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The choice to read this.
The Golden Guard has patrolled the Nine Galaxies for millions of years with a small force of incorruptible agents. “One Galaxy, One Guard,” the saying went. Their most powerful asset was the Golden Gaze, an intelligent construct at the heart of Galaxy One capable of scanning the future and providing hints to insure the most positive outcome for law and order in the universe.

In eons of trying, no scientist has ever replicated this feat. The few who managed to crack the time barrier either went mad or created causal loops that insured no actual change ever happened. The key, apparently, is the construct at the heart of the Golden Gaze—a construct whose origins are unknown.

The Gaze doesn’t stop all the evil it perceives; and can’t or won’t explain why it allows some disasters to occur. It’s done so much good overall that the rest are assumed to be necessary evils.

The number of Golden Guards has decreased over the ages, and the problems they face have steadily escalated. One Guard per galaxy is no longer enough, but individuals with both the Cosmic Level super powers—Omega Level in galactic parlance—and the impeccable morals needed for a Golden Guard are infinitesimally rare.

For reasons no one understands, the Golden Gaze issued a new directive: the Omega Protocol. The order lists a number of powerful individuals (the player characters) unsuitable for regular recruitment into the Golden Guard. It goes on to outline a specific fate: each of these Omegas dies horribly at the hands of the Outsider and the Nine Galaxies plunge into darkness unless they work together and confront the rogue Space God.

Maddeningly, the Omega Protocol doesn’t mention where or how that confrontation occurs, but so long as the “Omegans” do a few “simple” jobs for the Golden Guard it is inevitable. The prophecy can be modified for the character’s background—for example a Death Seeker might be seen as the only survivor of the Outsider’s rampage, rather than an early casualty. Anything or anyone the character cares about is specifically mentioned as caught up in the terrible future, unless it’s altered.

The last time the Outsider was seen was when he directly intervened in the events which transpired on Earth in the year 2004, as seen in Necessary Evil: Invasion. He’s one of several major forces who have an outsized interest in what should otherwise be an insignificant planet. If the players went through that campaign—great!—but things may not be exactly how they remembered them. That’s not a mistake, it’s part of the story. Otherwise, everything they need to know is revealed over the course of this campaign.

Once again Earth is about to take center stage in events of galactic importance, and villains must rise to stop a cataclysm that threatens life in all the civilized worlds.
Players in Necessary Evil: Cosmic Conflict are Power Level V villains. They have a whopping 75 points to distribute among their powers. Any of the alien species in this book are allowed, plus any custom or imported Race the GM allows. Galaxies are big places with thousands of sapient species each.

SEASONED SCOUNDRELS
Build the hero or villain as a Novice character, then add four Advances to bring them to the Seasoned rank. Note the character starts with $1,000 worth of gear. In the case of villains that gear is held with them on Ceti-Traz, and becomes available once they agree to participate in the Omega Protocol.

SPACE
These characters are going to be traveling through and battling in outer space. It’s highly recommended that villains have powers that enable them to survive in void, or at least purchase a space suit in equipment. See Void Death in the Setting Rules (page 18).

VILLAINS
This is Necessary Evil, so most of the characters are villains. The Concepts list provides some ideas if needed, but the key thing is these aren’t just villains, they’re cosmic villains. The Omegan has too much power to be contained by a single world or mired solely in petty crime. Somehow the villain ended up among the stars, and on the wrong side of the Golden Guard.

Any villain starts the game a prisoner serving a life sentence on Ceti-Traz, the highest security prison station in the universe. Ceti-Traz is permanent exile for those deemed evil and too powerful to contain by normal methods. There’s no escape and no return, until now.

HEROES
It’s possible to play a hero instead of a villain. Earth’s heroes were mostly wiped out, but the Nine Galaxies are a big place. The trick is this hero has great power, but for some reason was never a candidate to join the Golden Guard as a peace keeper. Did the hero abuse his power, or perhaps make a tragic mistake during a crisis? Some psychological or political foible raised a red flag, and now this is the character’s only chance to get into the battle and do some good for the universe.

