +6

Abilities 25 + Skills 6 (24 ranks) + Feats 21 + Powers 48 + Combat 32 + Saves 15 – Drawbacks 3 = 144

* See Better Mousetrap

IMPS DOOM'S ELITE HENCHMEN

A follower that has proven himself both useful and capable against DOOM's foes is sometimes rewarded—that is how they see it, anyway—with a promotion to the rank of Imp, the second most powerful of the society's human agents (with the Doomsayers being the first.) To become an Imp, the man or woman must first have proven their unbreakable loyalty to DOOM by excelling at their assignments and garnering the favor of their commanders. Whether this is done during confrontations or through more subtle means does not matter, although the former is definitely the more common of the two.

An Imp initiate is transformed by an unholy ritual that strips away much of their soul and replaces it with a fraction of pure chaos—a gift from the slumbering Lost Ones. No matter what the person may have once been they are now forever changed—in body, mind and spirit—into a living vessel for the will of an ancient evil that is best left alone to the darkness of time. All connections to the Imp's former life are severed and memories are all but lost to the torrent of chaos that sweeps away all vestiges of the person that had once been.

Because they will stand out in a crowd, and so as not to squander the power given them, Imps are used mainly to offer heavy combat support to certain operations and to undertake the grunt work during missions to which the Doomsayers have also been assigned. Imps are sometimes also used as bodyguards by the upper tiers of DOOM's chain of command.

Aliases: When transformed into an Imp, the person is given a six digit alphanumeric code in place of a name. This code is tattooed into their chest and arm.

Threat Level: Gamma-D

Age: Varies

Height: Varies

Weight: Varies

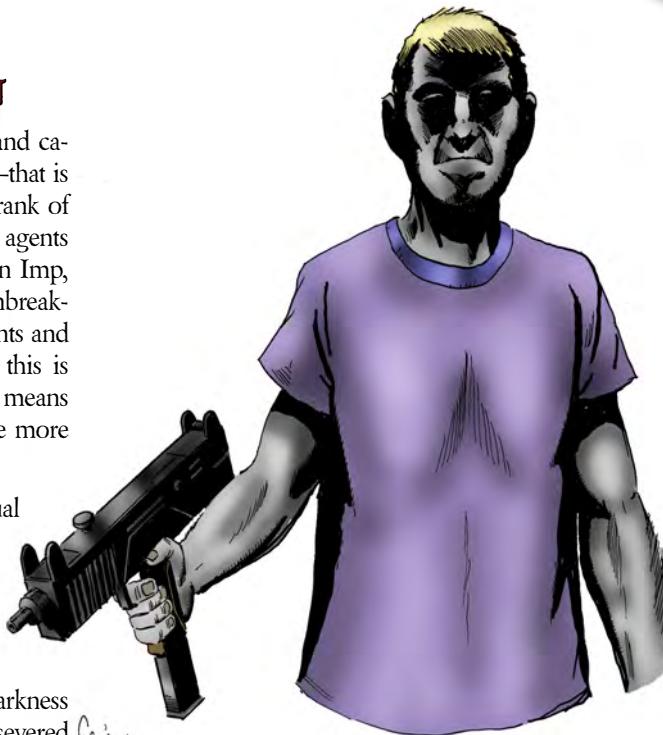
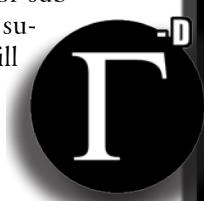
Native Language: Varies

When an Imp is slain, the arcane energy within it burns through the flesh and reduces it to ash within a self-burning pyre.

Any person instilled by DOOM with the powers of an Imp applies the Imp Template (pg 61) to their existing character statistics.

A typical Imp, built on the senior cultist minion, will have the accompanying game statistics.

Appearance: The flesh of an Imp takes on a deathly gray pallor and their faces always seem to be cast into shadow, no matter how much light may actually fall upon it. Their eyes are devoid of white and are as black as their soulless hearts, a fact that is reflected in their calm, passionless mannerisms and movements. Imps are typically armed with assault rifles or sub-machineguns. Some, especially when super-heroic opposition is expected, will also carry several grenades.



Real Name: Unknown**Aliases:** Basil Redridge, Basil Robbins and countless others.**Threat Level:** Delta-A**Age:** Unknown (looks to be in his late 30s or early 40s).**Height:** 5 feet, 10 in.**Weight:** 178 lbs**Native Language:** Latin

THE DOOMSAYERS

When DOOM has something that absolutely, positively has to be destroyed, they call in the Doomsayers. Degenerates and despicable villains, the Doomsayers are DOOM's answer to the swelling number of super-hero teams that seem to be popping up everywhere these days. Lead by the ancient mage, Acolyte, the Doomsayers can travel to just about anywhere in the world (by conventional means or by magic) to serve their masters.

Although the Doomsayers are usually reserved for keeping super-heroes out of DOOM's hair, they are also helpful in strong-arming demons and other creatures of darkness into towing the line, for providing extra muscle during "negotiations," and for offering protection to council members whenever one must deal with the dark

powers. Their total lack of any conscience, willingness to bargain with evil and other-dimensional forces, and their reputation for cruelty has made the Doomsayers one of the more feared group of sociopaths in the world (and in some realms beyond.)

The Doomsayers will act together when needed (or ordered), but usually operate on their own or in small groups or pairs towards the success of DOOM's minor, ongoing goals. Only the rarest, most important and/or dangerous of operations will ever see the Doomsayers gather as one.

Acolyte

PL 14

STR	DEX	CON	INT	WIS	CHA
+0	+2	+4	+4	+4	+2
11	14	18	19	18	14

-A

TOUGH**+4**

Skills: Bluff 4 (+6), Concentration 11 (+15), Craft (chemical) 6 (+10), Diplomacy 5 (+7), Drive 4 (+6), Gather Information 8 (+10), Intimidate 6 (+8), Investigate 6 (+10), Knowledge (arcane lore) 12 (+16), Knowledge (business) 4 (+8), Knowledge (civic law) 2 (+6), Knowledge (history) 10 (+14), Knowledge (super-beings) 6 (+10), Knowledge (tactics) 2 (+6), Knowledge (theology & philosophy) 2 (+6), Language (Abyssal, English, German, Romani, Russian, Spanish), Notice 4 (+8), Pilot 2 (+4), Sense Motive 4 (+8), Stealth 4 (+6)

FORT**+12**

Feats: Artificer, Assessment, Attack Specialization (sword) 2, Attractive 2, Defensive Roll, Diehard, Eidetic Memory, Endurance, Enduring Ritual *, Evasion, Fascinate (Bluff, Diplomacy) 2, Favored Opponent (Immortals) 5, Improved Block, Master Plan, Reliable Attack (swords) *, Ritual Expertise (Summon) *, Ritualist, Torturer 2 *, Uncanny Dodge (hearing, mental) 2, Weapon Bind

REF

Powers: Astral Form 5 (*Power Feats:* Dimensional, Selective, Subtle; *Flaws:* Concentration) ■ Device 25 (*Pendant of Barzani*, 124 PP device, pg 56; 3 PP/rank) ■ Device 6 (*Soul Stones* x 2 in gloves, 30 PP device; 4 PP/rank) ■ Exaltation (Special; pg 56) ■ Immunity 3 (Aging, breath normally underwater, disease; *Power Feats:* Innate) ■ Magic 14 ** (*Power Feats:* 20 Additional Spells **) ■ Regeneration 20 (Bruised/Unconscious 1 round, Injured/Staggered/Disabled/Ability 5 minutes, Resurrection 5 minutes [not by beheading]; *Power Feats:* Innate) ■ Super-Senses 3 (*The Buzz*; Detect Immortal [free action, range]; *Power Feats:* Innate) ■ Super-Senses 8 (*Mystic senses*; mystic awareness [extended 2, acute], supernatural awareness [extended 2, acute])

WILL

Equipment: He always conceals a broadsword on his person. His two soul stones are sewn into the outer lining of his gloves' palms (this has elevated the cost of his soul stones to hard to lose.)

Drawbacks: Action (astral form reintegration, 1 full round) -1, Dire Consequences * (Exaltation explosion per round of fighting a fellow Immortal on holy ground, Strike 20 [*Extras:* Explosion; *Flaws:* Not versus living creatures]; uncommon) -4, Disability (sterile) -1, Power Loss (Magic; when unable to speak and gesture to cast spells) -3, PP Rewards Halved (Special value)

+8

Combat: Attack +5 (+9 sword), Damage +0 (unarmed), +3 (19-20, sword), Defense +7, Initiative +2

Abilities 34 + **Skills** 27 (108 ranks) + **Feats** 29 + **Powers** 244 + **Combat** 24 + **Saves** 18 - **Drawbacks** 9 = 367

* See Better Mousetrap

** Dynamic

ALL WHO WILL NOT SERVE SHALL DIE. NOW PAY THE ULTIMATE PRICE THAT YOUR SUPPOSED FREEDOM DEMANDS.

ACOLYTE (PL 14)

It remains unknown exactly how old the powerful sorcerer calling himself Acolyte may be, but photographs of him in Europe have been traced as far back as 1892. All that is known of the man's place of birth is that Acolyte speaks with an archaic accent that resembles, but cannot be wholly identified, as European in nature. Under the guise of Basil Redridge, Acolyte once ruled one of the more powerful brotherhoods that later joined to form DOOM and survived the upheavals of the organization's birth to later be chosen to lead the newly amalgamated society's cadre of elite agents, the Doomsayers. It is widely assumed he uses his magic to keep himself young while a few have gone so far as to whisper that this powerful mage is not even human.

Even more amazing than any of the many stories surrounding who or what Acolyte may be, the unknown truth is he is an Immortal (pg 58.) Although it is likely some other Immortals may know the truth of his origins, having crossed paths with him before, none have ever come forward to provide said information.

Despite his name, Acolyte is a megalomaniac master of magic that has set his sights upon ruling the planet. He keeps his plans to himself, not trusting any of his fellow Doomsayers to override their other loyalties in order to serve him alone. Should DOOM ever revive any of its banished gods, Acolyte hopes that he will be there, fully prepared to twist the situation to his own foul advantage.

Acolyte quests for power and nothing else. To say that he is cruel would be euphemistic; this man's depravity and penchant for foul deeds knows no limits. He connives, lies, tortures and kills with equal impunity, so long as his needs are met (and sometimes even just for his own amusement.) He is a master manipulator and a virtuoso of inflicting pain, be it mental, emotional, or physical in nature.

Appearance: Acolyte is a handsome, middle-aged looking man with slightly tanned skin and short brown hair with a neat goatee and trimmed, drooping moustache. His black body suit is concealed beneath a long, dark purple cloak, the cowl of which envelops the top of his face in a deep shadow. His gloves have his soul stones sewn into the palms so that Acolyte can grasp an enemy and draw life force from him.



CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Acolyte into their game.

OLD FOES WITH NEW GRUDGES

One of the player characters, also an Immortal, recognizes Acolyte as an evil foe of his from centuries past. If the hero normally has a "no kill" policy with regards to villains, Acolyte's inclusion in the Contest will change things and open up the possibility of throwing a severe monkeywrench in DOOM's plans by removing this Doomsayer's head from his shoulders.

Of course, it's entirely possible that Acolyte has recognized his old foe as well ...

THE ETERNAL LEECH

Following centuries of research, Acolyte has finally devised an arcane ritual that will allow him to win the Contest without having to play by the rules. Once complete, the ritual will begin slowly siphoning Immortals around the world of their abilities until they've been fully drained, leaving them normal human beings and fueling Acolyte as though he had taken the energy by means of an Exaltation.

Keeping in mind the power Acolyte will draw from his fellow Immortals will be immense in its own right, when the last of their abilities are drained, one has to be concerned as to whether or not this will constitute an end to the Contest, thus also granting Acolyte the Prize. Regardless, the heroes will learn something is wrong when an Immortal player character realizes his powers are weakening or if the heroes otherwise uncover the plot

(from an Immortal ally, by otherwise stumbling across the plot after capturing some DOOM lackeys, etc.)

If the ritual is stopped, will the stolen energies return to their original owners, dissipate into the ether and leave the world's Immortals nearly powerless, or remain in Acolyte? It is up to the Gamemaster to decide what works best for his game.

AND THE PRIZE GOES TO

Without anyone knowing it, over the past year or so Acolyte has been going on sabbaticals from DOOM,

Real Name:

Novo Jessie

Aliases: None

Threat Level:

Gamma

Age: 27

Height: 5 feet, 11 in.

Weight: 212 lbs

Native Language: English

ACOLYTE'S IMMORTAL DRAINING RITUAL (31 PP)

Treat Acolyte's ritual for the draining of Immortal abilities as following.

Transfer 2 (Drain Immortal Powers 3 PP, Boost as per Exaltation 3 PP, 6 PP/rank; **Power Feats:** Progression [area; anywhere on Earth] 9, Slow Fade 8; **Extras:** Burst, Concentration, Insidious, No Saving Throw, Total Fade; **Flaws:** Knowledge [arcane lore] Check Required, Full Action), **Action** (1 day) –6 PP

which he told his superiors were quests for more arcane knowledge to further their cause. In truth, he was using his magic to find and incapacitate his fellow Immortals long enough to take their heads.

Whether or not the heroes are aware of the Contest, and Immortals as a whole, the trail of headless bodies around the world has begun to draw attention, especially once player characters that may have reason to keep an eye on Acolyte notice some overlapping on sightings of him and where these bodies are appearing. Encounters with Acolyte during this process will show a dramatic increase in the latter's mystic and Immortal abilities and should tip off perceptive heroes that something is in the works.

Investigation will reveal the rapidly declining Immortal population, in all likelihood by Acolyte's desire to accelerate the Contest's progress and rush towards a final conflict, a battle he hopes to win by hook or by crook, and thus acquire the Prize for himself. If Acolyte is not stopped he will almost certainly

win the Contest, claim the Prize, and amass extraordinary power—power that would put the whole world at risk. He will have to be stopped at any cost especially if one of the heroes is an Immortal Acolyte will have to go through to attain his ultimate goal.



Bone						PL 9
STR	DEX	CON	INT	WIS	CHA	
+9	+2	+5	+0	+1	+0	
28	14	20	10	13	11	
TOUGH +8	Skills: Bluff 8 (+8), Climb 4 (+13), Drive 4 (+6), Investigate 2 (+2), Knowledge (arcane lore) 4 (+4), Knowledge (super-beings) 2 (+2), Knowledge (tactics) 6 (+6), Notice 6 (+7), Search 6 (+6), Survival 4 (+5), Swim 2 (+11)					
FORT +8	Feats: Assessment, Banter *, Fearless, Fearsome Presence 6, Interpose, Power Attack, Precise Shot, Rage 2, Ritualist, Startle, Strongarm *, Taunt					
REF +5	Powers: Blast 8 (<i>Bone shards</i> ; Power Feats: Thrown; Extras: Penetrating; Flaws: Touch ▀ Blending (4 PP; Flaws: Only in shadows/darkness) ▀ Flight 3 ▀ Immovable 2 ▀ Immunity 1 (high pressure) ▀ Impervious Toughness 5 ▀ Protection 3 (Extras: Impervious) ▀ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered 5 minutes, disabled/ability 1 hour, recovery +2; Power Feats: Diehard) ▀ Super-Strength 4					
WILL +4	Drawbacks: Full Power (bone shards) -1, Vulnerable (sonics; uncommon, moderate) -2 Combat: Attack +8, Damage +9 (unarmed), +8 (bone shard blast), Defense +6, Initiative +2 Abilities 36 + Skills 12 (48 ranks) + Feats 18 + Powers 61 + Combat 28 + Saves 9 – Drawbacks 3 = 161					

* See Better Mousetrap

A young marine during deployment in the recent Iraq war, Novo Jessic was captured by insurgents and subjected to several experimental nerve gases being tested for use against the American forces. Unexpectedly, the toxins interacted with an untapped mutant element in Sergeant Jessic's genes, causing his body to painfully transform, forcing bone-like protrusions and plates to explode from his flesh.

Using his captors' confusion to his advantage, Jessic fled into the desert where he eventually collapsed of exhaustion. A hermit, an evil wizard who lived alone in order to worship his dark gods, soon found him and returned with Novo to his dark caves. It was from this foul master that Jessic—now appropriately calling himself Bone—learned of the Lost Ones and was aided in the development of his powers. He later left the hermit and found his way into DOOM's graces as a Doomsayer. Bone now serves the Lost Ones, through DOOM, as a loyal champion of evil.

Bone enjoys striking from a distance, hailing down bone shards as he flies above. When necessary, or if the mood should strike him (as it frequently does), he will move in for a more hands-on approach. He is especially fond of goading foes into using oncoming attacks against him that allow him to take advantage of his immovability and strength, turning his foe's momentum against them.

Bone is notorious for cracking wise, even while fighting for his life, and stretches bad puns to their limits, and yet he is as evil and devoted to the Lost Ones as anyone can possibly be. He holds the world responsible for his appearance and silently detests the abilities that have been forced upon him, even as he revels in the power they grant him. He doesn't get along at all well with the Cerberus because of how the latter makes fun of Bone and his appearance.

Appearance: Bone looks like a body wearing much of its skeleton on the outside, leaving his flesh exposed beneath and between the bones.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Bone into their game.

DEADMANS BONES

DOOM has found an artifact that, using the proper ritual, will allow him to raise the dead on a global scale. They plan to do this by invoking a powerful ritual at a nexus of planet-spanning ley lines, using Bone as the prophesized, necessary component. The other Doomsayers have been assigned to protect Bone, who rests incapacitated at the center of the nexus, while Acolyte carries out the long ritual.

If the ritual is not stopped all the world's rotting corpses will rise as zombies, while those that are nothing more than bones will become animated skeletons. These undead hordes will not be under DOOM's control (much to their chagrin), but will still be an unprecedented threat to humanity. Even if the ritual is stopped will the sudden disruption cause a backflow and surge of arcane energies through the ley lines and into Bone? If so, what will happen to Bone as a result?

THROWING THE DOG A BONE

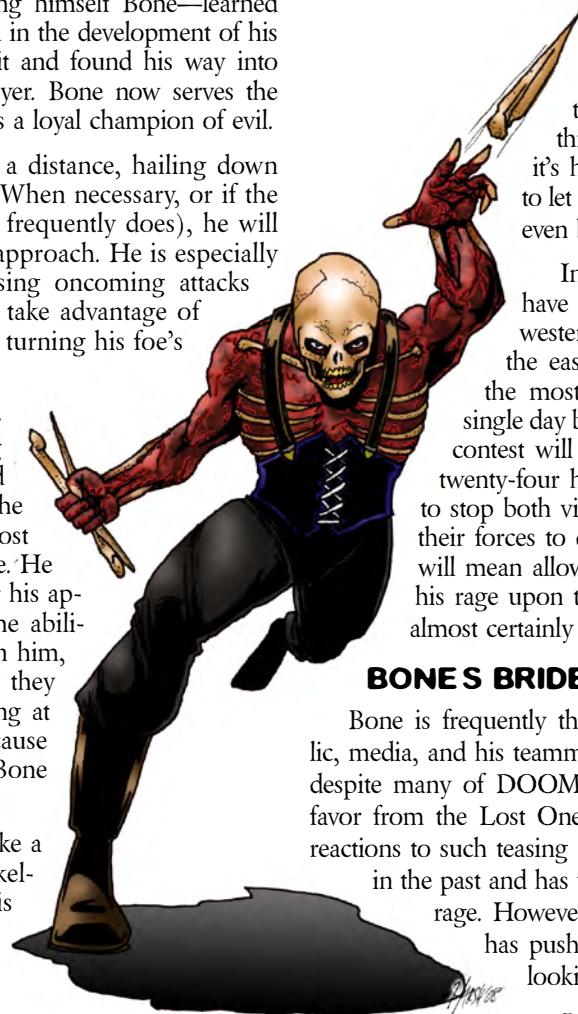
Cerberus and Bone have a long-standing hatred and rivalry that has sometimes been sufficient to actually impede and undo some of DOOM's plans. After their latest incident, and the Council of Nine's subsequent painful admonishment, the two have decided to settle things "once and for all" (although it's highly unlikely either will be able to let things go, no matter the outcome, even beyond death.)

In order to resolve things, the two have struck a deal: one will act in the western hemisphere and the other in the eastern, with whomever can cause the most mayhem and destruction in a single day being proclaimed the winner. The contest will begin at midnight and will end twenty-four hours later. The heroes will have to stop both villains but will likely have to split their forces to do so, as taking each on in turn will mean allowing one to continue unleashing his rage upon the world for much longer, with almost certainly disastrous results.

BONES BRIDE

Bone is frequently the target of ridicule by the public, media, and his teammates for his horrible appearance, despite many of DOOM's cultists seeing it as a sign of favor from the Lost Ones. Still, despite his often-violent reactions to such teasing Bone has dealt with it fairly well in the past and has used his victims as outlets for his rage. However, a recent incident with Acolyte has pushed him over the edge and he is looking to prove everyone wrong.

In order to establish his capacity to still be a man despite his appearance, Bone has kidnapped a young, beautiful celebrity and fled with her back to his old mentor's cave in the Iraqi desert. With his mentor's help, Bone plans to twist the woman's mind and brainwash her into being his dark bride. The mentor then plans to use the newlywed's dark coupling as a means to literally birth a Lost One back into the world by taking them to a nearby place of corrupt arcane energies where they will consummate their foul union and sew the seeds of returning the Greatest Evil to the world unless they are stopped.



Real Name:

Erik Luger

Aliases: Eric

Looker

Threat Level:

Gamma

Age: 20

Height: 8 feet, 5 in.

Weight: 670 lbs

Native Language:

German

Cerberus**PL 8**

STR	DEX	CON	INT	WIS	CHA
+9	+2	+4	Varies	Varies	Varies
28	14	19	VARIES	VARIES	VARIES

TOUGH

Skills: Varies by personality (see opposite page)
 Feats (All personalities): Equipment 2, Fearsome Presence 6, Improved Critical (bite) 3, Improved Trip, Minions (Hellhounds 75-pt.; x10) 8, Minions (Nessian warhounds 150-pt.; x2) 11, Tough 3

+7**FORT**

Powers: Animal Control 6 (Extras: Sensory Link; Flaws: Canines only) ■ Enhanced Fascinate 2 * (Bluff, Intimidate; Flaws: Animals only) ■ Enhanced Handle Animal 2 * (Power Feats: Critical Skill; Flaws: Hellhounds and Nessian warhounds only) ■ Extra Attacks 2 (Power Feats: Combo [unarmed, bite]) ■ Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Immunity 6 (Heat, fire damage) ■ Speed 1 ■ Strike 4 (Bite; Extras: Penetrating) ■ Super-Senses 4 (Low-light vision, scent, track, ultra-hearing) ■ Super-Strength 4

REF

Equipment: A bullwhip

+8

Drawbacks: Separate Personality (common [radical mood change], major) -4, Weakness (cold; moderate, common) -3

WILL

Combat: Attack +8 (-1 size), Damage +9 (unarmed), +4 (17-20; bite), +9 (bullwhip), Defense +5 (-1 size), Initiative +2

Varies

Primary Personality 45 + Abilities 19 + Feats 34 + Powers 60 + Combat 30 + Saves 11 – Drawbacks 7 = 192

* See *Better Mousetrap***I**

Erik Luger was just another jock in his senior year—he was a star soccer player, an excellent wrestler, and he was even doing well in his classes. But then he had the misfortune of passing a super-villain's minions in a Berlin alley one night. Interested in the teenager's obviously superior physique and constitution, the minions decided Erik would be a perfect subject for the experiments of their master, an as yet unidentified evil scientist who enjoyed messing about with genetics. Erik didn't even have a chance to scream before a heavy fist fell upon the base of his skull, knocking him out.

When Erik awoke, he found himself on his back, staring up at the stars from the cool grass of a neighborhood park. He had no way of knowing that almost two weeks had passed since he had been abducted but it didn't take long to realize what had happened. As the sun broke across the park and the morning's joggers came out, they saw Erik revealed in the light and ran screaming. Just as terrified as the people who ran from him in fear, not to mention disoriented and still in shock, Erik escaped to the city's alleyways and backstreets where he finally encountered his reflection in a discarded, broken mirror.

The horrific shock of seeing what had been done to him fractured his mind into multiple personalities, each of which has found a home within one of his three heads. Although only one personality is in command of the body at a time,



CERBERUS' RIGHT HEAD (PRIMARY; 45 PP)

A chaotic force of anarchy, this personality is aggressive, violent and sadistic. It also has a cruel sense of humor, a fact that has led to a great enmity between Cerberus and Bone, as well as a proclivity for cracking foul jokes and uttering morbid comments at the expense of his victims. Driven by self-loathing, the rightmost head enjoys tormenting Bone about his own horrible appearance and a rivalry to determine who is superior in just about all things has arisen between them.

INT	WIS	CHA
+0	+1	+3
10	12	16

WILL +5

Skills: Acrobatics 6 (+8), Bluff 2 (+5), Climb 7 (+12), Handle Animal 1 (+4), Intimidate 7 (+12), Knowledge (streetwise) 4 (+4), Language (English), Notice 8 (+9), Search 2 (+2), Stealth 1 (-1), Survival 5 (+7)

Feats: All-Out Attack, Ambidexterity, Attack Specialization (bite) 2, Fast Overrun, Fearsome Presence 8 (+2 ranks), Improved Disarm, Improved Grapple, Improved Overrun, Moment of Weakness (disarm, grapple) 2 *, Move-By Action, Power Attack, Reliable Attack (bite) *, Startle, Takedown Attack, Taunt, Trademark (bullwhip disarm) 4 *

Combat: Attack +8 (-1 size; +12 bite)

CERBERUS' MIDDLE HEAD (24 PP)

This personality contains most of Erik's old personality and sense of self, and is also the hardest hit by his physical change into Cerberus. This also makes the middle head the least predictable, as it can never seem to decide on what it wants more: to be left alone to its anguish or to pursue the vengeance it craves. Although this personality enjoys much of the right head's sadism (especially some of the pranks it has pulled on Bone), it has more control and won't usually let these desires get in the way of its vengeance or solitude, as the case may be at the time.

INT	WIS	CHA
+0	+2	+1
10	14	13

WILL +4

Skills: Bluff 8 (+9), Computers 3 (+3), Drive 3 (+5), Language (English), Notice 8 (+10), Perform (stringed instrument) 3 (+4), Search 8 (+8), Sense Motive 2 (+4), Sleight of Hand 2 (+4), Stealth 5 (+3), Swim 1 (+6)

Feats: Ambidexterity, Improved Grapple, Improved Trip, Startle

CERBERUS' LEFT HEAD (24 PP)

Most of Erik's former sensibility, compassion and kindness have been driven into the leftmost head's personality. This personality abhors violence except when absolutely necessary and would much rather seek out a way to return Erik to normal than pursuing some useless vendetta against all of mankind. Nor does the leftmost head trust DOOM to follow through on its promises, and it is weighed down by the heavy guilt of Cerberus' many evil deeds. Unfortunately, this head is also the weakest willed of the trio.

INT	WIS	CHA
+0	+0	+3
10	10	16

WILL +1

Skills: Bluff 8 (+11), Climb 3 (+8), Handle Animal 4 (+7), Knowledge (behavioral sciences) 2 (+2), Language (English), Notice 2 (+2), Search 2 (+2), Sense Motive 2 (+2), Swim 4 (+9)

Feats: Animal Empathy, Fast Overrun, Improved Disarm, Improved Overrun, Master Trap-Maker 3 *, Move-By Action, Startle, Takedown Attack

* See Better Mousetrap

each always has a voice and will argue with the rest over what is to be done. This makes dealing with Cerberus incredibly difficult, although his actions usually make it evident who is running the show at any given time.

His madness has also caused him to blame society at large for what was done to him (but especially the police,

who he directly blames for not finding and freeing him nor capturing whoever it was that changed him) and so he has gone on several vengeful and bloody rampages since his change. The media has named this destructive creature Cerberus because of his multiple heads and obviously canine resemblance, a name that is most befitting this pitiful creature.

Cerberus came across the Doomsayers during one of his rampages and was quickly recruited following promises of greater chances to wreak havoc, along with access to the organization's considerable resources towards finding a way to return Erik to his former self. During his first trip to the Doomspire, Erik encountered the pack of hellhounds that frequented the burning planes at the mountain's base and realized he had an affinity—a gift—for communicating and training them, so DOOM carved out some pens for the beasts and now consider them a part of their vast arcane arsenal.

