

CARTOON ACTION HOUR

SEASON 3

THE COMPLETE GUIDE TO
**WARRIORS
OF THE
COSMOS**



THE COMPLETE GUIDE TO



**Genre Emulation...
It's What We Do.**

spectrum-games.com

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DEDICATIONS

Cynthia Celeste Miller's Dedication

I want to dedicate this book to all the people who made it a reality. It was a massive undertaking that would have been impossible for me to do by myself. Barak Blackburn and Norbert Franz both dedicated an insane amount of time to this product, not to mention a great deal of Herculean effort. Those guys are collectively the embodiment of work ethic and creativity. Then there are those who have taken our words and turned them into stunning visuals, namely C. Michael Hall, Nolan Segrest, Patrick Sullivan and Andres Rey De Castro. It's like they have a direct wire to my brain! The hard work they put in to bring this book to life is staggering. Then, there's Eric Hudson, who selflessly stepped in when the deadline loomed near to help me handle formatting the older artwork for the character bios. And I can't possibly forget the love of my life, Shelly Bateman, for always encouraging me to pull all the long hours even though it often deprives us of "us" time. Ditto for my kids (though they range in age from 23 to 28 and are hardly "kids"). Lastly, the amazing Kickstarter backers who pledged to make it all happen! Thanks to you all!

Barak Blackburn's Dedication

Thank you to all the backers and supporters of Spectrum Games and *Cartoon Action Hour*. It is such a strong reminder that games should be fun! Thanks always to Cynthia, through her unbridled love and affection we all benefit, playing games together, and having fun. She lets me loose in her playgrounds and always encourages my ideas, no matter how ridiculous! And Beatfox!

Norbert Franz' Dedication

Sometimes I wonder how readers of our *Warriors of the Cosmos* materials pronounce certain characters' names. For example, "Lorxan." I mean, do you, dear reader, and your fellow players, say "Lork-San" or "Lorzan?" Maybe it's even "Lorg-zaahn?" As a former linguistics student, I get strangely interested in such things at times. How would I know, since I do not often hear that name spoken, always having contributed to *Cartoon Action Hour* by way of email messages, or, increasingly now, social media channels and chats? In fact, I recall that for the first six years or more of my time writing and editing for Spectrum Games, I was only talking to Cynthia from a faraway place through e-mail (in the misty pre-social media age!). Everything was written and exchanged through email, and till 2009, when podcasting and audio chats became more commonplace in the game creator community, I didn't even know what Cynthia's voice sounded like, and I had only one or two photos of her. A weird situation, given how close we have been as friends, and how often we've talked in the past fifteen years. Our friendship and our work relationship are both perfect products of the Internet age, the globalized, borderless, instant communication age. Totally fine by me if that is what this age of technology has given the world. Our friendship is also a welcome by-product of us both being heavily influenced and fascinated by strange, wacky, illogical 1980s kids' pop culture--like action figures and cartoons, or cartoons promoting action figures--having been fans of pretty much the same series, the same products, growing up with them on two different sides of the Atlantic, and meeting as grown-ups. As an editor, I probably would have cut apart a terrible long sentence like that, but not in my own dedication. So there. I brought up Lorxan the chubby gargoyle because I created him. I made him up. On a whim. Originally, I had sent the character concept for him as a throwaway joke, not thinking much of it, and he wound up joining an already impressive roster of heroes for *Warriors of the Cosmos*. He achieved that feat almost instantly, some time in early 2002. He has been part of the series ever since, not a mere joke at all. And here we are, fifteen years on, and by now I have written and edited the official stats for Iconia's colorful heroes and villains three times, for three editions of the game (in 2002, 2008, and finally, in 2017). This means somebody somewhere, quite a few people in fact, cared enough for the game, and the WotC series, to linger on. Heck, who knows, maybe there is somebody right now, perusing this volume, who plays Lorxan in their home gaming group? Or you have some even better spear-wielding, rotund, wise-cracking ex-cop Mountain Gargoyles of your own. Let me know some time. We did this for you guys. Enjoy!

Nolan Segrest's Dedication

"During the summer of 2014, I had the unfortunate luck to suffer a bad accident that injured my eyes and nearly cost me my vision. For the most part, I was able to recover from this incident, but not without a lot of help from some very special people. I would like to dedicate my portion of this book to them. First, I want to thank the nurses and doctors from Huntsville Hospital's emergency room who busted their butts to save my vision. Second, I have nothing but gratitude for Cynthia Celeste Miller, President of Spectrum Games, who never begrudged me a second of the time I needed to recover, even though this accident happened right in the middle of production of this very book. She is one classy lady. and finally, I want to thank my mother, without whose support I would never have made it through one of the darkest and most frightening periods in my life. These folks are all incredible examples of humanity, and I am more grateful than words have the ability to express."

Andres Rey De Castro's Dedication

I would like to dedicate my work in this supplement to my wife Bibiana and my daughter Irene.

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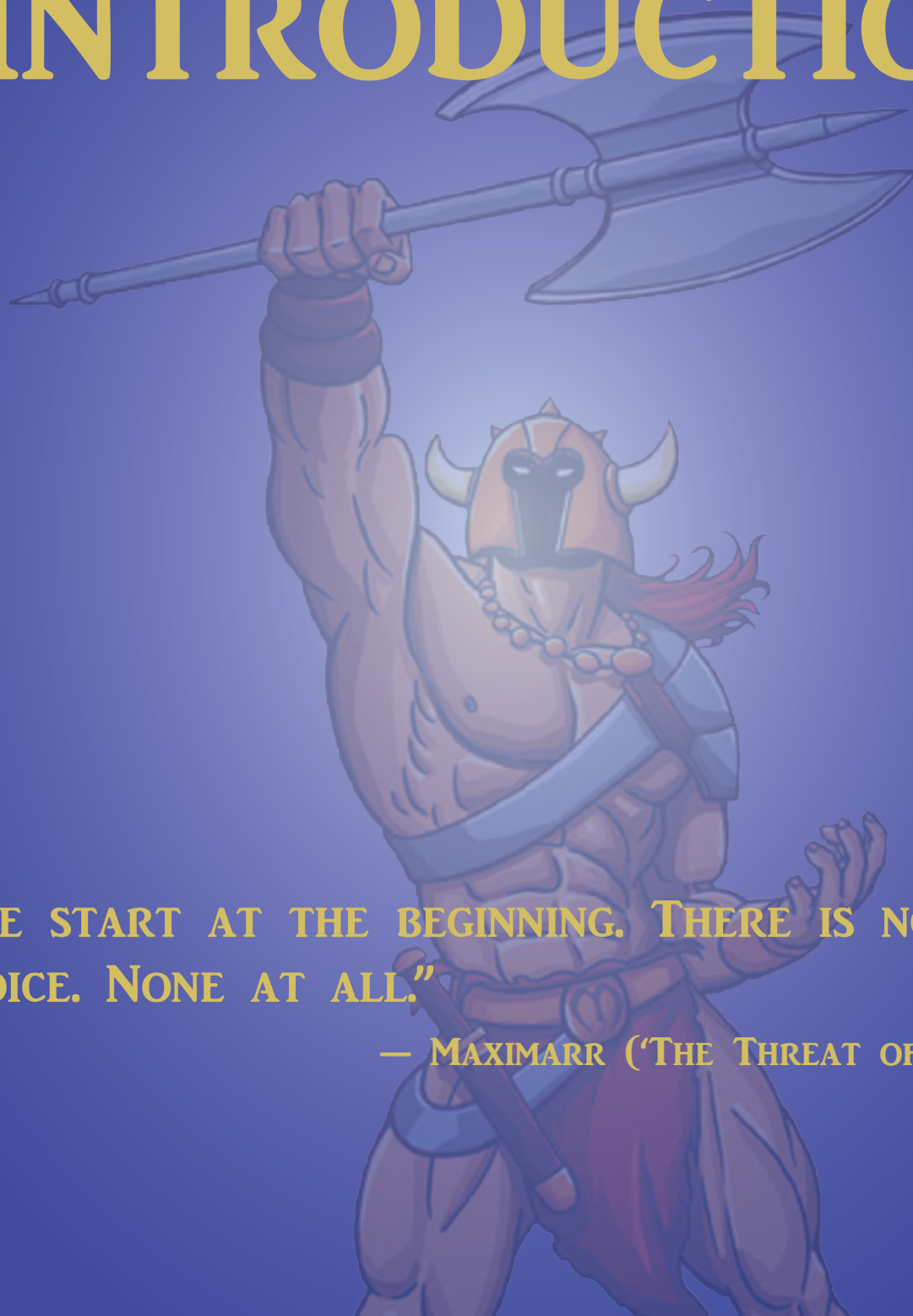
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CHAPTER 1: INTRODUCTION



“WE START AT THE BEGINNING. THERE IS NO OTHER CHOICE. NONE AT ALL.”

— MAXIMARR (‘THE THREAT OF TYRANTS’)

CH.1: INTRODUCTION

PAST, PRESENT, FUTURE

Fifteen years. That's how long the world of Iconia has been a part of my life. The setting has become ingrained in my soul and the characters are like old beloved friends. But let's step back to the beginning, long before names such as Nekrottus, Noblara and Kazhull crept into my brain.

The seeds for *Warriors of the Cosmos* were planted in the far-away year of 1982, when I came across the most fantastic-looking collection of toys I'd ever witnessed while looking through my grandparents' Sears or Wards holiday catalogue. In those pre-internet days, such publications were collectively our gateway to all the new toy lines hitting the shelves. These particular figures were larger than the ones I had grown accustomed to and they had elements of both science fiction and fantasy, a combination that tickled my youthful fancy.

Needless to say, I spent much of my time acquiring these toys via begging my parents and picking and selling pecans. Once I obtained all the action figures, I set my sights on the biggest prize of the entire line: the massive skull-themed castle playset. It took a lot of pecan-picking, but my goal was reached within a few weeks. It was magnificent.

The associated cartoon hit the small screen a short while later and watching it became an after-school ritual for me, despite the fact that I was unhappy about the main hero having a secret identity. Still, between the toys, the mini-comics and the cartoon, this wondrous melding of two of my favorite genres made a lasting impression on me that resonates even to this day, several decades later.

All that has been documented in various places over the years, but something I don't believe I've ever mentioned was that *Warriors of the Cosmos* actually pre-dates the original version of Cartoon Action Hour by a couple of months. The setting and many of the now-familiar characters were the cornerstones of a disk-based game I designed that was played on a chess board.

When it came time to devise a fleshed out series for Cartoon Action Hour, *Warriors of the Cosmos* was a no-brainer. It had all the elements I was looking for in a series. Plus, it was born of the same inspirational source material that Cartoon Action Hour was. It was a natural fit, prompting us to introduce it as a 77-page book-within-a-book included with the core rulebook.

In 2008, *Warriors of the Cosmos* was one of the three featured series presented in the Cartoon Action Hour: Season 2 rulebook, where we unveiled many of the heroes and villains that debuted in the fictitious cartoon's second season. But we've never gone beyond the ones from the first two seasons. Considering the show supposedly lasted for six seasons, that's a pretty small portion of the characters shown throughout its history.

Over the years, *Warriors of the Cosmos* has become what many fans consider the game's most iconic series. For that reason, when we made the controversial decision not to include it in the *Cartoon Action Hour: Season 3* rulebook, we were bombarded with emails from longtime players and Game Masters who wondered why we were dropping the series.

The truth is, we never dropped it. We simply wanted to roll out the red carpet and give our most popular series the royal treatment rather than relegating it to being just another series lumped in with several others in the rulebook. The book that you're reading now *is* that royal treatment. It is, without a doubt, the most exhaustive source we've ever published about this exciting and quintessential series. And now, for the first time in the fifteen-year history of *Warriors of the Cosmos*, we're giving you every major character, vehicle and playset from the show's entire history, and more information about the setting than ever before.

SERIES SUMMARY

Iconia was once a utopia; a world full of prosperity and splendor... of unspoiled beauty and ever-present peace. But that was before the coming of Nekrottus, an evil sorcerer with a mind more evil and unfathomable than any before him. He founded the Blackskull Empire and brought with him a foul corruption that quickly began to spread like wildfire. With the empire at his command, he proceeded to methodically conquer most of the world. Now, the only major kingdom that remains free is Haven, the crown jewel of civilization. It has become the last bastion of freedom in Iconia, but Nekrottus will not rest until it, too, has fallen under his control.

The king of Haven, a just and noble man named Rastor, has seen the devastation caused by Nekrottus and has set

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about assembling Iconia's mightiest warriors into a group with the single goal of taking the realm back and restoring order to it.

They are the Guardians of Iconia!

THE ORIGIN

Humble Beginnings

In 1978, following the fervor caused by Star Wars the year before, minor-league sci-fi novelist Gerald Peevey decided to cash in on the market. He devised a simple screenplay called "Warriors of the Galaxy." It was a straightforward movie idea that blended two distinct genres (fantasy and sci-fi) into a unique property. Peevey shopped the script around to various movie producers, who all deemed it too costly to make and

therefore not a project they wanted to be a part of. Eventually, he stumbled across a struggling producer/director named Rommel Carver. Carver took an immediate liking to *Warriors of the Galaxy*. Forging an alliance, the two men set out to make it into a full-fledged motion picture.

The early part of this alliance went very well. They worked out all the details and dealt with many of the special effects that would be used. It would be a low-budget affair, but Peevey hadn't really expected to land a big budget blockbuster anyway. By the summer of 1979, however, Carver's gambling problem became apparent to Peevey and it was only getting worse. All the money they raised for the production costs was being siphoned into Carver's addiction. Seeing that his own money was being spent, Peevey took his ball and went home.

Carver wasn't pleased and threatened to sue him, claiming that the paperwork gave him full rights to the property. In response, Peevey hired a lawyer. The lawyer looked over the shoddy contract and determined that Carver owned the rights to the name "Warriors of the Galaxy," but none of the content itself.



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Life After Death

Over the next year or so, Peevey worked hard, tightening the script, changing a few things around and reworking some of the characters. During this period, many of the concepts that would later appear in the cartoon began to take shape, such as the invention of King Crab (note the “C” rather than the “K” in the word “Crab”), the world being named Iconia, and even the fact that Nekrottus was a sorcerer.

In 1981, a man named Lewis Gretchman approached Peevey about basing a line of 5.5 inch action figures on the *Warriors of the Galaxy* property. Gretchman was one of the producers that Peevey pitched the script to back in '78, who since moved on to become a top executive for Grabbo Toys. He said that he always loved the concept behind Peevey's creation and never forgot it. He convinced the young man that *Warriors of the Galaxy* would make a fantastic toy line.

Contracts were signed, but there was one niggling problem: the name. Rommel Carver owned the name “Warriors of the Galaxy” (despite never having done anything with it), so another name would need to be selected. After some thought, Peevey proposed replacing “Galaxy” with “Cosmos.” The idea was accepted, and the whole project began rolling forward.

On December 1st, 1982, the *Warriors of the Cosmos* action figures hit the stores with resounding success! The toys practically flew off the shelves. A few months later, Grabbo Toys was offered a lucrative deal to base a cartoon series on the *Warriors of the Cosmos* through Kilamir Studios. Despite some initial legal entanglements, the cartoon's pilot aired in September, 1983.

Adversity

The show immediately met with protests from two different parent groups: the Parental Care Committee (PCC) and Mothers Against the Corruption of Youth (MACY). The main bone of contention was with the principal villain, Nekrottus. They felt he was too horrifying for children and considered him to be a bad influence.

By February of the following year, the FCC was ready to cave in and force *Warriors of the Cosmos* into a premature retirement. Grabbo Toys and Kilamir Studios stood their ground, hiring a team of extremely talented lawyers to bring the matter into court. The court battle dragged on for months before the judge finally sided with Grabbo and Kilamir. The cartoon and toy line were given a new lease on life and the controversy only served to increase the popularity of *Warriors of the Cosmos*.

New cartoon causes big controversy

STORY BY
SUSAN SCRAWLEY

The new Saturday morning lineup for 1982 includes a cartoon that has kids enthralled and many parents worried. This new show is called “Warriors of the Cosmos,” and it's filled to the brim with imagery that parents claim is in poor taste and even offensive.

Most of the controversy is linked to the show's lead villain, a sinister looking fellow named Nekrottus. From his demonic appearance to his lust for conquering the world (a fictional place called Iconia), Nekrottus has caused a ruckus with parents' groups across the globe.

The president of the Parental Care Committee (PCC), Cathy Bergstrom, had this to say: “There is a very fine line between giving kids what they want and being irresponsible. This Nekrottus character is over the line. Even his name implies death, which can encourage kids to become fascinated with such morbid things. As a parent of three school-aged children, I simply can't sit back and let this rubbish go on the air without fighting it.”

But are children really that influenced by the bad guys? After asking a random sample of children aged 6 through 12 about Nekrottus, we've had a wide spectrum of responses:

“Nekrottus is a mean, mean, mean man who Noblara and her friends beat up and stuff.” (Tilla, age 7)

“He's a really cool bad guy. I've even got his toy. He's the best villain since Darth Vader from Star Wars and

[The] Empire Strikes Back.” (Adam, age 12)

“His face looks ugly.” (Ramman, age 6)

“I don't really like Nekrottus very much because he does bad things, but I like Combato and Falcor though, because they're good guys.” (Duncan, age 10)

“I guess he's pretty okay. I don't know, I guess he's kinda like any other bad guy on cartoons.” (Lynne, age 8)

As you can tell from these quotes, the feelings are very mixed. But can a villain really affect a child's psyche in a negative way? We asked the creator of “Warriors of the Cosmos,” Gerald Peevey, this very question.

“That's a ridiculous notion. Villains like Nekrottus have been featured in fiction all throughout history. Look at Count Dracula – he's a lot more terrifying than Nekrottus. Or how about the Mummy? I could name worse villains all day long, but the point is: Nekrottus is not harmful to children. Almost every episode ends with the good guys triumphing over the bad guys, so our morals are not off-kilter here. I stand firmly behind my work, and I feel our show is being unjustly attacked. We offer kids a show they can learn from and still be entertained by. Lessons can be taught many different ways.”



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Hitting it Big

In the matter of a few months, it went from being a popular kids' show to being nothing short of a sensation! This, of course, led to further licensing projects, and the market was quickly flooded with *Warriors of the Cosmos* merchandise: lunchboxes, Trapper Keepers, board games, toothbrushes, T-shirts, Underoos, and much more.

Warriors of the Cosmos was a pop culture juggernaut—its characters appeared on magazine covers, Friday Night Laugh Riot did a memorable skit involving the love life of Nekrottus, two different bands released songs that contained references to the cartoon and Gerald Peevey appeared on close to a dozen talk shows.

The show's popularity was such that the fourth season boasted a backdoor pilot for a spin-off cartoon that attempted to tap into the "girl" market. It wasn't well-received and thus the proposed series went unproduced. Perhaps that was the first sign of things to come.

What Goes Up...

The show and toys continued to perform moderately well into 1987, but the market had become oversaturated with *Warriors of the Cosmos* merchandise. It was everywhere... and that's what led to a not-so-slow plunge in the property's popularity. The general public can only take so much before the balloon bursts and that's exactly what happened. Additionally, Gerald Peevey had stepped away from the show after Season Four, citing creative differences with the new management at Kilamir Studios as the reason.

By the time the 1988 fall line-up was announced, *Warriors of the Cosmos* was limping. To make matters worse, the creativity with both the show and the toy line was taking a huge dip. It seemed as if the writers and toymakers were grasping at straws, resulting in lame characters and implausible storylines. In the end, the ratings for the sixth season were so low that it was cancelled partway through; only the first seven episodes were shown.

The phenomenon was officially dead.

The Dawn of the Internet

Warriors of the Cosmos became an "80s thing" during the 1990s, right alongside the Rubik's Cube, Pac-Man and Night Court. It was largely forgotten, except by those who felt pangs of nostalgia when they thought about the cartoon or toys.

It was those people who used the internet to create fan pages, forums and email groups dedicated to the property.

Was *Warriors of the Cosmos* a Real Cartoon?

This is a question some readers may ask themselves as they read this book. The answer is: no. The *Warriors of the Cosmos* was never an actual cartoon or toy line. It is presented as such in order to make it more immersive.

Soon, something of a cult following began to develop. It wasn't enough to create a resurgence, but it kept *Warriors of the Cosmos* from fading into complete obscurity.

Resurrection

The onset of the 2000s brought forth a wave of 1980s nostalgia. Everything that was cool in the '80s was getting a reboot in some way and *Warriors of the Cosmos* was certainly no exception!

Global Pictures secured the rights to produce a tent pole film based on the property, which took the world by storm when it was released in August 2007. While the film made some drastic changes to the established canon, most fans felt the changes were acceptable (though few were in favor of the addition of a romantic sub-plot between Noblara and Oshida). The film grossed \$703.5 million dollars, marking it as a massive box office blockbuster.

This success spawned a small line of highly articulated movie-related action figures and even led to more *Warriors of the Cosmos* goodness.

The cable network Animation Nation struck a deal to produce *Warriors of the Cosmos* Forever, an all-new cartoon series that launched in 2008. With a slightly older target audience in mind, this new series drew inspiration from anime for the animation style, featured more mature stories and ratcheted up the violence a bit. It garnered critical and commercial success, but was canceled after its inaugural season for reasons that remain ambiguous to this day.

The highly anticipated movie sequel, *Warriors of the Cosmos 2: Nekrottus Rises*, barreled into theaters in July

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2010, reaching even higher levels of profitability than the first. Many critics have suggested that much of this surge is owed to the fact that the movie was the big screen debut of two fan-favorite characters, Combato and Bublbor.

When *Warriors of the Cosmos 3: the Gem of the Ancients* premiered in July 2013, it defied the odds by shattering numerous records despite four of the actors from the first two films departing. The replacement actors won over fans and film critics alike, a rare feat in Hollywood.

The fourth installment of the saga, *Warriors of the Cosmos 4: Annihilation*, is slated for release in August 2018 and is reportedly going to be an epic-length movie with multiple character deaths.

THE GATEWAY TO EXCITEMENT

Think of this book as your portal to a wondrous, faraway land that offers unlimited adventure for you and your group of friends. Let's take a look at what you can expect to see in the coming pages.

Introduction

This is what you're reading right now. As you most assuredly know by now, this section brings to light all the basics of the series, from its core premise to its meta-history.

The World of Iconia

Explore the exotic landscape of Iconia. You'll learn about the various kingdoms; their histories, details about who ruled them before the coming of Nekrottus, the current state they're in and more. You'll discover the strange (and sometimes illogical) geography of the land; interesting locales ripe for adventure, information about the different regions and so on. You'll meet the denizens; primitive tribes who haven't yet been brought under the rule of the Blackskull Empire, the escapees looking to mount a rebellion, the creatures that pose a threat to anyone who crosses their paths. You'll get an inside look at the two primary factions that drive the stories of the episodes—the heroic Guardians of Iconia and the villainous Blackskull Empire.

The Seasons

Each of these sections presents an extensive look at one of the six seasons of the cartoon series. From an overview of the season to in-depth profiles of debuting characters, vehicles and playsets, no stone is left unturned.

More Warriors

Find out how the cartoon series was supposed to end! In this section, we disclose all the details for the very first time. Who lives? Who dies? How does it all end up? The movie-that-almost-was will answer all these questions. This section also examines *Warriors of the Cosmos Forever*, the 2008-2010 reboot of the cartoon that affected a more anime-inspired art style and more mature themes than the original series. Finally, you'll find all the details about what the Warrior Women of Iconia spin-off series would have been like, including a slew of new GMCs.

Player's Guide

Within this section, you'll find a random system for creating a PC's Signature Quality and an optional "lifepath" character creation system specifically for this series.

Game Master's Guide

This section is devoted to helping the Game Master bring the series to life with plenty of tips, a system for whipping up critters on the fly, more than 40 episode seeds and a full-length, ready-to-run episode.

The Live-Action Movies

This book covers only what was presented in the *Warriors of the Cosmos* cartoons and the original toy line. The live-action films are beyond the scope of the *Cartoon Action Hour: Season 3* game system due to their not-so-cartoony tone. But hey, who's to say that they might not be the subject matter for another game system that is more directly concerned with live-action filmmaking? (Time will tell...)

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STAT BLOCKS

In Chapters Three and Four, you'll find numerous "stat blocks" for characters, vehicles and playsets. Let's look at how they are set up and arranged.

Color Coding

Each stat block is color coded so you'll know if the character, vehicle or playset is heroic or villainous. Heroic stat blocks have green backgrounds with yellow header bars, while villainous stat blocks have blue backgrounds with gray header bars. One playset is neutral and its stat block has a green background with a gray header bar.



Heroic



Villainous



Neutral

Types of Stat Blocks

There are four types of stat blocks in this book and each type has a different set-up. Furthermore, they always appear in a certain order within a section. Below, you'll see the order as well as descriptions of every type.

- **New characters:** If a new character has an illustration (and almost all of them do), the character is given an entire page. The stat block is in the upper left corner with an illustration to the right and a bio below it.
- **Modified Characters:** New versions of old characters don't have an illustration and unless their stat block is too long, the bio will appear underneath the stat block.
- **Vehicles:** Vehicles usually appear two or three to a page. The stat block itself is to the left of the page with the bio to the right of it in a tan box.
- **Playsets:** Like vehicles, playsets usually appear two or three to a page, though particularly large ones may occupy most of a page by itself. The stat block is to the right of the page with the bio to the left of it in a tan box. An easy way to tell them from vehicles is that playsets don't have Qualities listed.

A NOTE FROM GERALD PEEVEY

Has it really been more than thirty years? Man, time sure has a way of zipping right past you, doesn't it? The truth is that by the time the *Warriors of the Cosmos* toy line hit stores in 1982, this world and many of the characters had already been a part of my life for about four years. That's pushing forty years, which I can't really wrap my head around.

Back in those days, I never dreamed that it would still be around decades later. Hell, it even came full circle. I proposed it as a feature film in the '70s and although I failed to land it in that medium back then, it has now been the subject of three successful summer blockbusters, with no end in sight. Call me a wimp if you will, but I broke down into tears after watching the original film for the first time. Some macho man I am, huh?

Seeing the film was an emotionally poignant moment for me, to be certain, but I have to say that I'll probably break down and cry all over again when I see the end result of this book. Never before has such a complete encyclopedia of *Warriors of the Cosmos* been published. There's a reason for that. You see, after having an online conference with the authors, I decided that it was time to divulge some secrets to them -- secrets that would change the very fabric of Iconia!

I've been sitting on a lot of additional, never-before-seen material for decades: concept art for characters I wanted to bring into the toy line and cartoon, background and setting information that was never used for one reason or another, story outlines for episodes that didn't materialize and something that no one thought existed... a map of Iconia! The map was badly outdated because it was drawn during the first season on the cartoon, but I worked diligently with the authors to bring it up to date.

Another crucial piece of the puzzle that I handed over to the authors is the full script for a *Warriors of the Cosmos* movie that was meant to end the series at the conclusion of the fourth season. It had been the plan all along to wrap the show up at that time, but the Powers That Be decided to milk the franchise for more money rather than offer a definitive and artistically satisfying finale.

Before closing this off, I just wanted a chance to thank you, the fans, for keeping *Warriors of the Cosmos* so close to your hearts for all these decades and for helping me feed my family when this show and its merchandise was my sole means of support. I love you all.

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Warriors of the Cosmos action figures!

Each sold separately: subject to availability.