CONCEPTS
Nine galaxies is a daunting amount of space, and some players may not be quite sure what kind of hero or villain fits in a Cosmic super campaign, or Necessary Evil specifically. The concepts below offer a few potential ideas. A player is in no way limited to these options, they’re just a place to start if needed.
THE ACCIDENT
Whether it was a failed scientific experiment or a ridiculous coincidence involving galactic energies, this random mortal was never meant to have so much power. Perhaps that power was abused, or the intended recipient is looking for the accidental vessel hoping to get it back. Humans seem especially prone to cosmic accidents.

THE CONQUERER
This villain was a warlord who once commanded a fleet or pirates and was the scourge of worlds. That’s all in the past now, but new possibilities to reclaim old power are on the horizon. Any race might produce a conquerer, but the tharn (page 12) and v’sori (page 13) are especially appropriate.

THE DEATHSEEKER
Some creatures in the Nine Galaxies, especially the powerful ones, are nigh-immortal. When such a being has lived too long and see too much all that power becomes a trap. The only thing left is to find something else, something deadly enough to end an endless life—or something meaningful enough to die for.

THE ELEMENTAL
The character embodies some force of the universe—light, gravity, nuclear force, electromagnetism, stygian magic, and so on. This isn’t just a mortal who can manipulate the energy, it is the energy manifesting a mind of its own!

THE HOST
A mortal body that’s become a container for cosmic energies or a parasitic species. The poor soul may even still think like they did before they became something else—something powerful and dangerous. Every now and then the beast inside slips out, and then things get bad. M’held (page 10) and remorthans (page 11) are good candidates for this concept.

THE NOBODY
The nobody was born on some backwater planet like Earth, or from a species nobody expects much from like the choog (page 6). Against the odds, this person gained extraordinary powers. And with such abilities it was only a matter of time before the galaxy came looking for a hero or a tool.

THE SLACKER
The slacker was gifted with incredible power, and then did absolutely nothing with it. After years of squandering Omega Level potential the Golden Guard (page 117) have finally decided to intercede and make the deadbeat into a hero—or perhaps accidentally push them into becoming a villain.

THE SPACE GOD
Some species are considered the living gods of another race, such as the k’tharen regard the tharn (page 12). Others, like the jadarmen (page 8), have the power to take on the role of a god if they so choose. Whether the god is the real deal, believes false hype, or is simply on a con varies.

THE SUPER PSIONIC
Mental energy is vast, and almost every race has a few telepaths capable of tapping into that power. The majority of super psionics are v’sori and svaxoid, but almost every race has a few incredible minds strong enough to think thoughts powerful enough to bend physical reality.

THE SUPER SCIENTIST
Super-dimensional science can accomplish almost anything. Nano-machines obey mental commands, galactic energies can be focused and bent, and with enough firepower even gods can be brought to heel. It’s hard not to go a little mad with such tantalizing power within reach. Svaxoids (page 12) and sentient machines (page 9) are common super-scientists, but they aren’t the only notable geniuses out there.

THE SUPER SORCERER
Magic is frowned upon in the Nine Galaxies as a gateway to the Stygian Realm. Some learn magic ignorant of this fact, others study just to prove the fears of the galaxy are irrational. Halions (page 7) seem born to magic, and humans haven’t outlawed its study on Earth yet.

THE SURVIVOR
The character is the last, or one of the last of a race, and that heralds mystery and...
The entries below are considered Common Knowledge for citizens of the galaxy. An Omegan with the Provincial Hindrance must roll the skill and only knows this information on a success. Everyone else knows these details without a check and can review these pages to refresh their memory, but a roll may provide extra insight or context.

- **Asmodeus:** The master of Stygian Space, and seeks to escape from that realm and wreak havoc on the Nine Galaxies. He is an Omega Level Entity (see page 21), and his appearance is considered a galactic catastrophe.