Cerberus has taken to his role with DOOM and only the leftmost head still actively pursues the idea of finding a cure, although the other two still have hope (the fact is they get too distracted by other things, like carnage.) Other than destroying things, tearing down civilization, and finding a way to become human again, the only thing Erik cares about is the well being of his pack.

Appearance: Cerberus is a towering brute, upon whose wide shoulders rest three canine heads, each of which bears a resemblance to the other but has obvious differences that set them apart. His entire body is covered in short, dog-like, red hair.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Cerberus into their game.

WHO LET THE DOGS OUT?

A spell gone wrong has unleashed unpredictable magics throughout the Doomspire, and amongst the many undesired results was the dimensional transportation of the contents of Cerberus' kennels to Earth. The beasts are now dispersed all over the place within the city, gathering in packs and running amok. Cerberus is hot on their heels with the intent of gathering them up to bring them home, but when he sees the trouble they are making he decides it will be more fun to direct the mayhem rather than end it.

The heroes will not only have to deal with the ever-growing pack Cerberus has gathered, but also those hellhounds still acting on their own. The latter will likely be the easiest to deal with because they are reacting to the confusion around them rather than acting with direction and purpose. The more hellhounds the heroes can prevent Cerberus from gathering under his whip the easier the three-headed horror and his pack will be to deal with afterward.

BEWARE OF DOG

Someone has taken control of Cerberus, suppressing all three of his personalities and reducing him to little more than a beast (temporarily consider his Intelligence to be 2 and all Int-based skills are inaccessible) before releasing him into the city along with his pack. Picking up on their

master's new state of mind, the hellhounds are now running entirely on instinct and are following Cerberus' lead by savaging everything in their path.

By the lack of his usual taunts and snide comments, it should quickly become clear to any heroes that Cerberus is not himself. Anyone with the ability to do so will learn he is being controlled mystically. Who it may be depends on the Gamemaster—it could be someone just looking for some cruel fun or is gaining some measure of vengeance upon him, or they could be using Cerberus as a distraction for something more dire.

Given his current savage nature, the easiest way to stop Cerberus may be to find who is controlling him and break the connection. Similarly, if the puppet master isn't uncovered it's possible (even likely) they'll do the same thing again in the future, if not to Cerberus then perhaps to someone else even more dangerous.

TRI-POLAR

Time has taken its toll on Erik's already fragile psyche and it seems like his personalities are finally fighting to see which will take over for good (or, at least, for the next long while.) This has lead to incredibly erratic behavior as one personality after another dominates the other two, totally suppressing them and allowing the prominent personality to pursue its own goals. Unfortunately, this has led to incredibly unpredictable (and often contradictory) behavior that makes nailing down Cerberus' next target or goal rather difficult.



The heroes should quickly realize there is no pattern or predictability to this villain's actions. Anyone speaking with him may also notice the heads speak as one, using the voice and mannerisms of whichever personality is in control at the time rather than arguing and talking amongst themselves, as usual. As time goes on, the personality conflicts continue to get worse and it's only a matter of time before the internal battle of wills spills over into Cerberus' surroundings with bloody results. Even worse is the possibility that the war raging in Cerberus' mind may result in even more personalities developing. Not only will this madman need to be stopped, but his internal conflict will have to be dealt with in one fashion or another because the alternatives of an even more insane Cerberus or one operating with the focus and will of a single mind are both too frightening to allow to happen.



Chain				PL 12	
STR	DEX	CON	INT	WIS	CHA
+4	+5	+4	-1	+1	+1
19	20	18	8	12	12
TOUGH				Skills: Acrobatics 8 (+13), Climb 11 (+15), Craft (mechanical) 19 (+18), Escape Artist 11 (+16), Intimidate 13 (+14), Language (English), Notice 13 (+14), Stealth 2 (+7), Swim 2 (+6) Feats: Acrobatic Bluff, Attack Specialization (chains) 2, Evasion, Improved Critical (chains) 2, Improved Initiative 2, Improved Trip, Specialization (Craft [mechanical]: metalwork) *, Tough 4, Track	
FORT				Powers: Animate Objects 8 (<i>Dancing chains</i> ; Power Feats: Progression [amount] 7; Extras: Burst, Horde; Flaws: Additional Will Save, Chains only, Touch) ■ Device 12 (<i>Shackles of Obfuscation</i> , small, magic, 46 PP; 4 PP/rank) ■ Drain Attack 6 (<i>Unnerving gaze</i> , 1 PP/rank; Extras: Ranged [two 20-ft. increments], Total Fade, Will Save; Flaws: Sight-Dependent) ■ Extra Attacks 2 (Power Feats: Combo [unarmed, melee], Mobility, Quickened Charge) ■ Immunity 9 (Cold damage, needs no sleep, resurrection, starvation and thirst) ■ Immunity 40 (All lethal physical and energy damage; Flaws: Not versus silver or good attacks) ■ Leaping 3 ■ Power Resistance 10 (Magic; Flaws: Spells and similar invoked effects only) ■ Protection 4 (Damage reduction; Extras: Impervious; Flaws: Not versus good or silver) ■ Regeneration 24 (+2 recovery bonus, all conditions recover once per round; Power Feats: Persistent, Regrowth) ■ Snare 6 (<i>Animated chain</i> ; Power Feats: Chokehold, Extended Reach 3, Reversible, Tether; Extras: Constricting; Flaws: Touch) ■ Strike 6 (<i>Big link</i> ; Power Feats: Extended Reach 2, Mighty) ■ Strike 3 (<i>Chains</i> ; Power Feats: Extended Reach, Mighty) ■ Super-Movement 2 (Wall-Crawling 2; Flaws: Only if using controlled chains) ■ Super-Senses 2 (Darkvision) ■ Trip 10 (<i>Animated chain</i> ; Power Feats: Improved Trip, Extended Reach 3; Extras: Knockback; Flaws: Touch)	
REF				Equipment: Hidden under his robes and wrapped his body is an enchanted chain that conceals this devil's true nature. <i>Shackles of Obfuscation</i> [Nullify Super-Senses 12 (1 PP/rank; Power Feats: Selective; Extras: Burst [5 feet], Continuous, No Saving Throw; Flaws: Permanent, Touch), Reduced Area (Nullify) -3 *] Drawbacks: Power Loss (dancing chain; if power over specific chain broken in the past 24 hours) -1, Reduced Range (unnerving gaze) -2, Short Range (unnerving gaze) -1	
WILL				Combat: Attack +10 (+14 chains), Damage +7 (18-20; chains), +10 (18-20; Big Link), +4 (unarmed), Defense +10, Initiative +13 Abilities 29 + Skills 20 (80 ranks) + Feats 15 + Powers 210 + Combat 40 + Saves 18 - Drawbacks 4 = 328	

* See *Better Mousetrap*

An exceptional warrior who happened to be on the losing side of a war between two infernal lords several years ago, Horreficus is a Kyton that fled to the mortal realm where he used magic and humanity's general ignorance of other planes of existence to hide, assuming the identity of a disfigured metahuman. Looking for a war to fight, he soon recognized kindred spirits amongst DOOM's varied members and signed on.

Since joining, Chain has welcomed the orders of his superiors in DOOM because they appeal to both the evil and subservient aspects of his nature—Chain is no leader or thinker. He is a soldier and every soldier needs an army to fight for and a commander to follow. DOOM's mystic disposition allows Chain to

more easily blend in, attributing his abilities to his "enchanted chain" rather than the truth (and so far no one has bothered to look too deeply into the matter), they have taken him more or less at his word and all investigative spells would seem to back up the devil-in-hiding's story (or, more accurately, they've been unable to disprove it.) Still, it may just be a matter of time before the truth regarding the devil and his enchanted chain are uncovered. If that should happen, it is likely DOOM would take measures to enslave Horreficus to their will, just as they would any other devil or demon.

Chain's favorite tactics include whipping opponents with his chains (especially Big Link), and animating chains to ensnare foes, anchoring them to the ground or an obstacle. He also enjoys swinging at or animating his chains to strike at an opponent's legs, knocking them out from

Real Name:
Horreficus Anaz
Aliases:
Harry Anns
Threat Level:
Gamma (-D)
Age: Thousands of years old
Height: 6 feet
Weight: 312 lbs
Native Language:
Infernal



under them so that he can then attack or ensnare them with more easily. He also favors using his leap and wall-crawling to scale buildings and large obstacles to evade his enemies and attain the higher ground from which to strike. Chain revels in a good fight and takes pride in stalking his foes, so he tends to draw out a good fight even when there are more important demands on his attention.

Appearance: Chain wraps his namesake around himself, entwining the metal links with his limbs and around his torso, weaving them in and out of the folds of the lengths of dark cloth that are always wrapped about him. The cloth and chains even wrap around his face, allowing only the faint yellow glow of his sinister eyes to be seen beneath his dark hood. His favorite weapon, which he has named "Big Link," is an over-sized chain nearly three times the thickness of the others encircling his body, and it is never far from reach.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Chain into their game.

CHAINS TO FREEDOM

Chain learns through the mystic grapevine (so to speak) that his former master on the Infernal plane has once more risen to power and is yet again readying for war. Not that the Kyton hasn't appreciated the opportunities for violence



TYPICAL ANIMATED CHAIN

Str 20 (+5), **Dex** 10 (+0), **Con** —, **Int** —, **Wis** 1 (-5), **Cha** 1 (-5)

Feats: Improved Critical (chains)

Powers: Growth 4 (Large; **Power Feats:** Innate; **Extras:** Continuous; **Flaws:** Permanent)

Immunity 30 (Fortitude effects) ■ **Protection 5** (Extras: Impervious) ■ **Snare 3** (**Power Feats:** Chokehold, Extended Reach 3, Reversible, Tether; **Extras:** Constricting; **Flaws:** Touch) ■ **Strike 3** (**Power Feats:** Extended Reach 3) ■ **Trip 3** (**Power Feats:** Improved Trip, Extended Reach 3; **Extras:** Knockback; **Flaws:** Touch)

Combat: Attack +10 (-1 size), Damage +5 (19-20; unarmed), Defense +10 (-1 size), Initiative +0

Saving Throws: Toughness +5 (Imp), Fortitude —, Reflex +8, Will +6

Abilities -36 + Feats 1 + Powers 78 + Combat 44 + Saves 19 = 106

Treat Big Link the same if animated, except Big Link has six ranks of Strike, raising its overall value to 109 PP.

HORDE OF CHAINS

Use the following when Chain animates a mass of chains, either from his environment or all those wrapped around his body. The horde of chains makes use of the crowd rules from *Better Mousetrap* and assumes Chain's full ability of 250 animated lengths of chain.

TYPICAL ANIMATED CHAIN HORDE

Toughness +12 (Imp), **Fortitude** —, **Reflex** +1, **Will** +6

Feats: Improved Critical (chains)

Powers: Growth 4 (Large; **Power Feats:** Innate; **Extras:** Continuous; **Flaws:** Permanent)

Immunity 30 (Fortitude effects) ■ **Snare 3** (**Power Feats:** Chokehold, Extended Reach 3, Reversible, Tether; **Extras:** Constricting; **Flaws:** Touch) ■ **Strike 10** (**Power Feats:** Extended Reach 3) ■ **Trip 3** (**Power Feats:** Improved Trip, Extended Reach 3; **Extras:** Knockback; **Flaws:** Touch)

Attack +10, **Defense** +3, **Initiative** +0

Maximum Attacks/Round: 8

Damage: +10 (19-20)

THE DREADSWORD (10 PP)

This weapon, the Dreadsword, drains the target's life force unto death. Once ten heroes have been killed in this fashion, the sword transports the wielder to Chain's Infernal realm of origins but the sword itself remains behind. This power remains dormant until such time as it drains the life from ten more champions of good.

Device 5 (23 PP device, magic; 3 PP/rank; Flaws: Only devils may wield it): Strike 4 (Power Feats: Mighty; Extras: Linked [Drain], Penetrating 2), Drain Constitution 4 (1PP/rank; Power Feats: Slow Fade 4; Extras: Linked [Strike], Total Fade; Flaws: Only if damage is inflicted against a "champion of good"), Super-Movement 1 (Dimensional Movement to Infernal realm; Extras: Affect Others, Free Action; Flaws: Only once ten "champions of good" since last use of this power are killed by the Drain ability, Wielder only)

and mayhem DOOM has provided him, but few things have the potential for both like a war in the realm of devils. As such, Chaid has to find a way to return to his home and the answer may found amongst DOOM's arsenal of arcane items.

Locked within the Doomspire's deepest vaults is an enchanted sword of darkest evil, designed to cut down champions of good but long forgotten since only a devil may wield it. Using this weapon to kill such heroes will allow Chain to travel back to his home and rejoin his master's war against his enemies, so he's off to hunt! If the player characters don't stop Chain, it could be their heads (or those of their friends) that are next on the Kyton's list of prey.

THE OL' BALL AND CHAIN

DOOM sorcerers have, coincidentally, summoned Horreficus' mate as the first part of an infernal ritual. She has been enslaved and trapped within a heavily guarded confinement circle until the next full moon when the ritual can be completed with the devil's sacrifice. (Just what the outcome of the ritual may be should suit the campaign, but it won't be pretty, whatever it is.) Unfortunately for Chain, the same wards that keep his mate confined keep him out, unable to free her. This has left him little recourse but to seek outside help.

Much to their surprise, Chain shows up before the heroes and begs them for their help. claims DOOM

planning to unleash a magic ritual during the next full moon and that the spell will destroy the world (and this may even be true, if this is what the Gamemaster declares the ritual's purpose to be.) Chain won't reveal his reason for wanting the ritual stopped, and will not bring up his mate for fear the heroes won't want to risk their lives for such a creature.

What happens when the heroes get to the site, having fought their way through hordes of cultists and the like only to find a trapped female devil, is up to the characters. (Regardless, there will still be the ritual's ultimate purpose to prevent.)

CHAIN GANG

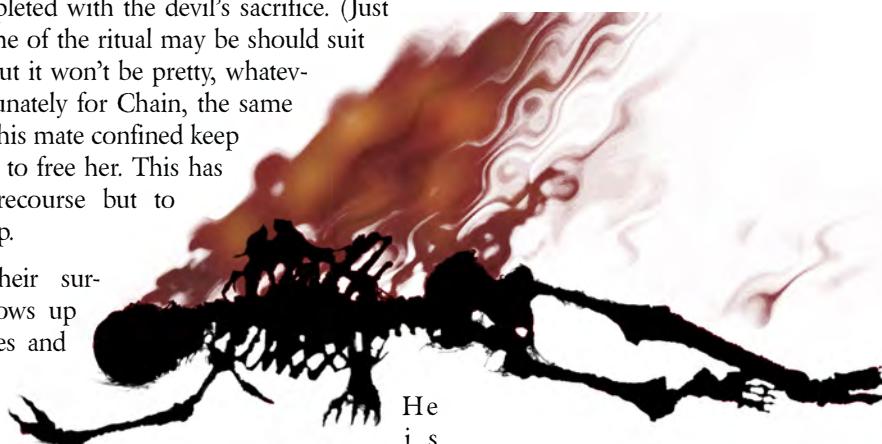
During a battle between the Doomsayers and a group of heroes (most likely the characters), a spell goes wrong for some reason (if there is a magic-using hero, his magic somehow interacted with one of Acolyte's spells, for instance.) Chain is caught in the mystical backlash and is knocked unconscious before being carried away by the fleeing Doomsayers.

While recovering, by the process of his usual unwinding (practicing his chain combat on slaves) Chain learns

Big Link can control the minds of others and, with his typical forethought, he embarks on a trip to the nearest city and begins whipping the populace (literally) into his will's power. Each person that has been mind controlled mystically has his body wrapped in chain links that Big Link immediately regenerates. The heroes will not only have to find a way free the victims from Chain's control but also (hopefully) find out what affected Big Link and how it this new power may be removed from the chain.

This power is temporarily gained by Chain in the "chain gang" scenario.

Mind Control 10 (Extras: Free Action, Linked [animated chain snare with Big Link], Sustained; Flaws Touch), 40 PP



Real Name: None

Aliases: None

Threat Level:

Gamma-A

Age: 9

Height: 6 feet, 8 in.

Weight: 366 lbs

Native Language:

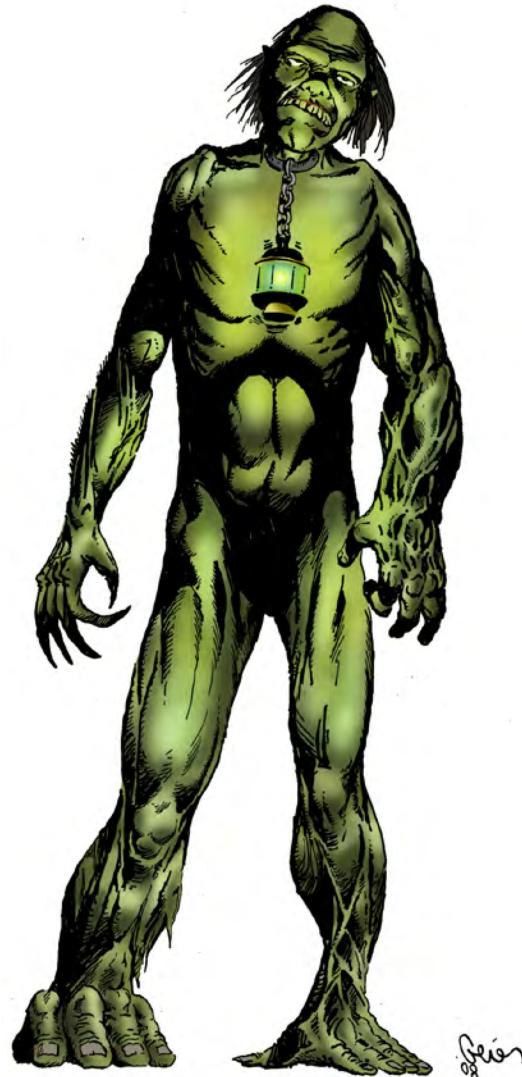
English

DEADMAN AND SWITCH

The inseparable team of Deadman and Switch was created (literally and figuratively) by DOOM to serve as a shocktrooper of sorts. Combining Switch's ability to sew dissent and confusion amongst an enemy's ranks by possessing people with Deadman's brutish strength, this duo is often deployed to wreak havoc amongst an enemy or demoralize a populace because their abilities (and, chiefly, Deadman's limited intelligence and total lack of imagination) make them useful for little else.

A cooperative effort between Death's power over the dead and Pestilence's medical and mystical experimentation, Deadman was constructed from the corpses of dead metahumans DOOM had defeated and the remains of Barzani demons various heroes had slain. So far as DOOM is concerned, Deadman was created to act as both guardian and jailor for Switch, but the Barzani Warlords are not fools and used the opportunity to plant a double agent amongst the rank and file. When the time comes, Deadman will obey the Barzani's orders and turn on his masters in DOOM.

Apppearance: Deadman is a large, hulking brute cobbled together from the parts of various metahumans and demons. He is able to remove these parts and graft new ones to his grotesque body as needed. The Ghost Lantern of Nepal is suspended down the creature's torso, having been hung from a ring that pierces straight through Deadman's neck.



Deadman

PL 10

STR	DEX	CON	INT	WIS	CHA
+11	+2	+7	-2	-1	-2
33	14	25	6	8	6
TOUGH					
Skills: Acrobatics 2 (+4), Climb 4 (+15), Intimidate 8 (+6), Notice 3 (+2), Stealth 1 (+3), Swim 2 (+13)					
FORT					
Feats: All-Out Attack, Attack Focus (Melee) 4, Breakfall 2 *, Chokehold, Fearless, Fearsome Presence 8, Improved Block, Improved Grab, Improved Grapple, Improved Sunder, Interpose, Muscle Up *, Power Attack, Strongarm *, Stunning Attack, Takedown Attack, Weapon Break					
REF					
Powers: Grafting 3 (Extras: Continuous) ■ Immunity 30 (Fortitude effects) ■ Impervious Toughness 7 ■ Leaping 4 ■ Power Resistance 6 (Magic) ■ Regeneration 18 (Bruised/unconscious 1 round, injured/staggered/disabled/ability 5 minutes, recovery +3, resurrection 1 week [power loss if sectioned into tiny pieces]); Power Feats: Diehard, Persistent, Regrowth; Flaws: Source [flesh] ■ Super-Strength 5 (Power Feats: Bracing, Countering Punch, Groundstrike, Shockwave)					
WILL					
Equipment: The Ghost Lantern of Nepal is hung from (well, <i>through</i> , to be more accurate) his neck					
Drawbacks: Incompetent (Wisdom) -2 *, Indecisive -1 *, Sluggish (20 ft.) -1					
Combat: Attack +5 (+9 melee), Damage +11 (unarmed), Defense +5, Initiative -2					
Abilities 32 + Skills 5 (20 ranks) + Feats 28 + Powers 112 + Combat 20 + Saves 6 - Drawbacks 4 = 199					

* See Better Mousetrap

Switch

PL 14

STR	DEX	CON	INT	WIS	CHA
+0	+0	—	+3	+1	+2
10	10	—	16	12	14

TOUGH	Skills: Bluff 5 (+7), Computers 1 (+4), Concentration 6 (+7), Craft (chemical) 8 (+11), Knowledge (history) 2 (+5), Knowledge (life sciences) 9 (+12), Knowledge (physical sciences) 7 (+10), Language (French, Latin, Spanish), Medicine 12 (+13), Notice 2 (+3), Profession (surgeon) 8 (+9), Sense Motive 1 (+2)
+0	
FORT	Feats: Eidetic Memory, Master Plan
—	
REF	Powers: Communication 6 (*Psychic link*, mental; *Power Feats*: Subtle) ■ Flight 1 ■ Immunity 30 (Fortitude effects) ■ Insubstantial 4 (*Spirit*, affected by good attacks; *Extras*: Continuous; *Flaws*: Permanent) ■ Possession 14 (*Soul switching*; *Extras*: Affects Corporeal, Dispossession, Perception; *Flaws*: Reload [1 min., 1 min. use, self-charging; +0] *, Sense-Dependent [mental]) ■ Regeneration 10 (Recovery Bonus +9; Resurrection 1/week [power loss when laid to rest properly])
+0	Equipment: Switch is trapped in the Ghost Lantern of Nepal
WILL	Drawbacks: Disability (no arms or legs; common, major) -4
—	Combat: Attack +0, Damage +0, Defense +0, Initiative +0
+6	Abilities 2 + Skills 16 (64 ranks) + Feats 2 + Powers 153 + Saves 5 - Drawbacks 4 = 174
* See *Better Mousetrap*

Doctor Lemun Mattes was both a scientist and surgeon at a teaching hospital where he developed a fixation on what happened to a person beyond the veil of death. Eventually one of his students complained that some of his experiments were not only unethical but extremely dangerous because they were designed to take the subject to the very edge of brain death while allowing them to remain fully conscious, and thus able to remember the experience. His license to practice medicine revoked and blacklisted by every medical school in the country, Mattes was left with no alternative but to continue his work using himself as the test subject.

During one of his self-induced near-death experience experiments, Mattes made a miscalculation in his equipment's settings, allowing the process to incur brain death. Nearly three minutes passed before the equipment activated the chemicals that revived him. When he awoke, Mattes believed he had seen the actual face of death and that it was like unto a god, a god he would worship from that point on. As self-evident proof of his experience, Mattes manifested a deadly touch and the ability to project into a target the belief the latter had died and was trapped in a hellish limbo between life and death. Taking on the name "Death Doctor," Mattes became a super-villain who would come to harass the planet and nearly destroy it several times.

After more than a decade of massacres and carnage in the pursuit of killing all humanity ("for its own good," in Mattes' opinion), Death Doctor ran afoul of DOOM when one of the former's massacres resulted in the failure of a mass mind control spell DOOM had slowly been worming its way into the minds of the same

GHOST LANTERN OF NEPAL (90 PP)

This ancient lantern was enchanted by an unknown source for the clear purpose of containing and commanding spirits, souls and the like. The lantern's energies reach out, ensnare the targeted spirit, reel it in, and then entrap it behind its enchanted glass. Once so ensnared, anyone speaking the ancient command phrase in the lantern's presence may bend the spirit within to his will, retaining that control until someone else usurps it by likewise speaking the proper commands. Switch is currently operating under the ongoing commands to return to the lamp whenever leaving a possessed host and is only allowed to leave to possess a target.

Only one spirit may be contained and commanded by the lantern at a time. Freeing the spirit requires knowing the command phrase and then uttering an additional secret spell of release.

Device 30 (150 PP device, magic; 3 PP/rank): **Snare 25 (Spirit trap, broken with Willpower; Power Feats:** Affects Insubstantial, Extended Reach 10, Subtle, Tether; *Extras*: Continuous, Engulf, Transparent, Will Save; *Flaws*: No layering, Spirits and the like only, Touch), **Spirit Control 20 (Power Feats:** Dimensional, Mental Link; *Extras*: Conscious, Continuous, Effortless; *Flaws*: Only versus the lantern's sole ensnared spirit, Only on behalf of the most recent person to use the command phrase in the lantern's presence)

(AFTER POSSESSING SOMEONE) IT'S ALWAYS NICE TO HAVE HANDS. IT MAKES THE RENDING OF YOUR FLESH SO MUCH MORE ... INTIMATE, DON'T YOU THINK?

Real Name:
Doctor Lemun Mattes

Aliases:
Death Doctor

Threat Level:
Gamma-A

Age: 62 at time of death

Height: None (lantern 2.25 ft.)

Weight: None (lantern 45 lbs)

Native Language:
English

A

23

citizens. As punishment for interfering with their plans, DOOM's sorcerers captured Mattes and stripped him of his soul, burning his corpse to ash in the process. Left with nothing to return to, Acolyte imprisoned Death Doctor's essence within an enchanted lantern that would force the spirit to work DOOM's will as the enslaved and bodiless super-villain, Switch.

Placed in Deadman's charge for nearly a decade now, Switch is useful for sowing confusion amongst an enemy by taking over powerful foes capable of inflicting great harm or by controlling commanders and issuing confusing and contrary orders and the like.

His confinement has left Mattes extremely bitter and resentful of the living. He has, however, grown fond of Deadman and is grudgingly appreciative of the monster's company (limited in it's depth though it may be) and care, making Switch very protective of his guardian. In all other respects, Switch is malicious and conniving. He will always seek to torture and harm his victims before killing them, also reveling in the pain and damage caused to his host bodies by any enemies before he abandons the flesh.

Appearance: Despite retaining his memories, personality and sentience, Switch has been reduced to little more than the glowing essence of life. Trapped within the artifact known as the Ghost Lantern of Nepal, he is a swirling, glowing flux of energy that hangs from Deadman's throat.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Deadman and Switch into their game.

HANDS ON THE SWITCH

Someone has not only managed to take the Ghost Lantern of Nepal (literally) from under Deadman's nose, but has clearly also gained access to the artifact's mysterious command phase, ousting Acolyte as the spirit's current master. Deadman's inability to communicate properly has left him unable to describe who took the lantern or how, but the monster is now loose and rampaging in a blind quest to find it and regain his friend, Switch.

The spirit of Death Doctor, meanwhile, is being used by the lantern's new master to control people in positions of power to cause chaos and disasters in various resources. The floor manager who removed the control rods from the active nuclear power plant, the engineer who planted an explosive while patching a crack in a dam, and the stock exchange computer programmer who radically altered displayed stock conditions are all examples of the mayhem Switch's new master have so far forced him to undertake.

Not only will the heroes have to deal with Deadman, who simply won't be stopped or contained until Switch is returned to him, but they will also have to uncover the cause of the inexplicable behavior of so many people and deal with it before things get worse.



SWITCH IT UP

The news is filled with coverage of an international trade summit with an unprecedented amount of representatives of most of the world's nations. The topic? Dealing with global economic problems brought on by the recent unusually high amount of natural catastrophes and the rising price of oil. During the second day, the news agencies begin reporting some of the representatives have begun making oddly uncharacteristic demands on their respective countries' behalf, demands that actually work contrary to the nations' agendas to date.