Bouldarr

Amazing rock-skinned warrior of Haven
(with boulder-throwing arm)



Lorxan

Brave winged gargoyle
(with wing-flapping action)



Combato

Friendly robot bodyguard
(with pop-out roller wheels)



Noblara

Former ruler of Shadestar
(with sword-slicing action)



Nekrottus

Evil despotic king of the Blackskull Empire
(with light-up magic staff)



King Krab

Ruler of the Krab People
(with clamp-claw action)



Monstro

Hulking one-eyed general of the Blackskull Empire
(with glowing eye)

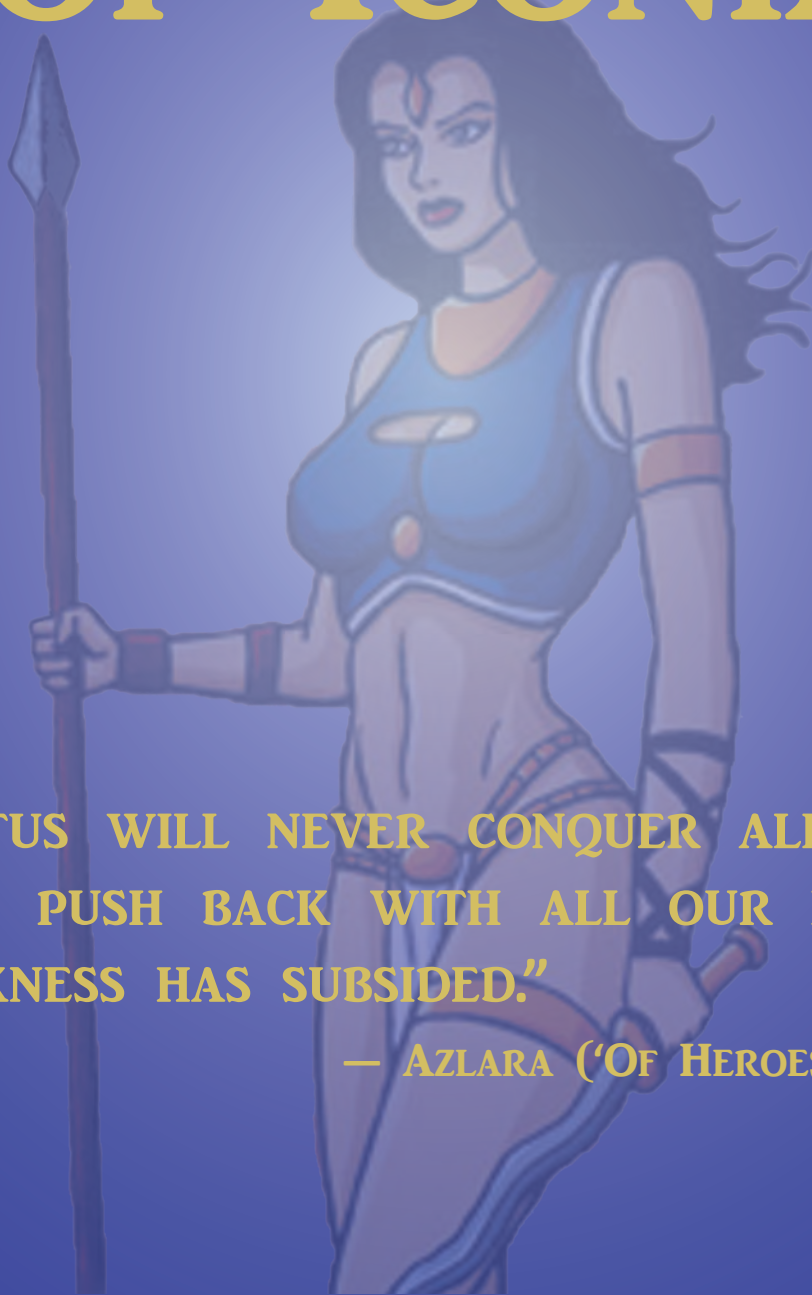


Gatlyna

Automatic-weapons expert of the Blackskull Empire
(with gatling cannon that fires plastic missiles)

Coming in 1983: Merlis, Falcor, Sure-Shot, Oshida, Kazgull, Shadow Queen, Serpentina, Spydar, Volcanus and Buzzard Man!

CHAPTER 2: THE WORLD OF ICONIA



“NEKROTTUS WILL NEVER CONQUER ALL OF ICONIA.
WE WILL PUSH BACK WITH ALL OUR MIGHT UNTIL
THE DARKNESS HAS SUBSIDED.”

— AZLARA (‘OF HEROES AND MADMEN’)

CH.2: THE WORLD OF ICONIA

THE PLANET

Iconia is actually a relatively small planet, though the exact size has never been determined. It consists of one major continent and three smaller continents. The dominant continent is known, derivatively enough, as Iconus. The smaller continents were mentioned in passing by Merlis and briefly shown on a map during Episode 14 of Season Three ("Beyond the Waves"), but they were never touched upon again. According to Merlis, they are named Grakua, Ketsuno and Polara.

Iconus

Iconus covers an area of about 11,500,000 square miles (or 29,784,863 square kilometers). It is bordered to the north by the Polar Ocean, to the east and south by the Verilius Ocean and to the west by the Capri Ocean. It also contains three seas: the Glacial Sea to the northeast, the Atallan Sea to the southwest and the Bogmoor Sea to the southeast.

The continent's population is a little over 400 million, a fact that was stated by the series creator Gerald Peevey on the *Legends of Iconia* podcast in March of 2013.

The continent's geography runs the gamut from jungles to the south, deserts to the west, swamps to the southeast to tundra in the north, with forests and plains scattered all throughout.

Ketsuo, Polara and Grakua

The series only mentioned these three continents by name, but Gerald Peevey shed some light on them during an episode of the *Legends of Iconia* podcast in March of 2013.

According to him, Ketsuo was going to be featured in Season Three, but plans were changed for reasons he can't recall. The continent's culture was to be a mishmash of various Asian cultures. The plan was to create a spin-off of sorts that embraced a slightly more anime-like style.

Polara, on the other hand was to be a frozen land populated by Neanderthal-like people, large mammoth-esque creatures and sabretooth tigers. The idea was to have some of the heroes travel to Polara for one reason or another, only to be caught up in an inter-tribal conflict. This wasn't planned as thoroughly as the story for Ketsuo and was relegated merely to a few notes scribbled on paper.

Realism

Iconia is not realistic. It was created over the course of six seasons of the series by various writers, editors and artists. Only three maps have been known to exist and only two of them have been located. They were never released publically, not counting the one shown by Merlis on the show... and that was very vague indeed. Viewers saw an outline of the three continents and that's all. The other two maps had plenty of discrepancies between them: one was from the series bible, which was set up quite some time before the series even began, while the other was created sometime during Season Three and was maintained and added to up to and including the final season.

We worked with series creator Gerald Peevey to create a definitive version of the map, which can be found on pages 17 and 206. It contains everything that was depicted on both existing maps.

To reiterate, realism is not to be found on the map. Iconia was devised sheerly for story purposes, and features were added wherever the writers thought seemed right.

Unlike the other two "unseen" continents, viewers were actually given a couple of details about Grakua in the second episode of Season Two, when Azlara explained her past to the other Guardians of Iconia. The continent is at least mostly covered with thick, dark jungles, darker even than the jungles in southern Iconus. Several different societies exist there, all of them based on the Aztec, Incan and Mayan cultures, according to Peevey. The only tribe mentioned in the episode was the one Azlara was the princess of: the Karztec. They were a peaceful society of sun-worshippers, ruled by the benevolent King Azrann. The continent was invaded by the Blackskull Empire and at least the Karztec people were enslaved.

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Oceans and Seas

The largest ocean on the planet is the Verilius Ocean and it borders Iconus' eastern and southern coastlines. The southernmost area of the ocean tends to have fairly calm waters, but the further north you go, the more intense and treacherous it is. Violent hurricanes often form over the central and northern regions of the Verilius Ocean, slamming into the shores of Iconus and causing absolute devastation.

By contrast, the Capri Ocean is the smallest ocean on Iconia, covering the southwestern and western coastlines all the way up to Gyro's Arm, a wide peninsula that protrudes from the northwest portion of the continent. While the water can certainly become worrisome, it tends to be milder than the other oceans.

The Polar Ocean is as frigid as frigid can be. It touches the entirety of Iconus' northern shores as well as a little of its northeast and northwest shores. Its waters are extremely dangerous to traverse: If the icebergs don't wreck your ship, the spires that lurk just beneath the surface will. Or the giant Barlaskas, large sea creatures with volatile temperaments.

Rivers

While there are thousands of rivers twisting across Iconia's surface, there are two extraordinarily large and important rivers that are deserving of mention here.

The Stronghold River stretches across the entire continent of Iconus, starting at the Polar Ocean and emptying into the Verilius Ocean. It is the longest river on the planet, but rather shallow as well. It becomes even shallower as it nears the Craggs and the Stretch. Known for housing thousands of different types of carnivorous fish, crossing its expanse without a sturdy vessel is not recommended under any circumstances. Fortunately numerous bridges have been constructed over the centuries, making crossing it much less hazardous.

The Crystal River is nearly as long as the Stronghold River and is vastly wider, deeper and, as its name implies, clearer. These features contribute to it being used as the continent's most popular waterway for boats and ships of all shapes and sizes. Or at least that was the case before the Blackskull Empire converged upon the riverside kingdom of Shadestar and forbade any non-Empire ships access to its shimmering waters.

The river was once under the protection of a formidable aquatic race of humanoids known as the Gillzarians, but they were defeated and mostly enslaved by the Blackskull Empire when they took control of it.

Mountain Ranges

Iconus is dotted with hundreds of smaller mountains, but only three full-sized mountain ranges of any note.

The largest and most intimidating range is the Fogshroud Mountains on the east coast of the continent. It's located in a rocky, inhospitable area known as the Outlands, a place avoided by most sane people. The mountain range is longer than any other on the continent and its mountains are the tallest and steepest as well. Traversing them is no small feat and will more than likely end in disaster for those who try. The central headquarters of the Blackskull Empire, the Fortress of Gloom, can be found here as well. Talk about a defensible position!

The Mountains of Rasmyz lie to the north, butting up against the Polar Ocean. Noted primarily for being a source of many minerals (especially the liquid substance known as Silverwick), mines can be found in every nook and cranny. The mountains are usually snow-covered, making mining a tough proposition. The lure of riches, though, is a strong motivator! You just have to watch out for various critters of varying ferocity, something the area is widely known for.

The smallest of the mountain chains is the Dargor Mountains, just north of Haven. They may not be as impressive as the Fogshrouds or as profitable as Rasmyz, but they're certainly easier to travel through. In fact, they boast numerous villages that are essentially mining towns built right into the sides of the mountains themselves.

Suns and Moons

Only one sun (named Glarus Alpha) can be seen with any clarity from Iconia. It looms largely in the daytime skies of the planet. It is generally simply referred to as "the sun". Another sun (named Glarus Beta) can be seen more prominently than the others, aside from Glarus Alpha, of course.

Iconia has two moons in its orbit. The largest one is Nambius, a barren rock with no oxygen and very little gravity. Many myths are told of Nambius, but no one has landed there in a spaceship yet, due to dangerous anomalies that short out electronics upon nearing its surface.

The other moon, known as Azra, is much smaller than Nambius, though it would be more capable of sustaining life. Almost all of its surface is covered with water, though a handful of small islands dot the seascape. The gravity is minimal, but the oxygen levels are about half of what Iconia has. It is thought to be populated by numerous aquatic lifeforms.

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HAVEN

Haven is the last major kingdom that has yet to fall beneath Nekrottus' bootheel. Even before the founding of the Blackskull Empire, Haven was the largest, most prosperous kingdom in the land. It was always this kingdom that solidified peace on Iconia.

Haven's population has increased dramatically since the Blackskull Empire began to seek world domination, as those escaping a bleak fate as prisoners or slaves have sought refuge there. It has become a melting pot with vir-

tually every race and every civilization represented to one degree or another. This has become a point of pride for the kingdom. All different people united beneath one banner.

Haven itself covers a vast expanse of land, from just south of the Dargor Mountains to the Dread Valley to the south. It consists of two large cities, two small cities and countless towns and villages, all scattered across the landscape.

The citizens of Haven tend to favor pseudo medieval attire, but with various futuristic touches and colorations. This is especially true in the larger cities such as Queshta and Darshire, where the denizens lean toward bright whites and blues and often have communicator watches and lasers. Styles become more rustic in the smaller towns and in rural areas, where they favor earth-toned clothes and lack as many modern amenities.

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In terms of money, Haven has its own coinage known as Zarklo Pieces, which are made of a very rare metal found only in the icy, northernmost areas of Iconia. Each Zarklo Piece is triangular in shape and has an array of detailed glyphs on it.

Principal Cities

The following cities are the ones shown in the TV series on a recurring basis.

Questa

Questa, the capital city of Haven, is where the Palace of Justice is located. The city itself is surrounded by a twenty foot tall wall with four massive defense cannons, capable of dealing with heavy vehicles as well as twelve smaller laser cannons for dealing with scads of enemy soldiers should they be foolish enough to approach. There are several reasons the Blackskull Empire has been unable to conquer Questa... and its collective defensive capabilities is one such reason.

The buildings in Questa are angular, made of white marble and shining metal, and are usually quite tall and regal. There are some shorter structures as well, but they tend to be considerably plainer in appearance.

DID YOU KNOW?

All the buildings in Questa, regardless of shape and size, are of the same two colors (white and silver). This was a matter of practicality for the animators rather than an artistic design decision. Not having to color each structure a differently sped up the entire process exponentially.

The Marketplace

On the southern edge of Questa is a massive marketplace filled with tents, booths, and carts, with merchants selling their wares to anyone who drifts through. The marketplace is always bustling with activity, day and night. The marketplace takes on a labyrinthine appearance and an unknowing person could easily get lost.

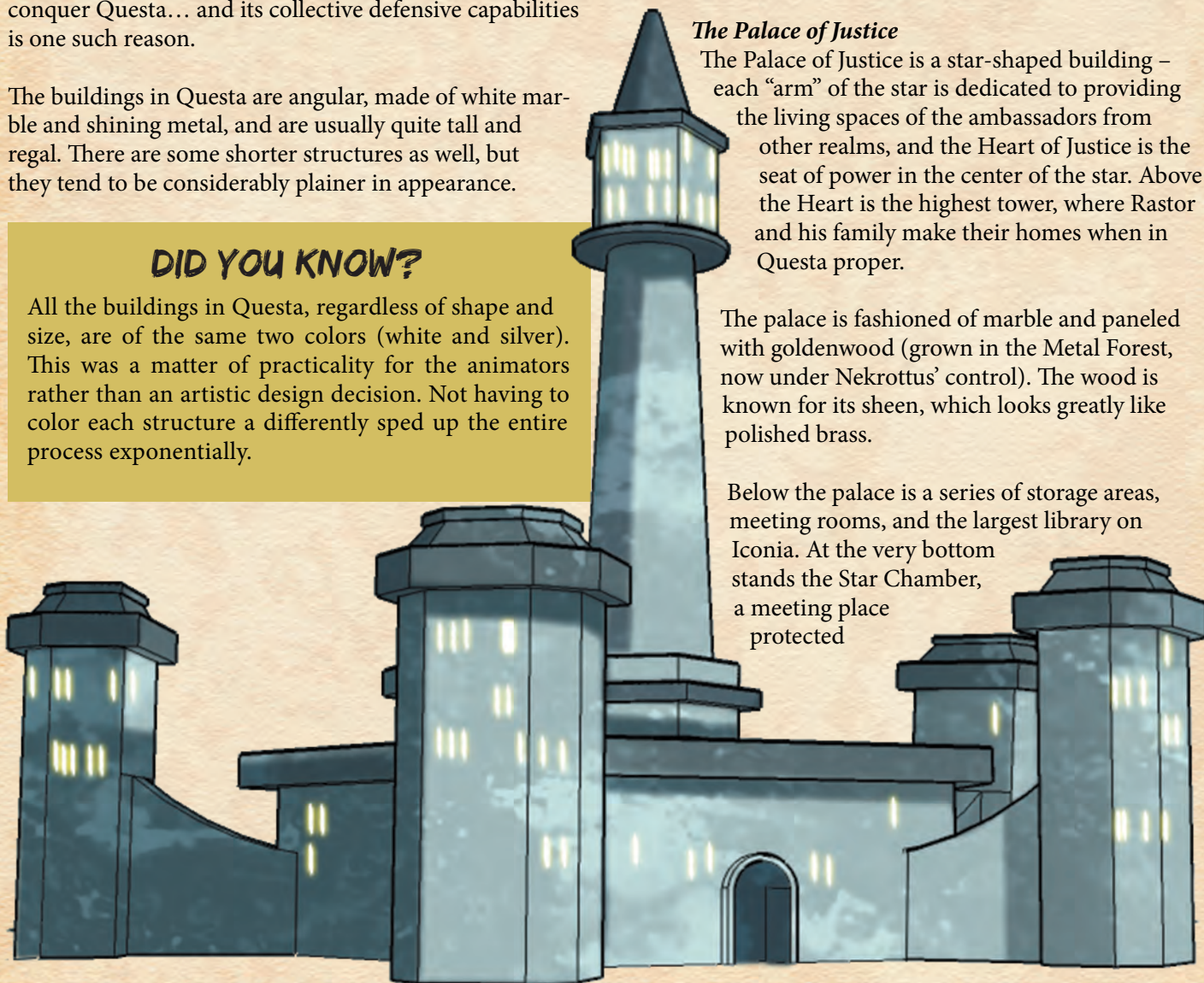
Anything and everything can be purchased here. Merchants come from all across Iconia to hawk their goods. Of course, obtaining these goods can be extremely dangerous for these merchants, given how dangerous many exotic locales can be – bandits, wild beasts, and Blackskull minions are dangers that plague vulnerable merchants as they travel the countryside. Naturally, this fact drives prices up considerably. After all, the merchants must charge prices that make it worth their while to bring their wares to the marketplace.

The Palace of Justice

The Palace of Justice is a star-shaped building – each “arm” of the star is dedicated to providing the living spaces of the ambassadors from other realms, and the Heart of Justice is the seat of power in the center of the star. Above the Heart is the highest tower, where Rastor and his family make their homes when in Questa proper.

The palace is fashioned of marble and paneled with goldenwood (grown in the Metal Forest, now under Nekrottus’ control). The wood is known for its sheen, which looks greatly like polished brass.

Below the palace is a series of storage areas, meeting rooms, and the largest library on Iconia. At the very bottom stands the Star Chamber, a meeting place protected



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by the fiercest magics, where King Rastor holds meetings with his chosen warriors.

Outside the palace is the Iconia Grand Garden, populated by every known flora and a small sampling of fauna from all over Iconia. Some areas are set apart by great carved gaps and walls to keep people from stumbling upon the deadlier breeds of flora.

Darshire

Darshire is the main center of education in Haven, boasting two colleges: the Divine College of Wizardry and the Institute of Knowledge. While not as large as Questa, Darshire has always played an important role in Haven's development.

Unfortunately, much of the city has become war-torn due to the infamous Battle of Darshire, which left behind



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a legacy of ruined buildings, bomb craters, piles of rubble, and damaged roads. On the upside, the colleges suffered minimal damage during the assault and were easily repaired.

Divine College of Wizardry

Anyone who shows aptitude for magic can attend this illustrious school – for a handsome sum of Zarklo Pieces. Only the most talented sorcerers are allowed to teach the ways of magic at the college and the pupils are expected to study extraordinarily hard in order to graduate.

The campus is made up of several medium-size buildings of various shapes around one very large central building. Known as the Great Hall, the central building is where most of the truly important classes are taught.

Institute of Knowledge

Most of Iconia's leading technology came from the Institute. Its many scholars work tirelessly to teach their students and create new and improved technologies. Much of the inventing is done in secret, darkened chambers deep beneath the college's buildings.

The Institute of Knowledge comprises three buildings: the Chamber of Science, the Chamber of History, and the Chamber of Astrology. Each building is identical to the others except for a unique statue in front.

Grimboldsburg

Known as the "City of Stone" due to its predilection for gothic-style stone buildings, Grimboldsburg is an enigmatic city with secrets to be found around every corner. It's also known to be the dreariest place in all of Haven. Even the people are dour! Most of Haven's cities are welcoming of strangers, but that simply isn't true of Grimboldsburg. The citizens are untrusting of outsiders and can be downright hostile toward them at times. King Rastor has made an effort to put a stop to this attitude, but so far he has not succeeded.

For the last four-hundred years, the city has utilized stone gargoyles imbued with strange magic as its primary police force. The special thing about the gargoyles of Grimboldsburg is their ability to perch motionlessly on rooftops and balconies of important inner-city buildings during the day, to suddenly come alive at sunset, when they rise into the night sky to patrol the streets and alleyways, pouncing down on hapless crooks and robbers. Each gargoyle policeman is issued a magical energy spear that can be used as a melee weapon or thrown like a javelin.

Grebbin Square

Located in the center of the city, Grebbin Square acts as the hub of activity for Grimboldsburg's citizenry. The square itself is dominated by the Barlough Building, an imposing structure that houses the courthouse, city office, the constabulary center and more. Surrounding the square is a collection of businesses, indeed the best businesses the area has to offer.

The Slopes

The southern portion of Grimboldsburg is devoted to its refuse disposal. People have been hauling their rubbish here for centuries, creating a fog-shrouded wasteland of junk, waste and mud. The city's criminal element has taken to dwelling there and actual structures (albeit haphazard, thrown-together ones) have been constructed. It's like a town within a town.

Border Town

Border Town is the roughest and toughest of all Haven's settlements. It lies along the westernmost portion of the kingdom (hence its name) and forms a very long, narrow strip. It's not the grandest town, to be sure, but it's certainly the largest and most heavily populated.

The citizens of Border Town are salt-of-the-earth people who work hard and possess a prideful stubbornness that has served them well over the centuries. Most of them dress in natural colors, giving them a distinctly bucolic appearance.

The Border Town militia is a fierce fighting force, far beyond those found in other cities. The militiamen and women boast grit, determination and fighting skills that give them an edge against invading forces.

Town Hall

This squat, brick building doesn't look impressive in the least, but it's where all the big decisions of the local gov-

DID YOU KNOW?

Border Town was never mentioned until Season Three, after which it was used often by the writers. In fact, Grabbo Toys planned to release a Border Town playset in 1986, along with an action figure called simply "Border Town Citizen". These plans never moved beyond the prototype stage. In recent years, photos of the prototype have surfaced online, thrilling fans and collectors alike. It was to have been a truly ambitious product that stretched four feet and consisted of seven buildings.

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ernment are made. Furthermore, it acts as the courthouse and headquarters for the militia. As such, it's heavily guarded at all times and is virtually impregnable.

Marney's

Marney's is a place of business that caused some serious uproar with parent groups. Apparently, it's a cantina, though it's never referred to as such. The only drink ever shown is a pink concoction called Verga Milk.

Inside, one is likely to find any manner of rough-and-tumble patrons, often of dubious character. On more than one occasion, the protagonists came through those swinging double doors in an effort to find someone with a shady past or occupation.

Marney herself is a stout woman with black hair, a brown jumpsuit and furry boots. She's her own bouncer, so anyone causing too much trouble will find themselves being booted out the door by her.

Other Towns and Villages

Haven's landscape is dotted with various towns and villages. These burgs are crucial to the kingdom's prosperity, for most of the folks who live here are farmers and miners. Without them, there would be no food or minerals.

Each town and village has its own identity, but certain things are common to them all. First of all, the citizens are fiercely territorial and close-knit. If their homesteads are threatened, they almost always band together to rectify the situation. There is a great sense of community among these people. Secondly, they are hospitable. If someone needs help, most of the townsfolk will bend over backward to give it to them.

It should be noted that, just like anywhere in the world, bad seeds do exist. There are some townsfolk who have bad intentions and will stab someone in the back in the blink of an eye – but these types are definitely in the minority here.

Settlements

Throughout the course of the series, several towns and villages were shown or referenced. Below is a list of them. Others presumably exist, but these actually made it onto the show.

- **Draven:** A creepy little hamlet overlooking a fog-shrouded graveyard.
- **Costavilla:** A lakeside village led by an overweight but cheerful mayor named Potkinz.
- **Bremer:** A medium-sized town famous for its large berry-juice processing factory.
- **Pargura:** A primitive village, most notable for being the hometown of a traitor named Vakor, who aligned himself with the Blackskull Empire... before being imprisoned by Nekrottus.
- **Abner:** A mud-caked settlement comprised mostly of miners.
- **Bonnet:** A delightful berg full of equally delightful people. Everyone seems *too* nice.

BLACKSKULL EMPIRE'S LANDS

The Blackskull Empire began its existence as a miniscule kingdom with only a sliver of land under its control. Since its founding, however, the Empire has branched outward, absorbing one kingdom after another by force or by guile. Eventually, it swallowed up every major kingdom on Iconia, with the exception of Haven.

Keep in mind that Nekrottus hasn't conquered every minor kingdom and unsettled area Iconia has to offer – he has concentrated on the more heavily populated regions, particularly those that contain a large kingdom or free city.

Later in the series, the forces of Haven, along with the Guardians of Iconia, take back many of the lands conquered by the Blackskull Empire. For the most part, these regions are portrayed as being “back to normal” (i.e., their pre-occupation state). This decision annoyed many of the writers, as they felt it was an opportunity for some rich storytelling. Those in charge disagreed, feeling that dealing with such matters wouldn't be appropriate for children. As such, everything went back to the status quo.

For this reason, we describe each land or kingdom both before and after they were occupied by the Blackskull Empire. If you wish to stay true to the later seasons, you can simply use the “Pre-Blackskull Empire” write-ups as a guideline.

Whichever era or season you choose, this section will have you covered.

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Fortress of Gloom

What would any self-respecting master villain be without a super-keen base of operations? Never let it be said that Nekrottus isn't up to snuff, for the Fortress of Gloom is a first-class, Grade-A headquarters!

Located in the most remote and dangerous parts of the Outlands, the Fortress of Gloom is an imposing and impressive sight to behold. It is situated at the very top of one of the Fogshroud Mountains. The steep, rocky mountainside itself ensures that anyone wishing to attack the fortress is going to have their work cut out for them. It would literally be an uphill battle.

The fortress is made of dark gray metal, which gives it a cold, unsettling appearance. There is a tall tower at each of the four corners of the building. The massive drawbridge dominates the front facing of the building. As if this wasn't imposing enough, large birds of prey seem to constantly be circling the upper reaches of the structure, as if waiting for someone to die.

Naturally, Nekrottus wouldn't dream of leaving his fortress unprotected. Although the inaccessible location of the Fortress of Gloom goes a long way toward making it defensible, that's not enough to satisfy the dread conqueror. He has installed numerous cunning traps – trapdoors, living statues, cage traps, lightning-bolt zappers, teleport traps, fear traps, and much more.

An entire tome could be written on the subject of all the traps found in the Fortress of Gloom! Furthermore, Nekrottus always has a large number of troops to defend him and his precious fortress.

Principal Kingdoms

The following cities are the ones shown in the TV series on a recurring basis. The Blackskull Empire is comprised of more than two dozen kingdoms. Most of these were conquered by force, their people subjugated by Nekrottus' evil minions. Others chose to submit peacefully rather than suffer the inevitable bloodshed. Regardless, the Empire has grown to gargantuan proportions. Let's take a look at a few of these kingdoms.

THE BARONY OF DARQUIST

Pre-Blackskull Empire

The Barony of Darquist lies deep in the frozen tundra, far to the north of Haven. The Darquist family founded this moderate-sized kingdom more than four hundred years ago. The family always resided in Dreadspire Manor, an impossibly tall mansion with steep, pointed roofs and creepy, narrow windows.

To keep a distance between the nobility and the commoners, the manor was constructed over ten miles away from the nearest town or village. Surrounding Dreadspire Manor is a smattering of buildings, where handpicked servants and laborers made their homes.

The people of the Barony of Darquist were hard-working individuals who became rugged and hardy due to the harsh weather that is prevalent there. They managed to eke out a living for centuries and knew how to cope with the climate and all its dangers.

Post-Blackskull Empire

Surprisingly, the Barony of Darquist was one of the first places Nekrottus attempted to take over. Much to Nekrottus' chagrin, it took three separate attacks to accomplish. The first two times, the staunch citizens took up arms and repelled the minions (who were led by Spydar) fairly easily. The third time, Nekrottus allowed Shadow Queen to coordinate the invasion, which made all the difference. By the following day, the Barony was under the Blackskull Empire's control.

The current Baron, Cornelius Darquist, has been allowed to remain in charge of his kingdom, but Nekrottus keeps close tabs on him to ensure that he is not betrayed by the haughty noble. This offends the Baron more than words can express, as his pride has been severely injured by being forced to have a ruler himself. Even still, the Baron has yet to betray Nekrottus. Whether or not he has something up his sleeve remains to be seen.

Other Information

The Barony of Darquist is particularly valuable to Nekrottus due to the strange mineral known as Ebony Stone that can be found beneath the area's surface. This type of rock can be used to fuel vehicles and, most importantly, power Nekrottus' experimental weapons.

BEECHOAKIA

Pre-Blackskull Empire

Located on the Isle of Melancholy, Beechoakia is covered almost entirely by woodlands and consists of seven small villages filled with humans. Upon first glance, one would assume the kingdom was run by said humans, but that would be a wrong assumption indeed. The true rulers of Beechoakia is a savage tribe of humanoids whose members look more like wilderness predators than humans. The chieftain of the tribe is Weezlor, a weasel-like humanoid with a conniving mind.

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Post-Blackskull Empire

While the Blackskull Empire is now in possession of Beechoakia, not much has changed. Weezlor brokered a deal with Nekrottus that enabled him to maintain his chieftainship of the tribe (and thus the kingdom) while acting as one of the tyrant's commanders.

THE CRAGGS

Pre-Blackskull Empire

The Craggs was a kingdom only in the mind of its unruly denizens, the Turgs. These brutes formed a society forged of disorganization and infighting. This alone kept the Turgs from being a real threat to the other kingdoms. They raided unaligned villages and farms, but that was the extent of their activities.

The Craggs were an unbelievably rocky area. In fact, you'd have been hard-pressed to find ground made of soil. Caves, boulders, piles of stone, and rock formations that jut up from the surface – this is what you could expect to see when going to the Craggs.

Post-Blackskull Empire

Nekrottus never actually “conquered” the Turgs. He didn't have to! They sensed a kindred spirit and immediately offered their services to Nekrottus in return for some of his power. He agreed to this, though he never intended to honor his word. Not that it matters anyway, since the Turgs haven't even noticed that he failed to come through for them.

Not terribly bright creatures, those Turgs. Regardless, the Turgs have helped fill out Nekrottus' fighting forces significantly. Despite their lack of intelligence, these brown humanoids possess a sadistic streak and a genuine love of combat.

Other Information

The Craggs cover a vast expanse of land. In fact, it covers a larger area than Haven does, which is impressive. It is so large that major trade routes steer completely clear of it to avoid Turg raiding parties.