- **Atlanteans:** See V’Sori.

- **The Beam:** A common term for alerts sent out from the Golden Guard, the Continuum, or planetary governments aligned with the forces of law and order. The Beam uses the Stygian Gates and Meridian technology to transmit data across the galaxies at the same speed as an FTL ship. Distress signals use local access to the Beam. Unauthorized Beam transmissions carry a steep penalty.

- **Broccalians:** A space-faring race from Galaxy Nine with several colonies and outposts. They have no Spark (see page 21) and depend upon the Golden Guard for matters involving super powers.

- **Choog:** A hyper-loyal species that developed in Galaxy One. They are young, vital, and incredibly naive compared to the more stately Svaxoids they willingly serve.

- **Ch’thadra:** Also known as The Overmind. He was a V’Sori super scientist who created a psionic singularity. He created the V’Sori Empire and used his position on the Continuum (see below) to cloak his conquests. He was killed either as the result of the *Necessary Evil: Invasion* campaign, or by Sh’tarka and her insurgents (the origin of which is seen in *Necessary Evil: Breakout*).

- **Continuum:** See Super-dimensional Science Continuum.

- **Cracked Space:** A dangerous phenomenon where super-dimensional forces bleed through into normal space. Cracked Space can occur anywhere, but is especially common across Galaxy Six.

- **Dim:** A derogatory term for species that have displayed no Spark abilities. Broccalians are a well-known example of a “dim” species with no heroes of their own.

- **Fallen Empire:** A general term for a space-faring civilization that rose to prominence in the past and eventually faded.

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**THE CHOOG ARE TRULY A MIRACLE OF NATURE—THEIR SURVIVAL, THAT IS. THEY ARE AMAZINGLY ADAPTED TO BE LIKED BY EVERY SPECIES, BUT SIMULTANEOUSLY RESPECTED BY NONE OF THEM.**

—**TRISTRATOR OMNUS**
from existence. Hundreds of Fallen Empires existed in the billions of years before the current stars of the Nine Galaxies. One such civilization created the Stygian Gates before the recorded memory of any current race.

- **Galaxy One:** Sometimes called the Galaxy of Gold. This is the oldest galaxy linked to the Stygian Gates. It’s the original home of the Continuum, and the headquarters for the Golden Guard. The civilizations of Galaxy One tend to be ancient, stable, and rich.

- **Galaxy Six:** One of the most sparsely populated hubs of civilization thanks to the Cracked Space rift that runs across it and the presence of The Six. The V’Sori Empire held territory there, and several warlords still occupy planets along its fringe.

- **Galaxy Eight:** Until recently it had only one link through the Stygian Hubs (via Galaxy Six). A new link was found between Galaxies Eight and Nine less than 500 years ago—the first active link discovered in centuries. The species of Galaxy Eight tend to lack the Spark.

- **Galaxy Nine:** The youngest of the linked galaxies. It is home to Earth, the V’Sori Empire, and the original home-world of the proteans. The civilizations of Galaxy Nine tend to be aggressive, dynamic, and dangerous.

- **Galaxy of Gold:** See Galaxy One.

- **The Golden Gaze:** An ancient device that focuses super-dimensional energy to empower the Golden Guard and observe possible future timelines. What the Gaze sees remains mysterious, but the choppy clues it transmits to the Guard have saved the universe from innumerable disasters.

- **Golden Guard:** Sometimes just called Guardsmen. The Golden Guard are the self-appointed protectors of the Nine Galaxies. Originally formed by the Continuum to battle intruders from Stygian realm. Over the eons their role has expanded to overarching arbiters of justice with jurisdiction over every galaxy linked by the Stygian Hub.

- **G’Roks:** Powerful but primitive hunters found on a brutal world in Galaxy Nine. They aren’t space-faring, but still legally count as a protectorete species of the v’sori.