DOOM has managed to sneak Deadman and Switch into a sub-basement in the heavily guarded luxury hotel where the summit is being held. Other agents then kidnap representatives and bring them down so Switch may possess them directly before they enter a seminar, negotiation, or similar situation where the various nations are debating. If left unchecked, DOOM will fully disrupt the summit, an outcome that will encourage global chaos and almost certainly result in violence (if not outright war) due to resulting complications.

The severity of these odd instances, along with the confused state the possessed representatives find themselves in once Switch departs from their bodies, should alert the heroes that something is amiss. Similarly, the possible repercussions of the frayed tempers and insulted egos should convince the heroes to find out what's going on and put a stop to it.

DEADMANS GRAVES

Unexpectedly, Deadman has begun suffering from memory flashes belonging to the beings whose component parts his body is made from. These temporary insights into others' lives have compelled the walking corpse to seek out anyone who may have known his donors. Switch has been unable to persuade Deadman otherwise, and so the latter has walked away from DOOM's control and is unpredictably crossing the country, approaching metahumans and normal people alike with questions his own slow mind is often incapable of understanding.

Deadman's search to reunite with the people flashing through his mind and work out the emotions attached to these assorted stolen memories is causing all sorts of terror and damage wherever he shows up because, invariably, Deadman's presence alone is enough to invoke horror and violence (especially amongst metahuman heroes who knew some of the monster's donors.) Anticipating where he will pop up next and stopping Deadman before his frustrations get the better of him, spurring him on to an especially violent outburst against someone he approaches (not to mention innocent bystanders), is imperative.

Fallen Angel

PL 14

STR	DEX	CON	INT	WIS	CHA
+6	+8	+3	+0	+0	+6
23	26	17	10	10	22

TOUGH

Skills: Acrobatics 2 (+10), Bluff 2 (+8), Computers 3 (+3), Drive 2 (+10), Knowledge (current events) 6 (+6), Knowledge (popular culture) 6 (+6), Language (Spanish), Notice 8 (+8), Perform (singing) 12 (+18), Perform (wind instruments) 12 (+18), Profession (journalist) 3 (+3), Stealth 4 (+12), Swim 3 (+9)

+3

FORT

Feats: Accurate Attack, Acrobatic Bluff, Ambidexterity, Attack Specialization (forearm talons, foot talons) 2, Breakfall *, Dodge Focus 4, Elusive Target, Evasion, Fascinate (Perform [singing, wind instruments]) 2, Fast Overrun, Improved Overrun, Move-By Action, Skill Adept (Perform [singing]) 3 *, Specialization (Notice—visual, Search—visual) 2 *

+5

REF

Powers: Blast 4 (*Sonic hymn*; **Power Feats:** Knockback 3; **Extras:** Cone; **Flaws:** Perform [wind instrument] Check Required, Touch, Weakens * [area]) ■ **Device 1** (*Gabriel's Trumpet*; 5 PP; 3 PP/rank) ■ **Flight 6** ■ **Strike 2** (*Forearm talons*; **Power Feats:** Mighty) ■ **Strike 5** (*Foot talons*; **Extras:** Penetrating) ■ **Super-Senses 9** (Direction sense, distance sense, normal vision [extended] 3, radar)

+12

WILL

Equipment: *Gabriel's Trumpet* [Boost 10 (*Sonic hymn*, boosts 2 ranks/PP, 1 PP/rank; **Flaws:** Personal)] 5

Drawbacks: **Power Loss** (flight; if wings are immobilized) -2, **Power Loss** (*Gabriel's trumpet* has 5 uses/day) -2

+8

Abilities 48 + Skills 16 (64 ranks) + Feats 22 + Powers 42 + Combat 34 + Saves 14 – Drawbacks 4 = 172

* See *Better Mousetrap*

This young mutant was once a champion for good whose heroics graced the City of Angels. In his last operation as the mutant super-hero, Gabriel, he was captured and his teammates killed by agents of DOOM, but a similar death was not meant for the young hero. Instead, his captors tortured and degraded the young man, eventually perverting his morals and brainwashing him into a loyal, twisted servant of the Lost Ones. Gabriel had become a Fallen Angel, the antithesis of everything that he had once stood for, although this fact has not become a matter of public knowledge. So far as the world at large is concerned, Gabriel simply disappeared and no one has yet put two and two together, despite the unmistakable similarities between the two identities and their powers.

A much-renowned, patriotic team of super-heroes (choose as appropriate to your game) worked with Gabriel and his team many times, back in the day, creating a bond of friendship that still remains. This team of heroes continues to look for their missing friend and have not yet learned the truth about his disappearance. Fallen Angel enjoys his secret and has decided that he will reveal it to his former pals at a moment when the shock of realization will do them the most harm.

In a fight Fallen Angel will use his speed and agility to get in close, making swooping pass-by attacks with his talons. He favors his sonic hymn (which requires he actually sing to focus his empowered voice) for tackling tight groups of targets, as well as for destroying obstacles, buildings and the like, especially in order to bring it down on someone's head.

Real Name:

Michael Gardner

Aliases: Gabriel

Threat Level:
Gamma

Age: 23

Height: 5 feet,
10 in.Weight: 145 lbs
due to hollow
bonesNative Language:
English

Fallen Angel is the dark reflection of the loving, kindhearted soul once known as Gabriel. This winged villain has no respect for life and enjoys bringing misery to the human race. Serving the Lost Ones and hurting others are the only two joys that this dastardly criminal knows.

Appearance: With large, angelic wings sprouting from his back, Fallen Angel wears a costume of dark green and black that covers his entire body, including most of his face. Razor sharp titanium blades have been added to the back of his forearms, just as titanium hooks have been added to his heels, acting as the Fallen Angel's talons. Out of costume, he truly does have an angelic face: sparkling blue eyes, short, curly blond hair, dimples and all.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Fallen Angel into their game.

CHOIR OF DOOM

DOOM has found an ancient ritual, supposedly written by one of the first dukes of Hell, that will supposedly unlock the gates of that fiendish realm and thus unleash untold evil upon Earth. The catch is that only a “servant of light, having descended into darkness” can hunt for and retrieve the 6 missing components of the key that is central to the ritual. Of course, this person is Fallen Angel.

Having learned of DOOM's plans, the heroes must stop Fallen Angel from retrieving the key components from their resting places around the world. Failing that, the ritual's location must be discovered and the spell prevented.

HELL'S LEGIONS

During a failed effort to manipulate the mystic prison containing the majority of the Barzani demons (pg 35) so that more could be released without compromising the containment spells' potency, Fallen Angel was accidentally subjected to an influx of dark, mystic sorceries. As a result, Fallen Angel has been temporarily granted the ability to summon demons en masse. He has been using this ability to wreak unspeakable horror and chaos upon the heroes' hometown and must be stopped because the city (if not a much wider area, should the villain decide to spread the misery) cannot afford to wait out the 36 remaining hours Fallen Angel will possess this ability for.

While fighting police and a super-hero team on the other side of the world, Fallen Angel's mask was accidentally ripped off, revealing his face to the masses. Although his face means little to most people, his former friends will recognize him and begin marshalling their allies (including the player characters) to go rescue their former comrade from DOOM. No matter the cost.

Of course, although finding and capturing Fallen Angel (who escaped the previous melee) will in and of itself be no simple task, undoing all the damage to Michael's moral center and psyche will prove to be the most difficult aspect of saving him. The heroes will have to employ the planet's greatest therapists (and likely less conventional means, such as psychics and possibly even magic) in their attempts to undo what DOOM has wrought upon their friend, all the while preventing Fallen Angel from escaping or harming any of his guardians. Sadly, it's also possible that Gabriel can never be returned to his former self and the Fallen Angel personality is now permanent.

FALLEN ANGEL'S TEMPORARY SUMMONING ABILITY

Summon Dretch 8 (Minion rank 8; Power Feats: Mental Link, Progression 9 [1,000]; Extras: Fanatical, Heroic, Horde.) This ability is worth 49 PP. See pg 66 for dretch game statistics.

THE FALLEN ANGEL UNMASKED

Despite the obvious similarities to Gabriel, no one has yet figured out that the former and Fallen Angel are one and the same mainly because reconciling the heroic, gentle personality of the missing hero with the sadistic, evil follower of DOOM makes any such possibility unbelievable to anyone who knew the heroic mutant. However, that all changed in a recent fight caught by news cameras.



Hellfire**PL 15**

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+1	+0	+3
14	18	16	12	10	16
TOUGH	Skills: Bluff 5 (+8), Concentration 4 (+4), Craft (artistic) 2 (+3), Drive 2 (+6), Intimidate 2 (+5), Knowledge (art) 2 (+3), Language (English), Notice 4 (+4), Stealth 3 (+7), Swim 3 (+5)				
+5	Feats: Attack Focus (ranged) 3, Blind Fight, Diehard, Elusive Target, Endurance, Evasion, Favored Environment (extreme heat) 2, Fearless, Fearsome Presence, Improved Initiative, Precise Shot, Set-Up, Tough 2				
FORT	Powers: Blast 10 (<i>Fiery blast</i> ; Power Feats: Alternate Powers—Blast 6 [<i>flamethrower</i> ; Extras: Contagious, Line; Flaws: Touch]) ■ Blast 15 (<i>Hell's blast</i> ; Extras: Explosion; Flaws: Reload [20 minutes, 1 use, self-loading; -4] *, Touch) ■ Enhanced Dodge Focus 4 * (Flaws: Only while flying) ■ Flight 5 ■ Immunity 6 (Heat, fire damage) ■ Leaping 1 ■ Mind Shield 3 ■ Power Resistance 4 (Magic; Flaws: Concentration Check Required) ■ Strike 8 (<i>Fiery aura</i> ; Extras: Aura, Sustained) ■ Super-Senses 4 (Low-light vision, scent, ultravision [extended])				
+8	Drawbacks: Power Loss (fiery aura; when Hell's blast is used, common, 20 min.) -7, Vulnerable (holy water; uncommon, minor) -1, Vulnerable (Good attacks/effects; uncommon, minor) -1				
REF	Combat: Attack +7 (+10 ranged), Damage +2 (unarmed), +10 (fiery blast), +5 (flamethrower), +8 (fiery aura), +15 (<i>Hell's blast</i>), Defense +7 (+11 dodge while flying), Initiative +7				
+4	Abilities 26 + Skills 7 (28 ranks) + Feats 17 + Powers 88 + Combat 28 + Saves 13 – Drawbacks 9 = 170				

* See *Better Mousetrap*

Little is known about the woman calling herself Hellfire except she is of French-Canadian birth and, to those who know how to look for such things, she is not entirely human (she is a Barzani hybrid.) She is also known to have once worked for militant Quebec separatists before switching allegiances to DOOM, but nobody is certain why she left a movement that she still feels passionately about. Most of the other Doomsayers believe Acolyte is holding something over her head that made her sign on and cooperate (or is controlling her through her Barzani nature), a suspicion that seems to be backed up by the cryptic comments he makes whenever she gets out of line and the dirty looks that she flashes in return before acquiescing to his commands.

In a fight, Hellfire will try to keep her distance, bombarding an enemy and the surrounding area (hoping to cause some fires or explosions as a distraction). Should the opportunity arise (or if someone manages to get her angry or frustrated enough), she will charge in at top speed in the hopes of scorching her foe with her fiery aura.

Like her glowing aura of fire, Hellfire's temper and rage burn high. She has next to no patience, little compassion, and a love for violence that is truly frightening to behold unleashed. Her arrogance and sense of self-worth also burns as brightly as her flames and is a constant annoyance to her fellow Doomsayers. Hellfire is only ever subdued around Acolyte, seemingly for fear of what he might say.

Appearance: Hellfire's skin is a deep red while her long, thick hair is a mix of burning reds, yellows and oranges. Her fireproof costume allows for the passage of her flame

and masks her face, the beauty of which, when uncovered, is enhanced by its exotic color.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Hellfire into their game.

A MATCH MADE IN HELL

A gateway of brimstone and flame opens above the city and a horde of demons rides forth, killing and burning everything in sight. Despite the seeming randomness of the initial attack, it will soon become clear the unstoppable horde is moving with a purpose as though chasing something.

Or someone.

During one of DOOM's recent arcane rituals a misstep was made and the demon lord being entreated with was able to glance farther into the mortal realm than DOOM would have liked, spying Hellfire. Fascinated by her powers and evil temperament (not to mention her otherworldly heritage), the demon lord was smitten and took to spying on her with his powerful magics. The more he watched the more he was convinced his instincts were right: Hellfire would be his next queen.

When approached by the demon lord's mortal envoy, Hellfire laughed and then burned the messenger to ash where he stood by way of answer. But she grossly underestimated the demon's power and now he has found a way to cross the dimensional divide in pursuit of his

Real Name:
Dominique Mathers
Aliases: Domino Matthews
Threat Level:
Gamma-T
Age: 23
Height: 5 feet, 4 in.
Weight: 128 lbs
Native Language:
French (Canadian)



chosen bride. As Hellfire flees from the demon horde, it burns and kills everything in its path in order to get to her. Somehow the carnage must be stopped (and the unwilling bride saved?)

BURNING VENGEANCE

A grisly slaying disrupts a conference of North American political and industrial figures of importance. A delegate representing a number of French-Canadian businessmen has been killed—burned alive in his hotel room in a fire so intense he was reduced to ash without anything nearby catching fire. The next night another member of the previous victim's group is killed in a similar fashion. The conference is too important to fall apart, but that seems what is about to happen if the killer isn't stopped.

Fortunately, the next night a third victim manages to get away long enough to describe his assailant before he too dies. The description matches Hellfire to perfection. Investigation will reveal the three victims, and more than a few of the surviving members of their group, were (or still are) radical Quebec separatists. Does DOOM have a reason for trying to breakup the conference or does Hellfire have a more personal reason for the killings? Finding out may just be the key to catching the flaming beauty before she kills again.

THE CANDLE THAT BURNS TWICE AS BRIGHT

Hellfire has recently been subjected to a magic ritual led by Acolyte. She has been misled into believing the spell will grant her untold power, which it will ... for a time. Believing the power is sufficient to free her of Acolyte's control, she has fled the Doomspire back to Earth and is using her newly elevated powers to try and carve out a kingdom for herself.

What Hellfire doesn't know is the spell is fuelled by her soul. Acolyte has put Hellfire in this position because he is tired of constantly matching wills with her and only wants to retain her power, and not her personality or will. By subjecting her to this ritual, Hellfire will not only wreak havoc against humanity but, in so doing, will use her powers with utter abandon, expediting her own demise—the more she uses her powers, the faster her soul is expended. Once she has burned out her own soul, she will be a living automaton acting totally at Acolyte's beck and call. Although the heroes likely won't care so much for Hellfire's soul, the idea of her elevated power totally under Acolyte's command should be sufficient reason for them to find a way to break the spell and return the villain's soul to her.

While subject to the ritual's influence, Hellfire's powers have been altered to the following, increasing her PL to 30.

Blast 15 (*Fiery blast; Power Feats: Alternate Powers—Blast 10 [flamethrower; Extras: Contagious, Line; Flaws: Touch]*)

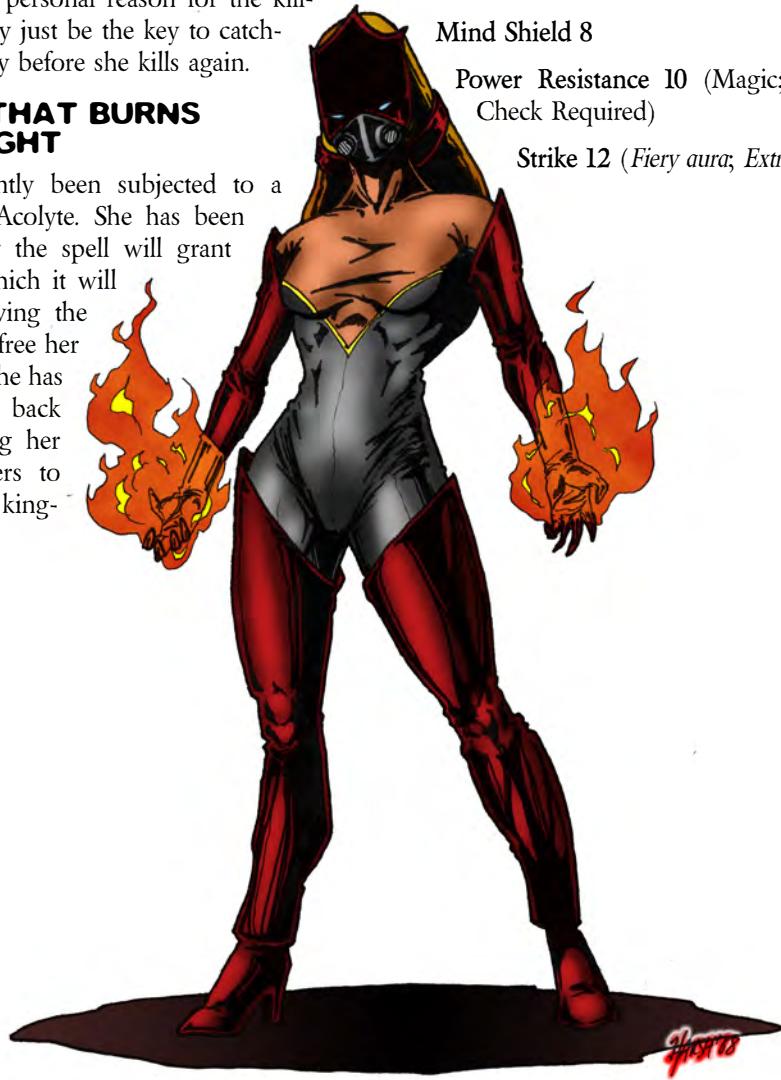
Blast 30 (*Hell's blast; Extras: Explosion; Flaws: Reload [20 minutes, 1 use, self-loading; -4] *, Touch*)

Flight 8

Mind Shield 8

Power Resistance 10 (Magic; *Flaws: Concentration Check Required*)

Strike 12 (*Fiery aura; Extras: Aura, Sustained*)



Nether						PL 12
STR	DEX	CON	INT	WIS	CHA	
+3/+7	+6/+10	+2/+6	+3	+5	+3	
16/24	22/30	14/22	17	20	16	
TOUGH	Skills: Acrobatics 6 (+12/+16), Bluff 2 (+5), Climb 8 (+11/+15), Computers 3 (+6), Concentration 2 (+5), Craft (chemical) 6 (+9), Craft (electronic) 6 (+9), Craft (mechanical) 6 (+9), Disable Device 4 (+7), Escape Artist 8 (+14/+18), Gather Information 5 (+8), Intimidate 8 (+11), Investigate 2 (+5), Knowledge (behavioral sciences) 3 (+6), Knowledge (physical sciences) 5 (+8), Knowledge (super-beings) 5 (+8), Knowledge (tactics) 3 (+6), Knowledge (technology) 8 (+11), Language (Cantonese, Russian, Spanish), Notice 5 (+10), Search 4 (+7), Sense Motive 2 (+7), Sleight of Hand 2 (+8/+12), Stealth 4 (+10/+14), Survival 4 (+9), Swim 2 (+5/+9)					
+4/+8	Feats: Acrobatic Bluff, Ambidexterity, Assessment, Attack Focus (melee) 2, Attractive 2, Blind Fight, Diehard, Dodge Focus 4, Elusive Target, Endurance, Equipment 10, Evasion, Fearless, Fearsome Presence, Grappling Finesse, Hide In Plain Sight, Improved Grapple, Improved Initiative 2, Improvised Tools, Instant Up, Inventor, Jack-of-all-Trades, Quick Draw, Ranged Pin, Throwing Mastery 4, Tough 2, Uncanny Dodge					
+8/+12	REF Powers: Blending (2 PP; Flaws: Only in deep shadows or darker) ■ Enhanced Strength 8 (Flaws: Only in deep shadows or darker) ■ Enhanced Dexterity 8 (Flaws: Only in deep shadows or darker) ■ Enhanced Constitution 8 (Flaws: Only in deep shadows or darker) ■ Gadgets 7 (Gadget belt, 6 PP/rank) ■ Immunity 6 (Heat, fire damage) ■ Leaping 1 ■ Mind Shield 3 ■ Power Resistance 4 (Magic; Flaws: Concentration Check Required) ■ Sensory Shield 3 (Vision) ■ Super-Senses 2 (Low-light vision, scent) ■ Teleport 4 (Darkness step; Power Feats: Easy, Change Direction; Flaws: Medium [shadows/darkness], Short Range)					
+10/+14	WILL Equipment: Various, see sidebars.					
+7	Drawbacks: Vulnerable (holy water; uncommon, minor) -1, Vulnerable (Good attacks/effects; uncommon, minor) -1 Combat: Attack +8 (+10 melee, +10 darts), Damage +3/+7 (unarmed), +10/+14 (darts), Defense +6 (+10 dodge), Initiative +14 Abilities 45 + Skills 29 (116 ranks) + Feats 46 + Powers 78 + Combat 28 + Saves 12 - Drawbacks 2 = 236					

* See Better Mousetrap

Once a reputed (so far as things go) costumed vigilante that combined the ability to work wonders within darkness with his ingenious inventions, Nether succumbed to the influence of a Pendant of Barzani while fighting the Doomsayers several years ago—he was caught entirely by surprise, being unaware of his demonic heritage. Before the crime fighter could shake off the pendant's influence, Acolyte enslaved Nether with a pair of enchanted bracers that would ensure his obedience. Since that horrible day, the vigilante has been forced to take on the role of villain and act alongside his enemies.

Nether is always seeking a way to break Acolyte's hold on his mind, but part of the commands he's been given includes instructions that prevent him from so much as hinting to anyone else that he went "black hat" for any reason other than that of his own free will, nor can he indicate the significance of his bracers. To add to Nether's shame, Acolyte forced the hero to reveal his true identity on live television, an act that brought disgrace upon his

family and caused all his money and property to be seized by the government. Now, even if he were to free himself from DOOM's control, it would be nearly impossible for Nether to prove the circumstances of his fall from grace or for him to reclaim his lost life.

A quiet, sorrowful man, Nether does not interact with other Doomsayers beyond what's been commanded, and in battle he will push any loophole in Acolyte's commands that he can in order to avoid aiding his teammates, or hurting heroes or the innocent.

Appearance: A handsome man with dark hair and even darker eyes, as Nether James dons a dark body glove-style costume with a dark cowl covering his head and most of his face. His gadget belt encircles his waist. Preferring function over flash, Nether's costume is very simple and practical—it didn't even have a logo upon it until becoming a thrall to DOOM, so that now the organization's dreaded symbol marks the chest.

Real Name:
James Wylde
Aliases: None
Threat Level:
Gamma-T
Age: 34
Height: 6 feet
Weight: 198 lbs
Native Language:
English



SHACKLES OF SERVITUDE (64 PP)

These enchanted, copper bracers are what allow Acolyte to retain control over Nether. Should anyone attempt to remove them without first uttering the secret, arcane incantations the wearer is blasted with intense pain. Note that because this device isn't really a beneficial power, Nether does not pay its PP cost.

Device 16 (79 PP device; 4 PP/rank): Mind Control

10 (Power Feats: Mental Link; Extras: Conscious, Continuous, Free Action; Flaws: Must know command word, Only versus wearer, Touch), **Stun 12** (Extras: Reaction [if bracer removal is attempted without codewords]; Flaws: Only versus wearer)

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Nether into their game.

THIEF IN THE NIGHT

Because various heroes have recently unraveled a number of important bankrolling operations, DOOM is forced to resort to a number of relatively common thefts to earn back the lost money—bank robberies, jewel heists, and the like. Or so DOOM would have everyone believe.

In truth, DOOM is using the robberies to establish a false pattern for any investigators to “uncover.” This pattern will lead the heroes to believe they’ve uncovered the next target. While the heroes are off staking out the supposed target, however, Nether will be at the true robbery site: a museum across town where a priceless ancient artifact is on display. Unbeknownst to just about everyone except DOOM, the relic is actually an enchanted key that can unlock a Lost One’s prison.

By the time the heroes realize they’ve been lured away and the relic’s true nature discovered, Nether will be busy teleporting from shadow to shadow, back to where DOOM awaits him and his prize. If the heroes cannot stop Nether before he turns the

item over they will have to go to great lengths to track it down before its foul purpose can be achieved.

A VILLAIN FRAMED

Despite how his life has been stolen and his image twisted into that of a villain, Nether still seeks the tiny victories by undermining DOOM’s efforts whenever possible. As punishment for a recent occurrence that resulted in a failed operation, Acolyte had an important public figure killed and arranged so Nether would appear to be the killer.

Because of the victim (or the circumstances of the death), the heroes must set out to bring Nether to justice. Knowing he’s been framed but commanded not to reveal as much, Nether will let the heroes get close enough to follow his scent (so to speak), but not close enough to capture him. Eventually the heroes will catch on that their being led, and this should bring into question why Nether would bother doing so. Each tug of the heroes’ noses is a tug towards another clue that will clear Nether of this par-



ticular crime, but it's no simple task doing so considering the restrictions of his mind-controlled state.

TRAIL OF BREAD CRUMBS

While Acolyte is called away to another dimension on important DOOM business, he leaves control of Nether to a trusted senior sorcerer in order to undertake a mission. However, this sorcerer is not as experienced at closing any loopholes in his commands as is Acolyte, so the latter's absence grants the former hero a brief window of opportunity to drop clues to heroes regarding the true nature of his relationship with DOOM.

During the assignment, the heroes arrive on the scene to stop Nether and the other Doomsayers. In the process, Nether is able to leave some form of clue that is incredibly cryptic, but so incredibly unusual as to not possibly be taken as a mistake or happenstance. Nether was obviously trying to tell them something but couldn't. If the heroes manage to decipher the clue it will lead them towards another, and then yet another as Nether slowly takes small bites out of the falsehoods DOOM has fashioned to vilify him. Hopefully the heroes can figure things out and uncover the truth before Acolyte returns and reinforces his own, nigh-airtight commands.



A LOOK INSIDE NETHER'S ARSENAL

Nether's gadget belt holds a variety of mundane gear, typically including a digital camera, PDA, caltrops, several pairs of handcuffs, night vision goggles, gas mask, multi-tool, rebreather, bolos, sleep gas pellets, smoke pellets, flash-bangs, tear gas pellets, and the like. His Gadgets power also grants him access to a number of "easy to lose" Devices, some samples of which are provided below.

Darkness Bombs (Device 2; 8 PP): When this baseball-sized device impacts it unleashes a burst of lasting darkness. Aside from obscuring vision, this area also allows Nether a portable area within which to work his abilities. **Darkness Control 5** (Two 40-ft. increments), **Reduced Range -2** *

Darts (Device 2; 8 PP): Weighted spheres with spring-loaded stabilizers for greater distance and accuracy. **Strike 3** (*Power Feats*: Accurate, Improved Critical 2, Mighty; *Extras*: Alternate Attack [ranged; +0] *, Ranged; five 15-ft. increments), **Reduced Range -1** *, **Short Range -1** *

Grapnel Line (Device 1; 5 PP): A pneumatic grapnel launcher that can retract at high-speeds. **Super-Movement 2** (Swinging, Wall-Crawling; *Power Feats*: Alternate Power—Leaping 4)

* See *Better Mousetrap*

Real Name:
Timothy Felazo

Aliases: None

Threat Level:

Age: 34

Height: 5 feet, 4 in.; 6 feet, 8 in.
transformed

Weight: 156 lbs;
35 lbs transformed

Native Language:
English

Speed Demon, Human Form						PL 3
STR	DEX	CON	INT	WIS	CHA	
+2	+1	+3	+0	+1	+0	
14	12	16	10	12	11	
TOUGH +3	Skills: Bluff 8 (+8), Computers 2 (+2), Concentration 8 (+9), Diplomacy 8 (+8), Drive 2 (+3), Gather Information 8 (+8), Investigate 2 (+2), Knowledge (business) 6 (+6), Knowledge (civics) 6 (+6), Knowledge (physical sciences) 4 (+4), Notice 4 (+5), Profession (bureaucrat) 8 (+9), Sense Motive 4 (+5), Swim 2 (+4)					
FORT +5	Feats: Benefit (State Dept. security clearance), Connected (State Department, FBI, DOD) 3 *, Contacts (State Department, FBI, DOD) 3 *, Equipment 3, Fearless					
REF +3	Equipment: A light pistol, and otherwise as needed.					
WILL +3	Drawbacks: Normal Identity (full-round action, must chant) -4					
+3	Combat: Attack +3, Damage +2 (unarmed), +3 (light pistol), Defense +4, Initiative +1					
+3	Abilities 15 + Skills 18 (72 ranks) + Feats 11 + Combat 14 + Saves 6 - Drawbacks 4 = 60					

* See *Better Mousetrap*.