FERN SAR

Pre-Blackskull Empire

Fernsar is far north of Haven, almost five hundred miles away. Fernsar was the major agricultural center of the northern kingdoms, and as such was on at least neutral terms with everyone. Right after the fall harvest, Fernsar held their giant Harvest Festival, rivaling Haven and Galloway's Spring Festival in size, but with more rustic entertainments – the nobility didn't often attend the Harvest Festival.

Fernsar covered a number of private farms, ranches, and estates, and derives its name from the main farm complex Fernsar. The owner of the Fernsar complex helps to run the kingdom, and it has been passed down through the Fernsar family for generations. (No, they're not a terribly creative kingdom.)

Post-Blackskull Empire

The last of the Fernsar line, Albright Fernsar, didn't want to be a “ruler of lettuce,” and eagerly gave Fernsar over to Nekrottus in exchange for a share of the spoils of the Blackskull Empire. Nekrottus repaid his generosity by telling the other farmers about Albright's treachery, and releasing him into their care before he started his oppression of the kingdom. The fate of Albright is uncertain.

Fernsar is the main source of Nekrottus' food supply, although his Goop Zombies don't require food. As such, Nekrottus has burned a few of the outlying farms to keep the populace in fear of the Blackskull Empire. Due to its extreme distance north of Haven, it's hard to cut supply lines to the Empire.

Other Information

Outside of its food production, Fernsar is a very underdeveloped kingdom. There is a definite “small town” feel to the area, and the normally quiet and honest farmers of Fernsar are now sullen and paranoid of strangers.

GALLOWAY

Pre-Blackskull Empire

Galloway was Haven's closest neighbor, being only a few hundred miles to the east of it. The two kingdoms always maintained a very strong relationship and traded many goods, thanks to the friendship of King Rastor and King Vander.

Once every spring, Haven and Galloway would hold a festive celebration in an area roughly halfway between the two kingdoms. It was a fair, a carnival, and a circus, all rolled into one event that lasted an entire weekend.

Post-Blackskull Empire

Upon taking Galloway, Nekrottus locked the weak-willed but good-natured King Vander in the sweltering dungeons of Castle Galloway. Rastor has attempted several rescue missions, but all of them were unsuccessful.

Galloway now acts as Nekrottus' supply depot and a center for vehicle production, as it's very close to Haven. This ensures that the Blackskull assaults on Haven aren't foiled by lack of supplies or vehicles.

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Other Information

Galloway isn't a terribly large kingdom, in terms of land coverage. Rather than existing as a collection of cities, towns, and villages, it consists of one city. Of course, the city itself carries the Galloway name.

ISLAND OF THE KRAB PEOPLE

Pre-Blackskull Empire

Located in the Verilius Ocean, the Island of the Krab People was never a formal kingdom by any stretch of the imagination. Its denizens possessed thoughts and ideals that were simply too alien for humans (and most other races) to fathom. Even their language was unpronounceable by any other species. The island nation (for lack of a better term) was actually called Xz'klurglikxxkitzuzztrcaa.

For the most part, the enigmatic Krab People have isolated themselves from other races. This was an easy task, given that their island lay hundreds of miles from any other large land mass. On the rare occasions that the Krab People encountered other races, violence always resulted. The Krab People were brutish and belligerent, but could also change moods without warning. They could be calm and jovial one minute, only to turn hostile and aggressive the next.

Post-Blackskull Empire

When Nekrottus came along, he used his guile to befriend the leader of the Krab People, who goes only by the name King Krab. He offered King Krab many things in return for his allegiance – and has indeed followed through with his promises. The two egomaniacs have forged a frighteningly strong friendship.

King Krab uses not only his Krab People warriors, but also a small legion of robots (which Nekrottus has dubbed the "Drones") to strengthen the Blackskull Empire's fighting forces significantly.

Other Information

The Island of the Krab People covers a significant area and is peppered with large structures made of seashells, seaweed and a strong type of natural sponge.

MOLLUKK

Pre-Blackskull Empire

Iconia may have been a peaceful place prior to the coming of the Blackskull Empire, but it wasn't always flowers and smiles. There were always rotten apples. Take Mollukk, for example. The denizens of this kingdom have never had much use for piddly things like compassion or morality. They are a superstitious people who practice a voodoo-like dark art that they refer to as Kuzu.

Located adjacent to Vessmir Swamp, Mollukk was about as inaccessible as a kingdom could possibly be. Its various settlements stand atop large wooden platforms and are comprised of shabby huts and grim-looking totem poles.

As a kingdom, Mollukk always refused to have civil relations with any of the other kingdoms. Any attempts to establish peace with them has been in vein. They want nothing to do with anyone else.

Post-Blackskull Empire

When Nekrottus moved in on Mollukk, he was met with resistance from these savages, who immediately took exception to anyone bold enough to trespass on their sacred land. At first, he brought his legions to forcibly take the land from them, but soon devised a plan that would make the task much easier. Taking advantage of the Mollukians' superstitious nature, the overlord pretended to be one of their deities, a being of pure hatred called Xabulo. They were leery at first, but with the aid of his magic, he managed to convince them. Once that was accomplished, they swore fealty to him.

Other Information

The Mollukkians seem to have control over fast two-legged lizards called Reptoks that live in a series of partly-flooded caves in Vessmir Swamp. They ride the beasts into battle and also use them as pack animals.

SHADESTAR

Pre-Blackskull Empire

As kingdoms go, Shadestar is fairly young, having only been founded a hundred years ago. Its close proximity to the Darkrain Jungle makes it vulnerable to attacks from Krogillas and other creatures, but the construction of a formidable wall halted most of these assaults. It has become a prosperous kingdom, thanks to its primary city, Zander, being the only city located on the banks of the very wide Crystal River. Those travelling the river by boat use it as a port of call, which brings in a great deal of revenue for Shadestar.

Post-Blackskull Empire

Now under the control of the Blackskull Empire, Nekrottus uses Zander's waterway access for his own gain and will destroy any unaffiliated vessel that comes down the river. He keeps plenty of Goop Zombies and Turgs on site to help fend off any attempts to wrest control of it away from him. He also keeps at least a few of his personal henchmen around as well.

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THE YUPOR'UH TRIBES

Pre-Blackskull Empire

The noble savages, known as the Yupor'uh, are calm and rational people. They advocated peace and harmony with nature, fighting only when their lives were threatened. But when they were driven to combat, they became fierce and mighty warriors. The Yupor'uh's kindness was legendary and won them great respect among the other kingdoms, despite the cultural differences.

Post-Blackskull Empire

The Yupor'uh were caught unaware when the Blackskull Empire invaded the tribes. The Yupor'uh braves fought with vigor and courage, but the element of surprise and the superior technology possessed by the Empire made their efforts futile.

Today, most of the once-proud Yupor'uh live as slaves, chained and forced to do manual labor for their cruel masters. Some of the Yupor'uh escaped into the woods, vowing to avenge their people and save them from their miserable existence. They have conducted guerrilla raids, rescue attempts, and even a few organized attacks, which have been largely unsuccessful.

Other Information

The Yupor'uh dwell in the grassy flatlands to the south of Haven. They have founded small communities and live in sod houses with thatched roofs and animal-skin doors.

OTHER LANDS AND PLACES

Iconia is chock-full of intriguing places, most of which aren't in Haven or the Blackskull Empire. This section is devoted to exploring some of these locations. Not only is it impossible to describe every single interesting locale on the planet – it would only serve to restrict your imagination. There's always room for other cool places on Iconia.

Darkrain Jungle

The continent's largest jungle is also its deadliest. Numerous towns exist within the darkened canopy of gargantuan tree branches and leaves, but only the most resolute can survive in that environment. Some scholars have said that there are more indigenous beasts in the Darkrain Jungle than everywhere else on Iconia combined.

One of the most prominent species that makes its home there is the Krogillas, a strange humanoid hybrid of crocodiles and gorillas. They are brutish, fiercely territorial and have no concept of right or wrong. Each one is a worthy adversary in its own right, but the fact that they travel (and fight) in groups makes them absolutely frightful threats to anyone traversing the jungle.

Dino Valley

The tropical jungles in the southern regions of Iconia are inaccessible to all but the hardiest explorers. At the very center of these jungles is a gargantuan valley where dinosaurs still walk the earth, as do prehistoric cavemen.

Stepping into the valley is like stepping through time back to a savage age. To say that Dino Valley is dangerous would be a severe understatement. There's a reason few people make the trek to this locale, and it's not because of the oppressive heat or the large mosquitoes.

Dread Gulch

A great writer once referred to Dread Gulch as a "desolate and lonely hole in the ground, filled with misery and howling wind from end to end." No sane man or woman dares to stay in Dread Gulch for more than a few hours at a time. Aside from the intense heat and the flame that erupts from the ground, this area is laden with more predators than the mind could possibly fathom. Many people have gone into the valley and never returned.

Fortress of the Forgotten Lords

An ancient fortress alone in the desert, sealed completely from the ravages of time. It has numerous statues of terrible forgotten creatures, and men in armor alien to Iconia. It vanishes every few days, only to reappear somewhere else in the desert, waiting for some ancient key or predestined call.

The fortress is a black building layered with beautiful golden reliefs and gargoyle statues. It is nearly four times the height of any other structure on Iconia – foreboding, brooding, and immense.

Frigydonia

The frozen, northern lands of Frigydonia are covered in ice and snow all year long, its temperatures plummeting to far below zero degrees even during the so-called summer. Rumors abound as to why this area is so cold while the surrounding regions are much less so. These rumors range from a frost demon living beneath the land to more scientific explanations stemming from the islands in the Glacial Sea.

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Whatever the reasons are, the area is populated only by the hardest souls: those capable of surviving and thriving in the harshest of environments, usually in search of the precious fossil fuels that can be found deep below the planet's surface. Most villages are built around deposits that have been discovered and are being pulled from the ground by massive mechanical devices.

Gyro's Arm

Said to be the rainiest area of Iconus, this wide peninsula juts out from the northwestern portion of the continent and is home to several seaside settlements. These settlements are largely sleepy little fishing villages, except one: Portalia. Portalia is a large town that treasures art, music and performance above all else. So far, Nekrottus has paid Portalia no heed, perhaps because he feels it has little to offer him strategically.

The rest of Gyro's Arm is grasslands with a great deal of rocky terrain, especially as one travels closer to the coastline. The near-constant rain commonly causes floods, though most villages and towns are well prepared for it. Many of them are even built on stilts to keep them elevated above the water during floods.

The Haunted Marsh

It is said that hundreds of years ago, a large band of settlers headed west into unexplored territory and were never heard from again. According to legend, they met their end somewhere in the foggy swampland now called the Haunted Marsh. No one knows how or why these colonists perished, but numerous people have spotted their ghostly forms wandering the swamp, glowing eerily in the moonlight.

This large stretch of muddy land is teeming with flora and fauna alike, much of which is dangerous. Few places on Iconia can boast as many hazards as the Haunted Marsh.

Krotea

With technology vastly superior to any Iconia had ever seen, the mighty Kroteans dominated the world, subjugating every civilization they came across. When they were on the cusp of ruling the entire planet, a mysterious force turned them all to stone. Or at least all but one (more on that later in the book). While most of their settlements have been lost to the ravages of time, the cradle of the Krotean empire remains mostly intact, though much worse for wear. Krotea is a sprawling city void of any life. Its gigantic stone buildings, with their once-magnificent columns and majestic steps, stand defiantly, as if to spite the damaging winds, harsh weather and all the other factors that normally wipe such cities from the face of the

planet. The sight of thousands of "statues" among the ruins is truly unsettling once one realizes they aren't statues at all, but the ancient stone corpses of the Kroteans.

Lair of the Doom-Worm

Somewhere in the wilderness is an immense natural cave, within which lives the Doom-Worm. The worm's lair is a massive natural cavern with many traps and dangers placed by legions of others from eras in the distant past, desperate to prevent its awakening by any means. It will take the brave heroes weeks to search the dark and dank lair and find the worm, but what it looks like is unknown.

Marlonburgh

This sleepy little hamlet lies south of Haven and is known mostly for its valiant protector, Bouldarr. Its citizens have always been regarded as superstitious people who are scared of their own shadows. This reputation is well-deserved, though they have improved greatly since coming under the protection of Bouldarr, who taught them that them to take nothing at face value.

Their relationship with the rocky hero was, at first... well, rocky. His race had disappeared long ago, but when he started roaming the nearby forests, the villagers spotted him and tried to drive him off. But when they found themselves under attack, it was Bouldarr who saved them, teaching them a valuable lesson in the process.

Silverwick Mines

A hotly contested stretch of land meandering through the Mountains of Rasmyz along the northern edge of the continent, Silverwick bleeds through the earth at the heart of the mines. Silverwick is a silver liquid that is a crucial component to most of the powerful eldritch-tech weapons wielded by both the Blackskull Empire and Free Iconia. The liquid is toxic to the touch of all Iconian species, save one: the ancient Silverwick Miners.

These miners were crafted centuries ago as free-willed automatons, and have evolved into a complex society of their own. The Miners sell Silverwick to whomever controls the land at the moment, having no real interest in what goes on around them while they tap the veins and bleed off Silverwick, or fashion great pools for its storage. The miners themselves are nonviolent and even outright passive under most circumstances.

The Sky Realm

Hidden away in the clouds that float above Iconia is a kingdom known as the Sky Realm, which consists of sev-

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eral floating cities. These cities remain suspended above the planet by its people's mastery of gravity-based technology. The Realm is truly a sight to behold.

Each city appears to be a massive disc with pointed buildings and towers of gold and silver. The Bird People can be seen flying about and there is never a lack of activity. But not all is well in the kingdom in the clouds. At the highest peaks of a nearby mountain, there exists the Buzzardoids, a race of opportunistic vulture-like humanoids who despise the Bird People. The Buzzardoids regularly cause trouble for the Bird People, attacking and raiding at every turn.

The Sky-Rend

In the northern sky above the Isle of Melancholy, when night falls for its brief visit to the pole, the Sky-Rend shows day-lit sky. The Rend is a hole to yesterday – exactly twenty-four hours into the past.

A powerful tool for good or evil, except the past is never changed easily, and occasionally, the changes make the present worse. The “Hole to Yesterday” occasionally drops creatures, objects, or people from other times and places them onto the forested soil of the Isle. Neither side wishes to claim it, so it sits: a sinister threat or a beacon of hope to some fateful few.

Steppes of Karmahn

The Steppes of Karmahn could never be called a beautiful place to live... or even to visit. Parched from the sun and absence of trees, the area is bleak and miserable to say the least, but to some, it was home. The most notable of these denizens were the various barbarian tribes that have been warring with one another for several millennia. For better or worse, Nekrottus and a particularly conniving barbarian warlord known at the time as the Destructor turned all the barbarians into Goop Zombies (with the exception of a champion named Kazgull). Though most of the Goop Zombies have been taken by Nekrottus to use as expendable soldiers, many still aimlessly wander the Steppes of Karmahn.

More recently, however, rumors have persisted that new barbarian tribes are amassing, though it's anyone's guess as to whether or not there's any truth to the hearsay.

The Stretch

This long, relatively narrow strip of land is an arid desert that makes the rest of the continent's western region inaccessible to those seeking to travel from the east. Most of it is laden with endless sand dunes, cacti and little else,

but its southern section is a bit more interesting. It is this area that has become known as The Frontier, for it is the western border between civilization and the wild lands that lie beyond. Although The Frontier is still a desert, it is broken up by precipitous mountains and rugged, rocky hills. Scattered in between these mountains and hills can be found dozens or perhaps even hundreds of boom towns teeming with people looking to strike it rich on Gemrock, a precious mineral that can only be found in this region.

Subterranea

Far beneath the surface of Iconia lies a network of caverns, tunnels, and chambers built by the highly intelligent Worminoids. No one knows how extensive these catacombs are. Some say that they are so vast, that even the Worminoids have no idea. This leads one to believe that there are countless swarms of Worminoids scattered all throughout the planet's depths, most of which have never met any other swarms.

Very few people can boast that they've seen Subterranea. The few entrances to the underworld are well hidden. Furthermore, the areas surrounding these entrances are heavily booby-trapped by the Worminoids to keep interlopers out of their world.



Tarpathian Forest

An ancient forest of cloud-raking oak trees and lush vegetation, the Tarpathian Forest is a shrine to nature itself. It fosters abundant wildlife, picturesque babbling brooks, and a full-size lake known as Lake Zeberia. Most importantly, this is the home of the sage wizard Merlis. Many, many years ago, he constructed a slender but tall tower out of magical stone and enchanted wood.

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Since that time, Merlis has placed the woods under a powerful protection spell that drives evil away instantly. No evil being can even enter the Tarpathian Forest. Furthermore, the woods are guarded by a race of magical bears that Merlis calls the Ursinarrs. The Ursinarrs stand more than seven feet tall and possess near-human intelligence, though they aren't capable of speech.

The Ursinarrs aren't the only intelligent beings to be found in the Tarpathian Forest. In fact, they aren't even the most abundant. Living in a network of subterranean tunnels and warrens are diminutive folks called the Grobbits. Grobbits are curious to a fault (some might even say "nosy") and typically lack an adventurous spirit.

Vessmir Swamp

The Vessmir Swamp is an uninviting land filled with mud, black water and dead-looking trees that seem to lurch over to snatch interlopers up with their long, twisting branches. The northern portion of the swamp is fairly easy to traverse, but that changes the further south one travels. The southernmost area is known as the Gunk Marshes and it is all but impossible to travel through due to the dense growth of trees. This is why its native denizens, the Muck People, have been able to remain completely reclusive for centuries.

RACES AND SOCIETIES

Keep in mind that the following races and societies aren't the only ones to be found on Iconia. There's plenty of room for you to create your own. However, we have featured all the ones that figured prominently into the series.

Bird People

Habitat

The Bird People live in the Sky Realm (see pages 27-28), a collection of huge metal platforms that float high above Iconia's surface. Each platform is crowded with sleek, pristine buildings made of gold and silver. Families usually live in tall apartment buildings, with each apartment being self-contained.

Society

The Bird People have a very civilized society, where crime and corruption is all but unknown. Freedom is highly valued by the citizens, and they will fight like rabid dogs

when someone threatens that freedom. The Bird People's king doesn't have total authority – instead, the Bird People have a governing body of leaders called the Tribunal that is headed by the king. Only the most respected individuals are allowed to become members of the Tribunal. This, of course, creates a feeling of trust between the citizens and the Tribunal itself. All major decisions are voted on by the Tribunal, with the king's vote counting as two votes.

For thousands of years, Bird People society has remained more or less unchanged... until the last ten years or so. The younger citizens have starting bucking many of the age-old traditions in favor of practicality and functionality. They forego the meditation rituals, skip the candle-lighting ceremonies, and gloss over the three-day-long wedding procedures. It's a new age in the Sky Realm.

Appearance

The Bird People are stocky with stout body frames. The most prominent feature on a Bird Person's body is the two large feathered wings, protruding from his or her upper back. Their skin is ruddy in complexion and the men often wear long beards. The latter is particularly true with the older generation of Bird People. In recent years, the younger ones have gone against tradition by going beardless – much to the chagrin of the elders.

As far as clothing is concerned, Bird People usually steer clear of shirts, preferring to go without or to wear open vests instead, coupled with loose-fitting trousers, and boots. The females nearly always wear long, flowing gowns, the exception being the warrior women who are defying the conservative viewpoints of ages past.

Abilities

Not only are the Bird People capable combatants, they are also extremely gifted in the ways of science and technology. Additionally, their stocky bodies lead their enemies to mistake them for graceless oafs. This assumption is far from the truth, for the Bird People possess an innate degree of nimbleness that defies their appearance.

Their most obvious ability, however, is the gift of winged flight. They are capable of soaring at great speeds at very high altitudes and with astonishing control.

Buzzardoids

Habitat

The Buzzardoids dwell among the highest peaks of every mountain range on Iconia. They typically live in massive buildings that exist within the sides of these mountains, although most are more like fortresses than houses.

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Society

Buzzardoid society is based off of the military. All Buzzardoids (male and female alike) are required to join the Elite Command upon their 20th birthday. There, they are trained in the ways of combat and survival. There are completely equal rights between the sexes – a soldier is a soldier, period!

Appearance

The Buzzardoids resemble their namesakes, with bald heads, feathered wings and long, slender necks. They stand in slightly crouched positions and have beady little eyes. Buzzardoids nearly always wear military-esque clothing in shades of gray or dark blue.

Abilities

The Buzzardoids are very tactical minded when it comes to combat, but this sort of regimentation is also applied to their everyday tasks as well. Everything with them is about strategy.

Their wings enable them to fly with a massive amount of power. They lack the finesse of the Bird People, but their flight is a good measure stronger. Once in motion, virtually nothing can halt them.

Buzzardoids also have talon-like claws protruding from their fingertips, making their swoop attacks positively frightening.

Gillzarians

Habitat

The Gillzarians dwell in underwater caves found in the Crystal River, though most have been taken as slaves by Nekrottus and forced to patrol various waterways for threats to the Blackskull Empire. These caves are almost all interconnecting in a confusing array of tunnels and antechambers that would baffle anyone who didn't know their way around them. They tend to stay toward the surface of the waters they inhabit but can go several miles deeper should the need arise.

Society

The Gillzarian society was once an organized affair with distinct castes that dictated everyone's role. With the vast majority of them gone, the caste system has crumbled to the point that the few remaining Gillzarians have no real society at all. They are simply survivors getting by as best they can.

Appearance

Gillzarians are tall and athletic humanoids with a regal

aura about them. Their skin color varies between blue and blue-green, though other colors aren't unheard of. Those born with purplish skin are the rarest and are considered to be destined for great things. They are known as the shguvibah ("of fates grander than grand"). Another distinctive feature is their webbed feet as well as their webbed ears. They tend to wear very little clothes, a fact that prompted several parent groups to cause a ruckus with the network.

Abilities

Gillzarians can breathe both in water and out, though it can be uncomfortable for their lungs after breathing air for more than a few days without being in water. They are preternaturally efficient swimmers, in terms of speed and maneuverability. They are also very adept at the art of remaining unseen, especially in the water. Their skin simply adapts to their surroundings.

Globbits

Habitat

The Tarpathian Forest is the place the diminutive Globbits call home, specifically in well-hidden subterranean homes that are actually quite cozy. Each home reflects its owner's personality and is considered an expression of who they are.

Society

Globbits are social creatures and love to have gatherings to celebrate virtually every conceivable occasion, such as the trimming of one's toenails and the acquisition of a particularly handsome piece of furniture. No occasion is too small!

Homes are clustered fairly close together, organized into *glaudits* ("communities") with the eldest of the citizens acting as the chooser. The chooser makes any important decisions involving the community, though he or she consults with their constituents first.

Appearance

Globbits rarely reach heights of more than three feet. They typically, but not always, have white hair with streaks of another color running throughout. Their most defining characteristic is the pair of audio-sensitive antennae that protrudes from their noggins. Their complexion ranges from slightly ruddy to pasty.

Abilities

Aside from a highly developed sense of hearing (via the antennae), Globbits have no innate abilities to call their own, unless you count "interior decorating".

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However, almost all of them have two conflicting personality traits: curiosity and a lack of adventurous spirit. They're just curious enough to want to get to the bottom of things, but not adventurous enough to see it through.

Krab People

Habitat

These odd humanoids live on the Island of the Krab People, located in the Verilius Ocean. The Krab People are a race of strange contrasts. While they are brutish, they are also artful and creative, decorating their arms and armor with natural wonders from the sea. This artistic nature also spills over into their architecture. The buildings they craft are of seashell, seaweed, and a surprisingly sturdy sponge. These buildings are usually off-white, pale pink, or dull green in color and display uncanny craftsmanship. The overall look of the structures is organic.

Society

Krab children are born at sea and raised by seagoing females, who eventually herd them to shore to learn from their assigned burrow leader. Krab People molt, losing their shells and regenerating them. Males temporarily

lose their pincer during this time. It is rumored among the Krab People that one day a great leader will be born whose carapace is of purest silver – so far King Krab has kept a merciless watch for any threats to his leadership.

Females usually act as leaders and strategists of the Krab People, as the menfolk usually lack the intelligence and insight the females have been blessed with (King Krab being a notable exception). In war, they fight using fairly advanced weapons that work both on land and underwater, with many of their weapons being based on focused soundwaves.

Appearance

Males tend to be larger, and are often colored more brightly than females, with blues, reds, and undersea tans mixed across their armored forms. Females tend to traditional brown and grey with occasional markings of red and blue. The Krab people have tough exoskeletons that protect them from harm - and the ocean depths.

Abilities

Male Krabmen have an oversized pincer that they use in melee combat, while females lack this distinction and have two fully manipulative limbs. This has created a distinct societal imbalance, for the Krab women

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have far more skill in technical and artistic fields than the males, who relish the more physical activities – battle-games, strength contests, warfare, and (surprisingly) ritualized dances. Males tend to be slow-witted, while females follow intellectual pursuits. This perhaps is why King Krab has gone beyond his simple kingdom in pursuit of power – as a somewhat bright male, he doesn't fit the traditional role of pure warrior



Swineloks

Habitat

Swineloks don't limit themselves to any specific region of Iconus. Rather, they make their home wherever an opportunity arises. This means that they are scattered from one end of the continent to the other. Wherever they settle, they erect haphazard shanty towns and villages that are hideous eyesores! They're tangled messes of structures made from whatever material is on hand, though they have an affinity for metal. The social center of every community is the mud-pit, which usually can be found in a central location. There, they wallow, root around, rough-house and communicate with each other.

Society

Generally speaking, Swineloks are a brutish people with very little structure in their society. The toughest member of a community becomes its chieftain and the process to determine chieftainship is a pretty brutal affair that consists of a lot of fighting as well as other physical challenges. The chieftain rules the roost, plain and simple. Some are fair and benevolent, most, however, are thuggish and tyrannical.

Non-Swineloks are never allowed to enter a community. Doing so will trigger a violent encounter. They aren't fond of "interlopers" and see them as inferior nuisances that need to be ejected immediately.

Appearance

Swineloks are barrel-chested, boar-like humanoids with two pronounced canine teeth jutting up from their lower jaw. Their skin and fur have been known to be of almost every imaginable color, though orangish-reds, browns, grays and blues are most common. The fur is never the same color as the skin.

Abilities

Swineloks have very stout bodies and their skin and tufts of fur are thick enough to minimize physical damage from many sources. They also have remarkably resilient skulls, which helps them unleash devastating charging attacks upon their foes.

Turgs

Habitat

Turgs originate from the rocky area called the Craggs. Some Turgs live in the multitude of caves, while others prefer living in subterranean tunnels they spend years digging. A lesser number of Turgs build shelter above ground, using rocks and even wood.

Society

Turg society, if indeed such a thing exists, is based around... well, nothing really. Calling it a society at all is stretching the truth. Turgs are gruff savages with a penchant for combat, so much of their society revolves around it. Whenever there's a conflict, Turgs will do what comes naturally—fight! Whoever remains standing wins the dispute.

Appearance

Turgs are squat humanoids with leathery brown skin and knotted muscles. They have long, slender faces with thin, hooked noses, which gives them a slightly comedic appearance. The Turgs have narrow, coal-black eyes. They wear primitive clothes made from animal skins. War paint is common among the Turg warriors.

Abilities

Individually, Turgs lack any substantial combat prowess. However, if you encounter a group of them, you could be in for a rough time. They specialize in dogpiling an opponent in order to maximize their numbers.

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Worminoids

Habitat

Worminoids live in Subterranea. They sleep in small but cozy holes in the wall (well, cozy for Worminoids!), located in a huge circular chamber called the rest chamber. Each chamber contains literally thousands of these holes, situated side by side. Small stone stairs and walkways allow access to higher areas with more sleeping holes.

Society

Worminoid society mirrors certain aspects of the Roman Empire from our world's past. This is plainly evident in the way they dress (togas, leather sandals, and golden or silver helmets), their fascination with gladiatorial combat (prisoners versus Giant Scurriers is a favorite event), and their architecture (yes, they have buildings down there!). They primarily use tridents and nets, though many of them pack laser pistols as well. The Worminoids are gluttons and tend to be quite vicious when the mood takes them.

Appearance

A fully-grown adult stands about the same height as an average human, but weighs significantly less, due to their light, flexible skeletons. To be frank, they look like worms that have somehow evolved into humanoid form, with pale pinkish-white skin and hairless bodies. They don't have hands or fingers per se, but their arms are malleable enough to perform fine manipulation.

Abilities

These humanoids have perfect vision in even the blackest of environments and they are productive diggers. They also have substantial strategic minds.

Yupor'uh

Habitat

The Yupor'uh lived in the plains to the south of Haven, but have since been taken as slaves by Nekrottus..These plains are ripe with edible vegetation and roving herds for hunting. The mild weather facilitates prosperous farming, which the Yuppor'uh have mastered. The tribes were made up of small communities scattered about the flatlands. Each family resided in a sturdy-but-crude sod dwelling with a thatched roof and animal skins covering any openings.

Society

Yupor'uh society is based on honor, spirituality, and bravery. Those who display these qualities are treated with more respect than those who do not. It is also a patriarchal society, with the males acting as warriors and community

leaders while the females handle the domestic aspects of society. Each community is lead by an Elder Chief, who is always the oldest and wisest member of the group. The Elder Chief is treated with utmost respect.

Appearance

The Yupor'uh tend to be tall (almost always more than six feet) and slender (almost always under 200 pounds). They have blue-gray skin with coal black hair, which is never cut short. They have narrow eyes of black, yellow, or blue. All Yupor'uh wear clothes made from the skins of herd animals that they have hunted for food.