- **Halions:** Natives of Galaxy Six; most live near Cracked Space. Their demon-like appearance and aptitude for stygian magic makes most other species wary around them.
If you are not a *Necessary Evil* game master and have no intention of running the game, be warned that this section contains spoiler information about the secrets behind the story.

If you are a Game Master, then welcome! What follows this introduction will provide you with enough material to run dozens of adventures in the fast and furious world of *Necessary Evil.*
COSMIC CRISIS

The Cosmic Crisis Plot Point Campaign is broken up into seven main chapters, each representing a different crisis Team Omega must come together to resolve. Along the way the Omegans have the option to respond to various distress signals and other plots they encounter along their journey. Each of these is a Savage Tale.

Villains may not be interested in engaging in these side-missions, but each offers rewards—including Advances—if Team Omega can find the motivation to get involved. The Outsider has also prepared several traps for his enemies that the GM may insert as desired.

Plot-Point Overview

Cosmic level adventure can get a little tricky. This brief overview of the Cosmic Crisis provides the major important plot elements and characters who reoccur throughout the story.

Crisis One: Escape from Ceti-Traz

The Golden Guard, enforcers of galactic peace, recruit Team Omega from Ceti-Traz, an ultra-security prison ringed by black-holes at the heart of Galaxy Nine. During recruitment the prison is attacked by alien mercenaries called the Veno Spikes. As the villains fight for survival three important facts emerge: the Spikes work for The Outsider, they’ve been tasked with recovering an insane protean from the prison, and the Outsider ordered them to kill everyone else present—particularly Team Omega!

The main point of this adventure is the bring the team into conflict with The Outsider and to make it personal. This isn’t just a job or an opportunity. The Outsider is immensely powerful and trying to kill the villains. They are also introduced to a trio who have roles to fill later:

- K’razan: See page 120. A powerful but annoying hero of the Golden Guard. Odds are he’s taken out early here, but he returns later as a representative of the forces manipulating Team Omega and setting them up to battle The Outsider.

- Boxer: See page 117. The friendly, robotic pilot of The Promise—a speedy ship granted to Team Omega to aid in their mission. Boxer is universally helpful and hopefully the villains learn to trust him and appreciate him enough to make his later programmed betrayal really sting.

- Tri-Strator Omnus: The inhuman judge, jury, and cosmic bureaucrat overseeing the legal needs of the mission. Omnus could be a useful ally later in the game, and he can provide crucial information when dealing with the missing Tri-Strator in Crisis Two.

By the end of this Crisis Team Omega possess The Promise and enough motivation to seek out and confront The Outsider. The only lead is the Veno Spike mercenaries. They were spotted in the Galta Sector outlined in...
Crisis Two. Whether they were destroyed or fled, that’s the best trail for Team Omega to follow.

CRISIS TWO: SHATTERED EMPIRE
The Galta Sector is home to the remnants of the V’sori Empire and their former servants—now adversaries—the k’tharen. The Veno Spikes from Crisis One were spotted in this system, and whether they escaped Ceti-Traz or not there are clues at the pirate world of Barat that explained how they managed to jump to Ceti-Traz, and how the same technology may be employed to reach The Outsider’s hidden base.

To use this technology (called the phase oscillator) Team Omega needs to build or capture their own equivalent, and then calibrate it to three different Star Cities. An ancient one exists in this very star system, hidden on the world the v’sori currently claim as the capital of their shrunken empire. Gaining access to the star requires diplomacy or battle with the v’sori.

Two potentially important characters are revealed during this Crisis, who may impact the story later:

• Joniha the Apostate: See page 114. A Protean working directly against The Outsider and trying to free her people from his influence. She doesn’t trust Team Omega, but she’s being hunted by the Veno Spikes and can help with the phase oscillator if the villains manage to catch her.