Timothy Felazo was merely a regular, State Department employee who just so happened to do a little moonlighting as a mole for DOOM. When he stumbled across a FBI memo regarding the mystic hero Warlock, he passed it along to his masters and the costumed do-gooder barely escaped with his life, earning the double agent a great deal of favor and an offer to undergo the (then) new Imp procedure. Though not quite sure what the process entailed exactly, Timothy did know that undergoing the mystical change would mean more power. Timothy really liked that idea.

To this day, nobody knows for sure what happened during the process, but when the ritual was over Timothy looked and acted like his old self instead of the hulking, memory-wiped brute he should have become. But Timothy had a story to tell the sorcerers that had performed the spell: as the magic coursed through him, he heard a voice speaking from the darkness of his soul. The voice asked him if he wanted power and he had answered "yes." Felazo then woke up. To prove his story was true, he reached a hand upwards towards the heavens, chanted in an unknown, maddening tongue, and was struck by a bolt of black lightning that blinded the onlookers. When their vision cleared, a horrific creature—a demon—stood where Timothy Felazo had been just moments before. The sorcerers proclaimed Timothy's powers to be a gift from the Lost Ones and he was immediately promoted to a Doomsayer under the name Speed Demon.

Felazo had not recounted the whole story, however. What Timothy held back from the sorcerers was that before granting him the power, the voice also asked if he would be willing to see the entire world and his whole race burn on a pyre in order to attain the power that was offered him. And Timothy had agreed. Just what this will one day mean for DOOM, and indeed all of humanity, remains to be seen.

Speed Demon's favorite tactic is to make high-speed passes at his enemies, slicing at their throats or the back of their legs with his claws. He also enjoys using the same ploy to distract high-and-mighty super-heroes by speeding through crowds.



Speed Demon, Demon Form

PL 12

STR	DEX	CON	INT	WIS	CHA
+11	+4	+7	+0	+1	+0
32	18	24	10	12	11

TOUGH

Skills: Bluff 8 (+8), Climb 4 (+15), Computers 2 (+2), Concentration 8 (+9), Diplomacy 8 (+8), Drive 2 (+6), Gather Information 8 (+8), Investigate 2 (+2), Knowledge (business) 6 (+6), Knowledge (civics) 6 (+6), Knowledge (physical sciences) 4 (+4), Notice 4 (+5), Profession (bureaucrat) 8 (+9), Sense Motive 4 (+5), Swim 2 (+13)

+7

FORT

Feats: All-Out Attack, Attack Focus (melee) 2, Ambidexterity, Diehard, Fast Overrun, Fearless, Fearsome Presence 10, Improved Overrun, Improved Trip, Instant Up, Move-By Action, Takedown Attack 2, Uncanny Dodge (auditory, visual) 2

+11

REF

Powers: Blast 7 (*Hellfire breath*; *Extras:* Concentration, Cone [30 ft.], Contagious; *Flaws:* Touch) ■ Emotion Control 5 (*Dread aura*; *Power Feats:* Subtle; *Extras:* Burst, Continuous, Free Action; *Flaws:* Fear only, Permanent, Touch) ■ Immunity 8 (fire damage, heat, suffocation effects) ■ Impervious Toughness 7 ■ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered/disabled 5 minutes, ability 1 hour) ■ Speed 6 (*Power Feats:* High Speed Dodge *, Increased Step 3) ■ Strike 4 (*Claws*; *Power Feats:* Extended Reach, Mighty; *Extras:* Penetrating 2) ■ Super-Senses 10 (Dark vision, detect good [mental; free action, ranged], infravision, scent, see invisible, ultra-hearing; *Power Feats:* Dimensional) ■ Super-Strength 2

+8

WILL

Drawbacks: Disability (mute when using hellfire breath; common, moderate) -3, Normal Identity (full-round action, must chant) -4, Reduced Area (hellfire breath) -1, Vulnerable (holy water; uncommon, moderate) -2, Vulnerable (Good attacks/effects; uncommon, major) -3

+5

Combat: Attack +6 (+8 melee), Damage +11 (unarmed), +15 (claws), +7 (hellfire breath), Defense +8, Initiative +8

Abilities 47 + Skills 19 (76 ranks) + Feats 25 + Powers 105 + Combat 28 + Saves 12 – Drawbacks 13 = 223

* See *Better Mousetrap*

with his bladed arms outstretched at neck level. When the time comes to cause a distraction (or perhaps if he just wants to see a mass panic where people trample each other), Speed Demon may instead run through a crowd and let his dread aura cause everyone near him to stampede and scatter.

Timothy is totally consumed by the mission that has been given to him by his mysterious benefactor (who may not necessarily be one of the Lost Ones.) He loves carnage and death and his loyalties to DOOM and his fellow Doomsayers stretches only so far as their ability to aid in pursuing his secret goal of seeing the world put to the torch.

Appearance: When transformed, Speed Demon assumes the frightening look of a powerful demon straight from mythology—cloven hooves, horns and all. Bony protrusions sprout from various parts of his body, but those along the back of his fingers can elongate into foot-long claws that will cut through steel, and his mouth can stretch about twice as wide as one would expect so he may breathe forth his hellfire.

Timothy's evil pact has taken its toll on him, as he has lost his youthful vigor and now appears as a much older, out of shape version of himself. In human form, Timothy is an unassuming, bespectacled and timid-looking man whose balding and thinning hair is clearly marked by aging's grays. He looks anything but a sadistic, murderous being bent on destroying the world.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Speed Demon into their game.

SPEED KILLS

A magic-using player character learns Speed Demon is possessed by an actual demon (or similarly dark essence) after finding familiar references to the villain's demonic appearance in a previously lost arcane tome on exorcisms. Of course, this means the arcane hero is now a target and his life and that of his nearest and dearest are in peril. The possessing essence can sense the ancient tome has been opened and read and sends Felazo after the reader before the exorcism can be performed.

Speed Demon will first send cultists and even a Dagger or two after the hero, using the DOOM cannon fodder to drive and steer the potential exorcist into an ambush. Once the hero (and his allies) are in place, Speed Demon will spring the trap and make his presence known in a deadly effort to slay his enemy before the possessing essence can be banished.



WELCOMING THE RAVAGER OF WORLDS

As per his agreement with the demonic force that granted him his dark powers, Timothy Felazo has set out to see the world burn, but he will not do so alone. Instead, Felazo is seeking several hidden locales around the world that, when opened and activated, will create a portal that will bring through whatever made Felazo its champion.

The heroes will catch on to Speed Demon's activities (if not necessarily his purpose) one of two ways: they'll catch him in the act because one of these arcane locales is found within their city of operations (or the like), or because they investigate the phenomenon left by his activation of at least one of the sites. For, you see, each time one of these previously lost sites is found and activated there results a weakening in the boundaries between dimensions for miles around, allowing all manner of horrors to walk between worlds and enter the mortal plane. Even if Speed Demon is prevented from activating all the locales, the damage already done by those he has managed to find and activate will need to be dealt with (possibly providing the Gamemaster some inspiration and opportunity to use in the origins of some new arcane characters in the process.)

A NEW ONE SHALL RISE

Speed Demon has been ultimately defeated, either by somehow removing the possessing essence or killing or otherwise rendering Felazo impotent as a host. Although this may be counted as a victory, it does create a new problem: what became of the possessing force? A psychic or magician in proximity to Speed Demon at the latter's moment of defeat may detect the essence fleeing and, if they do, they may realize that "Speed Demon" was more than just a catchy name appropriate to the defeated villain's appearance. Such heroes may also realize that whatever the fleeing essence was may still be troublesome.

Indeed, the aspect of the creature that partially possessed Felazo will search out a new host. However, the host must be willing and is not easily contacted. Such a potential mortal must be in the process of conducting a magical ritual of demonic communication or otherwise be similarly opened to the darker elements of the arcane cosmos. The dark essence will seek out such a person and try to convince the latter to be the dark essence's champion before its hold on the mortal realm is too weak to maintain and it is forced to flee back to its home dimension—or unless it is first stopped and destroyed or banished.

THE BARZANI DEMONS—DARK SERVANTS

Dating back to at least 3,000 B.C. (making them one of the oldest and most powerful secret societies in the world), the Middle East-based Knights of the Devil brought many gifts to the table when they agreed to merge into DOOM, not the least of which were the Barzani demons.

The Barzani are an ancient breed of monsters that were probably shaped countless millennia ago by the Lost Ones from the same proto-matter as was humanity, although that is just one of many theories. Vile and violent, these creatures are likely the source of many legends the world over until a powerful mystic (possibly even a demi-god or similarly powerful entity) foiled their plans sometime around 15,000 B.C. This mystic—whose name is no longer spoken by history and will not be revealed by the Barzani themselves—used a lost arcane rite to condemn the demons to an eternity within a small, subterranean realm beneath the Atlantic Ocean's floor, never again to walk upon the surface.

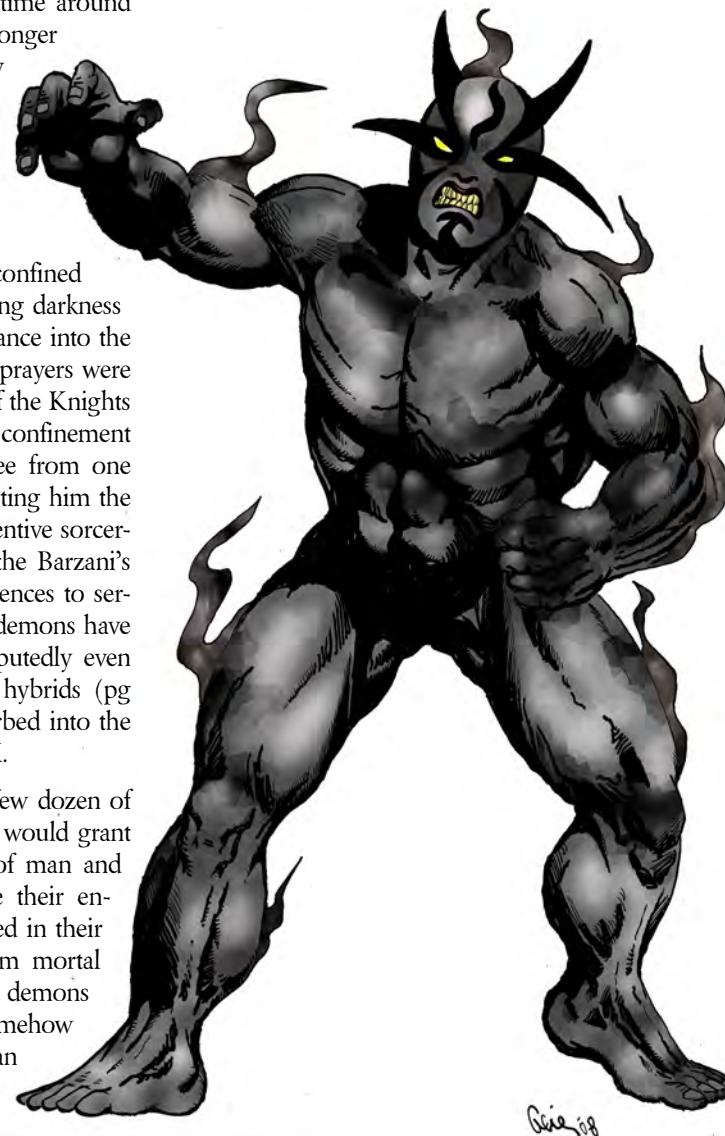
For thousands of years the demons were confined to their deep prison, howling into an unhearing darkness while praying to their lost creators for deliverance into the world above. Around 300 B.C., the Barzani's prayers were answered when a particularly gifted sorcerer of the Knights of the Devil somehow learned of the demons' confinement and contrived a way to set the monsters free from one prison while chaining them into another. Costing him the lives of twelve dark magi of his order, the inventive sorcerer poking a hole through the wards sealing the Barzani's prison while simultaneously binding their essences to service in the Knights of the Devil's name. The demons have been enslaved to the Knights since then, reputedly even mating with humans to create a lineage of hybrids (pg 57) until the Knights of the Devil were absorbed into the larger society. Now the Barzani serve DOOM.

The nature of their prison only allows a few dozen of the demons out at any one time, as anymore would grant the Barzani too much power in the world of man and shatter the spell that enslaves them. Despite their enforced servitude, the Barzani have never ceased in their search to find a way to free themselves from mortal control, a frightening possibility rooted in the demons knowing the key to their freedom rests in somehow loosing more of their kind upon the world than their masters can properly command. Should such an opportunity ever present itself, the

demons would do anything in their power and (restricted) will to escape their arcane shackles and then subject the world to the sort of rage that only immortal creatures living under thousands of years of servitude can understand.

As they get older, some Barzani evolve, developing further powers. The most notable examples of such individualized evolution are the Riders of the Apocalypse who, over the millennia, have developed abilities that have spawned both legends and nightmares.

See page 63 for Barzani demon game statistics.



THE RIDERS OF THE APOCALYPSE

Trapped though they may often be, the immortal rulers of the Barzani – the Four Warlords – have sometimes managed to escape their confinement and wreak the vengeance of their race upon humanity. Mankind would come to instinctively dread the periodic return of these beings before the quartet were once again banished to the dark, sub-Atlantic realm of the Barzani. History would eventually forget the Four Warlords but the religions of humanity would always remember them as the Four Horsemen of the Apocalypse.

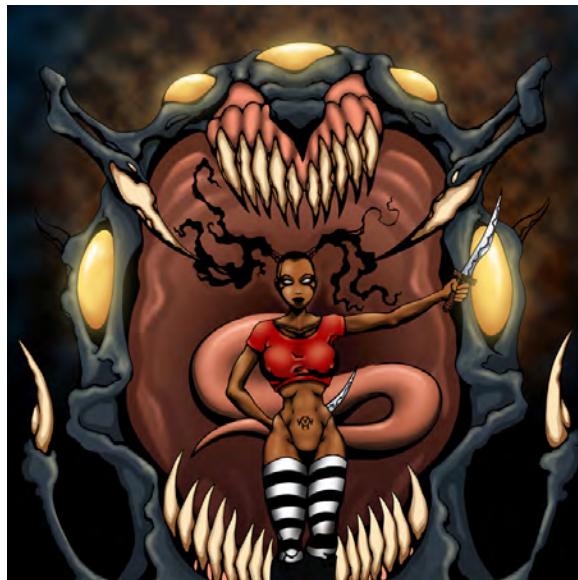
When the Barzani were enslaved by the Knights of the Devil, so too were their leaders, but they are not as easy to control as are the lesser demons. This has allowed them to break free of their prison and go on incredible rampages before they are returned to their prison, including an attack that saw the destruction of several cities in the Roman Empire of old, all of which was credited to barbarian invasions. The Four Warlords of the Barzani were recently set free once again, this time on purpose, and DOOM has found some way to bring them under their control.

DOOM's control of the Riders can barely be called as much because the latter are strong spirited and wielders of ancient power, factors

that have made DOOM's claim to their wills vaporous at best. It is doubtful that DOOM could keep the Riders reigned in at all if not for the uses to which the secret brotherhood of sorcerers usually puts them: destruction on a massive scale. Because these objectives suit the Four Warlords of the Barzani just fine they will often carry out their commands without much fuss, although they'll grasp any opportunities to push the limits of DOOM's control and further their own agendas. The only true loyalties held by the Riders are to each other and their people.

In increasing numbers, reputable super-heroes around the world claim to have recently fought against these four demon lords, some having even suffered losses against the Riders. The global super-hero community is now wondering if this portends some kind of major push by DOOM or if the rarely seen Riders of the Apocalypse are acting out their own script without their masters' permission.

Despite each Rider being of the Barzani race, they have evolved well beyond the typical stock, acquiring power, infamy, and the right to lead their kind. Each is outfitted with arcane weapons of noted power, abilities worthy of their names, and horrific mounts upon which to ride into battle (see Barzani demon mounts, pg 64.)



Death

PL 15

STR	DEX	CON	INT	WIS	CHA
+10	+3	+7	+4	+5	-3
30	16	24	18	20	4

TOUGH

Skills: Acrobatics 4 (+7), Climb 2 (+8), Computers 4 (+8), Concentration 12 (+17), Craft (chemical) 4 (+8), Craft (mechanical) 6 (+10), Craft (electronic) 6 (+10), Intimidate 12 (+11), Investigate 8 (+12), Knowledge (arcane lore) 6 (+10), Knowledge (life sciences) 6 (+10), Knowledge (physical sciences) 6 (+10), Knowledge (technology) 4 (+8), Knowledge (theology and philosophy) 8 (+12), Language (Cantonese, Celestial, Draconic, English, German, Latin, Japanese), Medicine 6 (+11), Notice 7 (+12), Ride 4 (+7), Stealth 8 (+7), Swim 4 (+10)

+9

Feats: All-Out Attack, Artificer, Attack Focus (melee) 2, Attack Specialization (scythe), Attack Specialization (swords), Blind Fight, Diehard, Endurance 2, Enduring Inventions *, Equipment 3, Evasion, Fearless, Fearsome Presence 12, Improved Critical (swords), Improved Grab, Improved Grapple, Improved Initiative, Improved Master Plan *, Improved Pin, Improved Sunder, Inventor, Master Plan, Power Attack, Ritualist, Sidekick (Barzani demon mount) 66, Stunning Attack

FORT

Powers: Blending (4 PP; Flaws: Only in shadows/darkness) ■ Death Touch 10 (Aura of death; Extras: Burst, Continuous, Free Action; Flaws: Not versus Barzani or wearer of a Pendant of Barzani, Permanent) ■ Device 10 (Lifecutter, large, magic, 49 PP; 3 PP/rank) ■ Emotion Control 10 (Dread aura; Power Feats: Subtle; Extras: Burst, Continuous, Free Action; Flaws: Fear only, Not versus Barzani or wearer of a Pendant of Barzani, Permanent, Touch) ■

+12

Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Hellfire Control 5 (Power Feats: Alternate Powers—Dazzle 8 [Abyssal flash; visual, 1 PP/rank]) ■ Ignite 5 ■ Immunity 15 (Aging, electricity damage, heat, fire damage, poison, suffocation) ■ Impervious Toughness 7 ■ Leaping 3 ■ Mind Control 8 (Command undead; Power Feats: Mental Link; Extras: Burst, Instant Command, Sustained; Flaw: Concentration Check Required, Only versus undead) ■ Mind Shield 12 ■ Protection 2 (Power Feats: Innate; Extras: Impervious) ■ Protection 4 (Extras: Impervious; Flaws: Only versus acid and cold) ■ Power Resistance 14 (Magic; Flaws: Concentration Check Required) ■ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered/disabled 5 minutes, ability 1 hour) ■ Speed 1 ■ Summon Barzani 16 (Extras: Heroic; Flaws: Concentration Check Required) ■ Summon Undead 5 (Power Feats: Mental Link, Progression [1,000] 9; Extras: Fanatical, Horde, Undead Type; Flaws: Calling, Concentration Check Required) ■ Super-Movement 1 (Trackless) ■ Super-Senses 18 (Detect the dead [free action, ranged, extended 3], detect magic [free action, ranged], infravision [extended], low-light vision [extended], scent, see invisible, ultravision [extended]; Power Feats: Dimensional) ■ Super-Strength 2 ■ Telepathy 5 (Power Feats: Selective; Extras: Free Action, Burst)

REF

Equipment: Lifecutter [Strike 6 (Power Feats: Dimensional, Extended Reach 2, Improved Critical (scythe) 2, Mighty; Extras: Linked [Transfer], Vampiric), Transfer 8 (Drain Constitution 1 PP, Boost Summon Undead 1 PP, 2 PP/rank; Power Feats: Extended Reach 2, Slow Fade 5; Extras: Linked [Strike], Total Fade)]

WILL

Drawbacks: Noticeable (Regeneration; sulfuric smell and smoke) -1, Vulnerable (holy water; uncommon, major) -3, Vulnerable (Good attacks/effects; uncommon, major) -3

+14

Combat: Attack +9 (-1 size; +11 melee, +13 scythe, +13 swords), Damage +10 (unarmed), +16 (18-20; Lifecutter), +5 (Hellfire blast), Defense +10 (-1 size), Initiative +5

Abilities 40 + Skills 31 (124 ranks) + Feats 106 + Powers 344 + Combat 38 + Saves 23 – Drawbacks 7 = 575

* See Better Mousetrap

** Dynamic

Real Name:
Zee'kal Zund

Aliases: Harbinger
of the Great Void

Threat Level:
Epsilon-D

Age: Unknown, but
well over twenty
thousand years.

Height: 8 feet, 2 in.

Weight: 685 lbs

Native Language:
Abyssal



Possibly the second most powerful of the four Barzani Warlords, Zee'kal Zund—or Death as human history have come to know him—is also the most intelligent and horrifying. Not only does this creature possess the near god-like power shared by his three fellows, but he also has the ability to raise a mindless army to fight his enemies, an army that taps into the greatest of mankind's fears. When Death commands, the dead answer.

As one can probably imagine, Death enjoys killing hordes of innocents whenever the chance presents itself, meaning he will charge into gawking crowds during a fight, slaying anything within reach and then raising his victims as animated corpses. Death also has no compunctions against tossing around bystanders to keep heroes occupied. This is his idea of fun.

Making him still more dangerous is Death's fascination

with modern science, especially anything to do

with killing on a massive scale, such as nuclear bombs, bio-agents and man-made plagues. In fact, DOOM suspects Death has been secretly conducting experiments into a new sort of undead creature, one that combines cybernetic machinery with reanimated flesh. If this turns out to be true, DOOM may have to take greater steps to remind the Riders of the Apocalypse who their (supposed) masters are.

Not even War enjoys bring death to the masses as much as does Zee'kal Zund. To Death, causing the demise of other creatures in an atrocious a fashion as possible is not just a means to an end, but an art form to be cherished. He recognizes the value of self-preservation, however, and will do whatever is necessary to ensure his escape if combat is not going well for him.

Appearance: Death's body is covered in raised, chitinous ridges that look like bones. Even his face is covered by bone-like plates that add a skeletal twist to the typical Barzani features. Adding to his already horrific appearance are the hideous carvings of various atrocities that Death has added to these ridges, etchings that have been shaped into his very flesh. These body carvings are usually hidden beneath the enveloping black cape that is almost always draped about him, held fast by bolts that pierce the ridges upon his shoulders, but when they are revealed they are terrible to behold.

A mighty scythe of polished, black metal that seems to absorb all light, Death's weapon, Lifecutter, is the source of many legends surrounding the specter of death.



Famine

PL 14

STR	DEX	CON	INT	WIS	CHA
+9	+3	+6	+1	+7	-3
28	16	22	12	24	4

TOUGH

Skills: Acrobatics 2 (+5), Bluff 12 (+9), Climb 4 (+9), Concentration 6 (+13), Intimidate 14 (+13), Knowledge (arcane lore) 6 (+7), Knowledge (history) 10 (+11), Knowledge (superbeings) 6 (+7), Knowledge (theology and philosophy) 10 (+11), Language (Ancient Greek, Celestial, Draconic, English), Notice 6 (+13), Perform (oratory) 12 (+9), Ride 8 (+11), Stealth 12 (+11), Survival 4 (+11), Swim 4 (+9)

+8/+11

Feats: Acrobatic Bluff, All-Out Attack, Attack Focus (melee) 2, Attack Specialization (swords), Blind Fight, Chokehold, Defensive Attack, Diehard, Distract, Elusive Target, Endurance 2, Equipment 3, Evasion, Fearless, Fearsome Presence 8, Grappling Finesse, Improved Critical (swords), Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Sunder, Instant Up, Moment of Weakness (Grapple) *, Move-By Action, Power Attack, Sidekick (Barzani demon mount) 72, Startle, Stunning Attack, Track

FORT

Powers: Blending (4 PP; Flaws: Only in shadows/darkness) ■ Device 2 (Armor, large, magic, 9 PP; 4 PP/rank) ■ Device 6 (Swarm, large, magic, 30 PP; 3 PP/rank) ■ Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Growth 16 (Enlarge insect, only if insect is mind controlled or summoned; Extras: Attack; Flaws: Insects only) ■ Hellfire Control 4 (Power Feats: Alternate Powers—Dazzle 4 [Abyssal flash; visual, 1 PP/rank]) ■ Ignite 3 ■ Immunity 13 (Aging, electricity damage, heat, fire damage, poison) ■ Impervious Toughness 6 ■ Leaping 6 ■ Mind Control 5 (Control insects; Power Feats: Mental Link; Extras: Free Action, Instant Command, Sustained; Flaws: Insects only) ■ Mind Shield 10 ■ Protection 2 (Power Feats: Innate; Extras: Impervious) ■ Protection 8 (Extras: Impervious; Flaws: Only versus acid and cold) ■ Power Resistance 8 (Magic; Flaws: Concentration Check Required) ■ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered/disabled 5 minutes, ability 1 hour) ■ Summon Barzani 16 (Extras: Heroic; Flaws: Concentration Check Required) ■ Summon Insects 9 (Power Feats: Mental Link, Progression [amount] 6; Extras: Fanatical, Horde, Insects) ■ Super-Senses 9 (Infravision [extended], low-light vision [extended], scent, see invisible, ultravision [extended]; Power Feats: Dimensional) ■ Super-Strength 2 ■ Telepathy 2 (Power Feats: Selective; Extras: Free Action, Burst) ■ Weather Control 8 * (Heat; Power Feats: Alternate Powers—Distraction [precipitation] 8 *, Fatigue [heat] 8 *, Reduced Visibility [rain] 8 *)

+12

Equipment: Armor [Protection 3 (Extras: Impervious), Dazzle 6 (Insect chittering & buzzing, auditory, 1 PP/rank; Extras: Burst [5 ft.], Continuous; Flaws: Not versus Barzani, Permanent, Touch, Wearer Only) 4/4, Hindered * (Stealth -4) -1, Reduced Area (Dazzle) -2]

WILL

Swarm [Strike 5 (Power Feats: Extended Reach, Improved Critical, Mighty; Extras: Penetrating), Boost 5 (Boosts one of enlarge insects, control insects or summon insect at a time, 2 PP/rank; Power Feats: Slow Fade 2; Extras: Move Action, Total Fade; Flaws: Wielder only)]

+11

Drawbacks: Noticeable (Regeneration; sulfuric smell and smoke) -1, Vulnerable (fire; very common, moderate) -4, Vulnerable (holy water; uncommon, major) -3, Vulnerable (Good attacks/effects; uncommon, major) -3

Combat: Attack +9 (-1 size; +11 melee, +13 swords), Damage +9 (unarmed), +14 (17-20; Swarm), Defense +9 (-1 size), Initiative +7

Abilities 34 + Skills 30 (120 ranks) + Feats 112 + Powers 317 + Combat 40 + Saves 18 - Drawbacks 11 = 540

* See Better Mousetrap

** Dynamic

Real Name:
Keeval Dran

Aliases: Eater of
Worlds

Threat Level:
Epsilon-D

Age: Unknown, but
well over twenty
thousand years.

Height: 8 feet, 8 in.

Weight: 650 lbs
(775 lbs in armor)

Native Language:
Abyssal



To Famine, the sound of the screams caused as his insects swarm among a crowd, biting and tearing away flesh in their passing is like music—a veritable symphony of suffering. Like the other Riders of the Apocalypse, Famine revels in causing death and will often send enlarged insects to stampede through any nearby innocents or to trample ground-based police or super-heroes that would stand in his way. He also enjoys controlling local weather to bring on the slow death of starvation. As the most sadistic of the Riders, the more suffering that comes from his actions the happier Famine is.

Famine has grown to thoroughly enjoy the role he plays in human religion and mythology, so much so that he will play up his role rather dramatically, often unleashing long-winded, haughty and malevolent monologues along with his assaults. These speeches are often filled with chittering references to starvation, the eating of flesh, and so on—if one thing may be said of Famine, it's that he's an excellent orator when it comes to conveying grotesque imagery.