Abilities

The Yupor'uh are a lithe and nimble people. They have perfect bodies for warfare – swift, durable, and highly coordinated. They possess more strength than their appearance would lead one to believe. They also tend to be more in tune with nature than most other species.

Other Races

As we mentioned at the beginning of this section, the races presented here are merely the ones that the writers gave recurring roles to. Because they factored into the stories on multiple occasions, they were fleshed out enough to warrant their own entries. Below are a few races that almost made the cut:

- ♦ Moggrids: Barbaric, four-armed humanoids who live in the Dargon Mountains. A few tribes interact with civilization, though most are warlike and cruel.
- ♦ Svantars: Highly spiritual people who travel Iconus in groups to help people in any way they can without ever asking for anything in return. They are tall, slender and have three eyes.
- ♦ Grilixxes: Sea-faring humanoids covered with scales. They travel the oceans and seas, looting and pillaging other vessels and seaside villages. They wallow in every pirate cliché imaginable.

CHAPTER 3: THE SEASONS



“LOGIC AND INTELLIGENCE WILL WIN THE DAY... NOT
BRAWN OR PROWESS. ”

— COMBATO (‘LOOMING TERROR’)

CH.3: THE SEASONS

SEASON ONE (1983-84)

This was the season that started it all, laying the foundation for everything to come. The toys had sold remarkably well, so there was already some indication that the property had legs in the children's market. This eased the minds of series creator Gerald Peevey and the others who had a vested interest in the success of the brand. There was reason to believe that the series wouldn't be a huge flop and that, at the very least, they would break even.

According to Peevey, "I wasn't exactly like a cat on hot bricks or anything. I was oddly calm. I had gone through so much to get to this point with *Warriors* that I more or less felt like the worst was behind me and that the series would be fine."

It was more than fine. In fact, it was a smash hit right out of the gates. The action figures were already moving solid numbers, but when the show hit TV screens across North America, stores simply couldn't keep them in stock. "It was a bonanza," said former Grabbo Toys sculptor Tony Chide, "We were being bombarded with orders from stores to send them more product, in abundance. We hadn't prepared for that level of insanity, so more toys had to be made. That's why there are several paint variants for toys from the first wave."

Just about as soon as success was assured, Grabbo was bombarded with more than just orders for merchandise; they were also bombarded with letters from outraged parents. Most of them centered around complaints about Nekrottus. He was too scary, too demonic, too sinister, too *whatever*. These letters culminated in organized efforts by two different groups, the Parental Care Committee (PCC) and Mothers Against the Corruption of



CH.3: THE SEASONS

Youth (MACY), to put a stop to the show and its accompanying action figures. These allegations nearly spelled the end for *Warriors of the Cosmos*, but Grabbo Toys and Kilamir Studios retained high-quality attorneys and took the fight to the groups in an aggressive manner. In the end, the franchise remained intact. The PCC and MACY never gave up on the issue and continually “found” new things to find offensive and unsuitable for children. Their efforts never again put a dent in the property’s success.

The show’s popularity was well-founded in that it was written for children, but with enough sophistication to hold the adults’ attentions too. The kids enjoyed the rollicking action, while the adults appreciated the subtle aspects that flew right over the kids’ heads. “The episodes hold up really well,” stated former Kilamir CEO Matthew Linus, “I’ve shown them to my kids when they were growing up and they loved them. Now my two grandkids watch them. The show is timeless.”

Rod Malfred, a writer who only worked on the series for its first season had the following to say in a 2011 episode of the *Combatotron* podcast: “The restrictions we had were insane, but it was fun to find ways to do what we wanted to do without getting scripts denied. One of our rules was that we couldn’t depict bloodshed, yet we had these characters with swords and axes. What were they supposed to do? Bonk their enemies on the head with the flats of the blades? Come on! Why not give them all clubs then? So all of us writers teamed up with the animators to create work-arounds. Like Kazgull swings his axe toward an enemy and we cut away to another part of the combat before it hits the target... and then when we come back, that enemy is no longer in the scene. The implication is that Kazgull gutted the son of a bitch, but we just couldn’t outright say that. It had to be implied. I may be biased, but I think we did a good job with that. The show doesn’t feel neutered, but at the same time, we weren’t having intestines spill on the ground for all the little kids to see.”

Despite the limitations placed upon them, the writers felt a great sense of freedom. Malfred explained, “As long as we maintained good taste, we were allowed to create just about any story that we could dream up. Some of the weirder episodes are testament to that, like ‘The Dimensions of Tomorrow’ or the one where Noblara and Oshida accidentally ingested the poison that made them hallucinate. Man, the parent groups gave us hell over that one, even though it carried an anti-drug message. Still, we had mostly free rein as long as we worked within the restrictions. I know that sounds like an oxymoron kind of thing, but they seldom said ‘no’ to any of our wacky story ideas and that was freeing.”

It also helped that Gerald Peevey had already developed the characters for a feature-length film. “He had these gigantic and detailed backstories for them,” explained writer Ivan Waltman, “I swear each one was ten pages or more; super detailed. That gave us a lot to work with story-wise. With the later seasons, which I didn’t have any involvement in, the writers didn’t have as much backstory for the characters because they had to crank them out so fast and didn’t have years of development like the first characters did.”

New Heroes

This is the classic line-up; the heroes that established the brand as a hot commodity. When people think of *Warriors of the Cosmos*, these are the characters that come to mind immediately. While some of them became background characters as new heroes were introduced, most of them remained prominent fixtures throughout the series (with the exception of Season Five).

- Bouldarr
- Combato
- Falcor
- Hawklady
- Kazgull
- King Rastor
- Lorxan
- Merlis
- Noblara
- Oshida
- Sure-Shot

New Villains

As with the original set of heroes, the villains that appeared in the inaugural season of the show set the tone for all the ones to follow in later seasons.

- Blobbor
- Buzzard Man
- Gatlyna
- King Krab
- Monstro
- Nekrottus
- Serpentina
- Shadow Queen
- Spydar
- Volcanus

New Vehicles

- Paladin Tank
- Trakkster
- Windblaster
- Battle-Wing
- The Despot
- Land-Grinder

New Playsets

- Palace of Justice
- Fortress of Gloom



CH.3: THE SEASONS

3

BOULDARR

QUALITIES

- ⬡⬡ Bold Boulder Buddy
- ⬡ Talks about rocks... a lot!
- ⬡ Reminds one of a loyal puppy dog
- ⬡ Cannot remember his past

TRAITS

ROCKY BODY 7 (Action Feature)

MASSIVE STRENGTH 6 (Area, Devastating)

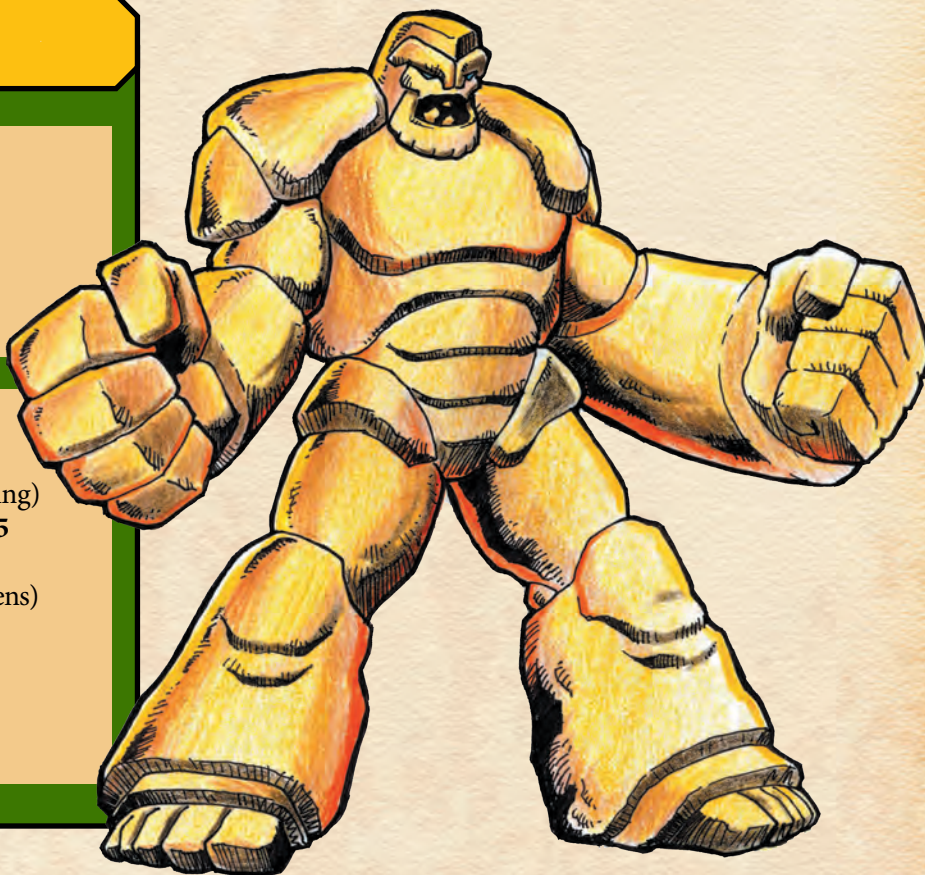
EMERGENCY BOOST OF STRENGTH 5

(One Shot, Disadvantage – Only works when Bouldarr has 2 or more Setback Tokens)

FLING HEAVY OBJECTS 3 (Area, Situational Boost: +2 when using rocks)

CHILDLIKE CHARM 2

ROCK-CLIMBER 2



ABOUT BOULDARR

Somewhere in the wide expanse that is Iconia, there is a benevolent race of humanoids known as the Bouldarians. The problem is that no one knows exactly where they are or even if they still exist – the classic lost race. Given the Bouldarians' reclusive nature, this comes as no surprise. It is known that they once dwelled in the Darkrain Jungle, but this was more than four hundred years ago.

One day, they seemingly vanished into thin air, just like that. However, some years ago, one of the Bouldarians was spotted roaming the forests south of Haven. Upon hearing of the Bouldarian's presence, several scared and irrational townsfolk from Marlonburgh (a nearby village) searched high and low, hoping to hunt him down. During this journey, the band was attacked by a dozen Garka Beasts. Just when it looked as if the group was doomed, a large rocky figure emerged from the trees and fought off the predatory monsters. It was the Bouldarian! The Marlonburghers felt awful for intending to harm such a heroic individual, and offered their friendship as well as an apology. The Bouldarian told them that he had lost his memory – he couldn't remember where he came from or how he arrived in the area. He didn't even recall his own name, so his new friends dubbed him Bouldarr.

Since that time, Bouldarr has become the unofficial protector of Marlonburgh, though he lives about ten miles from the village in his rock house. In fact, he once repelled a Goop Zombie attack on Marlonburgh single-handedly!

Bouldarr was approached by Oshida about joining the Guardians of Iconia in preparation for the Battle of Darshire, and he has remained a member ever since.

Bouldarr is a simpleton... and he's obsessed with rocks. He can talk about rocks for hours on end if you let him. He particularly enjoys teaching others about the myriad uses for them. Aside from his fixation on rocks, Bouldarr is like a big, loyal puppy dog. Do something nice for him (or listen to him babble about rocks) and he'll do anything in the world for you in return. And let's face it, there are worse friends to have than a big rock guy who lobs boulders at your enemies.

3

COMBATO

QUALITIES

- ◻◻ Robot Bodyguard
- ◻◻ Vows to find Fliggitz
- ◻◻ Extremely analytical

TRAITS

RETRACTABLE ROLLER SKATES 4

(Action Feature)

ROBOT BODY 6

ARM-MOUNTED MINI-GUN 4 (Advantage

– Can bounce the attack off objects; Area)

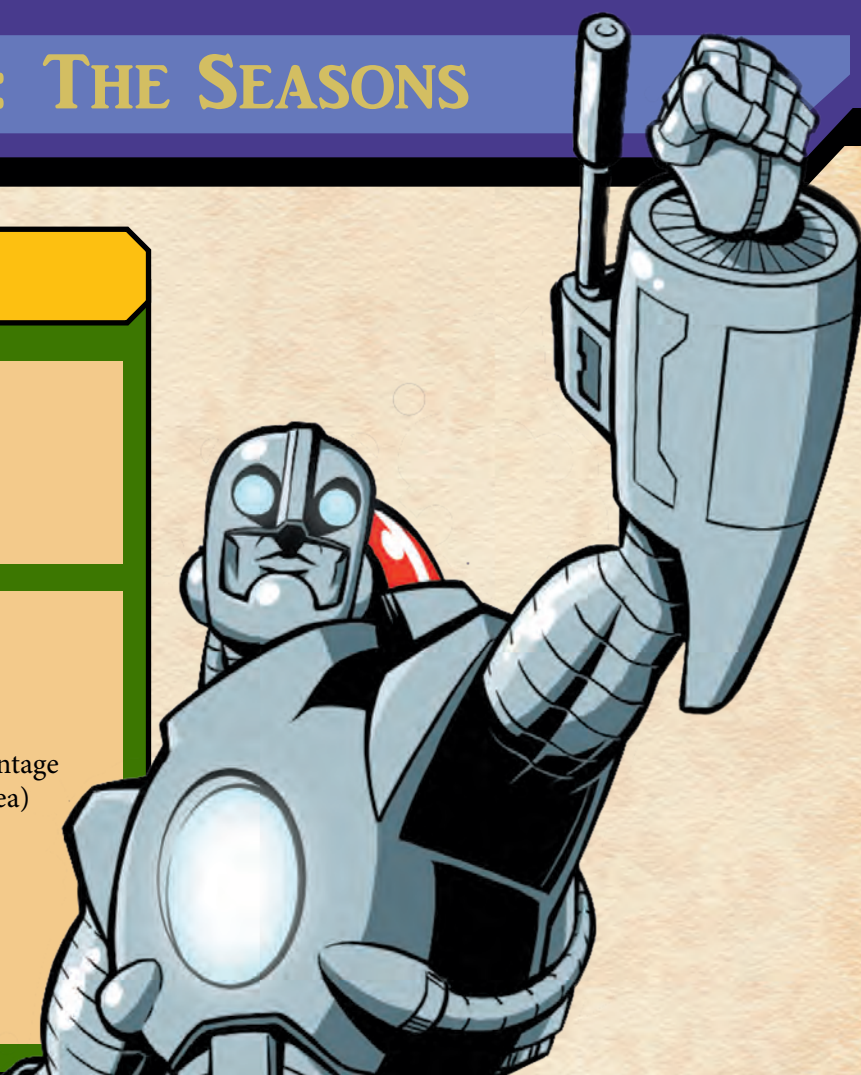
TARGETING SYSTEM 4

LOGIC 3

MORE AGILE THAN HE LOOKS 2

OBSERVATION SENSORS 2

PILOTING 1



ABOUT COMBATTO

Fliggitz the Wise was considered one of the most knowledgeable people on Iconia. He was a visionary beyond compare, dwarfing even the knowledge of Merlis. But while Merlis delved into magical knowledge, Fliggitz concentrated on all things technological. At one point, he was nearly kidnapped by a crazed anti-technologist named Orby, but the attempt was foiled by Noblara.

Unfortunately, she would not be able to be by Fliggitz's side at all times, so he designed an incredibly advanced robot bodyguard that possessed human intellect and personality. He named his creation Combato, and the two became fast friends.

Eventually, Orby struck again. After seeing Combato, the fiend retreated, but Combato gave chase, following him into the dark woods nearby. This was a big mistake! While Combato was pursuing Orby, a shadowy figure slipped into Fliggitz's home and captured him. Upon Combato's return, he realized he was tricked, and now his creator and friend were gone. He vowed on that day that he would find Fliggitz and make his captor pay dearly. The only clue left behind was a bit of black spider-like fur. Could it be Nekrottus' minion, Spydar?

Combato may have human emotions, but he still thinks like a robot, which can be both a good and bad. Nearly everything he does is approached from an analytical standpoint. This means that he knows no fear, but will retreat if it's the logical thing to do. Combato's primary goal is to rescue Fliggitz. This goal will take precedence in any situation, and he will face any threat imaginable to accomplish this task.

CH.3: THE SEASONS

3

FALCOR

QUALITIES

- King of the Sky Realm
- Committed to being a just ruler
- Close friend of Kazgull

TRAITS

- WINGED FLIGHT 5 (Action Feature)
- FALCON SHIELD 4 (Accessory, Situational)
Boost: +2 when used while airborne)
- CONSUMMATE COMMANDER 4
- GOOD AIM 3
- STRONG-WILLED 3
- VICIOUS COMBATANT 3
- QUASAR PISTOL 2 (Accessory, Situational)
Boost – When used airborne)
- EASY-MOVING 2



ABOUT FALCOR

Falcor was born of royal blood – his family has ruled the Sky Realm for all of its existence. Unfortunately, the last four kings were mediocre at best, outright horrible at worst. So, when the crown was passed to Falcor at the age of 14, he took a solemn oath that he would become the greatest king the Sky Realm had ever known. He was bound and determined to restore the citizens' faith in the crown by leading with pride, honor, and logic, rather than ego. So far, he has done admirably.

Five years prior to the events in Season One, Falcor's brother, Falconus, let his envy and hatred show when he attempted to seize the throne for himself. He gathered a shockingly large number of supporters and attempted a coup. For two years, the loyalists and the rebels constantly battled, leading to a climactic battle in the sky. Many lives were lost that day, but when the two brothers faced each other, the civil war was destined to be settled one way or another. The duel was a desperate struggle. Neither man showed dominance over the other, and the fight went on indecisively for almost an hour.

When the smoke cleared, Falcor was triumphant. Falconus and his remaining troops flew away, swearing revenge. Since that time, Falcor has joined the Guardians of Iconia, and on numerous occasions, has brought forth his forces in the fight against the Blackskull Empire.

Falcor is a solemn fellow who takes his duty as king very seriously. He also takes his membership in the Guardians of Iconia seriously, and will always do what he can to help the others. Despite the civil war his brother caused, Falcor does not hate him. In fact, he hopes to someday bring him to his senses, no matter how futile it may seem.

3

HAWKLADY

QUALITIES

- ⬡ Flying Scout
- ⬡ In love with Falcor
- ⬡ Not really one of the Bird People

TRAITS

WINGED FLIGHT 5 (Action Feature, +2 when linked with DEFENSIVE FIGHTER)

EYES OF THE HAWK 4 (+2 when used airborne)

NIMBLE 4

PERCEPTION 4

DEFENSIVE FIGHTER 3

DEMORALIZING SHRIEK 2 (Area, Deplete - any willpower-based Traits, One Shot)

CLAWS 2

PERSUASION 2



ABOUT HAWKLADY

Hawklady was once a regular, non-powered human girl named Crystaletta. Her scientist uncle had taken up the hobby of falconry, and in wartime, had started experimenting with a biological fluid that he hoped would have the power to transfer a hawk's abilities to a human: flight, improved eyesight, and uncanny agility. The experiment was in an early stage when suddenly, two of Nekrottus's minions, Serpentina and Monstro, struck and set the lab on fire. The strange bubbling liquid, once heated by the fire, inundated Crystaletta, as well as her pet hawk Chuka. Evidently, it had a range of side effects. While the bird did not survive the conflagration, part of his "essence" must have been fused with the young woman.

In her clothing, hairstyle, as well as her manners and overall body language, Hawklady strongly emulates the bird people of the Sky Realm and has made many friends there. This has become especially obvious since she fell in love with Falcor and he officially proclaimed her his consort. Despite all this, she doesn't blend in completely. She is not as martially oriented as the falcon folk, of a more delicate build, doesn't carry any weapons, and her wings look more like a swan's wings than a hawk's upon closer inspection.

3

KAZGULL

QUALITIES

- Barbarian Warrior
- Tormented by his people's fate
- Can be quiet and reserved outside of combat

TRAITS

BARBARIAN BATTLE AXE 5 (Action Feature, Area)

FIERCE FIGHTER 4 (+2 when the fighting is up close and hand-to-hand)

RUGGED 4

SAVAGE STRENGTH 4

WILDERNESS SURVIVAL 3

STURDY FELLOW 2

WILLFUL 2

RIDING STEPPE ANIMALS 1



ABOUT KAZGULL

One of the most devious barbarian warlords of the Steppes of Karmahn, known only as the Destructor, learned of a powerful man who would surely ally himself with him in his quest to decimate the other tribes – Nekrottus. He approached the king of the Blackskull Empire, who agreed to help him. All Nekrottus asked for was a favor sometime in the future. Needless to say, the Destructor agreed to this arrangement.

With Nekrottus' help, the Destructor's tribe conquered most of the others. He basked in his triumph – that is, until Nekrottus redeemed his favor. Nekrottus demanded that all the barbarian tribes be turned into mindless Goop Zombies. At first, the Destructor refused, but Nekrottus promised him a place in the Blackskull Empire hierarchy. With reluctance (and knowing he really had no choice), the Destructor once again agreed.

One barbarian tribe, called the Dezarrah, was composed of very honorable individuals who never intentionally participated in all the senseless violence in which the other tribes so gleefully partook. The most powerful warrior of the Dezarrah was a mountain of a man called Kazgull. He had heard rumors about the Destructor making a deal with a non-barbarian warlord in a far away land. He left the Steppes of Karmahn to track down the warlord and put an end to this deal.

Unfortunately, Kazgull was too late. By the time he returned, every last barbarian had become shambling, mindless monsters, barely resembling the people they once were. Kazgull was outraged, and swore that both Nekrottus and the Destructor would pay for this crime against his people. With one last look over his shoulder, Kazgull walked away from the land he loved.

A few weeks into his travels, Kazgull stumbled across Falcor, who was struggling to fight off a large group of humanoids, similar to those his tribesmen had been transformed into. Kazgull sprung into action and the two warriors managed to defeat the Goop Zombies as a team. To thank him, Falcor invited him up to the Sky Realm for a feast. While in the Sky Realm, Combato appeared out of thin air (thanks to Merlis' magic) and asked for Falcor's help in defeating Nekrottus. Falcor accepted and Kazgull offered his services as well. Following the Battle of Darshire, Kazgull officially joined the Guardians of Iconia.

3

KING RASTOR

QUALITIES

- ⬡⬡ Rightful Ruler of Haven
- ⬡ Solemn and dignified
- ⬡ Fatherly charisma
- ⬡ For better or worse, spends most of his time in the Palace of Justice

TRAITS

INSPIRE OR CONDEMN WITH WORDS 7

(Advantage - On any successful opposed check, King Rastor can lower one Villain's Star Power by 1 for the rest of the scene; Goons are unaffected and remain at Star Power 1 anyway; Oomph Powered)

"HIS MAJESTY'S PRESENCE ALONE ALTERS THE SITUATION..." 6 (Advantage - On a roll of 11 or 12, he can automatically lend or restore 1 Oomph to any Player Character present in the scene)

COMMANDER IN CHIEF 6

SCEPTER OF PLATINUM 5 (Accessory)

STATELY ROBE WITH CAPE 4 (Accessory)

HAVEN POLITICS 4

KNOWLEDGE OF THE KINGDOM OF HAVEN 4

CEREMONIAL SWORD 3 (+2 when not actually used to strike or do anything violent)

CAUTIOUS DIPLOMAT 3

SPEECHIFYING 3



ABOUT KING RASTOR

When the noble King Gantor was on his deathbed, he warned his son that a great evil was coming and that it would be up to him to halt it before all of Iconia could be swallowed by its all-consuming nature. Rastor accepted the Scepter of Platinum and led Haven to great prosperity. The kingdom was at the height of its prominence when the evil Gantor spoke of manifested in the Fogshroud Mountains and began spreading across the land. Kingdom after kingdom fell to the Blackskull Empire and the evil creature who led it, a being known as Nekrottus.

Rastor had the wherewithal to gather the continent's most impressive and powerful warriors and forge them into a team that he called the Guardians of Iconia. It was this course of action, and Rastor's leadership, that prevented Nekrottus from overtaking Haven itself. He and his team stand as the last bulwark against the rising tide of evil.

CH.3: THE SEASONS

3

LORXAN

QUALITIES

- Chubby Gargoyle
- Loves to eat
- Belongs to the Mountain Gargoyles
- Opinionated

TRAITS

MAGICAL TELEPORTING SPEAR 4 (Action Feature, Advantage – Always returns after being thrown!)

ROCK SKIN 5 (Advantage – Can appear completely still and stone-like)

GARGOYLE LORE 3

STRENGTH OF MIND 3

FIGHTING 2 (+2 when linked with WINGED FLIGHT)

WINGED FLIGHT 2 (Situational Setback – DN is +2 when forced to fly for an extended time)

PILOTING 2

THROWING 2

SKULK 1



ABOUT LORXAN

Lorxan hails from the mysterious border-city of Grimboldsburg in Haven, near Darshire, which has boasted its unique inner-city security patrol of trained gargoyles for the last 400 years. Most of the magic that made these intelligent stone gargoyles was destroyed or diminished at the end of the last assault by the Blackskull Empire. Lorxan was a recruit at that time, but after the Battle of Darshire, he was promoted to sergeant, since the city council of Grimboldsburg was trying to fill the ranks of the police force.

Lorxan came from a large family of mutated, brass-colored mountain gargoyles that had settled near Grimboldsburg two generations ago. They had always had a hard time getting accepted by the rest of gargoyle society because they were mutants from another province; mountain gargoyles were raised naturally, not made of the same enchanted stone as the indigenous Grimboldsburg gargoyles. Lorxan's other problem is that he is naturally stout, heavy-set, and not too pretty, with flapping ears, a broad grin, and an enormous gut. His appetite for good food (actually, just about any food) is legendary. Sometimes he looks like a huge round belly with a big grinning gargoyle head on top and little arms and legs extending from the sides. His belly seems out of proportion with the rest of his body, especially since he did not grow to full adult size, and the leathery bat-wings on his back are too frail to support his weight for longer than a few minutes at a time. So he has to save his strength and resilience very carefully, and hops from one roof to another rather than really flying. He can still fly, but is not very fast, and tires quickly. Failing fitness check-ups for the police force last year, and having had a few arguments with his Captain about regulations, he left the police force to become a free agent and private eye instead. Soon afterward, he encountered Falcor at a tavern and joined the Guardians of Iconia. Every now and then, he acts as a sidekick to Falcor.

Lorxan is witty and a wise-ass, stubborn in his opinions and attitudes. He is a determined lawman at heart, but also a daredevil and a nonconformist. He often makes wisecracking remarks at others, even at the mightiest heroes, and enjoys himself enormously whenever he gets a chance to counter someone with a "told you so" line. He acts suspicious and disparagingly toward other gargoyles, since few of them accepted the mountain gargoyles. He is endowed with a relentless appetite and love of good cuisine, and has a big meal after every mission. He is easily upset by "fatso" jokes, but as a gargoyle, he enjoys striking fear into hapless opponents, making them believe he is a monster from hell. He is a buddy of Falcor, and secretly admires the noble winged defender.

3

MERLIS

QUALITIES

- ⬡⬡ Eccentric Master of Magic
- ⬡ He's just very, very old
- ⬡ Blames himself for Nekrottus' existence

TRAITS

WIZARD 6 (Versatile: *GLOBE OF LIGHT*, *SCRYING*, *QUICK TELEPORT*; 3 undefined slots; +2 when he has had significant time to prepare magic)

STRENGTH OF MIND 4 (+2 against any other magic-users)

LEVITATION 3 (Advantage – Completely soundless)

HISTORY 3

KNOWLEDGEABLE OF MYTHS AND FABLES 3

CHARMING OLD COOT 2



ABOUT MERLIS

Ever since he can remember, Merlis was taught the ways of magic. His father was a mediocre wizard himself, who wanted his son to become the greatest wizard on Iconia. Day in and day out, the young boy studied ancient tomes and scrolls. In the end, his effort paid off. By the time Merlis was an adult, he was an extremely competent wizard and his knowledge grew every day. His peers were jealous of his natural aptitude for the arcane arts, which resulted in him being something of a loner.

Later in life, he met a bright young man who showed an affinity for magic unlike anyone he had ever seen before. Merlis took him under his wing immediately. The young man learned everything Merlis taught him very quickly. So quickly, in fact, that he wanted to keep moving onto new things. Merlis tried to tell his pupil that he had to first completely master the things he was taught before he would teach him anything new. This increasingly tested the young man's patience, until finally he began seeking new information elsewhere.

The student found a dark and shadowy hermit named S'groth, who taught him the darker aspects of magic. He found he was learning things at a faster rate than from Merlis, and rationalized that Merlis was an inferior teacher. Soon, he stopped showing up to sessions with Merlis altogether, leaving the wise sage to wonder what had become of him.

Many years later, he found out that his onetime pupil had sold his soul to S'groth (who was, in fact, a demon) and had become the scourge of Iconia! That's right – Merlis' old student was none other than Nekrottus himself!