• Warlord Tympanos: See page 133. The leader of the remains of the V’sori Empire. He’s working on a phase oscillator of his own, and his full plans are revealed in Crisis Four for a battle (possibly a rematch) against Team Omega inside the Great Rift.

When the villains have everything they need from the Galta Sector and any Savage Tales are resolved, they receive a call to action: demonoids from Stygia have been sighted in Kada—which happens to be the location one of the only other known Star Cities.

CRISIS THREE: THE SHARDS OF KADA
Now with the phase oscillator and a plan to get “Outside” and face The Outsider where he lives, Team Omega must visit the Kada System and repel a Stygian Conjunction that threatens the remains of a Star City there. A trip through the Stygian Gates introduces the concepts of the hellish dimension, and the importance of halting incursions.

A brief investigation proves that demons are present, and have big plans for Kada unless they are stopped. The villains must act now, otherwise the spreading incursion disrupts the remains of the Star City. The longer they wait, the stronger the demons become.

Savage Tales and mysteries abound in the Kada sector, but the main point is to introduce Stygia and its main players:

• Alastor: See page 90. The vanguard of darkness tasked with opening the way for the others. He’s not as powerful as Stygia’s main combatants, which serves as a warning of what Team Omega may face later. During the battle Alastor or one of his lieutenants must cast the spell that allows Stygia to track Team Omega as a precursor to the events of Crisis Seven.

• Asmodeus: See page 134. The demon lord of Stygian space. Asmodeus doesn’t appear directly, but he’s referenced by Alastor and built up to foreshadow his eventual appearance in Crisis Seven.

After the incursion is dealt with and any side-trips resolved a warning comes through that Earth—the location of the last and most intact of the Star Cities—is under attack.

CRISIS FOUR: EARTHDOOM
A Ravager—the harbingers of the machine world Ultima-Grotus—has been spotted on Earth. Team Omega must head there, secure Star City, and fend off the invaders to ensure that the planet (and Star City with it) aren’t destroyed as soon as they leave.

This Crisis is a homecoming for villains from Earth, and gives them a chance to settle any unfinished business while in the Sol System. Since misunderstandings between powerful characters are inevitable, it also leads to a cameo appearance and battle with Earth’s newest defenders.

• The Doom Guard: See page 121. A large group of powerful heroes (and few villains) who come together when Earth is threatened by powerful outside forces. Team Omega qualifies as such a threat!
Run when: The villains travel to Galaxy Seven for any reason.

BEAM MESSAGE

“The Mesps in Galaxy 7 are on the brink of self-annihilation. They haven’t been contacted by the Continuum yet, they aren’t culturally ready yet. Within a generation they should be ready, but impending war between two nations—each with doomsday weapons—threatens to destroy the planet before that happens.”

The Continuum has authorized an operation to covertly save the Mesps by giving them something beyond their planet to focus on. Agents are authorized to frighten the population and even destroy military targets. Avoid innocent loss of life if possible, but shock the population into ceasing hostilities in order to save the planet.

Any intervention on the planet must not be traceable back to the Continuum in the future if the Mesps survive to join.

THE SITUATION ON MESP

The population is split into two continents. Each continent is a nation led by a single leader. The two have been at war for the planet’s entire history, and each has committed countless abominable acts against the other, so their mutual hatred runs deep.

One continent is known as Bestellar, and led by a tyrant known as The Great Klum. He was democratically elected long ago, but suspended elections. He’s arrogant to a fault, but easily impressed by displays of power—especially if he thinks that power can be turned against his foes. The doomsday device he controls is a bomb that could ignite the planet’s atmosphere and burn every living thing.

The other continent is Daggaral. Daggaral is led by Empress Warra, the latest in a line of royals spanning a hundred generations. She has dozens of heirs all scheming to be the next Empress. Warra’s doomsday device is an airborne, flesh-eating virus she keeps in a vial on her own person.