Appearance: Famine is the only one of the Warlords to look like a typical Barzani demon, other than his greater size, of course. It is this Rider's nightmarish armor that gives him the monstrous appearance of his namesake. Famine wears a suit of armor that looks like it was made from bug carapaces and exoskeletons that constantly move, creating a ceaseless and maddening chittering and buzzing. The suit's larger plates look like the shells of giant insects while the small links of the chain are comprised of thousands of small beetles and similar bugs. His helmet is the most frightening aspect of his armor as it looks like the blackened, hollowed head of a preying mantis from hell.

Like Famine's armor, the Barzani Warlord's elegant and frighteningly shaped two-handed sword of swirling, grotesque colors. If the blade is inspected too closely it will seem as though a horde of insects teems and swarms beneath its deadly surface.



Pestilence						PL 13
STR	DEX	CON	INT	WIS	CHA	
+8	+1	+7	+4	+5	+1	
26	12	25	18	20	12	
TOUGH	Skills: Acrobatics 4 (+5), Climb 4 (+12), Concentration 12 (+17), Gather Information 4 (+5), Interrogation 8 (+9), Intimidate 12 (+13), Knowledge (arcane lore) 12 (+16), Knowledge (life sciences) 8 (+12), Knowledge (theology and philosophy) 8 (+12), Language (Celestial, Draconic, Hebrew, Infernal, Latin), Medicine 8 (+12), Notice 8 (+13), Ride 8 (+9), Search 4 (+8), Stealth 7 (+8), Survival 4 (+9)					
+9	Feats: All-Out Attack, Artificer, Attack Focus (melee) 2, Attack Specialization (maces) 2, Attack Specialization (swords), Blind Fight, Diehard, Elusive Target, Endurance 2, Enduring Ritual *, Equipment 3, Evasion, Fearless, Fearsome Presence 12, Improved Critical (swords), Improved Grab, Improved Grapple, Improved Initiative 2, Improved Pin, Improved Sunder, Power Attack, Ritual Expertise (Disease, Nauseate) 2 *, Ritualist, Sidekick (Barzani demon mount) 71, Stunning Attack, Torturer *, Well-Informed					
FORT	Powers: Blending (4 PP; Flaws: Only in shadows/darkness) ■ Disease 6 ** (Conjure plague, Constitution; Power Feats: Reversible, Alternate Powers—Disease 6 ** [Strength, otherwise the same], Disease 6 ** [Dexterity, otherwise the same], Nauseate 7 ** [Power Feats: Progression (save duration) 3; Extras: Cloud, Contagious, Ranged; Flaws: Not versus Barzani]; Extras: Cloud, Contagious, Ranged; Flaws: Not versus Barzani) ■ Disease 12 (Pestilent touch, Constitution; Power Feats: Reversible; Extras: Aura [always active], Contagious; Flaws: Not versus Barzani) ■ Device 5 (Gauntlet, large, magic, 24 PP; 3 PP/rank) ■ Hellfire Control 6 (Power Feats: Alternate Powers—Dazzle 6 [Abyssal flash; visual, 1 PP/rank]) ■ Ignite 3 ■ Immunity 14 (Aging, disease, electricity damage, heat, fire damage, poison) ■ Impervious Toughness 7 ■ Leaping 3 ■ Magic 12 ** (Power Feats: 18 Additional Spells **; Extras: Wide *) ■ Mind Shield 8 ■ Protection 2 (Power Feats: Innate; Extras: Impervious) ■ Protection 8 (Extras: Impervious; Flaws: Only versus acid and cold) ■ Power Resistance 12 (Magic; Flaws: Concentration Check Required) ■ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered/disabled 5 minutes, ability 1 hour) ■ Summon Barzani 16 (Extras: Heroic; Flaws: Concentration Check Required) ■ Super-Senses 9 (Infravision [extended], low-light vision [extended], scent, see invisible, ultravision [extended]; Power Feats: Dimensional) ■ Super-Strength 2 ■ Telepathy 4 (Power Feats: Selective; Extras: Free Action, Burst)					
+14	Equipment: Gauntlet [Strike 4 (Power Feats: Extended Reach, Knockback 2 *, Mighty; Extras: Linked [Corrosion]), Corrosion 8 (Rotting; Extras: Linked [Strike]; Flaws: Living matter only)]					
REF	Drawbacks: Bane (bane: Healing [1 PP], effect: Strike; uncommon, moderate) -3, Noticeable (Regeneration; sulfuric smell and smoke) -1, Power Loss (Magic; when unable to speak and gesture to cast spells) -3, Sluggish (20 ft.) -1, Vulnerable (holy water; uncommon, major) -3, Vulnerable (Good attacks/effects; uncommon, major) -3					
+10	Combat: Attack +8 (+10 melee, +14 maces, +12 swords), Damage +8 (unarmed), +12 (Gauntlet, plus rotting), Defense +11, Initiative +9					
+11	Abilities 53 + Skills 29 (116 ranks) + Feats 115 + Powers 348 + Combat 38 + Saves 22 - Drawbacks 14 = 591					

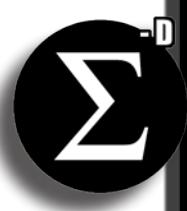
* See Better Mousetrap

** Dynamic

Real Name:
Mazil ZenAliases: Ravager
of LifeThreat Level:
Epsilon-DAge: Unknown, but
well over twenty
thousand years.

Height: 6'2 feet

Weight: 287 lbs

Native Language:
Abyssal

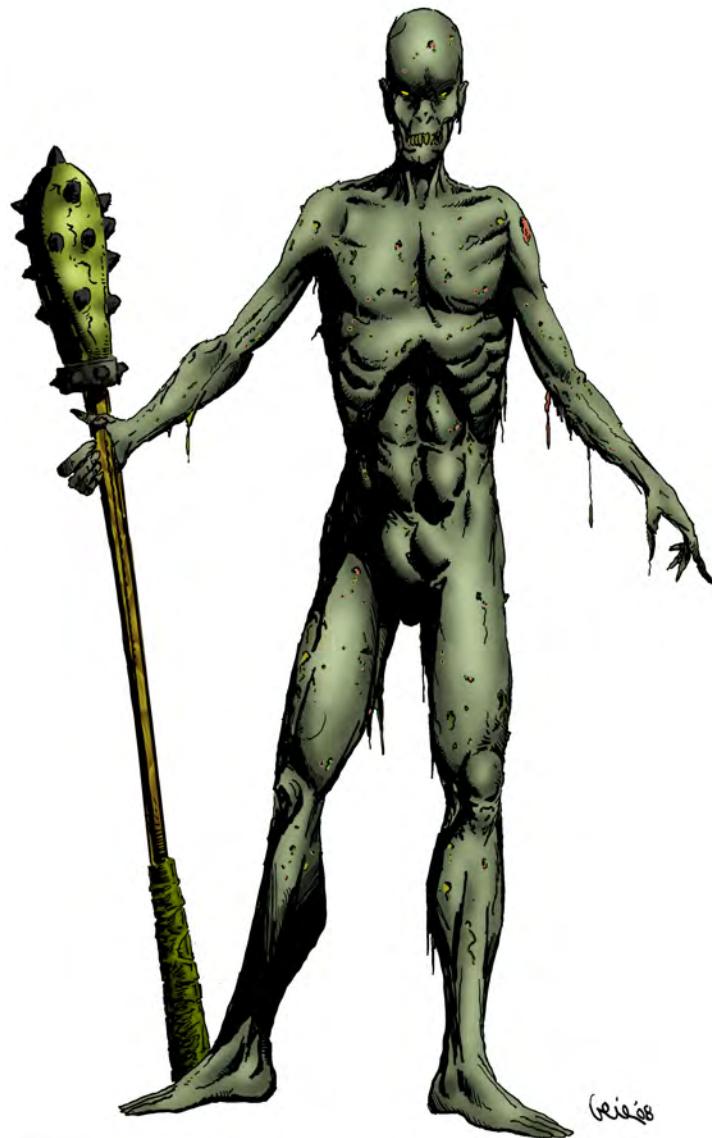
By far the smallest of the Riders of the Apocalypse, Pestilence is often believed (incorrectly) to be the weakest of the four. Not only does Pestilence possess preternatural powers, as do his brother Warlords, but he has also spent centuries mastering his demonic life essence until it could be accessed and harnessed as spell magic. Using this combination, Pestilence is indeed an especially dangerous and worthy foe.

Pestilence's favorite tactic is to maneuver around on his mount, keeping out of the range of powerful heroes, using his ability to unleash clouds of disease or toss spells. When all who would dare oppose the Riders have been sufficiently weakened, Pestilence will then sweep in to finish them off with his diseased touch or with a putrefying blow from his mace.

When not spreading plagues and other corruptions of the flesh, Pestilence enjoys taking captives to perform medical experiments upon. He is always looking for new ways to inflict harm, test the limits of pain endurance, and unlock new maladies upon which to inflict mankind. It is largely due to his experiments that DOOM was able to create the walking nightmare, Deadman.

Appearance: Pestilence cuts a willowy, gaunt figure that is dwarfed by the other Riders (and, indeed, all Barzani.) His body is a pale green-gray and covered in boils and sores, giving the grotesque impression that he is a victim of every disease and illness imaginable.

An enchanted mace that stands shoulder tall, Gauntsteel is Pestilence's primary weapon. Not only can Gauntsteel crush bone with its terrible weight but its touch also rots living matter.



War	PL 19				
STR	DEX	CON	INT	WIS	CHA
+15	+5	+8	+2	+3	-1
40	20	26	14	16	8
TOUGH	Skills: Acrobatics 6 (+11), Climb 6 (+17), Concentration 10 (+13), Craft (mechanical) 8 (+10), Intimidate 16 (+17), Knowledge (arcane lore) 12 (+14), Knowledge (history) 4 (+6), Knowledge (physical sciences) 4 (+6), Knowledge (tactics) 8 (+10), Knowledge (theology and philosophy) 8 (+10), Language (Ancient Greek, Celestial, Draconic, English, Latin), Notice 10 (+13), Ride 10 (+15), Search 4 (+6), Stealth 8 (+9), Survival 5 (+7), Swim 4 (+15)				
+10/+15	Feats: All-Out Attack, Artificer, Assessment, Attack Focus (melee) 2, Attack Specialization (swords), Blind Fight, Commander *, Defensive Attack, Diehard, Elusive Target, Endurance 2, Equipment 3, Evasion, Fast Overrun, Fearless, Fearsome Presence 5, Improved Critical (swords) 4, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative 2, Improved Pin, Improved Sunder, Moment of Weakness (block, disarm) 2 *, Power Attack, Prone Fighting, Sidekick (Barzani demon mount) 69, Stunning Attack, Takedown Attack, Track, Weapon Bind, Weapon Break				
FORT	Powers: Blending (4 PP; Flaws: Only in shadows/darkness) ■ Device 10 (Armor, large, magic, 48 PP; 4 PP/rank) ■ Device 7 (War Knell, large, magic, 33 PP; 3 PP/rank) ■ Emotion Control 10 (Rage aura; Power Feats: Subtle; Extras: Burst, Continuous; Flaws: Permanent, Rage Only, Touch) ■ Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Hellfire Control 10 (Power Feats: Alternate Powers—Dazzle 10 [Abyssal flash; visual, 1 PP/rank]) ■ Ignite 6 ■ Immovable 4 (Extras: Unstoppable) ■ Immunity 13 (Aging, electricity damage, heat, fire damage, poison) ■ Impervious Toughness 8 ■ Leaping 6 ■ Mind Shield 8 ■ Protection 2 (Power Feats: Innate; Extras: Impervious) ■ Protection 8 (Extras: Impervious; Flaws: Only versus acid and cold) ■ Power Resistance 10 (Magic; Flaws: Concentration Check Required) ■ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered/disabled 5 minutes, ability 1 hour) ■ Summon Barzani 16 (Extras: Heroic; Power Feats: Progression 3; Flaws: Concentration Check Required) ■ Super-Senses 9 (Infravision [extended], low-light vision [extended], scent, see invisible, ultravision [extended]; Power Feats: Dimensional) ■ Super-Strength 8 ■ Telepathy 3 (Power Feats: Selective; Extras: Free Action, Burst)				
+14	Equipment: Armor [Protection 5 (Extras: Impervious), Boost 8 (Regeneration, 1 PP/rank; Extras: Reaction, Continuous; Flaws: Permanent, Wearer Only), Hindered * (Stealth -8) -2]				
REF	War Knell [Strike 6 (Power Feats: Affects Insubstantial, Dimensional, Knockback 2, Mighty, Split Attack; Extras: Penetrating 2, Vampiric), Boost 6 (Hellfire Control, 1 PP/rank; Flaws: Wielder Only)]				
+15	Drawbacks: Noticeable (Regeneration; sulfuric smell and smoke) -1, Vulnerable (holy water; uncommon, major) -3, Vulnerable (Good attacks/effects; uncommon, major) -3				
WILL	Combat: Attack +12 (-1 size; +14 melee, +16 swords), Damage +15 (unarmed), +21 (16-20; War Knell), +10 or +16 (Hellfire blast), Defense +12 (-1 size), Initiative +13				
+12	Abilities 52 + Skills 32 (128 ranks) + Feats 113 + Powers 282 + Combat 52 + Saves 25 - Drawbacks 7 = 549				

* See *Better Mousetrap*

Drabak Kul, known as War, is the undisputed leader of the Riders of the Apocalypse and the entire Barzani race (before DOOM used magic to bind the demons to their current fate, that is.) Being of use to his human masters may serve the Barzani's purposes for the time being, but one day War will rear up against those who dared command him and show them just how insignificant their supposed magical bindings over his people truly are. Until that day arrives, War is content to lash out at the technological world of man, bringing death and conflict with his every step.

Like all Barzani, War speaks very little of his masters' varied languages unless addressing someone who has gained his respect (no simple feat), otherwise restricting himself to his native language at all times. Like any true Barzani, War has very little to say, but when he does speak one can be assured that no good shall come of it.

As his moniker suggests, War revels in combat and enjoys pitting himself against super-beings because of the challenge they present. Although working for DOOM serves his current desire to devastate humanity, it is only

Real Name:
Drabak Kul

Aliases: Herald of the Blood

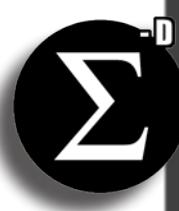
Threat Level:
Epsilon-D

Age: Unknown, but well over twenty thousand years.

Height: 9 feet, 10 in.

Weight: 812 lbs.
(1,080 lbs in armor)

Native Language:
Abyssal



a matter of time and the proper opportunity before his Barzani spirit chafes under its bindings and urges War to lead his subjects to freedom.

Appearance: War is a daunting figure, no matter how used to facing down evil villains one may be. Taller than almost all his kind, War's face is even more angular and menacing than the common Barzani demon, and his powerful muscles are indicative of the might this being wields.

He wears an impressive suit of armor that appears to be a cross between traditional, samurai battle regalia and something out of a science-fiction film. The armor is black with faintly glowing red and gold highlights, and it protects most of his body, leaving only his face and hands partially exposed. Always at the Warlord's side is War Knell, a dark scimitar of incredible size and might that is capable of delivering incredibly devastating blows in his hands. It is said that the first Barzani forged War Knell within the fiery heart of the planet itself before the first Homo sapiens stumbled upon the Earth. It is effectively indestructible.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Riders of the Apocalypse into their game.

THE END TIMES

Somehow the Barzani demons have managed to free themselves from their prison and they now go forth to destroy the world with the Riders of the Apocalypse leading the charge. It would seem the Biblical End of Times is truly come unless the characters (and every other hero the world over) step up to stop them.

The battle against the Barzani will be far from easy, especially for those fighting wherever the Riders are to be found (who will likely split up in order to further the spread of devastation faster). Thousands (if not millions) will die in the meantime and, in truth, a head-on effort will almost certainly be futile. The Barzani are too many, too powerful, and too driven by their ageless anger to be defeated in a straight-up conflict. Instead, the heroes will have to find a way to force the demons back into their prison (or fashion a new one), and hopefully do so in a manner that does not return them to DOOM's control.

APOCALYPSE NOW?

DOOM has found away to bring about the end of the world, unleashing an Apocalypse that will leave the planet in their control and the surviving population enslaved to them. The process involves unlocking seven arcane seals buried deep beneath various cities around the world. While DOOM prepares the seals with mystic incantations and the like, the Riders will cut a swath of destruction through the respective cities above until the streets literally flow with blood, seeping into the ground where its essence will be fed to the seals. Unless the Riders are stopped, the blood will eventually cause the seals to open, unleashing energies that will tear through the ground, whip up high into the heavens, and join at a single point, opening a gate to Hell.

REVENGE OF THE RIDERS

The Riders of the Apocalypse have slipped free of DOOM's control and are wreaking their horrible revenge upon the villains. While this would seem to be good news for the rest of the world, the Barzani Warlords are hardly discerning in their mayhem, and in the process of slaying

DOOM's members and toppling its secreted facilities surrounding areas are getting caught up in the mayhem.

Fighting the Riders will be an incredibly difficult task in its own right, but making it extremely unorthodox will be the almost certain need to combine efforts with DOOM in order to do come through victorious against the demons. This means teaming up with the Doomsayers who are, to say the least, untrustworthy. They [the Doomsayers] will almost certainly seek to stab the heroes in the back (quite possibly literally) as soon as the opportunity presents itself and they are confident they can beat the Riders without the heroes' further assistance.

If the Gamemaster wants to really put the heroes to the test, the Riders should divide their number and spread out, going after DOOM at different locations. This will force upon the characters a more definite teaming with the Doomsayers, as the heroes and their villainous allies are likewise forced to split up to deal with the rampaging demons.



Geoff

DOOM IN YOUR GAME

Although ideal for campaigns where the heroes are themselves of a mystic nature, DOOM remains a tough opponent that is an easy fit for just about any game. They can be used as a periodic foe to darken the game's atmosphere, to add an element of mystery and the unexplainable to a game wherein magic is not common, or they can be a dire, reoccurring enemy with a long memory and dark desire for vengeance against the heroes that have thwarted their despicable plans in the past.

CAPER IDEAS

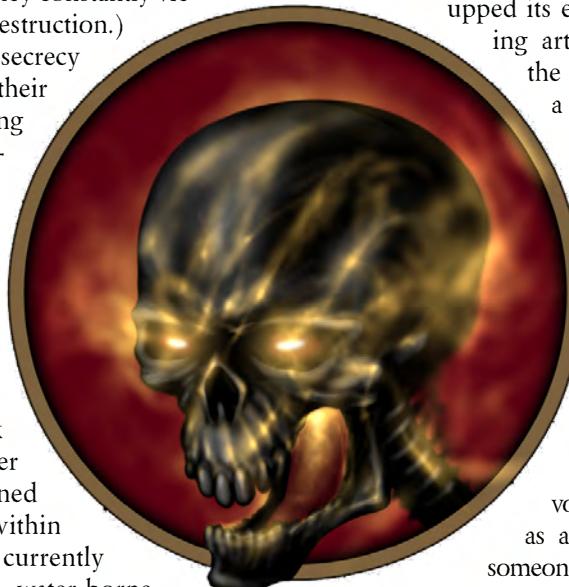
Evil manipulators such as DOOM always seem to have many meals on their plate, casting their hungry eyes across all they survey as they constantly vie for global domination (or destruction.) Because of the incredible secrecy DOOM normally enshrouds their operations in, heroes desiring to trip up these cads must often rely upon the rumor mill (and blind luck) to provide them with valuable clues.

ASLEEP BENEATH THE WAVES

DOOM has found evidence that an ancient, dark god of unimagined power has somehow been imprisoned within an ancient city, deep within an ocean fault line. They are currently negotiating with unknown, water-borne creatures occupying the area in order to gain access to this mystical prison so they can release the foul deity. If they aren't stopped and this ancient, slumbering god is awoken, it could mean the death or subjugation of mankind.

JUNGLE OF DOOM

Broadcasts from South America indicate that some dire force is at work within the deep rainforests, striking out at the nearby cities and development projects under the cover of night. Fuzzy video images taken by an American news crew reveal what appear to be giant worms with human heads devouring the workmen and destroying the machines of a clear cutting project the reporters was investigating. The video also showed a glimpse of what looked to be the Doomsayers, but the picture is too choppy



and brief to be certain. The news crew's equipment was found at the project site, covered in blood, but the reporters have not been seen since.

Will the heroes be able to stop the Doomsayers (if it was indeed them on the tape) and these monstrous worms before they strike again? And, perhaps more importantly in the grand scheme, what interest does DOOM have in clear cutting projects? Is there something in the jungle they wish to remain undiscovered?

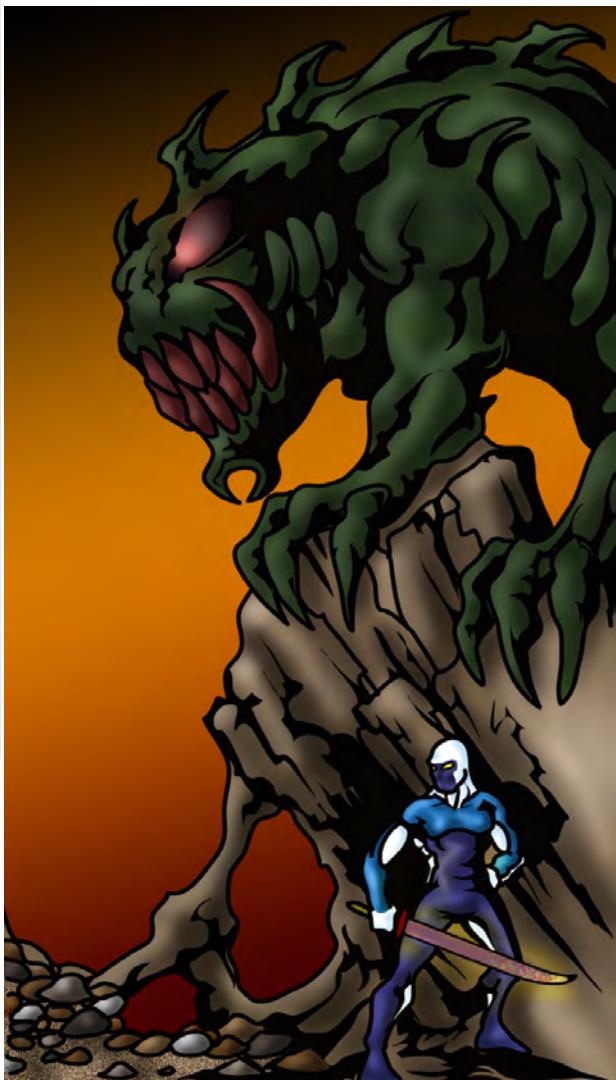
THAT WHICH GODS GIVE, MAN MAY TAKE AWAY

At first just a rumor that has since been backed up with a growing body count, DOOM has upped its efforts to take mystic, empowering artifacts from heroes and villains the world over. So far, a little over a dozen such super-beings have been confirmed as victims of DOOM, and their respective magical items or weapons taken. Whether DOOM intends to hoard these artifacts to keep others from using them or will turn them to their [DOOM's] own ends remains to be seen, but no good will come of it.

The heroes can become involved if any of their number qualify as a suitable target, or if they know someone who does. Otherwise, the very idea of DOOM accumulating so much power should be terrifying enough to get the heroes interested.

THE ULTIMATE LONG DISTANCE CALL

Mystical apparatuses found by various super-heroes during raids upon DOOM installations around the world would seem to indicate these foul sorcerers are attempting to meld modern technology with arcane know-how in order to penetrate the barriers between dimensions. Who or what DOOM may be trying to reach or summon in such an unusual manner remains a mystery (although the Lost Ones are a likely choice) but the obvious amount of time and money necessary to build each apparatus does not bode well for mankind. Just how many more of these magical machines may be out there and when DOOM plans to activate them is unknown.



ESCAPE FROM THE SPIRE

During a recent encounter with DOOM, the heroes were incapacitated and captured. By means of magic, the heroes were transported to the Doomspire where they now find themselves the subjects of torture and experimentation against their will. After several such experiments, not to mention attempts to brainwash the heroes, the latter will finally see their opportunity to break free.

Escaping the Doomspire will be no simple feat. Not only will the player characters have to bypass and evade the cultists, sorcerers and other inhabitants of DOOM's headquarters, but if the heroes try to break for the land around the mountain they will quickly realize how far from home they are when they begin encountering the demonic hordes that surround the site, waiting for a chance to reclaim it from the mortal intruders.

This scenario provides a good opportunity to take the player characters in new directions, if desired. For instance, during one of DOOM's experiments a hero could be altered, changing his abilities or adding a new one, providing a means to explain some of the player's desires with regards to how he spends some of his character's PP

gained from experience. This scenario could also allow them to begin adventuring in other dimensions, looking for a way home.

THE THIRTEEN KEYS OF HORROR

There are myths and stories about thirteen antediluvian icons of untold power. The tales also state that should these thirteen artifacts each be simultaneously placed at specific locations around the world an event of unparalleled horror and destruction would occur. (The Gamemaster should call upon characters to make a DC 15 to 20 Knowledge [arcane lore] check to see if they know this.) When stories regarding how the locations where some of these artifacts were thought to be safeguarded are raided and their guardians slain, it becomes obvious that even if the stories aren't true someone believes in them enough to kill. As the facts begin to unravel, it becomes obvious DOOM is behind the thefts and murders, but by the time the heroes figure this out the villains will already have eight of the relics in their possession and will be pressing on to claim the rest in order to complete the ritual.

RIDERS OF THE STORMS

The Riders of the Apocalypse are rumored to have been at the center of several recent disasters (earthquakes, floods, volcanic eruptions, widespread droughts, etc.) around the world. Most of these catastrophes were on such a scale as to have been thought to be beyond even the incredible capabilities of these frightening, mythic villains. Have these fiends found some new source of power or are the rumors of their involvement mistaken? Worse yet, are the Riders finished or do they have more disasters in mind and, if so, do they have a purpose beyond mass murder? Are the disasters' locations at all significant? Are they a sign of some sort of arcane ritual on a global scale and, if so, what will the ritual do?



NEW RULES

The following chapter contains new rules and general game material utilized within this work.

NEW FEATS

TOUGH (GENERAL, RANKED)

You have a +1 bonus on Toughness saving throws per rank in this feat. Your maximum Toughness save bonus is limited by power level, as normal. The Gamemaster may choose to set a limit on how many ranks you can have in this feat; Tough is an innate talent or knack, as opposed to the Protection power, which is a superhuman trait. A maximum of three ranks of Tough is usually a fair limit for semi-realistic games.

NEW POWERS

EXTRA ATTACKS

Effect: General
Action: Full
Range: Personal
Duration: Instant
Cost: 5 points per rank

You can make multiple attacks in a round. By taking a full-round action, you can make a total number of attacks equal to your Extra Attacks power rank +1, all at your full attack bonus. All the attacks must be made with the same weapon, attack method or power, but does not have to be directed at the same target. You cannot move more than a 5-foot step between your attacks unless you have the Move-by Action feat; regardless, your total movement can never exceed your normal speed.

Note that Extra Attacks can be tremendously effective when combined with the Takedown Attack feat, which grants additional attacks when you incapacitate an opponent. A character with both could attack, incapacitate an opponent, use Takedown Attack, incapacitate another opponent, use Takedown Attack again and fail to incapacitate the target, but then move on to his second attack for the round (from Extra Attacks), and so forth. Extra Attacks/Takedown characters can be “one-person armies,” able to take on huge groups of opponents at once.

POWER FEATS

Combo: Each instance of selecting this feat allows you to combine with Extra Attacks the use of any trait you would normally be able to use with this power on their own. These traits can now be used in any combination you see fit, up to the limit of your maximum allowed attacks in around, as determined by your power ranks.

You must be specific when choosing the individual feat, melee, power you've created for your character, etc. this feat applies to. If the power breaks down into multiple effects you must apply the Combo power feat separately to each of those effects. When first taking this power feat you choose two qualifying traits rather than one (otherwise what would the sole trait work in combination with?) The Gamemaster may allow you to apply the Combo power feat to more general attack types, such as either melee or ranged weapons as a group, but doing so costs 2 PP per rank.

For example, a character with Combo 2 may choose punch, elbow, and kick as his combo elements. He could now use these attack types together in any combination desired while using the Extra Attacks power.

Mobility: You may sacrifice one of your extra attacks in order to move an additional 5 feet, although the total distance moved in any round this power is used cannot exceed half the distance you may normally move in a single move action.