Merlis is a tad senile these days, but is still as great a mage as he ever was. He feels extremely guilty for helping cre-

CH.3: THE SEASONS

3

NOBLARA

QUALITIES

- ⬡ Dethroned Ruler of Shadestar
- ⬡ Fighting princess
- ⬡ Hates Nekrottus
- ⬡ Vows to reclaim Shadestar

TRAITS

CLOAK OF SHADOWY INVISIBILITY 5

(Action Feature)

SWORD OF SHADOWS 6 (Accessory, Advan-
tage – Glows in the dark, Devastating)

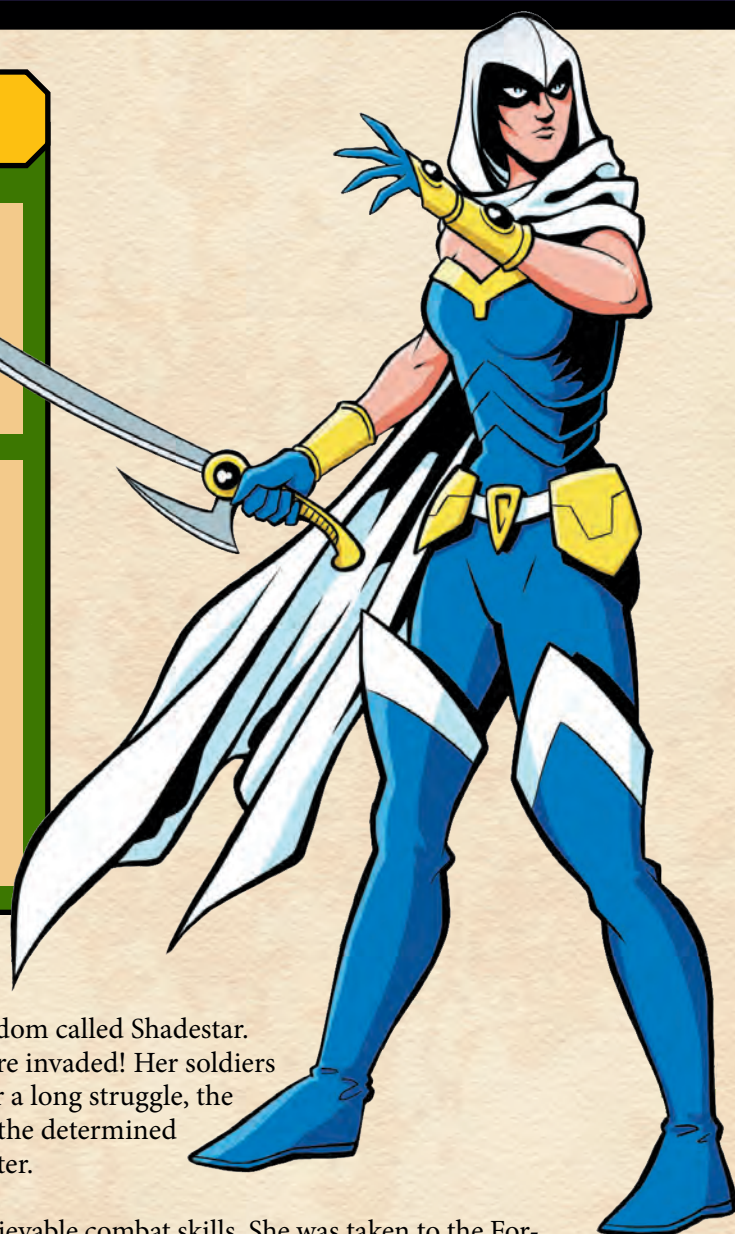
AMULET OF HYPNOSIS 4 (Area, Oomph
Powered)

CHAMPION OF ARMS 4

VIGOROUS 3

NATURALLY ALERT 2

POLITICAL LEADERSHIP 1



ABOUT NOBLARA

Noblara was the queen of a prosperous but small kingdom called Shadestar. During the first year of her reign, the Blackskull Empire invaded! Her soldiers fought tooth and nail to keep control of the land. After a long struggle, the gigantic horde of Turgs and Goop Zombies overcame the determined defenders, taking the kingdom for their insidious master.

Queen Noblara was captured as well, despite her unbelievable combat skills. She was taken to the Fortress of Gloom, where she was forced to be Nekrottus' concubine for several years. All the while, she was planning her escape. One day, her chance arrived and she took full advantage of the opportunity. Noblara fled the Fortress and found her way to Questa.

Noblara manages to keep an optimistic outlook on life and feels that eventually, she will take back Shadestar and restore it to its former glory. However, Noblara's first goal is destroying Nekrottus and the Blackskull Empire for all time. She spent a lot of time chained to Nekrottus' throne, where she would overhear the dark overlord's plans and strategies. She knows more about how he operates than any other person outside of the Blackskull Empire.

3

OSHIDA

QUALITIES

- ⬡ Martial Arts Master
- ⬡ A Chosu Monk from Bokaru
- ⬡ Has spent most of his life in a monastery
- ⬡ Never acts dishonestly

TRAITS

LONG STAFF 2 (Action Feature, Area)
HIGHLY ENERGETIC 5
MELEE COMBAT OF ALL SORTS 4 (+2 when fighting without any weapons)
COOL UNDER PRESSURE 4
OBSERVANT 3
PERSUASIVE 3
SERENE SAGACITY 3



ABOUT OSHIDA

The remote island of Bokaru is home to a monastery of monks known as the Chosu. These monks have completely removed themselves from the outside world and have remained that way for hundreds of years. It is said that the Chosu are highly attuned to their own spirituality and have all become masters of the martial arts. Several autumns ago, the monks sensed a disturbance in nature – something evil that threatened all of Iconia. It matched a prophecy they had all dreaded for centuries.

According to the prophecy, a foul harbinger of the end-times would one day arise and conquer everything in existence, and only a single champion of good could defeat the harbinger, thus preventing the end of the world. Upon this realization, they sent their greatest warrior, Oshida, to face the harbinger in a battle for the fate of Iconia.

It didn't take Oshida long to hear about the source of the problem: a vile being by the name of Nekrottus. Unfortunately, his brother monks failed to see visions of the harbinger's arrival in time to stop most of Iconia from being enslaved. After much searching, Oshida finally came face-to-face with Nekrottus, who unleashed his generals on the master martial artist. Oshida held his own, considering he was outnumbered by such a wide margin, but when a horde of Turgs and Goop Zombies entered the fray, it became a losing battle. Suddenly, fate intervened. Two great heroes—Combato and Noblara—emerged and joined Oshida's side, driving the fiends off.

Oshida has stuck with his two newfound friends since that time, and is now a member of the Guardians of Iconia.

Oshida has a level head and is incredibly contemplative and spiritual. He never makes rash decisions, preferring to plan things out. He is the champion of his people and has been chosen to confront the harbinger of the end times in a one-on-one duel with the fate of Iconia hanging in the balance. Oshida has no doubts about his destiny. The time will come, and when it does, he'll be ready to save the world.

3

SURE-SHOT

QUALITIES

- ○ Pistol Packing Adventuress
- A real country kinda girl
- Daredevil thrill seeker

TRAITS

TWIN LASER PISTOLS 4 (Action Feature, Area, Situational Setback – DN of the task is increased by +2 when she's only able to use one pistol)

OUTDOORSWOMAN 4 (+2 when in or near the Frontier)

EXPLORIN' 4

GUNSLINGER 4

BRAWLIN' 3

QUICK ON THE DRAW 2

RIDIN' ANIMALS 2

STUBBORN AS A MULE 2

PURTY 1

SNEAKIN' 1



ABOUT SURE-SHOT

Sure-Shot grew up in the midst of this unruly territory known as the Frontier. She learned all manner of things living on the frontier – fist-cuffs, street smarts, observation, and (of course) gunfighting. By the age of ten, she was an accomplished marksman... err... markswoman, and could outshoot most of the famed gunslingers.

Sure-Shot never traveled to the more civilized areas of Iconia. Instead, she ventured forth into the vast, unexplored regions that were within spitting distance of her own home. During her travels, Sure-Shot discovered many new places, animals and even races. She soon became known as the “Queen of the Unknown.”

Despite all this, a part of her wanted to travel the settled lands. She had heard many wild tales of adventure, intrigue, and battle, and this piqued her interest. Sure-Shot read all the novellas about Noblara, Oshida, and many others who fought evil in all its many guises. Finally, her chance to help them materialized before her very eyes. Noblara herself asked for her help in fighting the maniacal Nekrottus (who Sure-Shot always thought was fictional). Sure-Shot jumped at the chance and participated in the Battle of Darshire before joining the Guardians of Iconia.

Raised on the frontier all her life, Sure-Shot is as rough-and-tumble as they get. She talks with an exaggerated “cow-girl” accent and uses quaint expressions indigenous to the Frontier (“That’s about as crazy as a polecat tap dancin’ on a hot griddle!”).

Unlike her fellow Guardians, Sure-Shot is more a thrill-seeker than anything. She joined the team because it will lead to action and adventure, not because Nekrottus is an evil that must be halted.

2

BLOBBOR

QUALITIES

- ☐☐ Blubbery Henchman
- ☐ Foul-tempered fool
- ☐ Sadistic bully
- ☐ In denial about being overweight
- ☐ Good at following orders
- ☐ Mendacious

TRAITS

FLABBY RESILIENCE 7 (Action Feature;
Advantage – If an attack against Blobbor fails to deal a Setback Token, roll a die: on a 5 or higher, the attack or attacker is bounced off of him)

SUPERHUMANLY STRONG 6

BOUNCING LEAP 5

CHARGING ATTACK 4 (Disadvantage - After using this Trait, Blobbor may do nothing on his following turn; he's simply too out of breath)

ROUGHHOUSING 3

UNQUESTIONINGLY LOYAL 2



SEASON 1

ABOUT BLOBBOR

Blobbor was born different from other children. He was unnaturally large, slow-witted, and had a sadistic streak unlike any other baby. His parents couldn't handle these differences, and took him to a nearby orphanage, where he spent the better part of his childhood. His disposition never changed and he became a habitual liar. He was a mean-spirited young man who grew enormous as he got older. At the age of 16, he ran away into the wilderness, where he would attack small villages and farms to steal their food and feed his hunger for destruction.

Over time, news of this young man's activities spread far and wide, and it didn't escape the attention of Nekrottus. Nekrottus sought him out and took him in as his own child. He saw in Blobbor the potential to become the greatest of all minions – he was a dullard who wouldn't question his authority, and he had a great deal of strength, and his personality was twisted. Yep, Nekrottus picked a winner.

Blobbor may be an adult now, but he still has the mind and temperament of a child. When he's angry, he throws temper tantrums of unmatched proportions. When he's happy, he bounces up and down, clapping his hands. But most of the time, he's just plain hateful! Furthermore, Blobbor is a compulsive liar. He never fesses up to his own mistakes, preferring to fabricate outlandish and farfetched stories to explain why he goofed. These fibs are often inadvertently humorous.

CH.3: THE SEASONS

3

BUZZARD MAN

QUALITIES

- ◻◻ Flying Commander
- ◻ Insane birdman
- ◻ Unpredictable behavior
- ◻ Despises the Sky Realm

TRAITS

WINGED FLIGHT 4 (Action Feature; +2 when locked in aerial combat)

BIRD-LIKE EYESIGHT 5

SHARP CLAWS 4

OPPORTUNISTIC COMBATANT 3

BUZZARD STAFF 2 (Accessory; Advantage – can also shoot an energy ray at rating 4)

AWKWARD-LOOKING AGILITY 2

KNOWLEDGE ABOUT THE SKY REALM 2

SHOOTING 2

PILOTING 1



ABOUT BUZZARD MAN

Buzzard Man is a Buzzardoid who flew to the Isle of Melancholy when he was very young and drank from the waters underneath the Sky-Rend. His mind ended up absorbing the past and future of the entire Sky Realm in a few seconds. He can barely remember a fraction of what he absorbed, but what he does recall gives him a strong understanding of the Sky Realm, as well as a little insight into how people think and what they like to hear. Unfortunately, Buzzard Man is now quite mad.

Nekrottus realized, with the addition of Falcor to the Guardians of Iconia, that he would need his own minion in the Sky Realm. He was traveling with Monstro and Gatlyna through the Craggs when Buzzard Man literally fell out of the sky, mistaking a moving shadow for a Bird People guard. When Nekrottus explained his desire to conquer the Sky Realm, Buzzard Man (so dubbed because he had forgotten his real name) delighted in the chance to inflict chaos on the place that in his delusional mind, he thinks drove him insane. Buzzard Man is now one of Nekrottus' most loyal, if utterly unpredictable, minions.

Buzzard Man is a few trees short of a forest. His keen eyes and athletic body are an asset to Nekrottus' army, but even though he's a smooth talker, he's got more than a few bats in his belfry. He's very hard to control, because it's impossible to know what he's going to do next. As a result, Buzzard Man gets sent on more than a few "solo missions" by Nekrottus – when Buzzard Man does well, he does really well, and when he does badly, it's best to keep him away from the rest of the troops.

3

GATLYNA

QUALITIES

- ⬡ Tough Gal with a Big Gun
- ⬡ Explosive temper
- ⬡ Resentful
- ⬡ Sensitive about her short height
- ⬡ Total mercenary

TRAITS

SUPER GATLING BLASTER 7 (Accessory, Big Attack, Devastating, Fickle)
MARKSWOMAN 4
SPARE SIDEARM 3 (Accessory)
PHYSICALLY TOUGH 3
WEAPON REPAIR 3
ATHLETIC 2
DRIVE GROUND VEHICLE 2
FORCE OF WILL 2
SPOT SOMETHING HIDDEN 2
STRONG 2



ABOUT GATLYNA

Gatlyna was born Rosiepoo Dimpleheimer. Due to her name, Rosiepoo was teased and tormented by the other children. To make matters worse, she was something of a runt, standing two heads shorter than the smallest children her age. As a result, she developed an inner rage. One day, during the latter half of her teenage years, to her tormentors' surprise, Rosiepoo fought back, and it wasn't pretty. Rosiepoo found that she enjoyed letting her violent instincts take control: it was like a drug and she wanted more. She beat up the kids and then ran far away from home.

From that day on, she traveled the countryside, doing whatever it took to obtain her much-needed rush. During her travels, Rosiepoo met up with a marksman who called himself Shooter. Thinking she was a nice kid, he offered to teach her the art of marksmanship, at which she excelled. During this time, Rosiepoo did everything she could to conceal her wicked nature from the kindly Shooter. But once she became an expert shot, she betrayed his trust by stealing his prototype gun, the Super Gatling Blaster, and left.

Being a loner, she has gone back to traveling Iconia, selling her services to whomever pays her the most. She has shed the identity of Rosiepoo Dimpleheimer forever, for she is now known only as Gatlyna!

Gatlyna is a bitter, resentful woman with no sense of loyalty or trust. The fact that she often works for Nekrottus means nothing, as she would sell him out in a heartbeat if the price was right. Gatlyna's greatest weakness is her explosive temper. When angered, she will scream, yell, and bellow... while blasting away at the cause of her anger, of course. The surest way to enrage Gatlyna is to comment on her size and her real name.

CH.3: THE SEASONS

3

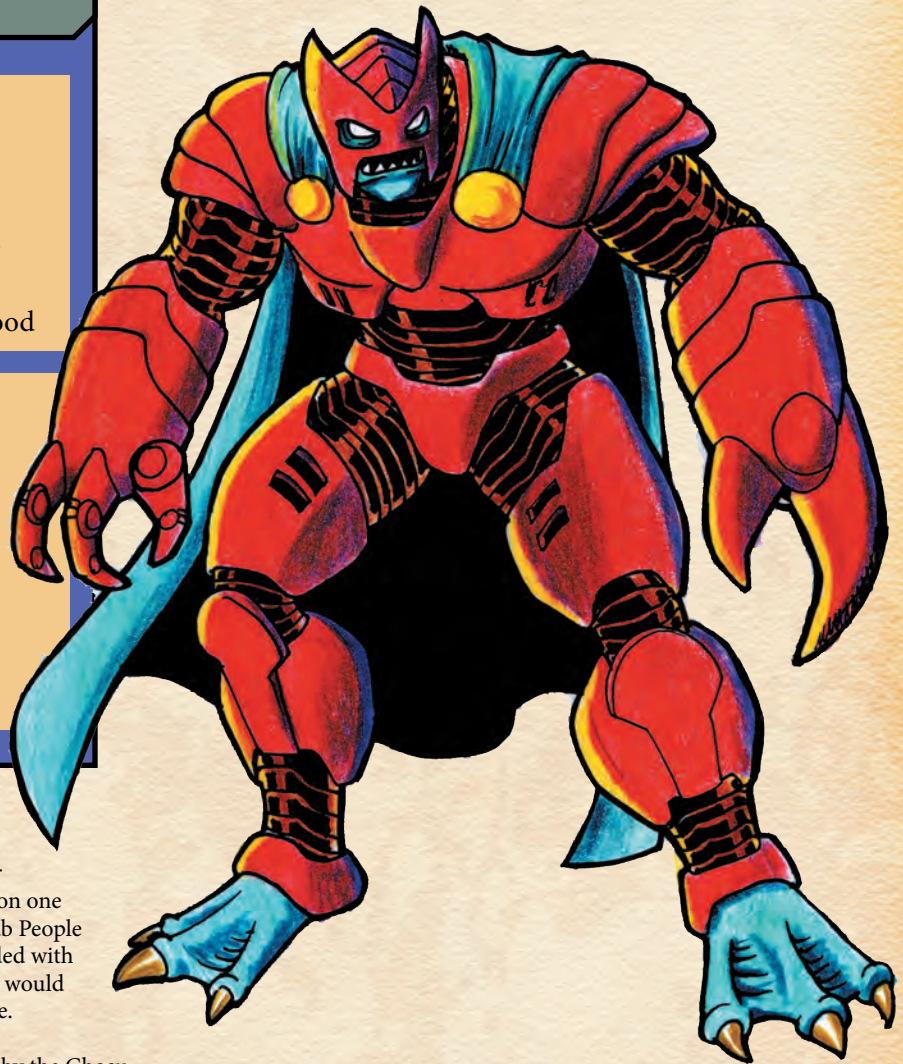
KING KRAB

QUALITIES

- ⬡⬡ Aquatic Tyrant
- ⬡ Great with robots
- ⬡ Prone to giving long-winded speeches
- ⬡ Not really one of the Krab People
- ⬡ Knows nothing about his own childhood

TRAITS

BIG PINCER 3 (Action Feature)
SUPERHUMAN SWIMMING 5
ENERGY BLADE 4 (Accessory)
SHELL ARMOR 4
SKILLFUL FIGHTER 3
STRATEGIC THINKER 3
STRONG-WILLED 3
TOUGH 3



ABOUT KING KRAB

King Krab wasn't born on the Island of the Krab People – his true birthplace remains unknown. Even he doesn't remember anything of his early years. His first memory is of waking up on one of the island's beaches as an adult. He was welcomed into Krab People society with open arms, as his mysterious appearance coincided with an ancient prophecy. The prophecy told of a great leader who would appear from nowhere and bring prosperity to the Krab People.

Strangely, this prophecy may connect with the prophecy told by the Chosu (see Oshida's Background). King Krab was immediately placed on the throne, where he ruled for nearly a decade. While he wasn't a bad leader, he didn't appear to herald a new age of greatness for his people. After a while, the Krab People began losing faith in the prophecy and King Krab himself. This fact enraged him. He ordered his right-hand man, a scientific genius named Quilocrulu, to begin creating an army of robot warriors. A civil war was coming; King Krab was determined to be the victor. When the Krab People revolted against their king, King Krab's new robot legions clashed with hordes of Krab People and the civil war rapidly degenerated into a stand-still.

Then came Nekrottus.

Nekrottus and his henchmen arrived on the island and entered peaceful negotiations with King Krab. King Krab and Nekrottus walked side by side into the middle of the battlefield, making an announcement loud enough to reach everyone's ears. They spoke of their newly formed alliance and implored the Krab People to cease fighting. Once King Krab had their attention, he explained that he was indeed the great leader the prophecy spoke of and that he had just discovered the way to the promised prosperity: the Blackskull Empire.

His people rejoiced and the war was over. Since that time, Nekrottus and King Krab have developed a strong friendship. Nekrottus has said that King Krab is the only person on Iconia that he fully trusts, and relies on him as his primary general.

King Krab is reliable to a fault. If he boasts about something, he'll walk through fire to see it done, and he avoids boasting about things he doesn't feel are possible. But when he does gloat, King Krab doesn't hold back! His gloating has been refined to that of a science. The Guardians of Iconia have often joked about King Krab practicing his filibusters in front of a mirror. Don't let King Krab's long-winded chin music fool you, though. He's a remarkable tactician with a great deal of foresight. He is a proven leader with ambition and determination galore. After all, would Nekrottus designate just anyone as his second-incommand?

2

MONSTRO

QUALITIES

- ◻◻ Cyclopean Hulk
- ◻ Used to be a barbarian warlord
- ◻ Remembers what Nekrottus did to him
- ◻ Ruthless beyond measure

TRAITS

HYPNOTIC EYE-BEAM 5 (Action Feature, Area, Disadvantage - Not usable while in combat or engaged in other strenuous activity)
IMPRESSIVE MIGHT 7 (+2 when used for fighting)
TOUGH SKIN 6
SURVIVE IN WILDERNESS 3
SAVAGE WILLPOWER 2
VIGOROUS 2



SEASON 1

ABOUT MONSTRO

Monstro was once a barbarian warlord known as the Destructor. In the arid Steppes of Karmahn, where the barbarian tribes dwelled, conflict was a way of life. The Destructor, though, was special. He possessed the insight and ambition that so many other warlords lacked.

While they were content with keeping their wars contained within the Steppes, the Destructor had bigger aspirations. His plan was to forge an alliance with outsiders, having them fight by his side so he could conquer all the other tribes without breaking a sweat.

With that in mind, the Destructor left his homeland in search of a powerful ally, and he found one in Nekrottus... or so he thought. Nekrottus' partnership came with a price. Nekrottus demanded a favor at some point in the future, which the power-hungry warlord foolishly agreed to. Nekrottus held up to his end of the deal.

In a short span of time, the other barbarian tribes had been conquered. The victorious Destructor barely had time to enjoy his triumph, though, before Nekrottus collected his favor. He demanded that all the barbarians (even the Destructor's tribe) be turned into Goop Zombies. The Destructor initially resisted, but his "ally" let it be known that he had no choice in the matter. In return for full cooperation, Nekrottus offered him a place in the Blackskull Empire. Knowing he was in no position to refuse, the Destructor accepted. But there was more to this deal than Nekrottus let on. With his dark magic, Nekrottus transformed the Destructor into a hulking one-eyed humanoid beast... Monstro!

After this transformation, there was little trace of the Destructor left. Only his memory remained, though it was muddled and dull. His body had become infinitely stronger, yet his crafty mind had become much less potent. Contrary to his appearance, Monstro's personality isn't bestial. He's aggressive and straightforward, sure, but he's far from a dolt. He doesn't roar like a beast, nor does he drool on himself. He certainly remembers what Nekrottus did to him and would turn on Nekrottus in an instant, should the opportunity arise. Monstro will never forgive the evil fiend.

4

NEKROTTUS

QUALITIES

- ❖❖ Evil Overlord of the Blackskull Empire
- ❖ Completely power-mad
- ❖ Doesn't hesitate to flee when things go sour
- ❖ Has sworn to finally conquer Haven

TRAITS

DARK SORCERER 10 (Versatile: *BLAST OF SORCEROUS BOLTS* [Area], *ALTER SHAPES*, *FORCEFUL TELEPORT*, *LEVITATE OBJECTS*; 4 undefined slots)

STAFF OF G'HOTAK 8 (Accessory, +2 against metal, Disadvantage - Fragile and can't be used in close combat)

AIR CHARIOT 8 (Vehicle - Moderate)

INDOMITABLE 8

INFERNAL SWORD 6 (Accessory, Advantage - Can only be wielded by Nekrottus, Deplete - physical Traits)

SORCEROUS ARMOR 6 (Accessory)

DARK CHARISMA 6

FANTASTIC AIM 5

MASTER OF MELEE 5

ONYX ORB 4 (A huge crystal ball that allows Nekrottus to see anywhere in Iconia; Disadvantage - Cannot be moved from the Fortress of Gloom; One-Shot)

ABLE-BODIED 4

HARD AS NAILS 4

TACTICIAN 4

FLOATING 3 (Disadvantage - Cannot float higher than a few feet off the ground/surface he would normally be standing on; this is purely for dramatic effect)

PILOTING 3

MUSCULAR STRENGTH 2

"Air Chariot"

- ❖❖ Blackskull Flyer
- ❖ Streamlined
- ❖ Open-topped

FAST 8 (Mode of Travel: Air), **ARMORED HULL 8**, **MANEUVERABLE 6**, **STEALTHY 3**, **SMALL COMMUNICATOR PANEL 1**



ABOUT NEKROTTUS

Very little is known of Nekrottus' past. Rumors and legends persist among the people of Iconia, but no one knows how much of it is truth and how much is mere speculation. It's doubtful that anyone aside from Nekrottus himself will ever know for sure. What is known, however, is that Nekrottus approached Merlis when the future overlord was just a young man. He wanted the wise mage to teach him the ways of magic. Merlis jumped at the chance, as the young man had more potential than anyone he had ever met before.

Nekrottus learned everything Merlis could throw at him – his thirst for knowledge was unquenchable. Merlis tried to stress the importance of mastering the simpler aspects of magic before moving on to more advanced spells, but this

CH.3: THE SEASONS

frustrated Nekrottus, who began to seek that knowledge elsewhere. Nekrottus eventually met a sinister hermit who called himself S'groth.

S'groth offered to teach Nekrottus every aspect of magic; this offer was too tempting for the young man. For a time, he continued learning from Merlis as well, but Nekrottus learned much more from S'groth than he did from Merlis, since dark magic is simpler to perform. Of course, he rationalized that Merlis was an inferior mentor to S'groth, and soon stopped attending sessions with Merlis altogether.

Upon doing so, he devoted himself fully to practicing the dark magics. S'groth revealed himself to be a demon and offered Nekrottus more power than he could ever imagine. All he wanted in return was Nekrottus' soul – a small price for ultimate power. With his soul belonging to S'groth, Nekrottus started building an empire of his own, hoping to conquer all of Iconia for himself. However, he knew that his master would never allow him to become the single most powerful being in the universe. He devised a cunning plan to rectify this problem once and for all, banishing S'groth to the Nether Realms where he belonged!

Now that the demon was no longer cramping his style, Nekrottus continued building his Empire and managed to conquer most of Iconia... just as he had planned.

Nekrottus is the ultimate evil in the universe. He has no human compassion, nor does he understand restraint. His lust for power is absolute and he will stop at nothing to finish taking over Iconia. He speaks in a loud, raspy voice, and shows a certain flamboyance and flair when one of his plans start to fall into place. But when a plan begins to go sour, he will flee the scene to start concocting his next master plan! His mind is always working, which is what makes him the most dangerous foe Iconia has ever known.

2

SERPENTINA

QUALITIES

- ◻◻ Sinister Snake Warrior
- ◻ Probably the only really non-peaceful Reptilar
- ◻ Shadow Queen created her Serpent Sword
- ◻ Displays a very focused and precise style of rage
- ◻ Though snake-like, she has a fear of rodents (doesn't come up before Season Two)

TRAITS

INHUMANLY FLEXIBLE 6 (Action Feature)

RAPID FIGHTER 6

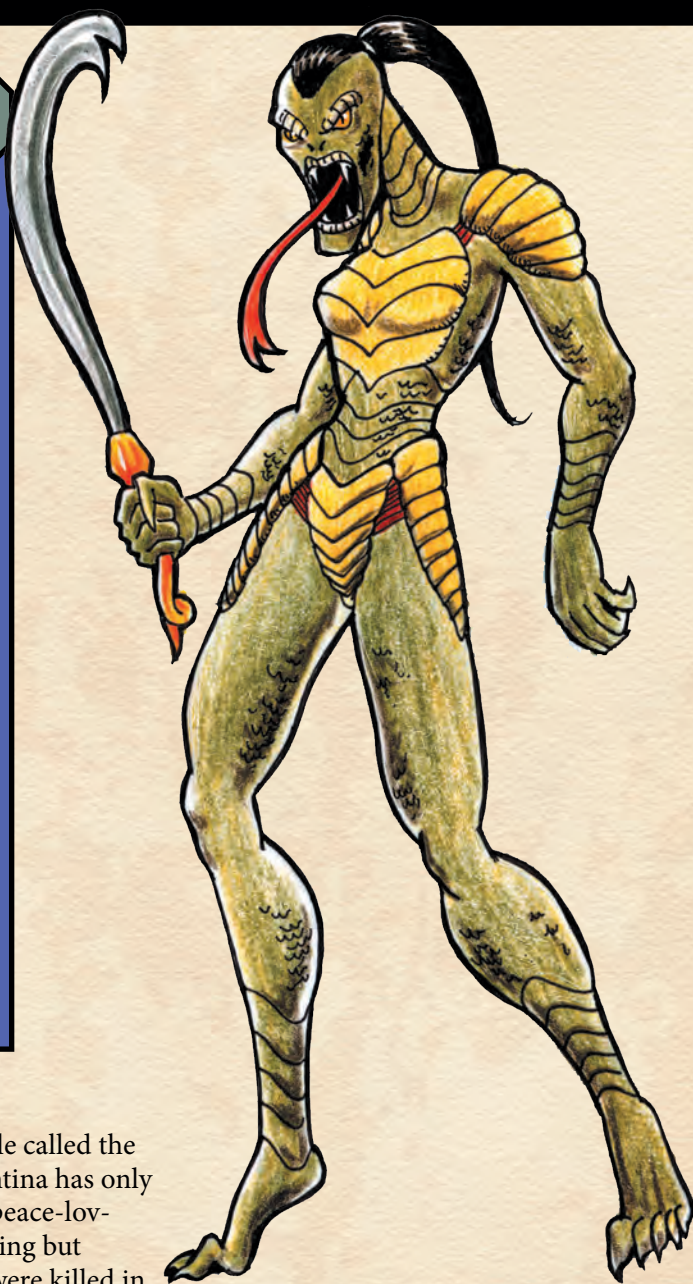
SERPENT SWORD 4 (Accessory, +2 when used against Traits that represent physical armor; Disadvantage - While within proximity of this sword, Serpentina is unable to refuse suggestions or orders from Shadow Queen)

AT HOME IN THE JUNGLE 3

POISONOUS BITE 2 (Deplete - any balance- or agility-related Trait; One-Shot)

SCALY REPTILE-LIKE SKIN 2

SILENT MOVEMENT 2



ABOUT SERPENTINA

Serpentina belongs to a nearly extinct race of snake people called the Reptilars. They are so near extinction, in fact, that Serpentina has only ever met two: her mother and father. Most Reptilars are peace-loving and reclusive. Serpentina, on the other hand, is anything but peace-loving and reclusive. After her mother and father were killed in a rockslide in the Silverwick Mines (when Haven owned the land), she vowed revenge on all of Iconia for what she perceived as the injustice of being the last of her race.