The longstanding war between Bestellar and Daggaral has grown even more intense in the last decade, and both sides have seriously threatened to deploy their doomsday devices against one another—especially if it appeared that one was about to gain an insurmountable advantage.

ENCOUNTER OVERVIEW

No one on Mesp is a physical challenge to the Omegans. Any conflict should be resolved as a Quick Encounter, or a Dangerous Quick Encounter if enough of the planet’s military forces can be brought to bear on the team. Rather, this is an exercise in cunning and
showmanship. The challenge is in keeping both sides balanced against one another while simultaneously bringing both to heel. Neither side really wants to destroy themselves along with their enemies, but both are willing to if pushed.

The other big problem is trying to keep The Continuum’s interference from being discovered. The villains may have to masquerade as completely different villains, or work more subtly to create a scenario that shocks the Mespor into cooperating with one another without revealing themselves at all.

**WHO GOES THERE?**

**Run when:** The villains travel to Galaxy Eight for any reason or are in the Kada Sector (Crisis Three).

**BEAM MESSAGE**

“A hidden colony near the Kadian System has sent a distress signal. The message indicates that the colony has been infiltrated by a remorthan symbiote. Complicating matters is the fact that the population of the colony are jadarmen. A remorthan murderer with jadar powers sounds like a bad deal for everyone.”

**THE SITUATION ON THE COLONY**

The outpost was huge by jadar standards; almost 50 beings lived there. This is the same group that Salma Stele (page 124) is after, but unfortunately someone else has beaten her to them. When the villains arrive on the scene only five jadarmen are left alive, but they think they destroyed the remorthan thanks to their increased powers.

The five are:

- **Pull Purk:** a henpecked and feckless husband who seems to have little idea what to do with his new powers.
- **Polly Purk:** Pull’s pretty but demanding wife. She spends a large amount of her time nagging Pull for things beyond his control, like taking her to a colony that was wiped out by remorthans.
- **Barrum Balm:** An old man who was on his last legs until the power increase brought about by close proximity to so many jadar deaths. His memory was going before this, and he has a tendency to forget his point partway through any statement.
- **Mella Min:** Mella is an intense scientist and was one of the administrators of the colony. She came up with the plan to isolate and destroy the infected murderer at the cost of their only starship. She wants a ride—in secret—for her people to somewhere they can start over without other jadars finding them.
- **Keli Kerns:** Keli is a young orphan traumatized by events who hasn’t spoken since.

The Omegans may be wary that one of the survivors is still a host to a remorthan, and they’re wise to be suspicious. In fact, all five of the survivors are carrying remorthans, a rare cluster of telepathically linked “family” members. These super-predators scanned their hosts and can answer questions about their pasts—not that the villains know the truth about such answers without mind reading.

Mella assures the Omegans that the remorthan is gone, and offers to submit to a scan she devised to clear them. A Science roll at –2 or scanning a remorthan on the team reveals that the algorithm is ineffective.

All of the survivors resist Mind Reading, but surface thoughts seem to match their stories. A Raise detects the telepathic bond between all five, and the remorthan thought patterns.

If the remorthans escape detection they pretend to be grateful to their rescuers, and split up to spend time one on one with the villains to “thank” them. They don’t
UNCLASSIFIED THREATS

Space gods and eldritch creatures defy the usual classification system. Beings “off the scale” are treated like Omega Threats (see page 114) with entire teams dispatched to contain or study them.