Quickened Charge: You may now use the attacks used by means of this power in conjunction with a charge action, effectively making a charge a free action when used to perform the specified attacks. This may only be performed if all the attacks are melee attacks.



FLAWS

Chain (-1): Each maneuver in the series of attacks is dependent on the one that came before it. This means if any of the extra attacks (even the first) misses their intended targets, your actions end, you are denied use of this power for the rest of the round, and are considered flat-footed until your next action.

Declining (-1): Each extra attack following the first suffers a cumulative -5 penalty to the attack modifier of the attack that came before it.

NEW POWER FEATS

POTENT

This power feat may only be applied to traits with Fortitude, Reflex, or Will saves. Furthermore, this saving throw must be a secondary effect used to determine whether or not a primary result—the effectiveness of which is directly tied to the power's rank in some way other than with regards to range, duration, etc.—activates. Each application increases the trait's save DC by 1 without an increase in the trait's overall ranks or influencing the trait's other aspects, such as its range, duration, etc. This is useful for creating effects such as poisons that are difficult to resist, but have very little actual effect.

The following are examples of powers that can make use of Potent:

Corrosion (rank indicates damage), Create Object (rank indicates object size and Toughness), Dimensional Pocket (rank tied to capacity), Drain (rank tied to amount drained), Snare (rank tied to snare Toughness)

The following are examples of powers with saving throws that cannot make use of Potent:

Blast (uses Toughness save), Fatigue (save is primary effect), Paralyze (save is primary effect), Stun (save is primary effect)

If the trait has more than one appropriate saving throw, Potent must be applied to each separately if the intention is to improve two or more of the trait's saving throw DCs.

NEW EXTRAS

DISPOSSESSION (+1; POSSESSION)

Normally someone possessing another person via the Possession trait is also slain if their host is killed while so inhabited, but this extra instead forces the possessing character out of the host at the moment of death.

Being forcibly ejected in such an event forces the possessing character to appear in the nearest open space beside the host subject, in much the same fashion as though ejected by a successful Will save, but the possessing character will be disoriented and must make a saving throw versus Confuse at the same rank as the effect that killed the host. For example, a host body killed by a Blast 7 attack would eject the person possessing the slain host, but would require the ejected character to make a save versus Confuse 7.

PIUSSANT SAVE (+1)

Even if the saving throw versus the trait in question succeeds, the target still suffers the effect at half the trait's ranks unless the saving throw roll succeeds by 10 or more. If the trait has more than one relevant saving throw this extra must be applied separately for each it is meant to affect, otherwise a save without this extra will merely have the normal result rather than the one brought about via Puissant Save.

This extra is not appropriate for all traits and should only be applied to those where the effect's intensity is directly related to the amount of ranks. For example, Puissant Save could not apply to Mind Control because it has a binary/all-or-nothing process of operating on the target—either it works or it doesn't, with the power's ranks having no influence on any degree of effect upon a failed saving throw.

NEW FLAWS

CALLING (SUMMON; -1 OR -2 MODIFIER)



Instead of appearing beside the summoner, the minion hearkens to the summoner's call and must travel from its current location. This means the time needed for the minion to arrive in aid of its master will vary with each instance, depending upon the circumstances of how easily and quickly the minion may travel. In some situations, such as the summoner and minion being on different continents or even planets, this flaw can effectively render the Summon power useless until such circumstances improve.

The -1 version of this flaw allows the summoned creature to continue to come to the summoner's aid, even if the summoner moves to a new location once the power was activated. The -2 variation means the creatures will go to the location the summoner activated the ability at, even if the summoner later moves on to a new location.

Unconscious and dead minions summoned with a power to which Calling has been applied to do not disappear but rather remain where they fell.

NEW DRAWBACKS

BANE

The character suffers an undesired effect when exposed to a specified power or effect, which is known as the "bane." This effect must be detrimental in some way—being outright harmful or the exact opposite of what was intended are the most common choices. A bane can be a

A LOOK AT BANE

Let's say we're building a character with the drawback **Bane** (*bane*: Emotion Control, *effect*: Emotion Control [opposite effect]; uncommon, major.) This would have a value of 3 PP—1 PP for the bane power being a single trait (Emotion Control), 1 PP for it being an uncommon power, and 2 PP for having a major effect upon the character. In game terms, this would mean anytime someone successfully used Emotion Control on the character he would be affected by that power at double the intended rank, but the effect upon the character would be the opposite of what was intended. So, if the character were targeted by **Emotion Control 8** (rage) he would instead act as though affected by **Emotion Control 16** (love.)

non-power effect, such as exposure to a specific type of radiation that is otherwise not harmful, or a trait.

The bane's resulting influence upon the character is likewise selected when the drawback is chosen. Doing so requires selecting a detrimental/harmful ranked trait that only comes into effect when the character is *successfully* subjected to the bane's influence. This effect upon the character need not worry about range or action, as it is automatically considered of personal range and activates as a reaction, but it may otherwise be modified as per a typical power build.

A bane's base value is determined by what the bane effect is. This value is then modified by intensity and frequency.

- **1 PP:** A single trait/object/effect, chosen when the drawback is acquired (such as the Blast power, Strike, etc.) To affect a list of specific traits, one at a time, acquire different Banes as separate drawbacks.
- **2 PP:** The bane can be any trait suiting your narrow descriptors/parameters (such as chemical, cold, fire, gravitic, etc.)
- **3 PP:** The bane can be any trait suiting your broad descriptors/parameters (such as all non-lethal physical damage, all lethal physical damage, all non-lethal energy damage, or all lethal energy damage, etc.)

Intensity determines how many of the bane's ranks are translated in to the effect on the character. A minor bane will affect the character with **50%** (x 0.5, round up) of the bane power's ranks. Moderate banes affect the character with the full effect of the bane power's ranks. Major banes affect the character with double (x2) the bane power's ranks. If the bane effect does not have ranks, as would be the case if the character's bane was water and he was thrown into a pool, a minor bane induces as many ranks of a bane effect as is equal to one-third the character's PL (rounded up.) A moderate non-ranked bane would induce as many ranks of a bane effect as is equal to two-thirds the character's PL (rounded up.) A major non-ranked bane would induce as many ranks of a bane effect as is equal to the character's PL (rounded up.)

Frequency indicates how often the character is likely to encounter the indicated bane.

This drawback cannot be used to create a beneficial result, such as selecting Blast (electricity) as the

bane with the bane's effect being a healing influence upon the character. This is clearly not a detriment to the character—it is indeed a common use of the Absorption power and should (rightly so) *cost* PP, not *acquire* it in the form of a drawback.

DILUTED

This power drawback may only be applied to traits with Fortitude, Reflex, or Will saves. Furthermore, this saving throw must be a secondary effect used to determine whether or not a primary result—the effectiveness of which is directly tied to the power's rank in some way other than with regards to range, duration, etc.—activates.

Each application reduces the trait's save DC by 1 without a reduction in the trait's overall ranks or influencing the trait's other aspects, such as its range, duration, etc. This is useful for creating effects such as poisons that are easy to resist, but have a great kick should they work.



The following are examples of powers that can be influenced by Diluted:

Corrosion (rank indicates damage), Create Object (rank indicates object size and Toughness), Dimensional Pocket (rank tied to capacity), Drain (rank tied to amount drained), Snare (rank tied to snare Toughness)

The following are examples of powers with saving throws that cannot be influenced by Diluted:

Blast (uses Toughness save), Fatigue (save is primary effect), Paralyze (save is primary effect), Stun (save is primary effect)

If the trait has more than one appropriate saving throw, Diluted must be applied to each separately if the intention is to improve two or more of the trait's saving throw DCs.

POWER LOSS (ADDENDUM)

If the period of power loss remains after exposure to the triggering condition is removed, the drawback's value is increased. In such instances, increase this drawback's value by the power loss' duration on the **Time and Value Progression** table. For example, a character with Power Loss (extreme cold; common, 5 minutes) would lose access to the specified power for five minutes after being exposed to 'extreme cold,' for a total value of -6 PP (a -2

PP for being a common condition and -4 PP for the five minute duration being four ranks on the Time and Value Progression table.)

SEPARATE PERSONALITY (REVISED)

This is a revised version of the drawback originally appearing in Metahuman Mystics & Supernatural Supers 2, also by Misfit Studios

Two or more different personalities exist within one body, usually as the result of a mental disorder and representing distinctive aspects of the character's psyche, although it need not be simultaneously and only one personality can be in control of the body at a time. On the surface, this looks much like a combination of the Involuntary Transformation and Normal Identity drawbacks, but it deals entirely with personalities (mental identities) rather than changes to the character as a whole, including physical changes, the swapping of bodies, etc.

Separate personalities do not normally share memories or thoughts, although they can carry on a "discussion" amongst themselves, allowing them to voluntarily fill the other personalities in on whatever they wish. Such conversations do not usually affect the controlling personality any more than would listening to a conversation from a source that isn't in his own head, although the Gamemaster may temporarily add the Distracting flaw and/or additional penalties to the character's actions if an internal conversation between personalities becomes heated or "loud." This allows personalities to lie to each other and use skills such as Bluff and Gather Information amongst themselves, as they would against anyone else.

Frequency determines how often the personality change is likely to happen during a single session, based on what circumstances can trigger the switch, such as rage, taking damage, being around someone attractive, and so on. A circumstance to initiate such a Will save must be provided for each personality, or a single circumstance must be provided to cover all the personalities with a random roll determining who takes charge. The drawback's intensity determines the Will save DC the personality currently in charge must save against in order to retain control.

A full-round action is normally required to change between personalities, increasing the drawback's value by 1 per step up the Time and Value Progression table the change requires beyond this. Conversely, if the change requires a standard action, reduce the drawback's value by one. During the change you lose your dodge bonus and any active trait requiring Concentration is disrupted.

PAYING FOR THE PERSONALITIES

Each personality must be purchased and built independently of the others and, typically, each personality's game mechanics would be limited to elements directly tied to their mental and behavioral states. This means mental characteristics—Intelligence, Wisdom, Charisma (and these abilities' related skills), Will save, and feats related to memories, knowledge, personality, and the like would be the most common elements purchased with each personality's separate PP. Other traits may also be represented with the Gamemaster's approval, reasoning they are only available to that personality due to mental blocks preventing their use by the other personalities, but otherwise anything that affects the character's physiology (metahuman or not) should not be purchased within this drawback's structure.

Physical differences attached to each identity and the like should remain the purview of Involuntary Transformation and Normal Identity.

The primary personality must initially be built on as many or fewer than one half the total PP available to the character. Each additional personality must be built using at least 15 PP less than that used to construct the primary personality, and must remain so once (if) PP gained with experience is applied.



SPENDING EXPERIENCE

As the character gains additional PP through adventuring, the player may distribute the points amongst the various personalities as he wishes. Gamemasters may want to limit how such PP is distributed to reflect each personality's contribution to the points' acquisition; personalities that contributed far more than others should be distributed at least twice that of any other personality, for instance. Keep in mind, though, that additional personalities must always have at least 15 PP less than that used to build the primary personality.

WHAT IF I NEVER USE IT?

A character that takes Separate Personality but never uses it should have those PP repealed by the Gamemaster. How this is done is up to the Gamemaster, although having them come from PP gained at the next PL is the most likely method, while having the secondary personality disappear entirely ("hurray, you've been cured!") is another, more drastic option.

Gamemasters should never allow players to benefit from taking a drawback if the player does not allow it to play an active part in the game.

PLAYING THE ROLE

Each separate personality will have its own quirks, behaviors, memories, and the like. When a new personality is in control, the player must assume this new role even if doing so is detrimental to the character's overall welfare and/or objectives. In extreme cases the Gamemaster may decide he must control the character as a non-player character (NPC) when a particular personality is in command. For example, if one of the personalities is that of a villain, the Gamemaster may decide the character becomes a NPC when that personality is in control, as is the case with every other villain in the game. If a personality does indeed temporarily transform a character into a NPC in this fashion, the drawback's value is increased by 1 PP (total, not per NPC personality.)

SLUGGISH

For some reason you are slower than the normal base movement rate of 30 feet. As 1 PP drawback your base movement rate is reduced by 1/3rd (to 20 feet at the base rate), by 2/3rds (to 10 feet at the base rate) for 2 PP, and by 5/6ths (to 5 feet at the base rate) for 3 PP, rounded down and with a minimum movement rate of 5 feet. The most likely reasons for this reduced base movement rate include an injury or the like that slows you down without otherwise affecting you sufficiently to warrant a disability, or it may be a natural characteristic of your species if other than human.





CERBERUS

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SAMPLE SPELLS

The following sample spell builds indicate the basic PP cost to simultaneously increase the component powers by one rank apiece, in addition to any applicable flat-rate PP costs, allowing the Gamemaster to easily apply the spell at the desired rank for use by any DOOM spell-casting character.

Many of these spells can benefit further from the addition of Affect Others (either version) and Independent.

ALCHEMICAL TOUCH

The caster's touch can transform the targeted metal into another type of matter.

Transmutation (*Extras*: Continuous; *Flaws*: Touch, Limited to metals); 4 PP/rank

BLINDING BLAZE

A brief flash of blinding light is unleashed.

Dazzle * (Visual, 1 PP/rank; *Extras*: Burst); 2 PP/rank

BRAIN LOCK

This spell reaches into the target's brain and denies him access to aspects of his intellect.

Drain Intelligence and Wisdom (Drain abilities, 3 PP/rank; *Power Feats*: Reversible; *Extras*: Ranged, Will Save; *Flaws*: Only Intelligence and Wisdom); 3 PP/rank, plus 1 PP

CALBINON'S OATH

Upon touching the subject, the latter makes a promise to the caster. If this promise is broken, the subject will immediately be struck from within by the terrible (and literal) burning of his own guilt.

Strike (*Power Feats*: Triggered [breaking specified oath to caster]; *Flaws*: Living targets only), Lethal -1; 1 PP/2 ranks, minus 1 PP

DARD'S FOGGED THOUGHTS

The caster releases a fog of confusing thoughts.

Confuse (*Extras*: Cloud); 2 PP/rank

ETHEREAL MESSENGER

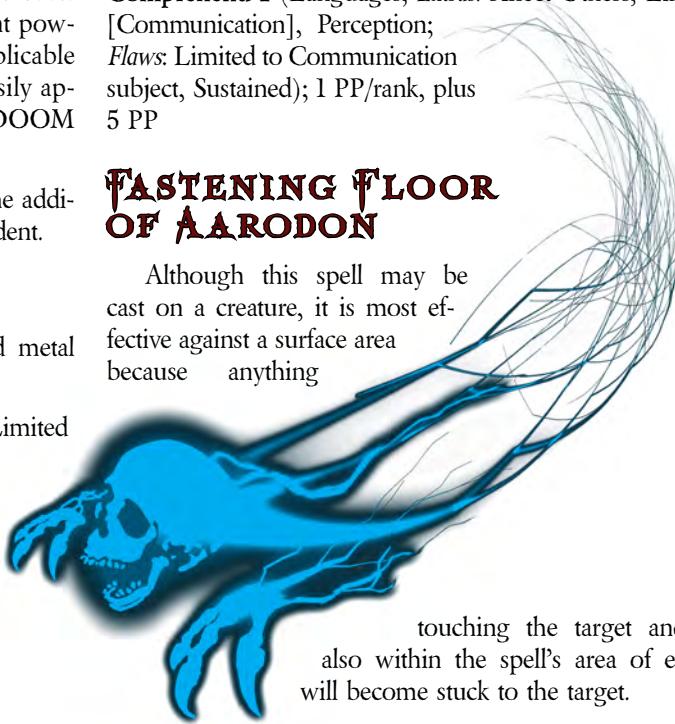
An invisible spirit is summoned to carry and translate a message directly into the subject's mind.

Communication (Mental; *Power Feats*: Dimensional, Rapid, Subtle; *Extras*: Linked [Comprehend]),

Comprehend 1 (Languages; *Extras*: Affect Others, Linked [Communication], Perception; *Flaws*: Limited to Communication subject, Sustained); 1 PP/rank, plus 5 PP

FASTENING FLOOR OF AARODON

Although this spell may be cast on a creature, it is most effective against a surface area because anything



touching the target and is also within the spell's area of effect will become stuck to the target.

Snare (*Power Feats*: Indirect, Reversible; *Extras*: Burst, Regenerating; *Flaws*: Entangle, Only if has physical contact with target); 2 PP/rank, plus 2 PP

FISH FRIEND

The caster can function rather well underwater.

Immunity 1 (breathe normally underwater), Swimming (*Power Feats*: Environmental Adaptation); 1 PP/rank, plus 2 PP

FLAMES OF INFERNAL

This spell shoots a jet of fire from the caster's hands

Blast (Fire; *Extras*: Cone; *Flaws*: Touch); 2 PP/rank

GOLDEN CHAINS OF ZYGORTH

Golden bands of constraining energy encircle the target.

Snare (*Power Feats*: Indirect, Reversible; *Extras*: Regenerating); 3 PP/rank, plus 2 PP

HAND OF TERRA

A large, earthen hand rises from the ground to obey the caster's commands.

Telekinesis * (*Power Feats*: Indirect, Alternate Powers—Deflect *, Snare *; *Extras*: Damaging; *Flaws*: Only against targets in contact with earth); 2 PP/rank, plus 6 PP

HECTRA'S FOUL TOUCH

Darkness surrounds the caster's hand, allowing the latter to deliver a blow of pure evil.

Strike (*Evil; Power Feats: Affects Insubstantial, Dimensional, Incurable; Flaws: No Knockback **; 1 PP/2 ranks, plus 3 PP*)

SINGLE'S LOCK

A mystic ward is placed upon a lock, opening, or the like. The ward is broken if the lock or door is opened without the pass phrase being uttered first, causing the mystic seal to detonate.

Strike (*Power Feats: Affects Insubstantial, Knockback **, Triggered [lack of pass phrase] 2; Extras: Explosion); 2 PP/rank, plus 4 PP*)

KYDRA'S SUFFERING

Created by a very cruel sorceress, this spell is designed to inflict both physical and mental pain over time.

Blast (*Energy; Extras: Linked [Mental Blast], Secondary Effect 2), Mental Blast* (*Extras: Linked [Blast], Secondary Effect 2; Flaws: Ranged), Damage Restriction (blast; nonlethal) -1 **, Damage Restriction (mental blast; non-lethal) -1 **; 9 PP/rank, minus 2 PP*)

LIGHT OF TRUTH

A light shines out from the caster's eyes and any it falls upon will be compelled to truthfully answer any questions the caster poses to them.

Mind Control (*Extras: Conscious, Effortless; Flaws: Limited to Telling the Truth), Noticeable -1; 3 PP/rank, minus 1 PP*)

LEGEDEL'S BERSERKING

Anyone affected runs amok, acting unpredictably and with unmitigated, violent anger.

Confuse (*Power Feats: Incurable; Extras: Burst, Linked [Emotion Control]), Emotion Control* (*Power Feats: Incurable; Extras: Burst, Lasting **, Linked [Confuse]; Flaws: Instant, Rage Only); 3 PP/rank, plus 2 PP*)

MAN OF IRON

The subject is temporarily granted great resistance to impact and damage.

Immovable (*Extras: Linked [Immunity, Protection]; Flaws: Sustained), Immunity 30* (Fortitude effects; *Extras: Linked [Immovable, Protection]), Protection* (*Extras: Linked*

[*Immovable, Immunity]; Flaws: Sustained); 2 PP/rank, plus 30 PP*)

MEGBREER'S MIND SPIN

The target's thoughts are scrambled somewhat, making it more difficult for them to use mental senses or skills.

Dazzle (*Mental, 1 PP/rank; Extras: Alternate Save [secondary, Will], Linked [Drain]), Drain Skills * (3 PP/rank; Extras: Linked [Dazzle], Ranged); 4 PP/rank*)

MODEN'S HEART TAMER

The target becomes enamored of the caster.

Emotion Control (*Extras: Burst; Flaw: Love only, Only towards the caster, Ranged); 1 PP/2 ranks*)

MODEN'S NULLIFICATION

Releases an arcane energy that counters other mysticism.

Nullify Magic (*2 PP/rank; Extras: No Saving Throw, Nullifying Field); 4 PP/rank*)

MYSTIC'S ARMOR

A protective field of arcane energy surrounds the caster. This can appear as nothing more than a glow or can take the shape of translucent armor of a color selected upon casting.

Force Field (*Power Feats: Selective; Extras: Impervious; Flaws: Ablative); 1 PP/rank, plus 1 PP*)

PUNGIL'S SANCTUARY

An area around the spell's subject is protected against the designated creature type. Many variations of this spell exist, as it is very useful.

Ward (*Specify target upon selecting the spell as an Alternate Power; Extras: Alternate Save [Fortitude], Damaging; Flaws: Limited to a narrow type of creature); 3 PP/rank*)

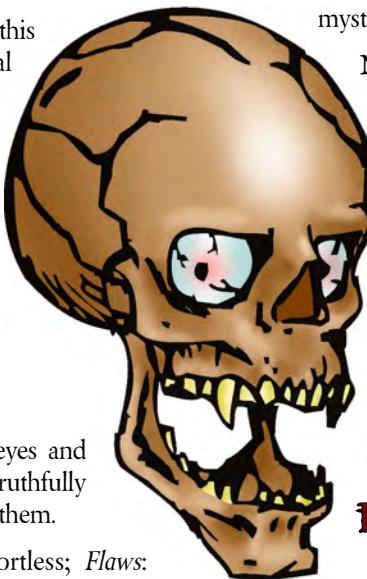
READ AURA

You can look at someone in order to "read" subtleties about their intentions and mood.

Enhanced Sense Motive ** (*Power Feats: Critical Skill); 1 PP/rank, plus 1 PP*)

SANCTUARY OF DEFRAZ

More than just a spell to keep out a particular type of creature, the spell will transport the caster to a designated location should such creatures penetrate the protected area.



Ward (*Extras*: Linked [Teleport]), Teleport (*Power Feats*: Triggered [if Ward defeated by specified creature type]; *Extras*: Linked [Ward]; *Flaws*: Anchor); 2 PP/rank, plus 1 PP

TEGGLEDER'S TUMBLE

A wave of energy radiates out from the point of origin, threatening to knock over everything in the area of effect.

Trip (*Extras*: Burst, Knockback, Opposed by Dexterity); 3 PP/rank

THOR'S STRIKE

Bolts of lightning streak down from the sky to attack the target(s.)

Blast (*Electricity*; *Power Feats*: Indirect, Split Attack; *Extras*: Contagious), Minimum Range (close) -1; 3 PP/rank, plus 1 PP

TITAN'S MIGHT

A simple spell to (somewhat ham-fistedly) improve the subject's physical power.

Enhanced Strength (*Extras*: Linked [Super-Strength]; *Flaws*: Sustained), Super-Strength (*Power Feats*: Countering Punch, Groundstrike; *Extras*: Linked [Enhanced Strength]; *Flaws*: Sustained, Uncontrolled); 2 PP/2 ranks, plus 2 PP

TOUCH OF FEAR

The caster's touch infects the target with fear.

Emotion Control (*Power Feats*: Subtle; *Flaws*: Fear Only, Touch); 1 PP/3 ranks, plus 1 PP

WEIRDING WALK

By walking into a wall or the like with a surface area at least as big as the caster, the latter may walk into that object and out from within another object elsewhere that meets the same size requirements.

Teleport (*Power Feats*: Change Direction, Easy, Turnabout; *Flaws*: Medium [any surface of an area larger than the caster]); 1 PP/rank, plus 3 PP

WHISPER'S KILLER

An area around your target is affected by a field of magic that suppresses sound.

Obscure (Auditory, 1 PP/rank; *Extras*: Burst, Independent; *Flaws*: Saving Throw [Will]); 1 PP/rank

YKKORN'S GHOST PUPPET

A weave of ectoplasm extends from the caster's fingers and entangles the targeted spirit, making it appear much like a puppet hanging from a set of strings.

Spirit Control (*Flaws*: Perform [puppeteer] Check Required); 1 PP/rank



ZEBRIN'S DAYLIGHT FLARE

A ray of daylight is created and cast.

Blast (*Extras*: Line; *Flaws*: No Knockback **, Only affects creatures harmed by daylight, Touch); 1 PP/2 ranks

* Dynamic

** See Better Mousetrap

NEW EQUIPMENT & DEVICES

PENDANT OF BARZANI (15 PP)

Created by the Knights of the Devil when they assumed control over the Barzani and their prison, these artifacts have since passed on to DOOM. Unfortunately for these evil sorcerers, only four of the enchanted ornaments are known to still exist—one is held by Acolyte while the other three are in the collective possession of the Council of Nine and are only doled out to underlings when necessary.

What is not known is that the Barzani have found and destroyed two previously unknown pendants and are conniving to steal and undo the remaining ones. Obviously this will be no easy task considering that such an action directly opposes the commands of their masters, but the Barzani are patient and determined that one-day they shall be free. Should such freedom ever be theirs, the Barzani will be certain to repay humanity (starting with DOOM) for many centuries of enslavement.

These pendants grant the wearer direct control over a Barzani demon, and it is through the pendants that DOOM maintains its control over those demons they've released from their watery prison. The pendants also render the wearer immune to some of the Riders of the Apocalypse's more fearsome abilities, and allows for the summoning of a Barzani demon from out of their prison.

Device 25 (124 PP device; 3 PP/rank): Mind Control 23 (*Extras: Burst, Conscious, Move Action, Sustained; Flaws: Only versus Barzani demons, Unreliable versus Barzani hybrids*), **Summon Barzani 16** (*Extras: Heroic; Flaws: Concentration Check Required*)



SOUL STONES (18 PP)

First made during the Dark Ages, a soul stone is a regular gem that has undergone a difficult transformation ritual involving no less than ten sorcerers. With a secret mental or spoken command from their wielder, these foul artifacts can siphon the life energy from anyone whose flesh makes contact with the gem's surface (including that of its user) and channels it into its master, converting the life force into arcane energy that may then be manipulated and used.

Device 6 (30 PP device; 3 PP/rank): Transfer 5 (Drain Constitution 1 PP, Boost Magic 1 PP, 2 PP/rank; *Power Feats: Slow Fade 5; Extras: Alternate Save [Will], Free Action, Total Fade*)

NEW TEMPLATES

BARZANI HYBRID TEMPLATE (35 PP)

One of the plans to break free of their prison was for the Barzani to increase their power on Earth by mating their essence with that of humanity. They have done so by convincing first the Knights of the Devil and now DOOM that mating with mortals will grant the latter's offspring great power. Indeed, the originators of this plot "revealed" this information to their human jailors in such a way as to seem it had been tricked out of them, thus assuring their masters it was true.

A Barzani hybrid possesses many diluted traits of its demonic heritage but benefits from free will (for the most part.) Many have come to serve DOOM or gone on to serve their own evil ends, while a few of these bloodlines have long since split from the Knights of the Devil's control, allowing the resulting hybrids to grow up and follow their own paths, unaware of their origins or ties to DOOM (and its predecessors.)

Although the details will vary, a Barzani hybrid largely appears human, but some signs of otherworldliness exist. Many will be followed by the faint scent of sulfur, while others may have oddly shaped and/or colored eyes, unusually large incisors, and similar signs of their true nature. A rare few will show far more signs of their demonic inheritance, usually to the point where they may no longer pass unnoticed amongst humans. All hybrids also radiate a sense of unease that makes others feel nervous or even fear in their presence.

This template may only be applied to living, mortal humans and is a matter of birth. It cannot be acquired later in life.



ABILITY MINIMUMS	COST
Strength +4	4
Constitution +2	2
Charisma -2	-2
SAVES	
Fort +2	2
Reflex +2	2
Will +2	2
COMBAT	
Attack +1	2
Defense +1	2
SKILLS	
Concentration 2 ranks	0.5
Intimidate 2 ranks	0.5
FEATS	
Blind Fight	1
Diehard	1
Endurance	1
Fearless	1
Fearsome Presence	1
Improved Initiative	1
POWERS	
Immunity 6 (Heat, fire damage)	6
Leaping 1	1
Mind Shield 3	3
Power Resistance 4 (Magic; Flaws: Concentration Check Required)	4
Super-Senses 2 (Low-light vision, scent)	2
DRAWBACKS	
Vulnerable (holy water; uncommon, minor)	-1
Vulnerable (Good attacks/effects; uncommon, minor)	-1

THE IMMORTAL (38 PP OR LESS)

Throughout time, certain individuals—for unknown reasons—have been reborn into a nigh-endless, ageless cycle of death and rebirth as Immortals. Chosen by destiny (or some Higher Power), when slain by violence for the first time such individuals rise from death soon after to begin their new life as a player in the Contest. Immortals are indistinguishable from humans and will forever be stuck appearing to be the age they were when first “killed”; an Immortal who manages to die of natural causes will not rise and will indeed die normally, remaining so having never realized his potential.