She became as destructive as her parents were peaceful. She traveled from distant land to distant land, attacking Turgs, Havenites, Yupor'uh... whoever crossed her path. She learned how to fight well with what she had, which was her hands and a vicious bite.

When she stumbled upon Nekrottus' forces, she felt she had found kindred spirits in violence. Shadow Queen fashioned the Serpent Sword for Serpentina, but something in the sword's make has caused Serpentina to be more susceptible to Shadow Queen's whims. Nekrottus either hasn't noticed this, or doesn't care.

Serpentina has a similiar temper to Gatlyna's. Where Gatlyna's rage is loud and messy, though, Serpentina's is focused and precise. She says little when she enters combat, seeking only the destruction of the enemy before her. When she isn't fighting, she's extremely reclusive, speaking to no one save for Shadow Queen.

3 SHADOW QUEEN

QUALITIES

- ◻◻ Cunning Mage
- ◻ Secretly seeks to usurp Nekrottus' throne
- ◻ Absolutely untrustworthy
- ◻ Hates Nekrottus

TRAITS

VILE SPELLCASTER 5 (Versatile: *TRANSFORM OTHERS* [Area; Disadvantage – Must always make hand gestures], *SHAPECHANGE*, *BLEND INTO SURROUNDINGS*; 3 undefined slots)

LIGHTNING STRIKE 5

MANIPULATIVE 5

SNEAKY 4

TELEPORT SELF 3 (Disadvantage – Must always make hand gestures; One-Shot)

GOOD AIM 3

PERSISTENT 3

FEATS OF AGILITY 2

KNOWLEDGE OF THE ONYX REALM 2



ABOUT SHADOW QUEEN

Shadow Queen comes from another dimension called the Onyx Realm.

At the time, Darella Jogar (as she was known) was the leader of a rebellion

against the evil Dread Legion. The Dread Legion had ruled her galaxy for hundreds of years by means of fear and military might.

Looking for allies to join her cause, the heroic rebel traveled to another dimension via a newly created warp portal. Stepping through this portal had an immediate and disastrous effect on Darella. It twisted and contorted her mind, turning her into an evil megalomaniac. Making matters even more unusual, the dimensional journey bestowed magic abilities upon her.

Darella was no more. She had become Shadow Queen. And she had decided to stay on Iconia.

She soon crossed paths with Nekrottus, who sought to exploit her vast power to further his own goals, but Shadow Queen is no fool. Being the conniving schemer that she is, she began plotting Nekrottus' downfall and her own subsequent rise to the throne. One day, these plots will surely succeed and Shadow Queen shall become the Queen of the Blackskull Empire!

Shadow Queen is a manipulative femme fatale whose ego knows no bounds, but she's also a patient woman who seeks to use Nekrottus' own minions against him – namely, Monstro and Serpentina. Few people possess the guile that courses so predominantly through Shadow Queen's veins, and all of Iconia should be grateful of that.

CH.3: THE SEASONS

2

SPYDAR

QUALITIES

- Creepy Infiltrator
- Created by Nekrottus
- Creeps people out
- Cannot disobey Nekrottus

TRAITS

WALL-CRAWLER 4 (Action Feature)

INHUMANLY AGILE 6

USE WEBBING 4 (Area)

BITE OF THE SPIDER 4 (Deplete - physical
Traits like strength or endurance)

BRAWLING 2

RUGGED 2

SLY OBSERVER 2

STRONG-WILLED 2

STRONG 1



ABOUT SPYDAR

Nekrottus had plenty of brute force in his group of unsavory cretins; he needed someone who could perform infiltration, guerilla warfare, and other stealth-dependent evil deeds. So, he decided to create such a minion, born of arcane magic and dark science. Spydar was everything Nekrottus wanted him to be: loyal, single-minded, and easily controlled. In other words, the perfect henchman.

Spydar isn't a witless creature. In fact, he has an uncanny knack for convincing others when he takes the initiative, and he's quite observant. He even boasts an impressive amount of mental strength, except when it comes to Nekrottus. He simply can't disobey or ignore his creator's orders. Spydar speaks with a distinct clicking noise that accompanies his voice, making him sound most inhuman.

3

VOLCANUS

QUALITIES

- ⬡⬡ Molten Fiend
- ⬡ Nekrottus' personal bodyguard
- ⬡ Ancient creature
- ⬡ Enjoys rampaging and causing terror
- ⬡ Memorable booming voice

TRAITS

GENERATE AND HURL LAVA BALLS 5

(Action Feature, Advantage – may set things – not characters – on fire, Area; Disadvantage – Cannot be used when Volcanus is even partially in water)

MAGMA SKIN 8 (Advantage - Whenever someone touches him, they gain a Setback Token unless they roll a 9+ on the roll of a die; Advantage – his heat also creeps through metal weapons like swords if the fight goes on for several rounds)

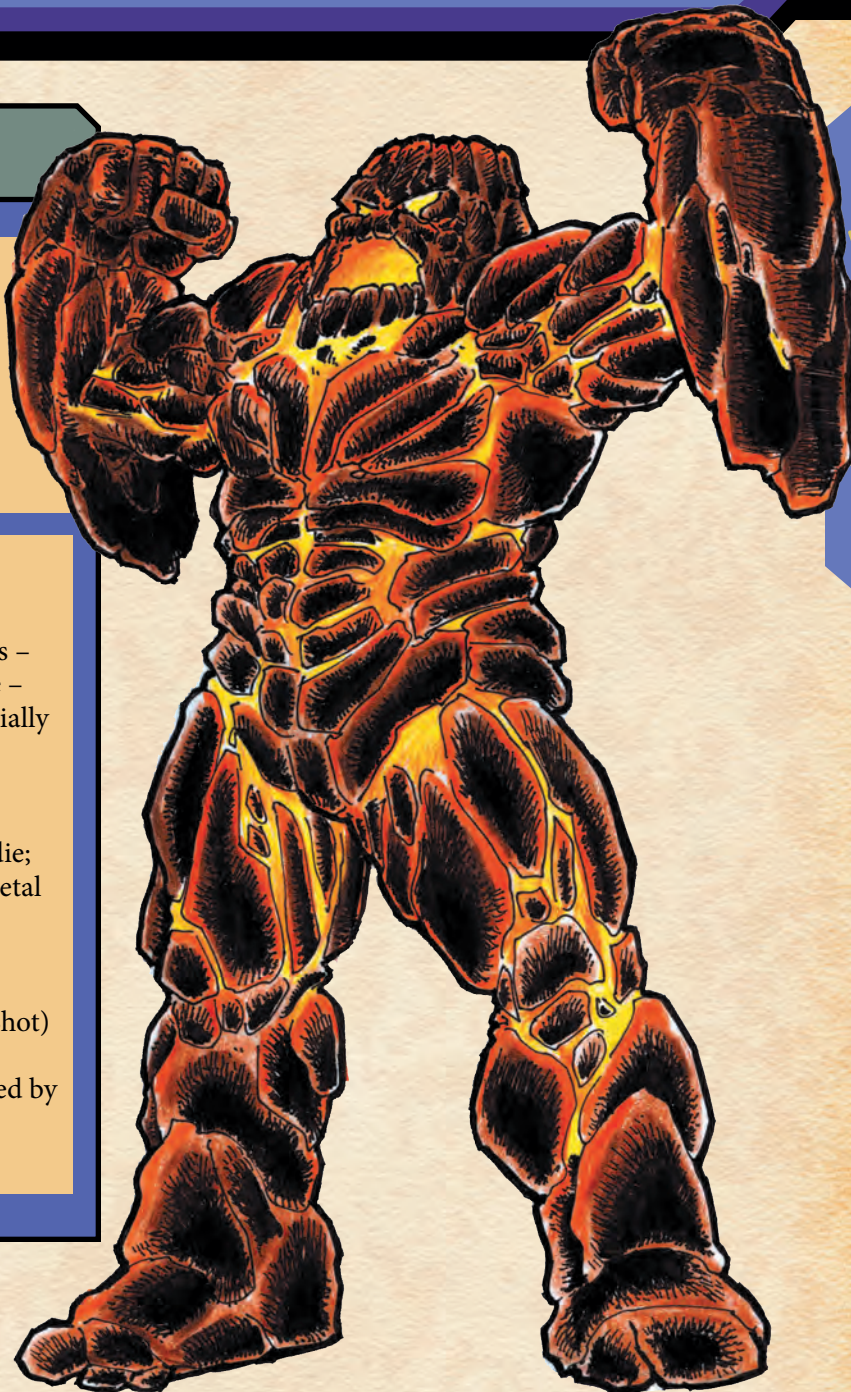
GARGANTUAN STRENGTH 7

CALMNESS OF NATURE ITSELF 5 (One-Shot)

PLODDING DRIPPY WALK 3

(Situational Setback – DN is +2 when Volcanus is affected by or submersed in water)

STRONG-WILLED 2



SEASON 1

ABOUT VOLCANUS

As long as Iconia has existed, so has Volcanus. He has dwelled in the Tuatua Volcano, only able to leave the molten lava pools once every decade

to terrorize the populace by destroying villages, leveling castles, and torching forests. Nekrottus wanted this ancient beast for his army. He sought Volcanus out and promised him that he could create a spell that would enable him to leave the volcano forever and roam as he pleased. The only thing Nekrottus wanted in return was total subservience. Wishing nothing more than to be free at last, Volcanus swore his loyalty.

Volcanus has been a surprisingly versatile minion for Nekrottus. He has developed a very strategic mind, which has served the Blackskull Empire well on numerous occasions. He is a hundred percent loyal to Nekrottus, as he is indeed thankful for being released from his curse. This is why the evil despot often uses this fiery behemoth as his personal bodyguard.

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PALADIN TANK

QUALITIES

- Highly Mobile Light Tank
- Chrome-armored
- Common

TRAITS

OVERLAND MOVEMENT 4 (Mode of Travel: Land)
EXPLOSIVE SHELLS 3 (Area)
JUSTIFIER CANNON 3 (Big Attack)

ABOUT THE PALADIN TANK

While not as fearsome or dangerous as the Land Grinder, the Paladin is the best tank the Haven military had to offer early in the war against the Blackskull Empire. It is a highly mobile light tank with a long-range cannon and explosive shells. During the initial season, these tanks were common sights, though they were a thing of the past by the second season, giving way to the cooler looking Tumble-Tank.

TRAKKSTER

QUALITIES

- Heroic Eight-Wheeled Vehicle
- Designed for exploration
- Simplistic styling

TRAITS

ALL-TERRAIN MOVEMENT 5 (Mode of Travel: Land)
LIGHTLY ARMORED 2
MULTI-PASSENGER CAPACITY 2
MOUNTED TELESCOPE 1 (Action Feature)
PARTIAL WATER MOBILITY 1 (Mode of Travel: Water)

ABOUT THE TRAKKSTER

The Trakkster is a heroic eight-wheeled vehicle designed for traversing rugged terrain. It is used primarily for exploration and long overland journeys. Its design is simple but effective. Fans widely consider it the least aesthetically pleasing vehicle on the show.

WINDBLASTER

QUALITIES

- Highly Mobile Light Tank
- Chrome-armored
- Common

TRAITS





DOUBLE LASER 3 (Action Feature, Fickle)
HIGHLY MANEUVERABLE 5
BATTLE ARMOR PLATING 3
FLIGHT 3 (Mode of Travel: Air)

ABOUT THE WINDBLASTER

The Wind Blaster is the workhorse airship of the Haven military. It's maneuverable enough to avoid getting hit much and has a decent amount of armor plating as well – an all-around solid vehicle.

BATTLE-WING

QUALITIES

- 
 Flying Villainous Fortresses
-  Loaded with weaponry
-  As maneuverable and fortified as a fortress

TRAITS





IMPENETRABLY ARMORED 7
BATTLE CANNON 6 (Big Attack)
SCATTER BLASTER 5 (Area)
OVERLAND FLIGHT 2 (Mode of Travel: Air)

ABOUT THE BATTLE-WING

These enormous airships are like flying fortresses, armed with enough weaponry to take out anything else in the sky ten times over. They give the Blackskull Empire a serious degree of air superiority and are featured throughout the entirety of the series. Nekrottus has his own stylized Battle-Wing called, appropriately enough, the Despot.

THE DESPOT

QUALITIES

- 
 Nekrottus' Personal Battle-Wing
-  Ominous
-  Impending doom

TRAITS





LOUD 5 (Action Feature)
IMPENETRABLY ARMORED 9
BATTLE CANNON 7 (Big Attack)
SCATTER BLASTER 6 (Area)
OVERLAND FLIGHT 2 (Mode of Travel: Air)

ABOUT THE DESPOT

Take a Battle-Wing, mold it with different colored plastic, add different stickers, and attach a battery operated sound-generator, this is the Despot. These were mail-in only, going for over \$70 not including shipping & handling, and the distributor was told under no circumstances would more than one be able to shipped to any specific address.

LAND-GRINDER

QUALITIES

- 
 Blackskull Empire Tank
-  Troop Transport
-  Feared by Populace

TRAITS

LAND SHAKER CANNON 7 (Big Attack, Area)
COMBAT ARMORED 7
IMPOSING ON THE BATTLEFIELD 5
PATH OF DESTRUCTION 2 (Mode of Travel: Land; All-Terrain)

ABOUT THE LAND-GRINDER

This Blackskull Empire tank is as slow as slow can be, but it packs a devastating punch in combat. Plus, its thick armor keeps it from getting bashed up too badly, which helps it in its role as a troop transport. These tanks are greatly feared by the populace of Haven and are seen as the symbol of the Blackskull Empire's might.

CH.3: THE SEASONS

ABOUT THE PALACE OF JUSTICE

The Palace of Justice symbolizes everything just and right in Iconia, its tallest tower standing high above the surrounding land, acting as a beacon of hope for all to see. You can find out more about the location on pages 18-19. Here, we'll discuss the toy of the structure, which was visually stunning to say the least.

Grabbo Toys may have gone on the cheap for the action figures of Wave One, but they sunk some serious money into the two playsets. While the toy didn't capture the sheer immensity of the palace as depicted in the cartoon (how *could* it?), there was much to love about it, especially the centerpiece tower, which stood three feet in height and had a nifty, working elevator. Each arm of the building was represented by a separate chamber, each of which had its own theme or purpose.

PALACE OF JUSTICE

TRAITS

ELEVATOR 3 (Action Feature)
BEACON OF HOPE 9
GIGANTIC TOWER 6
IMPENETRABLE WALLS 6
WALLED RAMPARTS 5
ARMOURY CHAMBER 4
SORCEROUS SANCTUARY 4 (+2 for
Divination Magics)
DUNGEON CELL 4

ABOUT THE FORTRESS OF GLOOM

The dread-inspiring structure that looms atop the highest peak of the Fogshroud Mountains was immortalized as a playset in the toy line, giving the villains a cool headquarters. You can find out more about the actual location on page 23. It consisted of two separate parts linked together by hinges so that it could shut and be carried easily.

The bottom portion of the playset was a part of the mountain that the fortress was built upon and it housed a well-stocked dungeon with all manner of torture devices and even a detainment cell. The upper levels had several small chambers such as a control room with a wall-mounted vid-screen and a planning room, which had a table with a supposed holo-map on it. Two towers were present and on each tower was a different type of defense cannon. The highlight of Fortress of Gloom, however, was Nekrottus' throne room. The throne itself was intricately detailed. It was clear that a great deal of effort went into it.

FORTRESS OF GLOOM

TRAITS

GHASTLY GLOWING SKULL 7 (Action Feature)
IMPOSING TOWER 7
TRAPPED STONE WALLS 7
NEKROTTUS' THRONE OF DESPAIR 5
(+2 to any magics cast by Nekrottus)
DETAINMENT CELL 5
MURDER HOLES 5
NEKROTTUS' THRONE ROOM 5
SPIKE-WALLED RAMPARTS 5
TORTURE CHAMBER 5
EXTRA WEAPONS 4
POISONOUS PORTCULLIS 4
SECRET DOOR 4

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50¢

**Warriors of the Cosmos:
The hit cartoon raises
parental concerns**



CH.3: THE SEASONS

SEASON TWO (1984-85)

When Season One ended, there was an empty void in the fans' collective hearts. Certainly, having all the action figures to play with filled the void to some extent, but many fans recall the time between the two seasons crawling by at a snail's pace. By the time Season Two began, kids were desperately clamoring for more. Fortunately for them, Kilamir was eager to oblige!

The new episodes boasted increased production values, resulting in an even stronger product than Season One. Grabbo Toys adopted a less optimistic viewpoint. While they knew the initial season was a blockbuster and that the toy sales were through the roof, they also knew that many shows tended to go downhill in their second season. Wanting to be prepared for that worst case scenario, they decided to play it safe by not increasing the budget for the action figure line. That way, if the bottom fell out of the whole thing, they wouldn't be at as much of a loss. As it turned out, their worries were for naught.

"Many of us couldn't wrap our heads around the decision to keep the budget the same as for the first group of toys," said Former Grabbo toy designer Franco Moss, "We had a hit on our hands and they didn't want to shell out the dough to improve the toy quality. It was frustrating because we had gotten word that the animation studio had increased their budget, all the while we were stuck with the same amount as before. We made it work anyway, but it took some serious ingenuity and inventiveness on our part, if I do say so myself. Were determined to make the new toys look better than the previous toys, but with the same budget. I think we succeeded."

For the most part, those responsible for the cartoon didn't want to muck up a winning formula, so they simply gave fans more of the same in terms of story structure, themes and pacing. The only change that was made to the series was that they downplayed the fact that the Blackskull Empire controlled every single kingdom except Haven. This was addressed in passing during the first episode of Season Two ("Far and Away"), when King Rastor proclaimed to Combato, "Now that other kingdoms are pushing back against Nekrottus, the tide will start turning against the Blackskull Empire more and more. Many kingdoms have already reclaimed their land and freed their people recently."

According to Gerald Peevey, "The shift was intentional. It was fun to have the heroes positioned as ultimate underdogs, but Nekrottus controlling almost everything outside of Haven really limited the story possibilities. It's something I didn't really consider going into the first season, but by the second [season], the writers were feeling restricted. There's only so many stories you can tell when no other kingdoms exist that haven't been taken over. The decision was made to open things up a little and all it took was one line from the king to set it in motion. I could practically *feel* the writers sigh with relief."

The ratings for the show held steady, even rising toward the end. It was clear that *Warriors of the Cosmos* wasn't a flash in the pan. It was a bona-fide hit and it wasn't going anywhere anytime soon.

New Heroes

While perhaps not as iconic as the heroes from Season One, the ones from this group are nevertheless important to the franchise and are still considered "classic" by fans of the series and toys.

- Azlara
- Full-Steam
- Gro-D
- Maximarr
- Motor-Mouth
- Prismor
- Sir Castic

New Villains

The second batch of villains hit the scene and made a quick impact on the show (as well as the toy line). Even in later seasons, they continued to play major roles in the stories, with the exception of Season Five.

- Assyd Reign
- Chillout
- Eye-Catcher
- Falconus
- Vileheart
- Weezlor

New Vehicles

- Cloudblazer
- Battleskiff
- Tumble-Tank
- Skyhammer
- Fright Strider

New Playsets

- Karztec Temple
- Monstro's Forest Lair

3

AZLARA

QUALITIES

- ⬡⬡ Karztec Princess
- ⬡ Code of Honor
- ⬡ Extremely decisive
- ⬡ Distrustful of technology

TRAITS

JEWEL OF AYAM 4 (Action Feature;
Advantage: Allows her to see distant places)
LIGHTNING-FAST REFLEXES 4
WILDERNESS SURVIVAL 4
CURVED SHORT SWORD 3 (Accessory)
OBSERVANT 3
VERSATILE COMBATANT 3
SPEAR 2 (Accessory)
WILL OF IRON 2
STRONG 1

ABOUT AZLARA

Even the dark jungles of Grakua aren't safe from the Blackskull Empire's grip. When Nekrottus began expanding into the southern continents, he came across the Karztec, a large, peaceful society of sun-worshippers. Being the evil soul that he is, he decided to enslave them all.

The Karztec people fought valiantly, but the Empire's numbers and superior technology overwhelmed them quickly. Not wanting his daughter to be captured, King Azrann put her on a boat and sent her out to seek the fabled northern lands. She was to look for others who could help free their people from the despot. After much traveling, Princess Azlara came to shore and went northward on foot until she reached Haven. She was immediately brought into the Guardians of Iconia upon her arrival.

Azlara is a serious-minded woman who is fanatical about destroying the Blackskull Empire. She is an upfront individual and once she makes up her mind, she fully commits to any decision she makes. Her Karztec heritage is strong in her heart and as a result, she abides by a strict code of honor and distrusts technology.



SEASON 2

CH.3: THE SEASONS

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FULL-STEAM

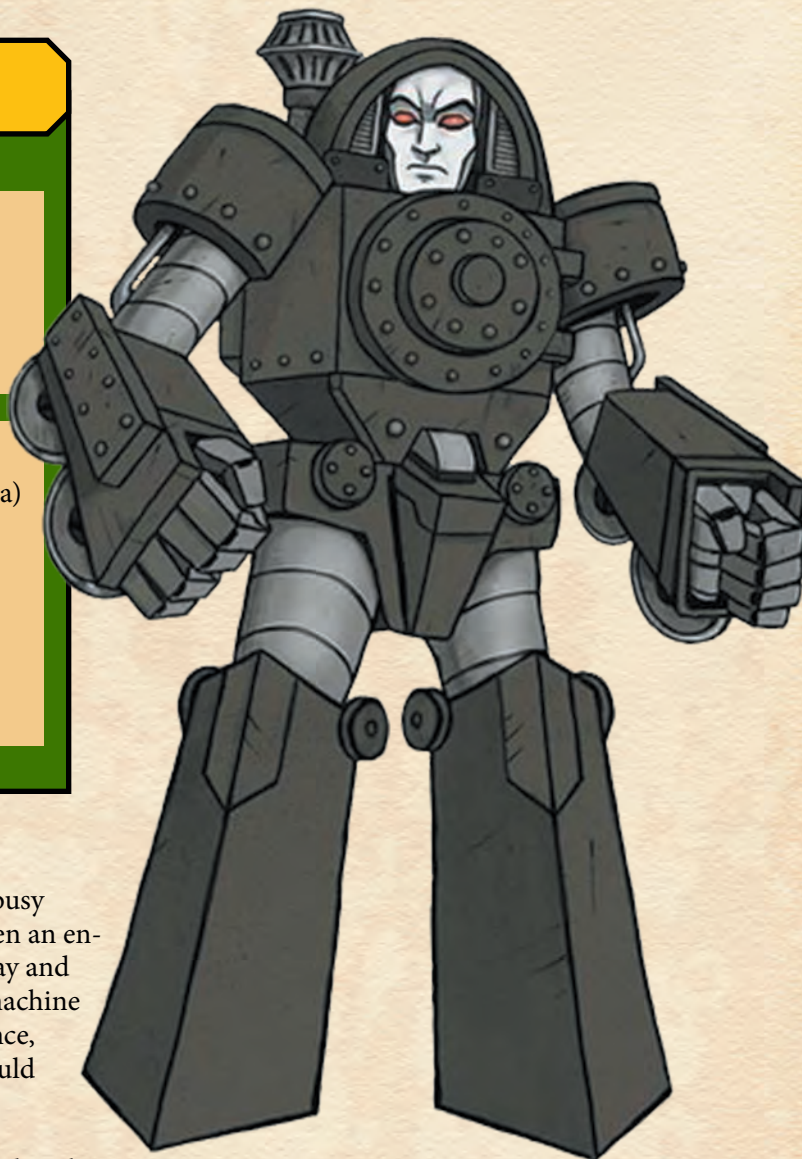
+1 OOMPH

QUALITIES

- ⬡⬡ Rapid Machine Giant
- ⬡ Confidence borders on fearlessness
- ⬡ Loves racing

TRAITS

LOCOMOTIVE SOUNDS 3 (Action Feature; Area)
RUN FAST 6
MIGHTY FISTS OF IRON 4 (Big Attack)
MACHINE BODY 4
UNDERSTANDS MACHINERY 3
PUFF OF STEAM 2
CALCULATE FASTEST ROUTE 2



ABOUT FULL-STEAM

Fliggitz the Wise, the man who built Combato, was busy dreaming up a large new steam-powered vehicle when an envoy from King Rastor rushed to his workshop one day and asked him to develop a robotic defender instead, a machine whose main strengths were its fortitude and endurance, but would also be so fearsome and massive that it could deter enemies from protecting a small town.





Fliggitz and his trusty assistants started to work, mostly cobbling together the parts he had already made for his new vehicle. They were in a rush, after all, and Nekrottus's army was approaching fast. At the heart of his construction, the inventor placed a shiny black furnace. In the android's iron head, he hid an amazingly advanced computer brain. Once he set this thing in motion, Full-Steam was born!

Full-Steam barely made it in time to intervene, but intervene he did. He fought ferociously, eventually driving away the enemy forces singlehandedly. Since that day, he's been a mainstay in the Guardians of Iconia, always willing and able to risk his robotic body to serve the kingdom whenever the need arises.

3

GRO-D

QUALITIES

- 
 Odorific Muck-Man Warrior
-  Good sense of humor
-  Tells gross-out stories

TRAITS

GROWTH 7 (Action Feature; Disadvantage:

Only when in contact with water)

MORNING STAR 6 (Accessory)

STINK 5 (Area; Devastating)

CLOSE COMBAT 3

SWIM 3

GOOD PERSONALITY 2



ABOUT GRO-D

The Muck People may not be the most desirable individuals to be in the presence of (due to the rancid odor that clings to them so heavily), but you would be hard-pressed to find anyone as caring or passionate.

Even though Nekrottus hasn't even bothered to invade their land, the Gunk Marshes (located in the southern portion of the Vessmir Swamp), they have agreed to send forth their best warrior to join the Guardians of Iconia. It was their wish to end the suffering of others. The warrior in question was Glopp-Quar-Blunk-Mah, one of the race's few individuals with the power to make their bodies grow with but a thought. The other Guardians have deemed his real name too hard to say and have taken to calling him Gro-D.

Gro-D has been a welcome addition to the team... not just because of his abilities, but also because he is a joy to be around. His jokes and positive demeanor can lift the spirits of everyone around him.. If only he didn't smell so foul.

CH.3: THE SEASONS

3

MAXIMARR

+1 OOMPH

QUALITIES

- ⬡ Mysterious Warrior
- ⬡ Man of few words
- ⬡ Vanishes when action is over
- ⬡ Cipher

TRAITS

GLOWING BATTLE AXE 7 (Action Feature, Devastating, +2 when linked with SUPERHUMAN STRENGTH)

SUPERHUMAN STRENGTH 6 (+2 when used for lifting and throwing)

FIGHTER 4

TOUGHNESS 3

ATHLETICS 2

DAGGER 1 (Accessory)



ABOUT MAXIMARR

No one knows where he came from, nor do they know whom he is. All that is known is that he answers to the name “Maximarr” and he has pulled the Guardians’ collective fat out of the fire on several occasions throughout the second season. He seems to appear out of nowhere, helps out, and then mysteriously pulls a disappearing act when the action has died down. He speaks very little and when he does, it’s concise and to the point. He’s not an official member of the Guardians, but he’s a staunch ally nonetheless.

In the Season Four episode titled “All the Stormclouds Overhead”, Maximarr was overwhelmed by many of Nekrottus’ henchmen while trying to buy the Guardians of Iconia time to destroy a doomsday device called the Atom Scatterer. He saved the day, but was never seen again after that. The Guardians assumed that he had been killed or taken prisoner. His death was never Gerald Peevey’s intention, though, as the script for the ill-fated animated movie that was supposed to conclude the series would have seen his dramatic return.