CHRONOVITE GUARDIAN

This eldritch abomination served an ancient Fallen Empire and now exists solely to protect its secrets. It is forever, uncontrollable, and quite insane. Its powers deal Temporal energy damage. Ageless characters have a special immunity to its powers, but their items may still decay and crumble.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12+4, Vigor d12+2
Skills: Athletics d10, Fighting d10, Focus d10, Notice d6, Stealth d4
Pace: 6; Parry: 8; Toughness: 22
Hindrances: Mute
Edges: Block, Luck, Quick, Super Powers (80)
Special Abilities:
★ Altered Form (9): Grappler; Reach +5” (10 yards); Yield.
★ Damage Field (15): 4d6 damage; AP 10; HW; MBT; Permanent.
★ Decay (2): Midas Touch; Strong.
★ Entangle (9): LBT; Very Strong.
★ Environmental Resistance (3): Mental energy; Immunity.
★ Fearless (2): Immune to Fear and Intimidation.
★ Melee Attack (12): Str+3d6; AP 10; HW.
★ Regeneration (14): Once per round; Relief; Regrowth.
Size 4 (Large): The Chronovite is a quivering mass approximately 15’ across.
Tentacles (3): Three tentacle actions and total Reach 6 (12 yards). Tentacles deal Melee Attack or grapple. Bound or Entangled prey suffer decay each round on the Chronovite’s turn.
★ Toughness +9 (9): Amorphous blob.
Unstoppable: Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker’s Action Card is a Joker.

RED CHRONOVITE

This chronovite is a slightly darker red than its mindless brethren. It’s cunning, hungry, and scheming to find food. It engineered the distress call and trap, and if not stopped it continues to lure scientists and explorers to their doom. It always Holds or commands the other creatures to Hold so they act at the same time in order to prevent revealing itself as the leader. A Notice roll at –2 spots the slight color difference.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d10
Skills: Athletics d10, Battle d8, Common Knowledge d4, Electronics d8, Fighting d10, Notice d8, Persuasion d8, Repair d8, Stealth d8
Pace: 8; Parry: 8; Toughness: 15
Hindrances: Mute
Edges: Block, Command, Command Connection, Fleet Footed, Frenzy, Level Headed, Super Powers (45)
Gear: None.
Special Abilities:
★ Altered Form (5): Grappler; Reach +1” (2 yards); Yield.
★ Awareness (4): Ignore 4 points of attack penalties. (Temporal sense.)
★ Decay (2): Midas Touch; Strong.
★ Fearless (2): Immune to Fear and Intimidation.
★ Leaping (5): 16” (32 yards); Death from Above.
★ Melee Attack (10): Str+2d6; AP 10; HW.
★ Telepathy (9): Range, Mind Rider, Switchboard
★ Toughness +8 (8): Amorphous blob.

ORANGE CHRONOVITE
These mindless creatures resemble smaller versions of the ancient beast the team encountered on V’rax. They attack in a swarm like mindless animals. They are drawn to beings who experience time—which is to say everyone—and consume their target’s consciousness as food.
Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d10
Skills: Athletics d10, Fighting d10, Notice d4, Stealth d8
Pace: 8; Parry: 8; Toughness: 9
Hindrances: Mute
Edges: Block, Fleet Footed, Frenzy, Super Powers (30)
Gear: None.
Special Abilities:
★ Altered Form (5): Grappler; Reach +1” (2 yards); Yield.
★ Awareness (4): Ignore 4 points of attack penalties. (Temporal sense.)
★ Decay (2): Midas Touch; Strong.
★ Fearless (2): Immune to Fear and Intimidation.
★ Leaping (5): 16” (32 yards); Death from Above.
★ Melee Attack (10): Str+2d6; AP 10; HW.
★ Toughness +2 (2): Amorphous blob.

THE OUTSIDER
The mysterious, self-styled space god known as The Outsider normally cultivates an appearance of aloof, scientific indifference. The Omegans, however, have gotten under his skin and brought out a petty and petulant side of him. He’s not used to battling potential equals, and the damage already done to his base of operations and experiments is irrevocable. He lashes out at the villains any way he can: verbally taunting them, arranging catastrophes to strike whatever they care about and telling them all about it, and overwhelming them with raw power.

The Outsider is vicious. He spends his Bennies mostly for offence, re-rolling misses or mediocre damage. He counts on his Doom Special Ability to grant more Bennies for Soaking if he needs them—or his Healing power to restore lost Wounds. He’s also not
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