The Immortals’ origins as a race, and that of their powers and purpose, are not known. Even the most ancient survivors who are able to recount tales of the Immortals who came before are only able to recite myths and legends. Some such legends proclaim the Immortals to be the precursors of mankind, while others state they are gifted by the gods or even born of the immediate line of Adam and Eve (or a similar pairing of significance to a religion’s origin tale.)

Many Immortals have sat at the sidelines, if not been direct participants, of major events of their times, sometimes taking on the roles of gods or inspiring mortal legends while at other times advising or aiding great men. Regardless of their role, this ageless race seems drawn to the great moments in history. As communications over distance became easier and the recording of history more prolific, most have been wise enough to keep their heads down for the most part, lest someone take notice of a pattern of activity and expose them and their kind to humanity’s paranoid, scientific and theological scrutiny.

Because of how they are forced to live their lives, most Immortals are consummate warriors, not only fighting amongst themselves but also partaking of man’s wars in roles both grand and common. They fight to save their own necks (literally) and lend their talents (and ability to escape even the worst conflagrations unscathed) to the causes they hold dear. In pursuit of these causes, Immortals will often form bonds of brothers-in-arms and friendship that last down through the centuries, but even so there always remains the knowledge that one day they may have to cross blades as enemies due to shifting interests and causes or through the winnowing process that is the Immortal’s fate.

In the end, only one Immortal may survive.

THE EXALTATION

Every Immortal is filled with a preternatural energy that embodies all that the individual has been, is, and has the potential to be. When an Immortal is slain by decapitation

this Exaltation is released moments later and will flow into the victorious Immortal so long as the latter remains within (slain Immortal’s PL x 5) feet of the headless corpse. If the killer is not in range the energy will flow into the nearest Immortal in range, otherwise the Exaltation’s power disperses uselessly. Absorbing an Immortal’s Exaltation grants the victor the slain Immortal’s memories in part and a portion of his power.

The following is gained by an Exaltation:

- A permanent bonus to whichever ability (+1 bonus), feat (+1 rank or new feat), or non-Knowledge skill (+4 ranks to one or divide the amongst multiple) was the slain Immortal’s highest possessed trait (choose randomly if tied.) The Gamemaster may also decide which of the three traits is increased, as best suits the slain Immortal’s nature.
- +4 ranks to the highest Knowledge skill possessed by the slain Immortal (choose randomly if tied), even if the victor didn’t previously have the skill.
- +(deceased Immortal’s PL / 5, rounded down) PP to spend as desired. Increases from Exaltation remain limited by PL maximums.



The Exaltation looks much like lightning that rises from the body (especially through the open neck cavity) and runs towards and then across and about the victorious Immortal’s body, creating quite an impressive electrical and pyrotechnics display throughout the area. This is both invigorating and painful, affecting the victor as though by a *Fatigue* (*Flaws: Limited to Fatigue*) attack of as many ranks as the deceased Immortal’s PL.

An Exaltation also risks damage to the surroundings, affecting all inorganic material within (slain Immortal’s PL x 10) feet of the decapitated body as though affected by a *Blast* (*electricity*) attack of as many ranks as half the deceased’s PL, typically damaging vehicles, pipes, electronics, and so on, and blowing out windows, light fixtures, etc. Triple the *Fatigue* and *Blast* ranks if the Exaltation occurs on holy ground (see later for significance.) Any other Immortal near an Exaltation (within slain Immortal’s PL x 5 feet) but not benefiting from it will feel invigorated, immediately removing all fatigue results. An Exaltation lasts (slain Immortal’s PL / 3, rounded down) rounds, with a minimum of 1 round, during which time the Immortal benefiting from the process loses their dodge bonus (and this isn’t retained by traits such as *Uncanny Dodge*) and half their actions each round.

Other unusual effects are also likely, such as the headless body (or other nearby objects) levitating, cars starting up with their horns honking and lights flashing, fires flaring up, fire hoses filling and shooting off of their own accord, and so on, all of which ends when the Exaltation has run its course.

As you’d expect from such benefits, even without the Contest (see following) to drive them on, many Immortals

seek the heads of their own kind for no better reason than advancing their own power through the Exaltation.

THE DOWNSIDE OF THE EXALTATION

To counterbalance the benefits of the Exaltation and the character's long life, Immortal's are otherwise awarded PP at half the usual rate. Just as the Exaltation costs the character no PP during character creation to benefit from it, this detrimental effect similarly grants no PP despite functionally being a drawback.

CONTAMINATED EXALTATION

When absorbing memories through an Exaltation it's possible a victor may also absorb part of the deceased's personality. Usually this is little more than a minor quirk or a mood associated with the memories, but sometimes the result can be much deeper and powerful.

If the deceased is a Minion Rank 11 (PL if a player character) or higher Immortal, the victor must make a Willpower saving throw using the deceased's Minion Rank (or PL, if appropriate) as the DC. This DC is further modified by the Immortal's moral compass potency, for good or ill.

DEGREE OF GOOD/EVIL	BASE DC MODIFIER
No particular tendencies either way	+0
Occasional deeds/characteristics of type	+5
Regular deeds/characteristics of type	+10
Willfully pursues deeds/characteristics of type	+15
Champions good or evil	+20

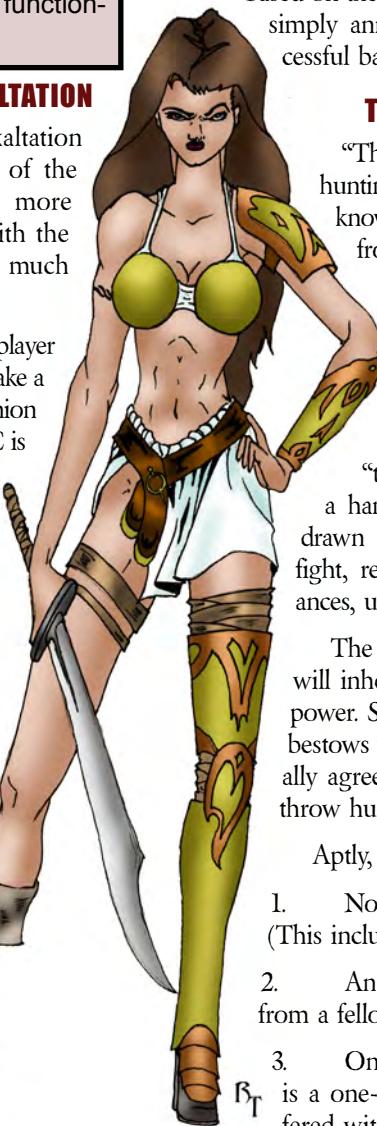
If the slain Immortal was himself the recipient of a contaminated Exaltation there is a greater chance of it passing along to his killer, increasing the saving throw's DC by +10.

If the victorious Immortal fails his saving throw, he takes on characteristics of a similar nature, possibly wholly altering the Immortal's personality, likely shifting between aspects of all the Immortals of a similar nature absorbed. An Immortal's change from good to evil in this fashion is

known as an Enlightening Exaltation, whereas a slip from good to evil is called a Dark Exaltation.

A contaminated Exaltation is no easy thing to reverse, as the Immortal must look inwards and confront his own altered nature. The Gamemaster should never reduce this to a simple saving throw, but rather have the character play out some grand quest that puts the Immortal to the ultimate test, spiritually, emotionally, and physically. At the quest's completion, the Gamemaster may then require another saving throw, possibly modifying the original DC based on the quest's events and lessons, or he can simply announce whether the quest was successful based on how it played out.

THE CONTEST AND THE ASSEMBLY



“The Contest” is the title by which the hunting of heads amongst Immortals is known. As an Immortal takes more heads from his fellows, his knowledge and power increases. As the eons pass, the amount of new Immortals being reborn has been unable to replenish the numbers lost to the Contest, drawing the Immortal race ever onward towards a final battle known as “the Assembly.” When there are only a handful of Immortals left, they will be drawn to a single location where they will fight, regardless of past friendships and alliances, until only one remains.

The final surviving Immortal, it is said, will inherit “the Gift,” some sort of ultimate power. Speculation as to what exactly the Gift bestows upon the victor varies, but it is generally agreed that in the wrong hands it would throw humanity into eternal darkness.

Aptly, the Contest has rules. These are:

1. No fighting on holy/consecrated ground. (This includes fighting mortals.)
2. An Immortal cannot refuse a challenge from a fellow Immortal.
3. Once a challenge has been accepted, it is a one-on-one fight that may not be interfered with.

The Rules of the Contest are a complication that applies to all Immortals that have been properly informed by another Immortal. The second and third rules are more a matter of agreed to honor, with no real repercussions beyond possibly losing face and support (possibly even attack) from otherwise allied Immortals. The first rule, however, is far more serious. Immortals have been hunted down and slain by friends, never mind enemies, for breaking these rules that work to stop the Contest from overflowing into human awareness.

THE GIFT - VARIATIONS

Just what the Gift may be is purposely left ambiguous. Practically, unless the Gamemaster is willing to do away with the Immortals in his campaign by running the Contest to its completion, there is no need for details. If, however, the Gift is won by an Immortal within the game's progression, the Gamemaster should consider things as powerful as omniscience or virtual (or literal) godhood, or something as surprising as mortality.

Although the cause is unknown, there are definite repercussions for Immortals fighting each other on holy ground. Every round of combat between two or more such beings inflicts the area with dangerous Exaltation explosions with each strike, as per the Immortal's Dire Consequence drawback (see following.) Indeed, an Immortal that undertakes violence against a non-Immortal on holy ground must still make a DC 25 Will saving throw or cause Exaltation explosions at one-third (round up) the strength caused between two Immortals battling in such an area. Failing this saving throw also forces the Immortal to save against a **Stun** of as many ranks as one-third (round up) the mortal's PL.

Lastly, although not an actual rule, it is considered poor sportsmanship (for lack of a better word) to slay a fellow Immortal by "killing" him with a gun or the like, and then taking his head while he waits to rise again.

IMMORTALS AND POWERS

For the most part, an Immortal's strength is to be found in the superior characteristics and knowledge he acquires throughout his long years, especially from the Exaltation. However, PP gained from the Exaltation may also be used to purchase preternatural abilities that push the boundary between humanity (even as it already loosely applies to the Immortals) and what is found beyond. Unless the Gamemaster is willing to allow Immortals to utilize traditional super-powers, these abilities should be limited to those that take what is natural about man and elevate it to new, preternatural heights.

Improving an Immortal's senses (making the Buzz accurate, perhaps?), possessing Enhanced Abilities, and other powers that may seem odd but aren't as distantly related to baseline humanity as lasers from the eyes, turning to stone, flying or the like are among the most common examples. "Powers" that represent a superior martial ability are also well suited to an Immortal character. Several have also been known to put their extended life spans to use studying sorcery, alchemy and the like, while others have developed psychic powers due to centuries of enhanced meditation or exposure to the Exaltation's indefinable energies.

All Immortals are ageless (obviously), immune to disease, and can sense when other Immortals are near by means of a buzzing in his head. They are also sterile (although they may have children before being transformed into Immortals), be they male or female, and suffer from the limitation regarding combat on holy ground. Aside from that, the abilities of each



Immortal are highly individualized.

DRAWBACKS AND COMPLICATIONS

Although you might believe the prospect of living forever and being able to survive most wounds would have no downside, you'd be wrong. For those who are "killed" frequently due to misadventure or by engaging in risky activities, the constant pain and trauma of reviving can cause a great deal of mental and emotional stress, leading to complications such as addictions or insanities. Immortals of exceptional honor will also likely acquire a few debts and end up owing a number of favors to individuals or their descendants throughout their long lives.

Although able to heal from wounds, an Immortal's impressive recuperative ability is not proof against all damage. Incredibly severe wounds, especially to the neck, may still leave scars, and any loss of limb, digit, or the like will not regenerate. So, an Immortal who loses an eye in battle can look forward to an eternity without depth perception, for example. This makes an Immortal as susceptible to the Disability drawback as anyone else.

TEMPLATES - THE IMMORTAL / IMP

Apply the following template to any character wishing to be of the Immortal race.

ABILITIES	COST
Constitution +2	2
SAVES	
Fortitude +4	4
Reflex +2	2
FEATS	
Diehard	1
Endurance	1
POWERS	
Exaltation	Special
Immunity 3 (Aging, breath normally underwater, disease; <i>Power Feats: Innate</i>)	4
Regeneration 20 (Bruised/Unconscious 1 round, Injured/Staggered/Disabled/Ability 5 minutes, Resurrection 5 minutes [not by beheading]; <i>Power Feats: Innate</i>)	21
Super-Senses 3 (<i>The Buzz</i> ; Detect Immortal [free action, range]; <i>Power Feats: Innate</i>)	4
DRAWBACKS	
Dire Consequences * (Exaltation explosion per round of fighting a fellow Immortal on holy ground, Strike [Extras: Explosion; Flaws: Not versus living creatures; 5 ranks per -1 PP value of the drawback]; uncommon, value of -1 PP per 3 PL of the character, rounded down)	Varies
Disability (sterile)	-1
PP Rewards Halved	Special

* See *Better Mousetrap*

SO, BEHEADING ... HOW TO DO IT?

To keep things simple, beheading an Immortal requires declaring one's intentions and then conducting a coup de grace maneuver that results in killing the target.

IMP TEMPLATE (90 PP +/-)

IMP MAJOR POWERS

1D20	POWER
1-5	Darkness Control 4 (<i>Power Feats: Select 4 alternate powers</i>), +12 PP
6-10	Great Strength; Enhanced Strength 8, Super-Strength 2 , +12 PP
11-15	Disruptive touch; Stun 5 (<i>Power Feats: Reversible, Sedation</i>), +12 PP
16-20	Acid 4 , +12 PP

IMP MINOR POWERS

1D20	POWER
1-5	Power Resistance 4 (Magic; <i>Flaws: Concentration Check Required</i>), +4 PP
6-10	Power Control 2 , +4 PP
11-15	Tentacles; Additional Limbs 2 (<i>Power Feats: Split Attack</i>), Elongation 1 , +4 PP
16-20	Super-Senses 4 (spend 4 PP as desired), +4 PP

This template may only be applied to living, mortal humans.

Ability Minimums	Cost
Strength +10	10
Dexterity +3	3
Constitution +8	8
Intelligence -4	-4
Charisma -8	-8
SAVES	
Fort +4	4
Will +4	4
COMBAT	
Attack +3	6
Defense +3	6
SKILLS	
Loses 8 ranks off each of all Craft, Knowledge, Medicine, and Profession skills, to a minimum of 1 rank apiece	Varies
Halve ranks in Driver and Pilot, to a minimum of 1 rank apiece	Varies
Intimidate 4 ranks	1
FEATS	
Against the Odds *	1
Attack Specialization (unarmed) 2	2
Diehard	1
Endurance 2	2
Improved Critical (unarmed) 4	4
Improved Initiative	1
Loses any feats related to an Intelligence, Charisma, or Wisdom skill or check on the Imp's part	Varies
Moment of Weakness (select two) 2 *	2
Reliable Attack (unarmed) *	1
Strongarm *	1
POWERS	
Leaping 2	2
Loses any Magic (spells) power if possessed	Varies
Major Imp Power (roll randomly for one)	12
Minor Imp Power (roll randomly for one)	4
Protection 5 (<i>Extras: Impervious</i>)	10
Regeneration 13 (Bruised/unconscious 1 round, injured/staggered 5 minutes, disabled/ability 1 hour, recovery +3; <i>Power Feats: Diehard, Persistent</i>)	15
Speed 1	1
Super-Strength 1	2
Super-Senses 1 (darkvision)	2
DRAWBACKS	
Loses Power Loss (when unable to speak or gesture to cast spells) if possessed	Varies
Vulnerable (lawful/order attacks; major, uncommon)	-3

Furthermore, the character's weight increases by 30 to 60 lbs.

* See *Better Mousetrap*

NEW CREATURES

Threat Level:

Delta-D

Age: Immortal

Height: 8 feet, 6 in.

Weight: 310 lbs

Native Language:

Abyssal

Barzani Demon**PL 12 /Minion Rank 16**

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	4 (-3)
SAVES	TOUGH +7	FORT +8	REF +8	WILL +8	

Skills: Acrobatics 2 (+3), Climb 2 (+7), Concentration 4 (+6), Intimidate 9 (+8), Knowledge (arcane lore) 4 (+4), Knowledge (theology and philosophy) 4 (+4), Language (Celestial, Draconic, plus one), Notice 4 (+6), Stealth 4 (+5)

Feats: All-Out Attack, Attack Focus (melee) 2, Attack Specialization (swords), Blind Fight, Diehard, Endurance 2, Equipment 3, Evasion, Fearless, Fearsome Presence 5, Improved Critical (swords), Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Sunder, Power Attack, Stunning Attack

Powers: Blending (4 PP; *Flaws:* Only in shadows/darkness) ■ Growth 4 (Large; *Power Feats:* Innate; *Extras:* Continuous; *Flaws:* Permanent) ■ Hellfire Control 4 (*Power Feats:* Alternate Powers—Dazzle 4 [Abyssal flash; visual, 1 PP/rank]) ■ Ignite 3 ■ Immunity 13 (Aging, electricity damage, heat, fire damage, poison) ■ Impervious Toughness 5 ■ Leaping 3 ■ Mind Shield 5 ■ Protection 2 (*Power Feats:* Innate; *Extras:* Impervious) ■ Protection 4 (*Extras:* Impervious; *Flaws:* Only versus acid and cold) ■ Power Resistance 8 (Magic; *Flaws:* Concentration Check Required) ■ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered/disabled 5 minutes, ability 1 hour) ■ Summon Barzani 16 (*Extras:* Heroic; *Flaws:* Concentration Check Required) ■ Super-Senses 9 (Infravision [extended], low-light vision [extended], scent, see invisible, ultravision [extended]; *Power Feats:* Dimensional) ■ Super-Strength 2 ■ Telepathy 2 (*Power Feats:* Selective; *Extras:* Free Action, Burst)

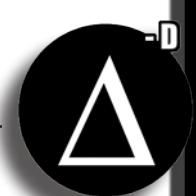
Equipment: All Barzani have a fascination with swords (scimitars in particular) and are likely to be carrying one or two. Some Barzani may even possess enchanted blades.

Drawbacks: Noticeable (Regeneration; sulfuric smell and smoke) -1, Vulnerable (holy water; uncommon, major) -3, Vulnerable (Good attacks/effects; uncommon, major) -3

Combat: Attack +7 (-1 size; +9 melee, +11 swords), Damage +9 (unarmed), +12 (18-20; scimitar/sword), +4 (Hellfire blast), Defense +7 (-1 size), Initiative +5

Saving Throws: Toughness +7, Fortitude +8, Reflex +8, Will +8

Abilities 16 + Skills 9 (36 ranks) + Feats 26 + Powers 146 + Combat 32 + Saves 16 – Drawbacks 7 = 238



BARZANI DEMON

Appearance: The Barzani are large humanoids with rough, gray skin and no body hair. Their eyes are completely yellow and their fiendish faces resemble the demon masks of Japan's ancient samurai warriors. Thin trails of sulfuric smoke constantly curl off their bodies in thin wisps.



Threat Level:
Delta-D**BARZANI DEMON MOUNTS**

Each of the four Riders of the Apocalypse possesses a demon mount upon which they will charge into battle. Nobody has yet learned where these four creatures came from, nor if any more exist, but it is believed that they are native to the Barzani's underground prison despite their ease within mountainous environments. With deadly, blood red spikes and fluted, sharpened plates of bone or scales abounding across their massive frames and possessing a foul temperament to match, these beasts resemble demonic dragons taken directly from a child's most fearful nightmare.

The following statistics provide the average abilities of the four beasts used by the Riders as well as the general statistics to create more should the Gamemaster decide that the quartet are not unique.

Long exposure to their masters, along with purposeful breeding and modification, has changed altered each of the Riders of the Apocalypse's mounts to some degree.

DEATHS MOUNT

Death Touch 10 (*Death gaze; Power Feats: Slow Fade 2; Extras: Gaze [+0] *, Total Fade; Flaws: Reload [1 round, 1 use, self-loading; -1] **)

This alters the cost for powers to 224 PP and the total cost to 329 PP (minion rank 22).



-D		Barzani Demon Mount			PL 15 /Minion Rank 22		
STR	DEX	CON	INT	WIS	CHA		
34 [+12]	14 [+2]	22 [+6]	4 [-3]	14 [+2]	11 [+0]		
SAVES	TOUGH +10	FORT +12	REF +10				

Skills: Climb 8 (+8), Language (Celestial, Draconic, plus one), Notice 8 (+10), Search 4 (+1), Sense Motive 6 (+8), Stealth 5 (-5), Swim 9 (+9), Survival 5 (+7)

Feats: All-Out Attack, Attack Focus (melee) 8, Defensive Attack, Favored Environment (mountains), Fearsome Presence 6, Improved Critical (bite) 2, Improved Grab, Improved Grapple, Improved Initiative, Improved Overrun, Move-By Action, Power Attack

Powers: Blast 14 (*Fiery breath; Extras: Line [75 ft.]; Flaws: Reload [1 round, 1 use, self-loading; -1] *, Touch*) ■ Extra Attacks 5 (*Power Feats: Combo [bite, claw, crush]*) ■ Flight 3 ■ Growth 12 (*Gargantuan; Power Feats: Innate; Extras: Continuous; Flaws: Permanent*) ■ Immunity 12 (Electricity damage, Needs no sleep, poison, resurrection, starvation and thirst paralysis) ■ Immunity 2 (Sleep effects; Flaws: Only if cause is magical) ■ Impervious Toughness 6 ■ Protection 4 (*Extras: Impervious*) ■ Protection 8 (*Extras: Impervious; Flaws: Only versus acid, cold, and fire*) ■ Power Resistance 12 (Magic; Flaws: Spells and similar invoked effects only) ■ Regeneration 12 (Bruised/unconscious 1 round, injured/staggered/disabled 5 minutes, ability 1 hour) ■ Speed 5 ■ Strike 6 (Bite; Extras: Penetrating) ■ Strike 13 (*Crush under self; Extras: Burst [30 ft.]; Flaws: Targets must be 3 or more sizes smaller*) ■ Super-Movement 5 (Slithering, sure-footed 2, wall-crawling 2) ■ Super-Senses 10 (Darkvision [extended], low-light vision [extended], scent, see the invisible [extended], tracking) ■ Super-Strength 4 ■ Telepathy 2 (*Power Feats: Selective; Extras: Free Action, Burst*)

Drawbacks: Reduced Area (crush under self) -1 *, Reduced Area (fiery breath) -2 *, Vulnerable (holy water; uncommon, major) -3, Vulnerable (Good attacks/effects; uncommon, major) -3

Combat: Attack +9 (-4 size; +17 melee), Damage +14 (fiery breath), +12 (unarmed), +6 (18-20; bite), +8 (fiery breath), +13 (crush), Defense +9 (-4 size), Initiative +6

Abilities 3 + Skills 12 (48 ranks) + Feats 25 + Powers 212 + Combat 52+ Saves 22 - Drawbacks 9 = 317

* See Better Mousetrap

Threat Level:

Gamma-D

Native Language:

Infernal

Chain Devil (Kyton)			PL 8 /Minion Rank 13		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	6 (-2)	10 (+0)	12 (+1)
SAVES	TOUGH +6	FORT +8	REF +8	WILL +6	

Skills: Climb 11 (+13), Craft (mechanical) 19 (+17), Escape Artist 11 (+13), Intimidate 13 (+14), Language (English or another common human tongue), Notice 13 (+13)

Feats: Attack Specialization (chains), Improved Critical (chains), Improved Initiative, Specialization (Craft [mechanical]: metal-work) *, Tough 4

Powers: Animate Objects 8 (*Dancing chains*; *Power Feats*: Progression [amount] 2; *Extras*: Burst, Horde; *Flaws*: Additional Will Save, Chains only, Touch) ■ Drain Attack 4 (*Unnerving gaze*, 1 PP/rank; *Extras*: Ranged [two 20-ft. increments], Total Fade, Will Save; *Flaws*: Sight-Dependent) 8 ■ Extra Attacks

1 ■ Immunity 9 (Cold damage, needs no sleep, resurrection, starvation and thirst) ■ Immunity 40 (All lethal physical and energy damage; *Flaws*: Not versus silver or good attacks) ■ Power Resistance 8 (Magic; *Flaws*: Spells and similar invoked effects only) ■ Protection 2 (*Damage reduction*; *Extras*: Impervious; *Flaws*: Not versus good or silver) ■

Regeneration 24 (+2 recovery bonus, all conditions recover once per round; *Power Feats*: Persistent, Regrowth) ■ Strike 3 (*Chains*; *Power Feats*: Extended Reach, Mighty) ■ Super-Movement 2 (Wall-Crawling 2; *Flaws*: Only if using controlled chains) ■ Super-Senses 2 (Darkvision)

Drawbacks: Power Loss (dancing chain; if power over specific chain broken in the past 24 hours) -1, Reduced Range (unnerving gaze) -2, Short Range (unnerving gaze) -1

Combat: Attack +8 (+10 chains), Damage +5 (19-20; chains), Defense +10, Initiative +6

Abilities 13 + Skills 17 (68 ranks) + Feats 8 + Powers 105 + Combat 36 + Saves 18 - Drawbacks 4 = 193

* See *Better Mousetrap*

FAMINES MOUNT

Fatigue 10 (*Sickening aura*; *Power Feats*: Sedation; *Extras*: Burst [25 ft.], Continuous; *Flaws*: Not versus Barzani, Permanent), Reduced Area -1 *

This alters the cost for powers to 252 PP and the total cost to 357 PP (minion rank 24.)

PESTILENCES MOUNT

Disease 12 (*Plague breath*, Constitution; *Power Feats*: Immunity to Disease, Reversible; *Extras*: Cone [60 ft.]; *Flaws*: Not versus Barzani), Reduced Area -1 *

This alters the cost for powers to 249 PP and the total cost to 354 PP (minion rank 24.)

WARS MOUNT

Fearsome Presence 10 (total) Protection 8 (*Extras*: Impervious) Defense +12 (total)

This alters the cost for feats to 29 PP, of powers to 228 PP and of combat to 58 PP, raising the total cost to 343 PP (minion rank 23.)

* See *Better Mousetrap*

CHAIN DEVIL (KYTON)

Kytons are bald, humanlike devils, wrapped in what appear to be living chains that writhe and slither about them instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons. They enjoy fostering fear in their victims, often hunting their prey for a long time before finally moving in for the kill. Although they prefer to hunt and kill on their own, they are also found in gangs of two to four, bands of six to ten, or mobs of eleven to twenty.



TYPICAL ANIMATED CHAIN

Str 20 (+5), Dex 10 (+0), Con —, Int —, Wis 1 (-5), Cha 1 (-5)

Feats: Improved Critical (chains)

Powers: Growth 4 (Large; *Power Feats*: Innate; *Extras*: Continuous; *Flaws*: Permanent) ■ Immunity 30 (Fortitude effects) ■ Protection 5 (*Extras*: Impervious) ■ Snare 3 (*Feats*: Chokehold, Extended Reach 3, Reversible, Tether; *Extras*: Constricting; *Flaws*: Touch) ■ Strike 3 (*Power Feats*: Extended Reach 3) ■ Trip 3 (*Power Feats*: Improved Trip, Extended Reach 3; *Extras*: Knockback; *Flaws*: Touch)

Combat: Attack +10 (-1 size), Damage +5 (19-20; unarmed), Defense +10 (-1 size), Initiative +0

Saving Throws: Toughness +5 (Imp), Fortitude —, Reflex +8, Will +6

Abilities -36 + Feats 1 + Powers 78 + Combat 44 + Saves 19 = 106

Threat Level:

Beta-D

Native Language:

Abyssal

DRETCH (PL 4) MINION RANK 7

A dretch demon is about 4 feet tall, weighs about 60 pounds, and looks like a squat, sickly pale wretch with slick, blubbery skin and a mouth full of sharp teeth. They cannot speak but can communicate telepathically.