3 MOTOR-MOUTH

QUALITIES

- Fast-Speaking Globbit Knight
- Prefers to be underground
- Curious
- Tends to be a coward

TRAITS

AUDIO-SENSITIVE ANTENNAE 6

(Action Feature)

INSANELY FAST SPEAKER 4

FITS INTO SMALL SPACES 3 (Situational

Boost: +2 when underground)

FASTER THAN HE LOOKS 3

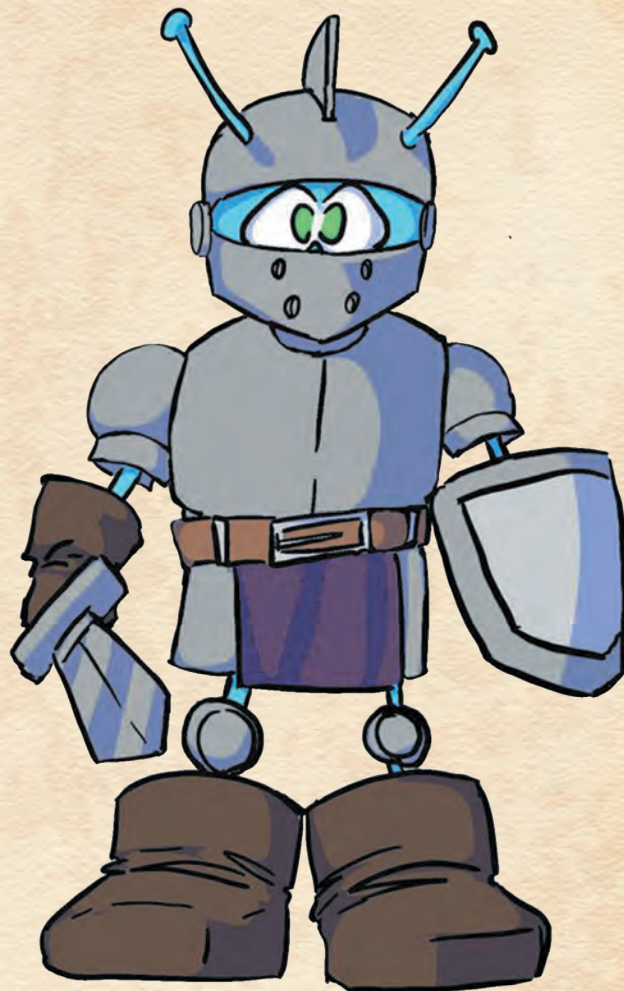
STUBBY SWORD 2 (Accessory, +2 when linked with FASTER THAN HE LOOKS)

KNIGHT'S ARMOR 2

SWORD FIGHTER 2

TOUGH SKIN 2

BRAWL 1



ABOUT MOTOR-MOUTH

Deep in the Tarpathian Forest there lives a race of diminutive folk with more curiosity than common sense. These people are called Globbits and they, like every other race on Iconia, have been affected by the Blackskull Empire's reign. In fact, the Globbits would have been enslaved had it not been for the fact that they dwelled in hard-to-find underground lairs.

After nearly being caught by Nekrottus' forces, the Globbits sent forth their bravest knight to find allies to help them deal with the threat at hand. This knight is anything but brave, however in comparison to his kinfolk, he's the best they have to offer. Within a few days, this knight ran into Gatlyna, who pursued him. Fortunately, Noblara was nearby and was able to thwart the villain's attempt to capture the knight. He has since joined the Guardians of Iconia.





Motor-Mouth acts more as a mascot than anything else, but he does get involved in plenty of adventures alongside his teammates. He talks almost constantly and does so at an insanely rapid rate, especially when he gets scared or excited. This tendency often annoys the other Guardians, but they put up with it because of his good heart and ability to help out in a pinch.

There was an odd miscommunication between Grabbo Toys and Kilamir Studios that led to Motor-Mouth being depicted in two different ways. The cartoon showed him as a slightly pudgy little fellow with no helmet (see page 31), while the toy version was a spindly-legged character with oversized eyes and a full suit of knight's armor. Starting with Season 3, the cartoon changed his visage to match the action figure.

3

PRISMOR

QUALITIES

- 
 Crystalline Hero with Beam Powers
-  Taciturn
-  Appreciates natural light and cleanliness

TRAITS

CRYSTALLINE BODY 8 (Action Feature, Advantages: Immune to sickness and poison, Almost impervious to cold, Cannot be hurt by lasers or other beam-firing weapons; Disadvantage: Cannot swim)

RAINBOW BEAMS 5 (Versatile: *RED BEAM* [Area; heat effect], *ORANGE BEAM* [Deplete - Physical Traits {paralyzing effect}], *YELLOW BEAM* [Advantage - Can see through thin walls and curtains])*

GREAT STRENGTH 4

MEDICAL KNOWLEDGE 2

*Other Beam/Ray Colors include: Blue (Deactivate - Movement and physical Traits [Freeze Ray]), Purple (Deplete - Mental Traits [Confusion]), Green (Advantage - Transfers one Setback Token from Target to Prismor [Healing]).



ABOUT PRISMOR

Early in the second season of the show, when a few of the Guardians of Iconia had travelled to a remote island that seemed to consist mainly of rocks, Sure-Shot, Falcor, and Kazgull were ambushed in a cave by Turg warriors. The bad guys took them prisoner and locked them into another cave very deep in the interior of the island, at the bottom of a strange chasm. When the last torch on the wall went out, the room should have been pitch black, but it wasn't... instead, a sparkling, unreal glow entered the heroes' cell from a crack in the wall. It came from a crystal-like fellow, a being no one in Iconia had ever seen before. This was Prismor.

He hails from a far-away world of crystal people and his "thinking ship" had crashed on the barren island a short while earlier. Prismor had spent some time in a slumber to heal himself, but awoke in time to free the three heroes and join them in their struggle against Nekrottus. Prismor gets on particularly well with Bouldarr, which gave the two of them some fantastic scenes together.

3

SIR CASTIC

QUALITIES

- ⬡ Sly Devil
- ⬡ Connoisseur of laser pistols
- ⬡ Sarcastic sense of humor
- ⬡ Son of Nekrottus

TRAITS

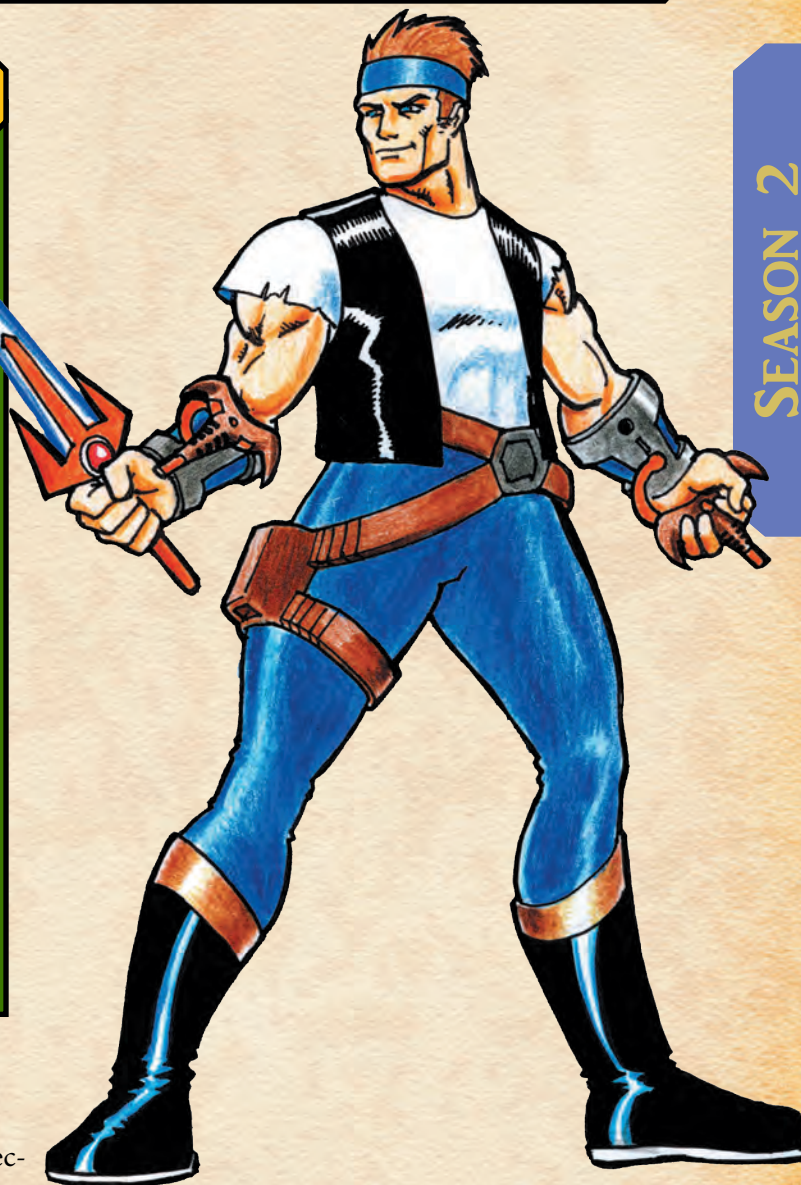
- SWASHBUCKLER 3 (Action Feature)
- DOUBLE HOLD-OUT BLASTERS 3 (Accessory; Area)
- LIGHTSWORD 3 (Accessory, +2 when used in melee against other swordsmen)
- DUMB LUCK 3
- GUNSLINGER 3
- TRICKY 3
- NOBODY'S FOOL 2 (Situational Setback - DN of the task is +2 vs. Nekrottus)
- JUMP AND RUN 2
- RESOURCEFUL 2
- SNEAKY 2

ABOUT SIR CASTIC

Sir Castic was left at the doorstep of a poor farm family when he was an infant. They gave him all the love and affection a child could ever want and raised him with steadfast morals. While he was always a good kid, his soul was that of an adventurer, savoring danger and risk like some would savor a fine meal. When he was old enough, he left home, promising to bring his family untold riches so that they would no longer have to struggle. He managed to accumulate a great deal of jewels that he discovered deep in an ancient valley. When he returned with the riches, his family was gone. Nekrottus had come for them, in search of his son: Sir Castic.

The young man soon learned who his father was and that he had either slain or captured his loved ones. This was all it took to encourage him to join the Guardians of Iconia in an attempt to defeat his father and rescue his family. His drive and devotion to rescuing them is absolute. In fact, it has occasionally caused him to make erroneous decisions.

Sir Castic is a natural risk-taker and has mastered the use of swords and pistols. His sword of choice is a powerful and rare weapon known as a lightsword. It looks like any other sword, but with a double-push of a button, the entire blade becomes pure energy. He shuns normal pistols in favor of small hold-out blasters contained in special metal gauntlets. These blasters can quickly be deposited into his hands, ready to be fired.



3

ASSYD REIGN

QUALITIES

- ◻◻ Dark Master of Toxins
- ◻ Other villains fear him
- ◻ Under Nekrottus' control, but will not destroy other creatures without a reason

TRAITS

ACID SPRAY 5 (Action Feature)
MALLEABLE MUD-LIKE BODY 5
ASSUME LIQUID FORM 3 (Transform Self, Minor)
UNRELIABLE LASER PISTOL 3 (Fickle)
ACID SECRETION 3
HATCH NEFARIOUS PLAN 3
STICKY 3
TURN WATER INTO ACID 3
BLACKSKULL EMPIRE KNOWLEDGE 2
EERIE AURA 2
TRICKERY 2

- ◻◻ Acid Form
- ◻ Translucent
- ◻ Corrosive

LIQUID 5, ACIDIC 5 (Devastating),
ESCAPE 2



ABOUT ASSYD REIGN

If a chemical disaster had legs and started walking around as a sentient organism, you would probably get something like Assydd Reign. This villain is a genuine living scourge, a malevolent and destructive force that can equally damage animals, plants, humanoids, even metal objects and machinery. According to the reports gathered about Assydd Reign so far, he must be far older than Nekrottus, Merlis, and the Blackskull Empire. He was probably first seen about 200 years ago on the northern coast of a peninsula near Haven, while some workers were erecting a factory complex to carry out an order by their country's king, an ancestor of King Rastor.

Assydd Reign can remain hidden in a secret spot for long periods at a time, can turn himself into a liquid form, thus making himself extremely hard to find. He feeds on mud, algae, dirty air, and a mix of strange substances and pieces of garbage that would be highly toxic to every normal humanoid on Iconia. In addition, he himself does not know for certain when and how he first came into the world.

Nekrottus was made aware of Assydd Reign by accident one day, when his advancing Blackskull Empire troops were not able to cross a vast swamp territory. Nothing living or edible was left there, all the trees had died, and the water had been turned into poison. This swamp was the hideaway of Assydd Reign. Nekrottus was able, by way of his sorcery, but also due to his many promises, to get this archfiend to join his side.

2

CHILLOUT

QUALITIES

- ⬡ Frosty Minion of The Blackskull Empire
- ⬡ Noble
- ⬡ Believes Blackskull Empire is a force for good
- ⬡ In love with Frostina
- ⬡ Protective of his people

TRAITS

SPIKED ARMOR 3 (Action Feature)
ICE SWORD 5 (Accessory, Devastating)
ARCTIC SURVIVAL 5
MASTERFUL COMBATANT 4
ATHLETICS 3
ENHANCED TOUGHNESS 3
STRONG 3



SEASON 2

ABOUT CHILLOUT

Nekrottus' Turg scouts stumbled upon a village of humanoids in the frozen lands of Frigydonia. When they approached, the village champion, a man known as Chillout, sent them packing. Impressed by this, Nekrottus traveled north to recruit him, promising great riches and protection for his village.

The vile overlord took a genuine liking to the noble man and held true to his word. Of course, Nekrottus knew that Chillout would never do anything that he thought was evil. As such, he convinced him that the Blackskull Empire was on the side of good and the Havenites were evil. So far, he has taken great care to protect this lie so that Chillout would still serve him. He even went so far as to capture Chillout's one true love, a beautiful woman named Frostina, and set up King Rastor for the deed.

In a Season Two episode titled "The Power of Lies", Chillout came very close to discovering Nekrottus' deception, thanks to an encounter with Noblara and Oshida. Just as he came to believe the two heroes that his benefactor was evil, Nekrottus used an illusory spell to convince him that they spouted untruths. He has never again doubted the overlord.

CH.3: THE SEASONS

3

EYE-CATCHER

QUALITIES

- ⬡⬡ Enigmatic Three-Eyed Bounty Hunter
- ⬡ Only in it for the money
- ⬡ Loyal only to self



TRAITS

ENHANCED VISION 5 (Action Feature)
SKILLED FIGHTER 8
TRACKING 4
MAN-CATCHER 3 (Accessory, Deactivate - Any movement-based Traits)
ARMOR 3
RUGGED 3
WILLFUL 3
GETS AROUND QUICKLY 2



ABOUT EYE-CATCHER

Very little has been revealed about Eye-Catcher's past... which is precisely how she likes it. What *is* known, however, is that she has been tracking down people for money for a long time and has gained a solid reputation for it.

When Nekrottus secured himself as the dominant power on Iconia, she hit him up for work. Unsurprisingly, he gave her plenty of it. She's now a regular operative for him, taking on jobs nobody else will touch.

Many fans have called Eye-Catcher *Warriors of the Cosmos'* answer to Boba Fett. She is very much an independent contractor, has a certain "bad ass" aura, doesn't talk a lot and comes across as very formidable. She's one of the very few villains who can question Nekrottus' actions and ideas without facing severe repercussions. In fact, he seems a little leery of her, which only adds to her coolness factor.

She's also probably the most skilled fighter in the Blackskull Empire's employ and has bested many Guardians of Iconia in one-on-one combat. But that's not the only reason her services are so valuable to Nekrottus. She's also a master tracker and prides herself on her ability to find anyone she sets out to find, no matter where they're hiding. Her results speak for themselves.

2

FALCONUS

QUALITIES

- ⬡⬡ Falcor's Demented Brother
- ⬡ Superiority complex
- ⬡ No sense of loyalty

TRAITS

WINGED FLIGHT 4 (Action Feature)
SPIKED MACE 5 (Accessory)
MELEE COMBATANT 4
ATHLETIC 3
COMMAND 3
ENHANCED WILL 3
STRATEGIST 3
STRONG 3



SEASON 2

ABOUT FALCONUS

Falconus was always jealous of his brother, Falcor. But after Falcor became King of the Sky-Realm, this jealousy consumed Falconus completely. He decided that he would stop at nothing to seize the throne. He gathered supporters and staged a coup. This culminated in a one-on-one battle between the brothers, with Falcor coming out victorious.

Falconus and his followers fled the Sky-Realm to lick their wounds and plan their next course of action. The news of this war in the sky reached far and wide, eventually falling upon Nekrottus' ears. A deal was struck and Falconus is now allied with the conqueror due to the promise that the Blackskull Empire will help him oust his brother once and for all.

Surprisingly, Nekrottus has made good on his promise, or at least tried to. On three different occasions, he helped Falconus in his conflict against Falcor, only to come up short each time. Only time will tell if the overlord will back the winged cretin again. And if he does, how much longer will Falcor be able to stave the forces of evil off?

2

VILEHEART

QUALITIES

- Corrupted King of Galloway
- Noble
- Hates King Rastor
- Formal

TRAITS

POWERED KNIGHT'S ARMOR 6 (Action Feature)

ENERGY SWORD 5 (Accessory)

"STILLWIND" 3 (Companion - Horse; MOVE [Run/Jump] 3, THINK 3, TOUGH 2)

STURDY 3

SWORDCRAFT 3

RIDING 2



ABOUT VILEHEART

Vileheart wasn't always twisted and evil. Quite the contrary. He was once known as the noble King Vander of Galloway, a great friend of King Rastor. When Nekrottus and his minions took Galloway, Vander was captured. Despite the numerous attempts by the Guardians of Iconia to rescue him, he remained in custody of the despot. Furthermore, he was subjected to magical reprogramming by Nekrottus, turning him into a bitter and hateful being who is loyal to the Blackskull Empire.

Now, he stalks across the battlefield, allowing attacks to plink off of his dark armor while striking down enemies with his energy sword. Often, he'll ride across the battlefield instead, making his brand of mayhem even more difficult to stop. Despite his vrainwashing, he retains his dignified, formal manner when not in battle.

Rastor desperately wants to bring his old friend back to the side of Good, but even Merlis' most potent spells have been unable to break the evil enchantment Nekrottus has cast on King Vander. Still, Rastor has never given up and continues his search for a way to undo what the overlord has done.

2

WEEZLOR

QUALITIES

- ◻◻ Feared Forest Dweller
- ◻ Cautious
- ◻ Avoids direct conflicts
- ◻ His presence frightens animals

TRAITS

EVADE ATTACK 4 (Action Feature)
SERRATED SWORD 4 (Accessory, Devastating)
SABOTEUR 4 (Big Attack)
ASTOUNDING REFLEXES 4
CLIMBING 3
HEIGHTENED SENSES 3
RUNNING 3
WILDERNESS EXPERT 3



ABOUT WEEZLOR

When annexing the warm and pleasant island kingdom of Beechoakia, Nekrottus, accompanied by Monstro, Buzzard Man and other underlings, came upon a dense forest that mainlanders had apparently stayed away from for a long time. Nekrottus used a little “gentle persuasion” to question peasants about this tree-covered land. He learned that the area was secretly governed not by humans, but by a tribe of savage humanoids more akin to the predators of the forest. The leader of this stealthy, but toughened tribe was a weasel-like humanoid called Weezlor.

Weezlor had obtained his position of power by tricking the former leader, Grand Minkus Mox, into a trap during an obstacle race and claiming the title for himself. Not too surprisingly, no one has challenged Weezlor’s chieftainship since. It didn’t take long before Nekrottus made him an imperial commander, respecting his underhanded methods. Of course, he knows better than to turn his back on Weezlor for too long... or else he may end up with a knife (or serrated sword) sticking out of it.

CH.3: THE SEASONS

CLOUDBLAZER

QUALITIES

- Single Person Airship
- Nimble
- Fast

TRAITS

QUICK 5 (Mode of Travel: Air)

MANEUVERABLE 4 (Disadvantage - Cannot stop in mid-air)

PHOTO BLASTER 4 (Big Attack)

ABOUT THE CLOUDBLAZER

The Skyblazer is a small one-person Haven airship designed to be nimble and fast... at the expense of packing much protective armor or offensive weaponry. They are often paired with the heavier Windblasters in order to maximize their collective speed and armor.

BATTLESKIFF

QUALITIES

- Hovering Personnel Barge
- Guardian of Iconia transport
- Not very maneuverable

TRAITS

LARGE 7

STURDY 6

FLIGHT 3 (Mode of Travel: Air)

MAKES LITTLE NOISE 3

ABOUT THE BATTLESKIFF

The Battleskiff is a hovering barge used primarily for transporting the Guardians of Iconia to their destinations (wherever that may be). The entire vehicle is open-topped with only a rail to keep passengers from falling over the sides. The pilot (usually a friendly, mustachioed man called "Skiffy") is seated at a station located at the front.

TUMBLE-TANK

QUALITIES

- Double Sided Tank
- Element of surprise
- Quick-change

TRAITS

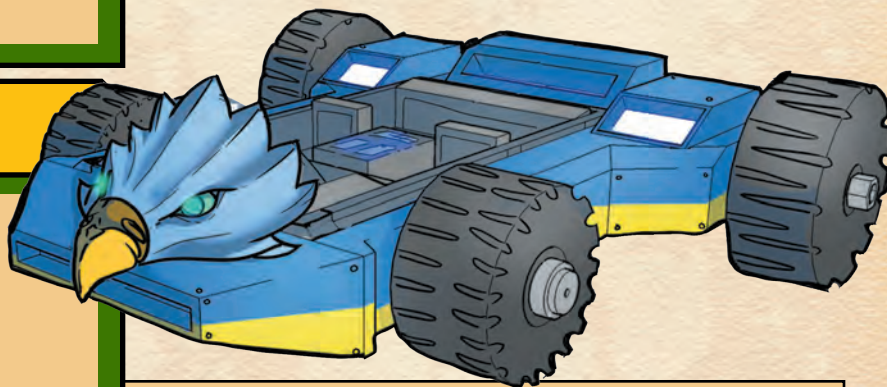
FLAME CANNON 8 (Area, Only When Yellow Side is up)

HEAVILY ARMORED 8

LASER EYES 6 (Action Feature, Big Attack; Only if Blue Side is up)

AIRBORNE 3 (Fickle; Only if Blue Side up)

FAST 3 (Mode of Travel: Land; +2 if Blue Side up)



ABOUT THE TUMBLE-TANK

The Tumble-Tank is a large, relatively flat tank utilized by the Haven military that can be flipped over to reveal different weaponry. That's right – the bottom of the tank has weapons too. The driver's pod is designed so that, when the tank flips over, the driver remains upright. One side is yellow and is fashioned to resemble the head of a dragon. It sports a flamethrower where the dragon's mouth is supposed to be. The other side is blue and is fashioned to look like an eagle. It fires lasers from where the eyes are supposed to be. The yellow side is considered the default.

SKYHAMMER

QUALITIES

- ⬡⬡ Large Transport Ship
- ⬡ Most potent airship in Iconia
- ⬡ Menacing

TRAITS

HAMMER MISSILES 7 (Action Feature, Area)
MASSIVE ARMORED HULL 10
CARGO SPACE 6

ABOUT THE SKYHAMMER

The Skyhammer is a very large transport ship, capable of carrying lots of Blackskull Empire troopers at a time. It's also heavily armed and armored, making it the most potent air vehicle on Iconia, aside from the Battle-Wing.

FRIGHT STRIDER

QUALITIES

- ⬡⬡ Walking Tank
- ⬡ Terrifying
- ⬡ Noisy

TRAITS

BOMB CANNON 10 (Action Feature, Big Attack, Area; Disadvantage - Ineffective to targets with in 10 feet)
HIGHLY MANEUVERABLE 6
ALL-TERRAIN AMBULATORY 4 (Mode of Travel: Land)
ARMOR 4

ABOUT THE FRIGHT STRIDER

These two-legged walking tanks lack the extreme armor of most tanks, but they compensate with superior maneuverability and offensive capabilities that put other tanks to shame. The main body of the walker is fashioned to look like a grimacing face with glowing yellow eyes and lots of teeth.

CH.3: THE SEASONS

ABOUT THE KARZTEC TEMPLE

Imagine, if you will, an Aztec temple. Now add to that a few sprinkles of high-technology and you'll have a pretty good idea as to what the Karztec Temple playset looked like.

The toy had only the front exterior intact, as the back half was hollowed out and filled with trap-laden chambers that potential invaders could fall prey to. There was an interesting "ceremony room" on the top level, but most of the playset was filled with traps.

KARZTEC TEMPLE

TRAITS

SPEAR TRAP 7 (Action Feature)

POISON TRAP 5 (Devastating, Deplete - sight and sight-based Traits)

CEREMONY ROOM 5 (+2 for ceremonial magics and effects)

VINE TRAP 5 (Deactivate - affects motion-based Traits)

ANCIENT TEMPLE 5

PIT TRAP 5

HIDDEN STAIRWAY 4

LASER CANNON 3 (Area)

STAIR-LIKE ENTRANCE 3

ABOUT WEEZLOR'S VILLAGE

Despite being depicted as being underground on the cartoon, the playset was fashioned to look like a treetop village. It had three trees connected by wooden walkways and one swinging rope bridge. Three huts were included and what the box called an "activities platform" was in the center, connected to all the trees. The activities platform had a fire pit in the middle.

The playset's niftiest feature was the inclusion of a critter never seen on the cartoon called, generically enough, "Ground Creature". It looked like a squid that had a dozen little, stumpy legs and two horns. The text on the box indicated that it helped protect the village from outsiders, keeping them from ascending the trees.

WEEZLOR'S VILLAGE

TRAITS

ACTIVITIES PLATFORM 5 (Action Feature)

GROUND CREATURE 6 (Companion: MANIPULATE 3, COMBAT 3, MOVE [Stumpy Tentacles] 2)

FIRE PIT 4

SWINGING ROPE BRIDGE 4

TREES 4

TREETOP HIDING SPOT 4

WOODEN WALKWAYS 4

HUT 3

HUT 3

HUT 3

ABOUT MONSTRO'S FOREST LAIR

Monstro's Forest Lair was a simple green tray with trees and a thornbush that could be attached to it via several different holes for maximum customization. Stickers were added that depicted a bog, a wasps' nest, nasty spore clouds and more! The biggest deal was the rubber vines that action figures could swing on. It also featured a treehouse with a roof, tables and chairs, probably the most expensive part of the playset to produce.

In several episodes that featured Nekrottus' henchman Monstro, the latter was seen for a scene or two in a forested landscape, and usually one with a particular array of trees, bushes, fungi, bizarre flowers, and especially, unmistakably, with vines. An animal-like, eerily strong hulking villain could seemingly not be without vines. Vines were always brought in at inopportune moments on the show, to be used by someone or other as a natural means to climb or swing away, to entangle a foe or a kidnapped victim, or to simply be in the way for a bit, to emphasize that this was the wild and impenetrable jungle.

Monstro's favorite home or hangout when not directly protecting or accompanying his dark master was an unspecified "forest lair" that had darker greens, grays and purples than other areas designated as forest or swamp-land. Next to wild animals of different sizes, Monstro and Weezlor were among the few who could traverse the jungle-like terrain with ease. They were immune to the poisons and pitfalls, and were sometimes directly responsible for wooden traps or obstacles.

MONSTRO'S FOREST LAIR

TRAITS

ENTANGLING VINES 4 (Action Feature)

GHASTLY TREES 7

ROLLING LOGS 6 (Area; Situational Setback –
DN raised by +2 if used rapidly without prep)

BOGGY PATCH 5

TREEHOUSE HIDEOUT 5

MOSSY ROCK 4 (+2 if used to block a way, weigh
down an opponent; +2 if thrown by Bouldarr)

LARGE THORNBUSH 4

SPORE-STORM PLANT 4

TOADSTOOL TRAMPOLINE 3

ROOTS TO TRIP OVER 2

WASPS' NEST 2

SPIDER WEBS 1

CH.3: THE SEASONS

SEASON THREE (1985-86)

When Season Three made its way to TV screens across the world, the *Warriors of the Cosmos* franchise was at the height of its popularity. Kilamir and Grabbo Toys were both sitting pretty, with money rolling in left and right. They had a long-term success on their hands and both companies were ready, willing and able to keep that train rolling by giving their young fans exactly what they were clamoring for: more! More toys, more miscellaneous merchandise, more episodes... more *everything*.

Season One had proven to be a big hit, but Grabbo was strangely reluctant to invest too heavily in the second wave of figures for Season Two. The thought was that many shows go through a "sophomore slump" and they wanted to be well prepared for such a possibility. By

being conservative, they would minimize any monetary ill effects should that transpire. The sophomore slump never happened. Needless to say, when it was time to start producing toys for Season Three, the company went all in. The production values improved exponentially, including the sculpt quality and the "cool" factor of the action features and accessories.

Former Grabbo toy designer, Franco Moss, said, "We had a field day creating the toys in the third batch! We always worked closely with Gerald Peevey, so when he brought in the new character sketches and blurbs, our eyes lit up. Blood-Boiler was my favorite one to design. How can your heart not start beating faster when someone tells you to design a figure that has visible organs in his chest... and that we have the budget to make them throb and for blood to run through it all? That's what dreams are made of. Bigwig was a great deal of fun too. The swappable head tops was Gerald's idea, but we were the ones who got to work all the logistics out. Komputarr was another favorite among the crew due to the way his eyes and mouth lit up and the buttons on his back that triggered computer

FREE!

