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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.

**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.

**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.

**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.

**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.

**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.

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.

A

B

Γ

Δ

Σ

Ω

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.

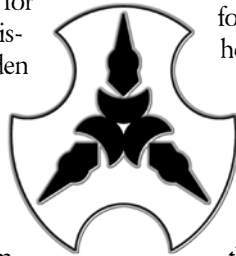
A dreadful organization bent on conquering or destroying the world (depending upon the current plan and how the politics of the ruling council stands at any given time), DOOM prefers to work behind the scenes and in the dark, pushing humanity to the brink of destruction. Whether scouring lost civilizations 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 goals 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.