Dretches are slow, stupid, and not very effective combatants. They are the fodder that swarm demon lands and swell the armies of greater demons and similarly powerful beings that rule demon realms. In one-on-one combat, they rely on their toughness to keep them alive. In groups, they depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. A dretches' fear of their greater kin is stronger than even their fear of death.

Dretch		PL 4 /Minion Rank 7			
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	5 (-3)	11 (+0)	11 (+0)
SAVES	TOUGH +3 (-1 SIZE)	FORT +5	REF +3	WILL +3	

Skills: Language (Celestial, Draconic, plus two), Notice 5 (+5), Search 5 (+2), Stealth 3 (+7), Survival 3 (+3)

Feats: Attack Specialization (claws)

Powers: Emotion Control 2 (*Scare*; *Extras*: Independent, Total Fade; *Flaw*: Fear only, Ranged) ■ Extra Attacks 2 (*Power Feats*: Combo [bite, claw]) ■ Immunity 10 (Electricity damage, needs no sleep, poison, resurrection, starvation and thirst) ■ Nauseate 3 (*Stinking cloud*; *Extras*: Cloud, Independent, Ranged, Sustained, Total Fade) ■ Protection 2 (*Damage reduction*; *Extras*: Impervious; *Flaws*: Not versus good) ■ Protection 4 (*Extras*: Impervious; *Flaws*: Only versus acid, cold, and fire) ■ Shrinking 4 (Small; *Power Feats*: Innate; *Extras*: Continuous; *Flaws*: Permanent) ■ Strike 2 (*Claws*; *Power Feats*: Mighty) ■ Summon Dretch 7 (*Extras*: Heroic; *Flaws*: Concentration Check Required) ■ Super-Senses 2 (Darkvision) ■ Telepathy 2 (*Power Feats*: Selective; *Extras*: Free Action, Burst)

Drawbacks: Disability (cannot speak) -1, Power Loss (scare has 1 use/day) -3, Power Loss (stinking cloud has 1 use/day) -3, Power Loss (summon demon has 1 use/day) -3, Sluggish (20 ft.) -1, Vulnerable (cold iron; uncommon, moderate) -2

Combat: Attack +2 (+1 size; +4 claws), Damage +3 (claws), +1 (bite), Defense +6 (+1 size), Initiative +0

Abilities 3 + Skills 5 (20 ranks) + Feats 1 + Powers 85 + Combat 12 + Saves 10 - Drawbacks 13 = 103



B-D

CREATURES - HELLHOUND (PL 6 / PL 14)

Hellhound			PL 6 / Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	6 (-2)	10 (+0)	6 (-2)
SAVES	TOUGH +4	FORT +5	REF +5	WILL +4	
Skills: Acrobatics 6 (+7), Notice 7 (+7), Stealth 12 (+13), Survival 7 (+7) Feats: Attack Specialization (bite), Improved Initiative, Specialization (Acrobatics: jumping), Track Powers: Blast 4 (flaming breath; Extras: Cone [10 ft.]; Flaws; Reload [1 round, 1 use, self-loading; -1]) ■ Immunity 9 (Needs no sleep, fire damage, resurrection, starvation and thirst) ■ Protection 3 (Power Feats: Innate) ■ Speed 1 ■ Super-Senses 3 (Darkvision, scent) ■ Strike 5 (fiery bite, 2 ranks are fire damage) 5 Drawbacks: Disability (cannot verbalize languages) -3, Reduced Area (flaming breath) -2, Vulnerable (Cold; common, moderate) -3 Combat: Attack +4 (+6 bite), Damage +5 (bite, 2 ranks are fire damage), +4 (flaming breath), Defense +6, Initiative +5 Abilities 1 + Skills 8 (32 ranks) + Feats 4 + Powers 30 + Combat 20 + Saves 12 - Drawbacks 8 = 67					

HELLHOUND

Appearing much like a large, muscular dog, a typical hellhound stands 4-1/2 feet high at the shoulder and weighs 120 pounds. The beast's eyes glow a fiery red that is echoed in its fur coloring, with streaks of sooty black that is mirrored in the darkness of its teeth and long tongue. They breathe hellish fire as one of their primary attacks.

Nessian Warhound			PL14 / Minion Rank 10		
STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	6 (-2)
SAVES	TOUGH +9	FORT +13	REF +10	WILL +9	

Skills: Acrobatics 14 (+16), Notice 17 (+18), Stealth 18 (+20), Survival 7 (+8)

Feats: Attack Specialization (bite) 4, Improved Critical (bite), Improved Initiative, Specialization (Acrobatics: jumping), Track

Blast 6 (flaming breath; Extras: Cone [10 ft.]; Flaws; Reload [1 round, 1 use, self-loading; -1]) ■ Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Immunity 9 (Needs no sleep, fire damage, resurrection, starvation and thirst) ■ Protection 4 (Power Feats: Innate) ■ Speed 1 ■ Super-Senses 3 (Darkvision, scent) ■ Strike 8 (fiery bite, 3 ranks are fire damage)

Drawbacks: Disability (cannot verbalize languages) -3, Reduced Area (flaming breath) -2, Vulnerable (Cold; common, moderate) -3

Combat: Attack +12 (-1 size; +20 bite), Damage +8 (19-20; bite, 3 ranks are fire damage), +6 (flaming breath), Defense +8 (-1 size), Initiative +6

Abilities 10 + Skills 14 (56 ranks) + Feats 8 + Powers 51 + Combat 44 + Saves 24 - Drawbacks 8 = 143



Threat Level:

Beta-D
(Hellhound)

Gamma-D
(Nessian
Warhound)

Native Language:
Infernal



Evil creatures born to other, infernal and hellish planes of existence, hellhounds are also efficient hunters. They follow a sense of animalistic order, hunting alone, in pairs, or pack of five to twelve, and one of their favorite pack tactics is to surround prey quietly, then attack with one or two hounds, driving the prey toward the remaining pack with their fiery breath. If the prey doesn't run, the pack closes in. Hellhounds will track fleeing prey relentlessly and are often used as guardian beasts by mortal sorcerers and infernal entities alike.

A variation of hellhound bred by the lords of infernal planes of existence, the Nessian warhound breed resembles coal black mastiffs the size of draft horses, and they are often fitted with shirts of infernal chainmail. Nessian warhounds otherwise resemble hellhounds.

Hellhounds and Nessian warhounds understand but can't speak Infernal.

NESSIAN WARHOUND ENCHANTED ARMOR (12 PP)

Some infernal lords fit their warhounds with enchanted bardic chainmail.

Device 3 (4 PP/rank; 12 PP): An additional Defense +6

This increases the Nessian warhound's power total to 63 PP and its overall value to 155 PP (minion rank 11.)

Threat Level:
 Beta-T (Queen)
 Alpha-T (Soldier)
 Alpha-T (Worker)

GIANT ANT

Giant ants are among the hardest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet.

QUEEN

Each queen rules a hive alone, typically housing ten to one hundred workers and five to twenty soldiers.

SOLDIER

A giant soldier ant has a stinger and an acid-producing gland in its abdomen.

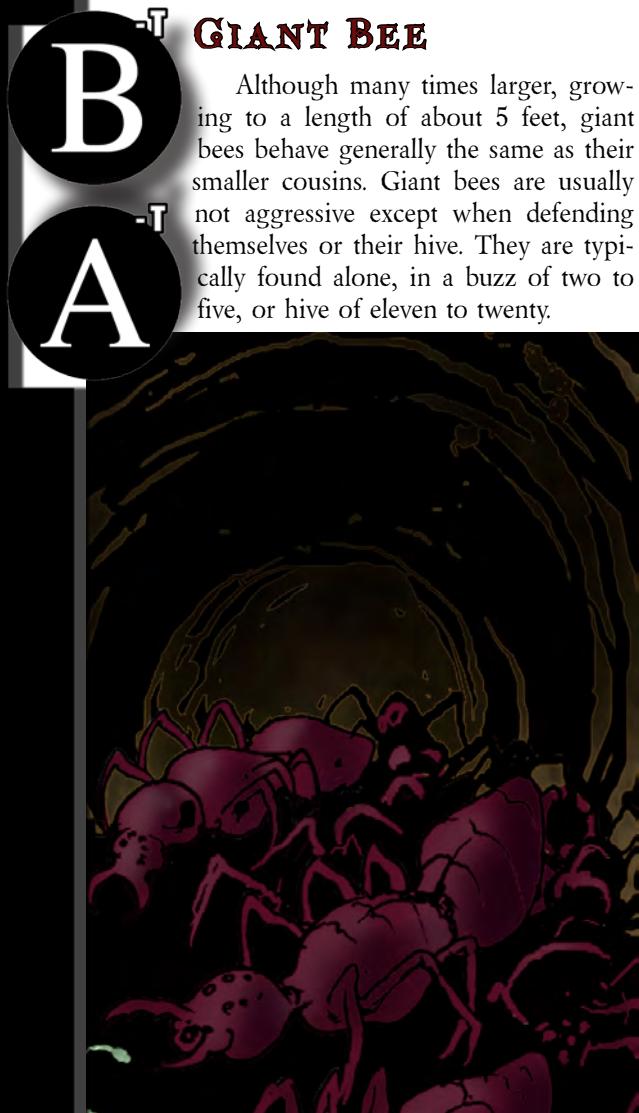
Soldier ants are often found alone or in gangs of two to four.

WORKER

Worker ants are often found in gangs of two to six or crews of six to eleven, with one giant soldier ant.

GIANT BEE

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive. They are typically found alone, in a buzz of two to five, or hive of eleven to twenty.



Queen Ant			PL 9 /Minion Rank 6		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	13 (+1)	—	13 (+1)	11 (+0)
SAVES	TOUGH +4	FORT +5	REF +0	WILL +2	

Feats: Attack Focus (melee) 2, Improved Grab

Powers: Growth 4 (Large; *Power Feats*: Innate; *Extras*: Continuous; *Flaws*: Permanent) ■ Immunity 10 (Mental effects [free with Intelligence 0]) ■ Protection 3 (*Power Feats*: Innate) ■ Strike 4 (bite; *Power Feats*: Mighty) ■ Super-Senses 4 (Darkvision, scent, track)

Combat: Attack +3 (-1 size; +5 melee), Damage +7 (bite), Defense +7 (-1 size), Initiative -1

Abilities -10 + Feats 3 + Powers 26 + Combat 24 + Saves 6 = 49

Soldier Ant			PL 4 /Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	—	13 (+1)	11 (+0)
SAVES	TOUGH +3	FORT +4	REF +0	WILL +1	

Skills: Climb 8 (+10)

Feats: Attack Focus (melee) 2, Improved Grab

Powers: Immunity 10 (Mental effects [free with Intelligence 0]) ■ Protection 2 (*Power Feats*: Innate) ■ Speed 1 ■ Strike 3 (bite; *Power Feats*: Mighty) ■ Strike 3 (sting, half the damage is acid; *Extras*: Free Action; *Flaws*: Only versus grappled foes) ■ Super-Senses 4 (Darkvision, scent, track) ■ Super-Movement 1 (Wall-Crawling)

Combat: Attack +1 (+3 melee), Damage +6 (bite), +3 (sting; half is acid), Defense +7, Initiative +0

Abilities 1 + Skills 2 (8 ranks) + Feats 3 + Powers 20 + Combat 16 + Saves 3 = 45

Worker Ant			PL 1 /Minion Rank 2		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	—	11 (+0)	9 (-1)
SAVES	TOUGH +2	FORT +3	REF +0	WILL +0	

Skills: Climb 8 (+8)

Feats: Improved Grab

Powers: Immunity 10 (Mental effects [free with Intelligence 0]) ■ Protection 2 (*Power Feats*: Innate) ■ Speed 1 ■ Strike 2 (bite) ■ Super-Senses 4 (Darkvision, scent, track) ■ Super-Movement 1 (Wall-Crawling)

Combat: Attack +1, Damage +2 (bite), Defense +7, Initiative +0

Abilities -10 + Skills 2 (8 ranks) + Feats 1 + Powers 12 + Combat 16 + Saves 3 = 24

CREATURES - GIANT INSECTS

Giant Bee

PL 2 /Minion Rank 2

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	—	12 (+1)	9 (-1)
SAVES	TOUGH +2	FORT +3	REF +3	WILL +2	

Skills: Notice 4 (+5)

Powers: Drain Constitution 4 (stinger poison, 1 PP/rank; Extras: Linked [stinger]) ■ Flight 2 ■ Immunity 10 (Mental effects [free with Intelligence 0]) ■ Protection 2 (Power Feats: Innate) ■ Strike 1 (sting; Extras: Linked [stinger poison]) ■ Super-Senses 2 (Darkvision) ■ Super-Senses 1 (Direction Sense; Flaws: Notice Check Required)

Drawbacks: Diluted (poison, DC 11) -3, Dire Consequences (a successful stinger strike leaves the stinger in the target and kills the bee) -5 *, Sluggish (20 ft.) -1

Combat: Attack +2, Damage +1 (stinger, plus poison), Defense +4, Initiative +2

Abilities -3 + Skills 1 (4 ranks) + Powers 15 + Combat 12 + Saves 5 - Drawbacks 9 = 21

* See Better Mousetrap

Threat Level:
Alpha-T
Giant Bee)

Alpha-T
(Giant Bombardier
Beetle)

Alpha-T
(Giant Centipede)

Giant Bombardier Beetle

PL 2 /Minion Rank 3

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	—	10 (+0)	9 (-1)
SAVES	TOUGH +3	FORT +5	REF +0	WILL +0	

Feats: Attack Focus (melee)

Powers: Acid 2 (acid spray; Power Feats: Potent [DC 13]; Extras: Cone, Fortitude Save) ■ Immunity 10 (Mental effects [free with Intelligence 0]) ■ Protection 1 (Power Feats: Innate) ■ Strike 1 (bite; Power Feats: Mighty) ■ Super-Senses 2 (Darkvision)

Combat: Attack +1 (+2 melee), Damage +2 (bite), +2 (acid), Defense +6, Initiative +0

Abilities -4 + Feats 1 + Powers 17 + Combat 14 + Saves 3 = 31

GIANT BOMBARDIER BEETLE

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs. They typically travel in clusters of two to five or a click of six to eleven.



GIANT CENTIPEDE

Giant centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison. They are usually encountered alone or in colonies of two to five.

Giant Centipede

PL 4 /Minion Rank 3

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	—	10 (+0)	2 (-4)
SAVES	TOUGH +3	FORT +3	REF +3	WILL +1	

Skills: Climb 13 (+10), Notice 3 (+3), Stealth 4 (+6)

Feats: Attack Focus (melee)

Powers: Drain Dexterity 4 (bite poison, 1 PP/rank; Extras: Linked [stinger]) ■ Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Immunity 10 (Mental effects [free with Intelligence 0]) ■ Protection 3 (Power Feats: Innate) ■ Speed 1 ■ Strike 3 (bite; Power Feats: Mighty) ■ Super-Senses 2 (Darkvision) ■ Super-Movement 1 (Wall-Crawling)

Drawbacks: Diluted (poison, DC 11) -3

Combat: Attack +2 (-1 size; +3 melee), Damage +4 (bite, plus poison), Defense +4 (-1 size), Initiative +2

Abilities -22 + Skills 5 (20 ranks) + Feats 1 + Powers 30 + Combat 16 + Saves 5 - Drawbacks 3 = 32

Threat Level:

Alpha-T
(Giant Fire Beetle)Alpha-T
(Giant Praying
Mantis)Beta-T
(Giant Stag Beetle)**Giant Fire Beetle****PL 2 /Minion Rank 1**

STR	DEX	CON	INT	WIS	CHA
10 [+0]	11 [+0]	11 [+0]	—	10 [+0]	7 [-2]

SAVES TOUGH +0 FORT +2 REF +0 WILL +0

Powers: Environmental Control 2 (*glow*, light, 1 PP/rank; **Power Feats:** Innate; **Extras:** Continuous; **Flaws:** Permanent, Touch)

- **Immunity 10** (Mental effects [free with Intelligence 0])
- **Shrinking 4** (Small; **Power Feats:** Innate; **Extras:** Continuous; **Flaws:** Permanent)
- **Strike 3** (*bite*)
- **Super-Senses 2** (Darkvision)

Combat: Attack +1 (+1 size), Damage +3 (*bite*), Defense +5 (+1 size), Initiative +0

Abilities -7 + Powers 12 + Combat 8 + Saves 2 = 15

GIANT FIRE BEETLE

Subterranean races and the like prize these luminous nocturnal insects because they have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for up to six days after removal from the beetle. Giant fire beetles are about 2 feet long, and are typically found in clusters of two to five or colonies of six to eleven.

GIANT PRAYING MANTIS

This patient carnivore remains completely still as it waits for prey to come near. Unless they are mating, these creatures will be encountered alone.

GIANT STAG BEETLE

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long, and they are typically found in clusters of two to five or a mass of six to eleven.

Giant Stag Beetle**PL 12 /Minion Rank 5**

STR	DEX	CON	INT	WIS	CHA
23 [+6]	10 [+0]	17 [+3]	—	10 [+0]	9 [-1]

SAVES TOUGH +6 FORT +8 REF +2 WILL +2

Feats: Attack Focus (melee) 5

Powers: Growth 4 (Large; **Power Feats:** Innate; **Extras:** Continuous; **Flaws:** Permanent)

- **Immunity 10** (Mental effects [free with Intelligence 0])
- **Protection 3** (**Power Feats:** Innate)
- **Strike 7** (*bite*; **Power Feats:** Mighty)
- **Strike 6** (*trample*; **Extras:** Move Action, Puissant Save [Reflex]; **Flaws:** Additional Save [Reflex], Only versus creatures two or more sizes smaller)
- **Super-Senses 2** (Darkvision)

Drawbacks: Diluted (*trample* Reflex save; DC 19) -1, Sluggish (20 ft.) -1**Combat:** Attack +5 (-1 size; +10 melee), Damage +13 (*bite*), +6 (*trample*), Defense +9 (-1 size), Initiative +0

Abilities -3 + Feats 5 + Powers 33 + Combat 32 + Saves 9 - Drawbacks 2 = 74

CREATURES - GIANT INSECTS

Giant Wasp

PL 6 /Minion Rank 4

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	—	13 (+1)	11 (+0)

SAVES	TOUGH +5	FORT +6	REF +2	WILL +2
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Skills: Notice 8 (+9)

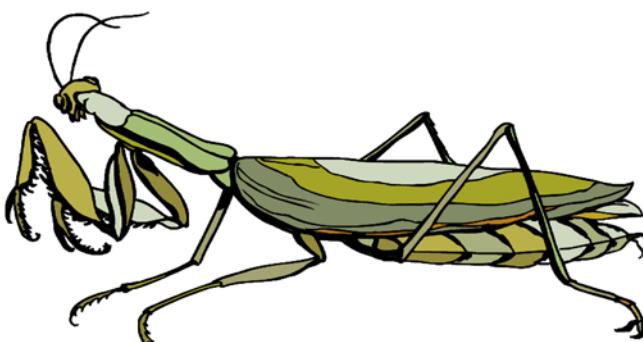
Feats: Attack Focus (melee) 3

Powers: Drain Dexterity 6 (stinger poison, 1 PP/rank; Extras: Linked [stinger]) ■ Flight 1 ■ Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Immunity 10 (Mental effects [free with Intelligence 0]) ■ Protection 3 (Power Feats: Innate) ■ Strike 3 (stinger; Extras: Linked [poison]) ■ Super-Senses 2 (Darkvision) ■ Super-Senses 1 (Direction Sense; Flaws: Survival Check Required)

Drawbacks: Diluted (poison, DC 14) -2, Sluggish (20 ft.) -1

Combat: Attack +3 (-1 size; +6 melee), Damage +3 (stinger, plus poison), Defense +4 (-1 size), Initiative +1

Abilities -4 + Skills 2 (8 ranks) + Feats 3 + Powers 31 + Combat 18 + Saves 6 - Drawbacks 3 = 53



GIANT WASP

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young. They are usually encountered alone, in a swarm of two to five, or a nest of eleven to twenty.

LOCUST SWARM

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path, and therefore is represented as a single creature. A locust swarm surrounds and attacks any living prey it encounters. These dangerous groupings are usually found alone, in clouds of two to seven swarms, or a plague of eleven to twenty swarms.



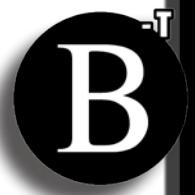
Threat Level:

Beta-T
(Giant Wasp)

Beta-T
(Locust Swarm)

MORE INSECTS

The Gamemaster is encouraged to create additional monstrous insects of his own, and should also reference the M&M Superlink core book for the Monstrous Insect archetype and the Monstrous Spider's game statistics. (Technically spiders aren't insects, but there's nothig that says the Gamemaster can't expand Famine's sphere of control a bit in the interest of making the game more fun.)



Locust Swarm

PL 4 /Minion Rank 9

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	8 (-1)	—	10 (+0)	2 (-4)

SAVES	TOUGH +4	FORT +4	REF +6	WILL +2
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Skills: Notice 4 (+4)

Powers: Flight 1 ■ Growth 12 (Gargantuan; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Immunity 20 (Mental effects [free with Intelligence 0], non-area effect attacks) ■ Insubstantial 1 (swarm form; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Nauseate 2 (distraction; Extras: Aura, Sustained) ■ Protection 5 (Power Feats: Innate) ■ Strike 4 (swarm; Extras: Aura, Sustained) ■ Super-Senses 2 (Darkvision)

Drawbacks: Sluggish 2 (10 ft.) -2

Combat: Attack +4 (-4 size), Damage +4 (swarm), Defense +8 (-4 size), Initiative +4

Abilities -20 + Skills 1 (4 ranks) + Powers 97 + Combat 40 + Saves 9 - Drawbacks 2 = 125

THE DOOMSPIRE

Size: Colossal (231 of 256)

Toughness: 15

Features: Amplifier (magic; any powers, 5 EP/rank; 0) 4, Artificer's Lab x3 (3 EP/rank; 25 EP worth of arcane items of multiple traits of a particular type, +2 to all relevant checks; 3 ea.) 6, Barrier (steep mountain slopes, Climb DC 22; 0) 4, Communications (basic, magic; 0), Communications (dimensional—Earth, magic; 0), Defense System (magic; 5) 5, Dimensional Gate (magic, universal; 3), Drones (magic golems, see footnote 1; 1), Environmental Control (magic, any environment; 0), Food Supply (internal gardens and corral; 32), Holding Cells (magic, see footnote 2; 8) 8, Infirmary (4), Isolated (0), Kennel (hellhounds x 64; 32), Kennel (Nessian warhounds x 16; 16), Kitchen/Mess Hall (6), Library (10), Living Space x5 (barracks; 3 ea.), Living Space x5 (basic; 1 ea.), Living Space x4 (luxury; 2 ea.), Mystic Locale (0) 4, Power System (magic, see footnote 3; 16), Ritual Chamber x4 (2 EP/rank; 10 PP of rituals of any single trait to be cast simultaneously; 2 ea.) 2, Ritual Chamber (5 EP/rank; 25 PP of rituals to be cast simultaneously from any combination of traits; 20) 5, Security System (magic) 3, Vault x3 (magic; 10 ea.) 5, Workshop (chemical; +4 bonus to Craft (chemical) checks; 3) 4

Powers: Nullify Magic (see footnote 4; 0)

Drawbacks: Accessible Bowels -2, Appropriated (demon lord; uncommon, moderate) -2, Security Gap (kennel tunnels) -1, Terrifying -1, Unpopular -1

Cost EP/PP: 221/23

This was built using rules in *Better Mousetrap*

Located in a deadly, fiery hell dimension populated by demons and their dark ilk, the Doomspire has been mystically carved from the living rock and rests thousands of feet atop a mountain that stretches high into the bloodied sky. Originally owned by one of the dimension's varied demon warlords, one of DOOM's precursory secret societies managed to cheat the creature out of the site nearly a century ago, winning it in a sly and diabolical negotiation. Since then this warlord (and his rivals) have looked to the Doomspire with envy and desire, resulting in dozens of attacks against its precipices since it came into mortal hands.

The actual spire that gives the site its name houses very little—the living quarters and similarly mundane amenities—while the more interesting, secure facilities have been tunneled deep into the mountain's living rock. The kennels are on the first sub-level so the hellhounds within may be unleashed from hidden sally ports to the ground floor if necessary, with the primary ritual chamber, dimensional gateway, and dungeon at the bottom.

1. GOLEM SERVITORS

These featureless, mindless arcane automatons go about their programmed duties, including cleaning and maintaining the Doomspire's facilities. They are hopeless in combat and, at best, can only be commanded to get in the way of DOOM's foes, hopefully slowing an enemy down by being nothing more than a moving obstacle. Each vaguely humanoid construct stands roughly three feet tall, appear to be made of polished obsidian, and weigh nearly 100 lbs.





Doomspire Golem

PL 0 /Minion Rank 1

STR	DEX	CON	INT	WIS	CHA
8 [-1]	10 [+0]	—	—	8 [-1]	—
SAVES			SKILLS		
Tough +4	Fort —	Ref +0	Will -1		

Skills: Climb 4 (+3)

Powers: Immunity 30 (Fortitude effects) ■ Protection 4

■ Shrinking 4 (Small; *Power Feats*: Innate; *Extras*: Continuous; *Flaws*: Permanent)

Combat: Attack +1 (+1 size), Damage -1 (unarmed), Defense +1 (+1 size), Initiative +0

Abilities -34 + Skills 1 (4 ranks) + Powers 39 = 6

2. HOLDING CELLS

Sealed behind a series of locked wooden doors enchanted to be stronger than steel (Toughness 15, DC 30 Disable Device to open) is the processing and interrogation room for DOOM's dungeon. From here a similarly locked door leads to a guardroom from where sentries may see into the processing room or dungeon hallway beyond, as well as a door leading into the dungeons.

Each of the dungeon's cells is designed to hold the worst sort of powerful entities and is thus equipped with

walls and doors that have been ritually hardened by the blood of vanquished demon lords (Toughness 30) and blanketed by a Nullify 9 (all effects simultaneously) enchantment.

3. POWER SYSTEM

Reaching up from deep under the mountain, as high as sub-level 3, is the Doomspire's power source: a hellfire tap. Plunging down into the bowels of the hell dimension itself, the deep well that is the facility's power core runs flush with deadly hellfire that is then captured and mystically converted into usable energy by the blackened runes that line the well's peak on sub-levels three and four. Sub-levels 3 and 4 both have platforms for overseeing and maintaining these runes but anyone standing upon them will be affected by

affected by the following unless they are somehow protected against the incredible heat.

Blast 8 (hellfire heat: *Extras*: Burst, Continuous)

Guards protect each entrance to the power tap, defending it against infiltration by creatures able to survive the hellfire's incredible heat and use the well as a way into the Doomspire and to protect it from anyone who would sabotage the power source from the inside.

4. NULLIFYING FIELD

All stone walls have been mystically reinforced, giving them a Toughness of 15. Great runes etched into the mountain itself are also affected by a **Nullify Magic 15** (2 PP/rank; *Power Feats*: Selective [ritual of exception]; *Extras*: Continuous, Effortless, No Saving Throw, Nullifying Field; *Flaws*: Permanent) effect that prevents magic from being used within or against the Doomspire by anyone who hasn't been subjected to the proper (and very secret) ritual of exception. All doors and locks require a DC 35 Disable Device check to open.

SECURITY AND DEFENSE SYSTEMS

The following are examples of the sort of security and defenses heroes can expect to encounter within the Doomspire.

GUARDSMAN'S AMULET (6 PP)

Worn by all cultists and sorcerers assigned to sentry duty within the Doomspire, this amulet allows instant teleportation to any location except the private rooms and the main audience chamber (locations 22 and 27).

Device 2 (6 PP device; 3 PP/rank): Teleport 4 (*Power Feats*: Change Direction, Easy; *Extras*: Accurate, Free Action; *Flaws*: Only within Doomspire, Not to locations 22 and 27; Reload [1 round, 1 use, self-loading; -1] *)

The Doomspire is also filled with all manner of traps (worth 50 EP total at any one time), both mundane and magical, as well as sensors for detecting any unapproved magic or supernatural entities (DC 35 to circumvent or disable.) Examples of such devices may be found in **Better Mousetrap**, also published by Misfit Studios.

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