"Headspin" Action Figure!

Be the first kid on your block to own this exclusive toy of a new hero that will star in the upcoming season of the cartoon!

Collect 5 Warriors of the Cosmos 'proof of purchase' seals and get your free Headspin action figure! Send the seals, along with your name and address, to:

WotC Action Figure Offer
2807 Grand Ave.
Parsons, KS. 67357

- Offer expires May 1st, 1986.
- Allow 10 to 12 weeks for processing.
- Offer void where prohibited, taxed or otherwise regulated.
- Actual toy design may differ from the one shown here.



sounds when pushed. And then there's Velcron who was covered in Velcro so kids could stick him onto surfaces. Just cool, crazy stuff."

Kilamir stepped up their game too. More attention was paid to script quality as well as the animation. The end result was a show that was consistently superior to the competition. This was no small feat considering how many remarkable shows were on the air at that point. The stories told in the episodes had become more nuanced and appealed to older audiences as well. This was an intentional move on the part of Kilamir. Former CEO Matthew Linus explained, "When the show first started, our target audience was between [the ages of] 8 and 10, so after three years, the fans of the show were between 11 and 13. That doesn't sound like much of a difference, but at that age, every year makes a huge difference in their interests and needs. We made the decision to make the stories more sophisticated for the original fans, but still making it accessible and entertaining for the younger set as well."

Ratings stayed strong throughout the entire season and the merchandise was flying off the shelves. The brand was riding higher than ever. The future held limitless possibilities.

"There was an unprecedented sense of optimism in the studio," said series animator Ricky Vaughan, "and it was an exciting time, looking back. The world was our oyster, as the old saying goes. We were getting paid more than most animators in the field and I know the others were too; the writers, production assistants and the rest. It was across the board. Perhaps the coolest thing was that they loosened the reins a bit and let us all go wild with our creativity. I guess they figured we must be doing something right, so we may as well give them even more of it. We did, too. But all this extra good stuff had its consequences. The hours we worked were insane. *Insane*. But we didn't care. Not one tiny bit. My girlfriend at the time sure wasn't happy about it though."

New Heroes

With seven new heroes to showcase, the show's collection of characters was growing. Many fans consider this wave of characters to be the strongest of all, even more so than the original line-up. It also contains a hero that is perhaps the quirkiest character of all: Headspin. Even though he appeared only once, he remains among the most discussed and debated Guardian of Iconia.

- Headspin
- Komputarr
- Patty Wagon
- Snap-Yap
- Trailblazor
- Tuff-Tusk
- Velcron

New Villains

The antagonists that debuted in Season Three are spoken of with great reverence by fans of the franchise. They were creative and integrated well with the existing villains. Plus, two of them don't have any connection to the Blackskull Empire at all.

- Bigwig
- Blood-Boiler
- Bog-Frog
- Master Gorot
- Ob-Noxious
- Sharkbite

New Vehicles

- 3MX
- Boom Bus
- Monsteruck
- Ninjavan

New Playsets

- Patty Wagon's Base
- Bigwig's Floating Palace
- Blackskull Empire Air Base
- Master Gorot's Lair

CH.3: THE SEASONS

3

HEADSPIN

QUALITIES

- ⬡ Breakdancing Urban Warrior
- ⬡ Hero of the people
- ⬡ Inspiring speech

TRAITS

WHIRLWIND HEADSPIN ATTACK 6

(Action Feature)

BEATFOX 4 (Companion: COMBAT 1,
STEALTH 2, MOVE [Run] 2, THINK 1)

DRUMCHUKS 3 (Accessory)

ACROBATIC 3

AGILE 3

LUNARWALK 3

ROBOT DODGE 3



ABOUT HEADSPIN

In one of series' most bizarre episodes, very little of the action involved any of the established heroes of Iconia. Instead, it focused on a small boy who lived in what would best be described as the "slums" of Haven. An unidentified cloaked villain (many speculated

that it was Ob-Noxious in disguise), was terrorizing this child and his family. There was a not-so-subtle inference of the villain being a cartoon version of a drug dealer. Several times, as the villain was seen lurking in the distance, the urban hero known as Headspin would drive up in his Boom Bus, blasting generic breakdancing music. In the final minutes of the episode, the villain finally corners the boy and is shaking him down, as Headspin shows up once again to save the day with his breakdance inspired fighting style, scaring away the generic minions and the villain. Inexplicably, as the last villain runs off in defeat, Azlara and Lorxan show up to join in the breakdancing fun. Headspin explains why talking to strangers is a bad idea, and neither the Boom Bus or Headspin are ever seen again. The episode was not well received at the time, though its sheer strangeness has made it a fan favorite in recent years.

Headspin wields Drumchuks (drum stick nunchucks) and is accompanied by his streetwise companion, Beatfox.

Headspin was intended to be a mail-in figure, but the mail-in offers never materialized. Copies of the figure at conventions are rare and incredibly valuable.

3

KOMPUTARR

QUALITIES

- ⬡⬡ Humanoid Computer
- ⬡ No imagination
- ⬡ Linear thinker

TRAITS

COMPUTER BRAIN 6 (Action Feature, +2 with numbers or figures)

STURDY FRAME 5 (Situational Setback - DN of task is +2 when dealing with his fragile head)

DEFENSIVE SHOCK FIELD 4

HARD DRIVE LASER BEAM 3 (Deplete - Traits related to coordination and physical power)

TARGETING SYSTEM 3

COOL ELECTRONIC VOICE 2

TRIES TO UNDERSTAND HUMANS 2

ABOUT KOMPUTARR

Originally built as a simple treasurer and record-keeper for Haven's government, Komputarr proved to be much, much more when Wee-zlor had stealthily slipped into the vault room. The man-computer was the only person on location and there was no time to sound the alarm. He utilized his vast intelligence and his surprising aim to defeat and capture the villain. King Rastor saw potential in him as a Guardian of Iconia and offered him a spot.

Komputarr has seemingly infinite information stored in his memory banks. That alone makes him useful for almost any mission imaginable. He can analyze almost anything and tell you the probable outcome. What he lacks, however, is imagination and ingenuity. Everything with him is linear. This can be both a blessing and a curse.



3

PATTY WAGON

QUALITIES

- ⬡⬡ Roving Law-Woman
- ⬡ Enigmatic
- ⬡ A little “out there”

TRAITS

COMBAT EXPERT 4

FEARLESS 4

“JUSTICE SEEKER” 3 (Vehicle - Minor)

LAWBRINGER PISTOL 3 (Accessory)

DOGGED DETERMINATION 3

STUN BATON 2 (Accessory, Advantage - If it causes a Setback Token, the victim's next action must be re-rolled if successful)

INTIMIDATING PRESENCE 2 (+2 vs. lawbreakers)

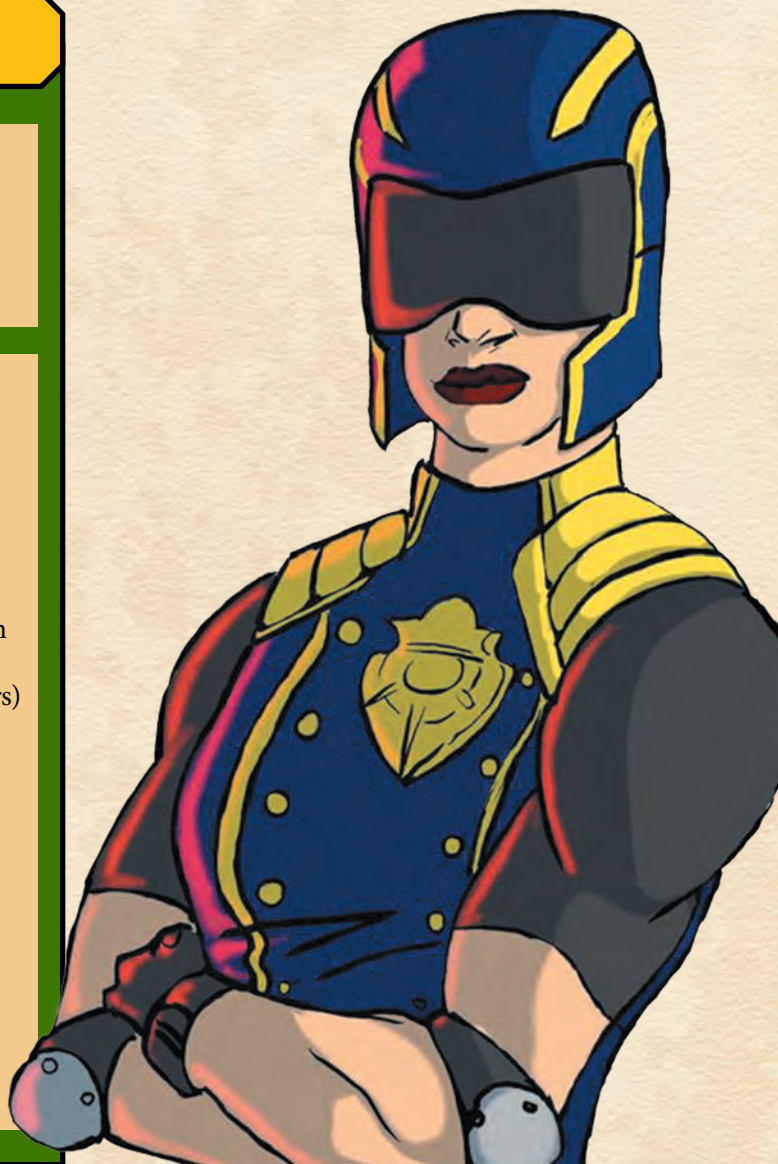
NOTICES EVERYTHING 2

PILOTING 2

“Justice Seeker”

- ⬡⬡ Hover Vehicle
- ⬡ Open-Topped
- ⬡ One-Person Holding Cell

STURDY FRAME 7, FAST 2 (Air; Disadvantage - Can't hover more than two meters off the ground), **RELIABLE 2**



ABOUT PATTY WAGON

Iconia can be a lawless place. This is especially true of the areas further away from Haven. Criminals and cretins of all stripes flee to the outer fringes of civilization. It's a good thing, then, that the relentless bounty hunter known as Patty Wagon scours the land for lawbreakers, bringing them to Haven in the Justice Seeker, a small hover vehicle with a one-person cell in the back.

Where did she come from? Why does she do what she does? Exactly who *is* she? Those are all good questions, but the fact is that nobody knows the answers to them. She is enigmatic, not to mention tight-lipped, so she isn't exactly forthcoming with the personal details. What *is* known is that she wears a badge on her chest, despite not actually belonging to any known organization. When asked about it, she either ignores the question or gives a vague answer. This bizarre behavior leads many to believe that she's a bit off her rocker. Regardless, Patty Wagon is ruthlessly effective at what she does and that's good enough for King Rastor.

3

SNAP-YAP

+1 OOMPH

QUALITIES

- ⬡ Floranian Astronaut
- ⬡ Humor eludes him
- ⬡ Obsessed with rescuing Zelya

TRAITS

- FLYTRAP MOUTH 6** (Action Feature, +2 vs. non-sentient targets, Advantage - Can chew up and digest almost any substance)
- VINEY ARMS 4** (+2 when grappling)
- ASTRONAUT 3**
- PROBLEM SOLVER 3**
- PISTOL 2** (Accessory)
- AFFABLE 2**
- CAPABLE FIGHTER 2**
- MECHANIC 1** (+2 when repairing flying vehicles)



ABOUT SNAP-YAP

After crash landing on Iconia, this Floranian astronaut desperately tried to repair his shuttle, but to no avail. The materials he needed just weren't in his possession. He went in search of the necessary materials and met a blue-skinned psychic named Zelya along the way. The two fell in love almost immediately. His desire to return to his home world four galaxies away dwindled more and more until he made the decision to stay on Iconia for the rest of his years. The couple had found true happiness. Sadly, it wouldn't last.

Master Gorot had learned of Zelya's psychic powers and sent his minions to capture her. Snap-Yap fought valiantly, but he was vastly outnumbered. They left him for dead and delivered the hapless woman to their lord. She remains imprisoned, but her location is a mystery. Snap-Yap has traveled all over the planet in search of her and eventually met the Guardians of Iconia. He was asked to join with the promise that they would assist him in his quest.

Snap-Yap is a talented combatant, but tends to utilize his brains to accomplish whatever task lies before him whenever possible. His Venus flytrap-like mouth is exceptionally powerful and is capable of demolishing concrete blocks and bending steel.

While Snap-Yap is a friendly fellow, he doesn't comprehend humor. He tries to tell jokes but his inability to understand comedy ensures that these jokes are either lame or nonsensical. Still, he continues to try.

3

TRAILBLAZOR

QUALITIES

- Yupor'uh Tribesman
- Fascinated by technology
- Vows to free his people

TRAITS

SWIFT AND NIMBLE 6

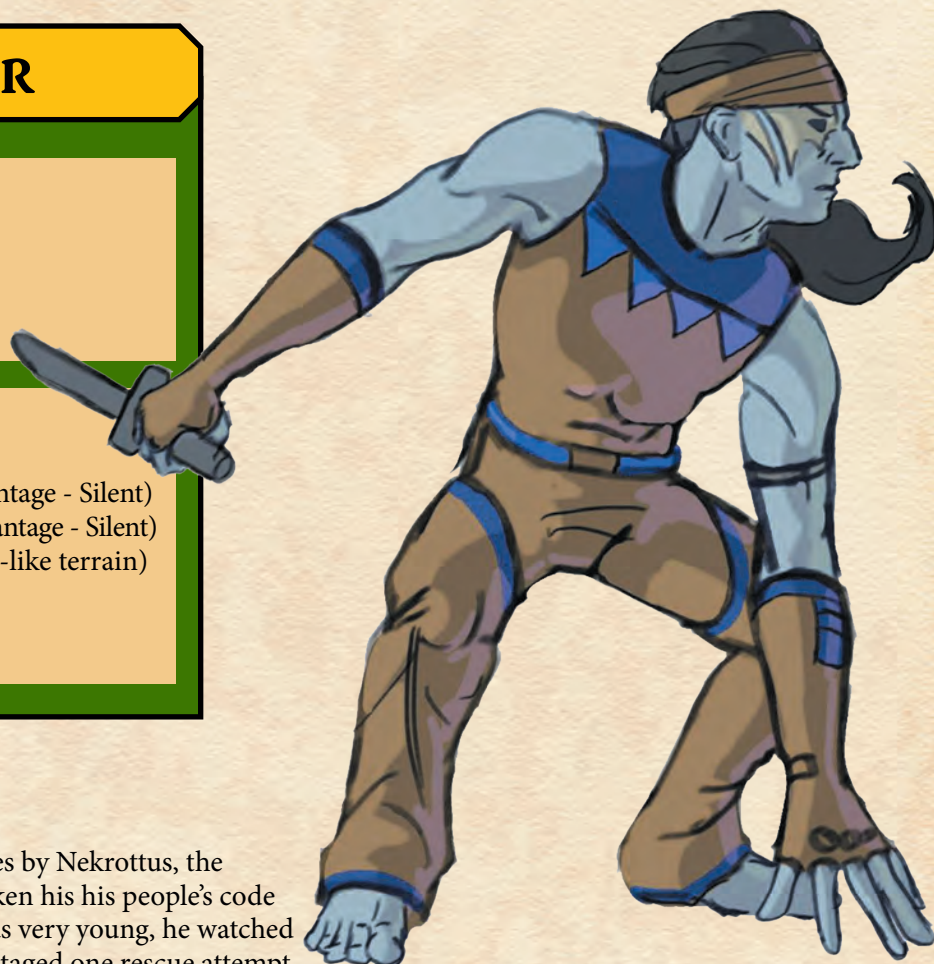
TECHNO-BOW 5 (Accessory, Advantage - Silent)

POWER-GLIDER 4 (Accessory, Advantage - Silent)

STEALTHY SCOUT 4 (+2 in plains-like terrain)

TRACKING 4

KNIFE 2 (Accessory)



ABOUT TRAILBLAZOR

With most of his tribe being used as slaves by Nekrottus, the Yupor'uh known as Trailblazor has forsaken his people's code against utilizing technology. When he was very young, he watched as the few who remained free fruitlessly staged one rescue attempt after another. He knew that they could never be released from their chains without the use of high-tech weapons and gear. It was the only way.

Approaching King Rastor, the young scout asked to be trained in the ways of technology. Being the compassionate soul that he is, Rastor brought him into the fold, so to speak, and allowed him to learn how to implement technology to make him more efficient. He also agreed to help free the Yupor'uh if at all possible.

Trailblazor is ever the effective scout. He uses his personal power glider to quickly and quietly traverse virtually any terrain imaginable. His techno-bow makes no sound at all, which helps him out when subtlety is of the essence... which is most of the time for a scout.

3

TUFF-TUSK

QUALITIES

- ◻◻ Walrus-like Powerhouse
- ◻◻ Has a strong conscience
- ◻◻ Wants to prove his loyalty

TRAITS

JAW-DROPPING STRENGTH 7 (Action Feature)
RUGGED SKIN 5 (+2 vs. blunt attacks)
ROUGH-LOOKING CLUB 4 (Accessory)
SWIMMING 3 (Advantage - Can hold breath for hours)
HEROIC THROUGH-AND-THROUGH 3
LEAPING 3

ABOUT TUFF-TUSK

Created by Nekrottus' dark magic deep in the bowels of the Fortress of Gloom, Tuff-Tusk was intended to be plant. He was to pretend to be a heroic warrior in order to become accepted by King Rastor and the Guardians Iconia, all the while informing Nekrottus of their plans and actions. The evil tyrant made one cardinal mistake, however, by accidentally giving him a conscience. This conscience eventually got the better of him and he came clean to King Rastor and offered his services to him.

Understandably, Rastor was reluctant to trust Tuff-Tusk, as were the other Guardians. He left Haven with his head hanging low due to the shame he felt for allowing himself to be Nekrottus' puppet for so long. Fortunately, a short time later, fate gave him a shot at redemption when he witnessed Blood-Boiler, Vileheart and Buzzard Man on the verge of capturing a wounded Sir Castic. He sprung into action and fended the evil-doers off until help could arrive. Having shown himself to be a true warrior of Good, he was accepted into the Guardians of Iconia with open arms.



SEASON 3

3

VELCRON

QUALITIES

- ⬡ Adhesive Warrior
- ⬡ Sticks to everything he touches
- ⬡ Friends with Merlis

TRAITS

STICKY BODY FUZZ 5 (Action Feature, Advantage - Adheres to everything he touches but wears retractable high-tech gloves)

BULL OF A MAN 4

HARSH ENVIRONMENT SURVIVAL 3 (+2 in subterranean environments; +2 in marshy environments)

LONG SWORD 3 (Accessory; Advantage - Telescoping blade)

LIGHT ON HIS FEET 3

THROW CAUTION TO THE WIND 3

DARKNESS VISION 2

OCCASIONAL COMEDY 1



ABOUT VELCRON

Velcron was brought into the Guardians of Iconia fold by Merlis himself, who found him in Subterranea while hunting for spell components. The wizard was being stalked by a mushroom-like creature when Velcron came seemingly from out of nowhere and forced it to flee. The two became fast friends in a very short time. Merlis knew in his heart that Velcron would make a stellar Guardian of Iconia and he has been proven right on many occasions.

With the ability to adhere to most surfaces, there's practically no limits to where he can go. This ability is granted by the short, stubbly fuzz that covers almost his entire body (represented on the toy by Velcro covering the largest portion of the action figure). He is also remarkably agile and possesses great strength. Between his fuzz, dexterity and power, few people on Iconia can match his climbing proficiency.

The one downside of his adhesive powers is that he sticks to everything his body comes into contact with, which led to many humorous moments in the series. He wasn't a comic relief character, but his presence sometimes added levity to otherwise serious scenes.

3

BIGWIG

QUALITIES

- Cyborg Boss
- Loyal only to herself
- Callous and driven

TRAITS

SWITCHABLE HEAD-TOPS 5 (Versatile; Disadvantage - No sub-Trait can be used simultaneously; *POP-UP LASER HEAD-TOP* [Action Feature], *HELICOPTER HEAD-TOP*, *INVISIBILITY HEAD-TOP*; 3 undefined slots)
"SCARLET STRANGER" 4 (Vehicle - Moderate)
BOSSY 4
CRIMINAL MIND 4
CYBORG BODY 4
WILL OF IRON 4
TOUGH TALKER 3

"Scarlet Stranger"

- Skyship
- Cargo hold
- Escape pod

FAST AS LIGHTNING 4 (Air),
MANEUVERABLE 2, **ARMORED** 5,
LASER EMPLACEMENT 4



ABOUT BIGWIG

Organized crime is an unheard-of concept on Iconia. Or at least it was before the inter-galactic mob boss named Bigwig arrived and set up shop above the planet in her space-vessel-turned-floating-palace. Bigwig is a cyborg with interchangeable head-tops. Each one she puts on gives her a different ability useful in her dubious occupation. One head-top has a built-in laser gun that can pop up. Another one contains a small helicopter blade, allowing her to make quick escapes. Yet another gives her the power of invisibility.

Bigwig is a callous and driven woman whose ambitions are such that she would gladly betray her own mother if it meant earning a proverbial quick buck. Her only loyalty is to herself and that loyalty is absolute! Her hoodlums and trigger-men travel about in small two-man skyships called Getaway Cruisers. Bigwig travels in a similar, but larger and more impressive, skyship that she refers to as the Scarlet Stranger.

Nearly every 1940s-era gangster stereotype imaginable applies to Bigwig. She uses "tough guy" slang straight out of films noir, she wears fedoras and she has affected a New York accent.

3

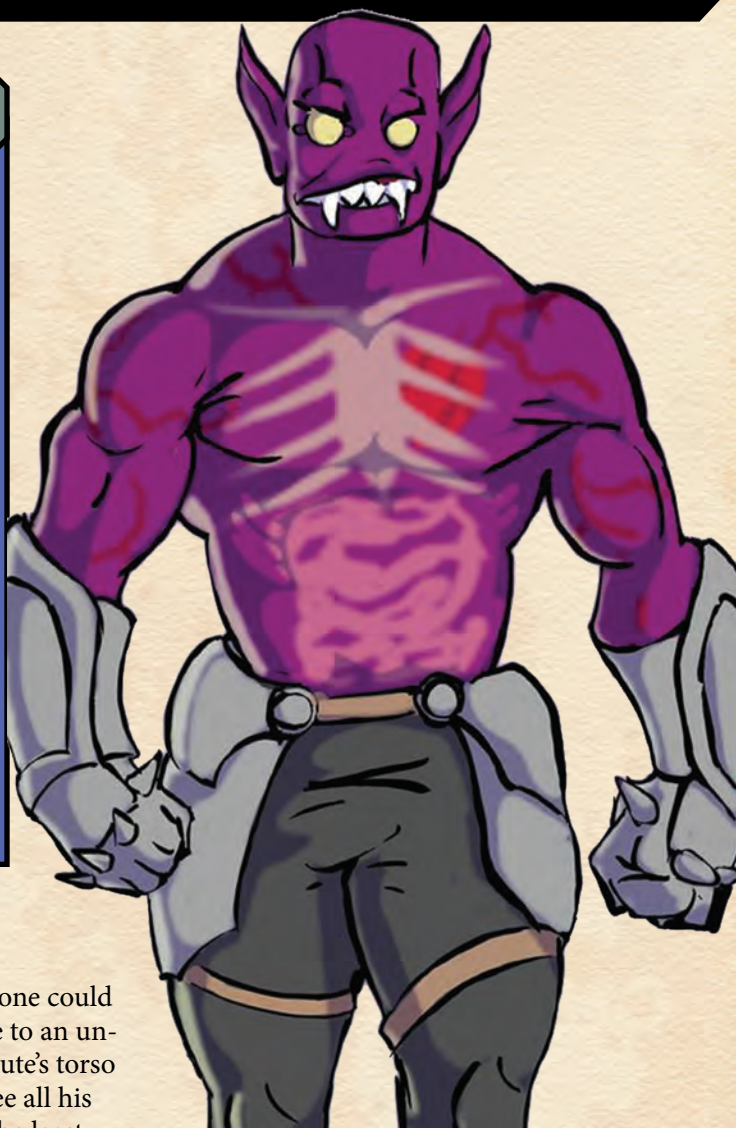
BLOOD-BOILER

QUALITIES

- Brute-for-Hire
- Shrewd businessman
- Randomly peppers his words with “yargle-largle-largle”.

TRAITS

UNSETTLING APPEARANCE 4 (Action Feature)
POWERHOUSE 5
SHRUGS OFF DAMAGE 5
INTIMIDATION 3
WANDERER 3
UNEXPECTED INTELLIGENCE 2



ABOUT BLOOD-BOILER

“Gruesome” and “disturbing” are the two most apt words one could use to describe the strange being called Blood-Boiler. Due to an uncanny birth defect, the skin on the front portion of this brute’s torso is transparent. Anyone casting their gaze upon him will see all his internal organs on full display; an unsettling sight to say the least.

While he is associated with the Blackskull Empire, Blood-Boiler isn’t a full-fledged member. “Freelance operative” best sums up his role. When Nekrottus needs a hulking behemoth to perform some dirty work for him, he sends out his henchmen to search for him with the hope that he’ll agree to whatever mission they have in store for him. If the job involves beating people up and causing chaos, he’s usually all in.

That said, Blood-Boiler is beastly, but he’s no dummy and will turn Nekrottus’ jobs down flat if he feels they aren’t in his best interest (or if there isn’t enough violence involved). He speaks fairly well, but inserts “yargle-largle-largle” randomly among his words.

2

BOG-FROG

QUALITIES

- ⬡⬡ Amphibious Wretch
- ⬡ Loathes humans
- ⬡ Hatred of Nekrottus

TRAITS

- POWERFUL LEGS 5 (Action Feature)
- DIRTY TRICKS 4
- SCRATCH-BUILT SPEARGUN 3 (Accessory)
- AMPHIBIOUS 3
- PREHENSILE TONGUE 3
- ARMOR 2
- SLIMY SKIN 2



ABOUT BOG-FROG

The blackhearted Bog-Frog is as wicked as anyone in Iconia. His cruelty is legendary, as is his hatred of “filthy humans”. He is the most menacing wretch ever to emerge from the Haunted Marsh... and that’s saying something! How he joined the Blackskull Empire is anyone’s guess, as it was never disclosed in the series. What *is* known, however, is that Bog-Frog doesn’t like Nekrottus and the feeling is mutual on Nekrottus’ end. They only tolerate each other because out of necessity. Bog-Frog’s nastiness and efficiency has proven to be a valuable asset to the Blackskull Empire time and time again. Similarly, having the Blackskull Empire’s resources has benefitted Bog-Frog greatly. So in spite of their disdain for one another, they have learned to coexist for their individual gain.

Bog-Frog is an amphibious being who is as good at swimming as he is as using his insanely strong legs to leap great distances. In combat, he uses dirty tricks, a homemade spear gun and his long, prehensile tongue to gain an edge over his enemies.

4 MASTER GOROT

QUALITIES

- ⬡ Fearsome Sorcerer
- ⬡ Dramatic body language
- ⬡ Territorial
- ⬡ Reclusive
- ⬡ Refuses to ally with anyone
- ⬡ Leads a huge cult

TRAITS

ESOTERIC SORCERY 6 (Versatile: *PURPLE ENERGY WHIP* [Action Feature, +2 vs. characters with Traits that represent artificial armor], *MIND CONTROL* [Area], *MIND BLAST*; 4 undefined slots)

ALL-KNOWING 5

“DEVIL DOG” 4 (Companion - Dog; COMBAT 3)

CHARISMATIC 4

MYSTERIOUS 4

“DOLSYREN” 2 (Companion - Human; STEALTH 1, THINK 1, MANIPULATE 1)

ROBE OF PRIMAL DARKNESS 4 (Versatile: *TELEPORTATION*, *FORCE FIELD*; 4 undefined slots)



ABOUT MASTER GOROT

Operating from a remote lodge in the Craggs and the caverns that lie beneath it, Master Gorot is a force to be reckoned with. Even Nekrottus leaves him alone. His sorcery is said to be nearly without limits, making him a fearsome enemy. It's not just his dire wizardry that is formidable; he also has hundreds—possibly *thousands*—of black-robed followers, many of which are sorcerers as well. They are fanatical and absolutely loyal to him. His right-hand man, Dolsyren, is a jittery, awkward man who dresses in tattered, earth-toned attire. He takes care of the place while Master Gorot is away. Additionally, he has a sinister black dog who attacks anyone Gorot commands him to.

Master Gorot is a contemptible being with dark agendas unknown to all but Dolsyren and himself. He speaks in a dramatic manner, his arms gesturing ominously all the while. He doesn't like being disturbed and will react harshly toward interlopers. He simply doesn't approve of such interference.

Unlike most of the villains on the series, Master Gorot hasn't aligned himself with Nekrottus. In fact, he thinks of the tyrant as something of a nuisance, but tolerates his existence because he offers a distraction for the rest of Iconia. After all, if they are engaged in a power struggle with Nekrottus, they'll be too preoccupied to obstruct his activities.

2

OB-NOXIOUS

QUALITIES

- ⬡⬡ Disgusting Minion of Nekrottus
- ⬡ Terrible hygiene
- ⬡ Mannerless

TRAITS

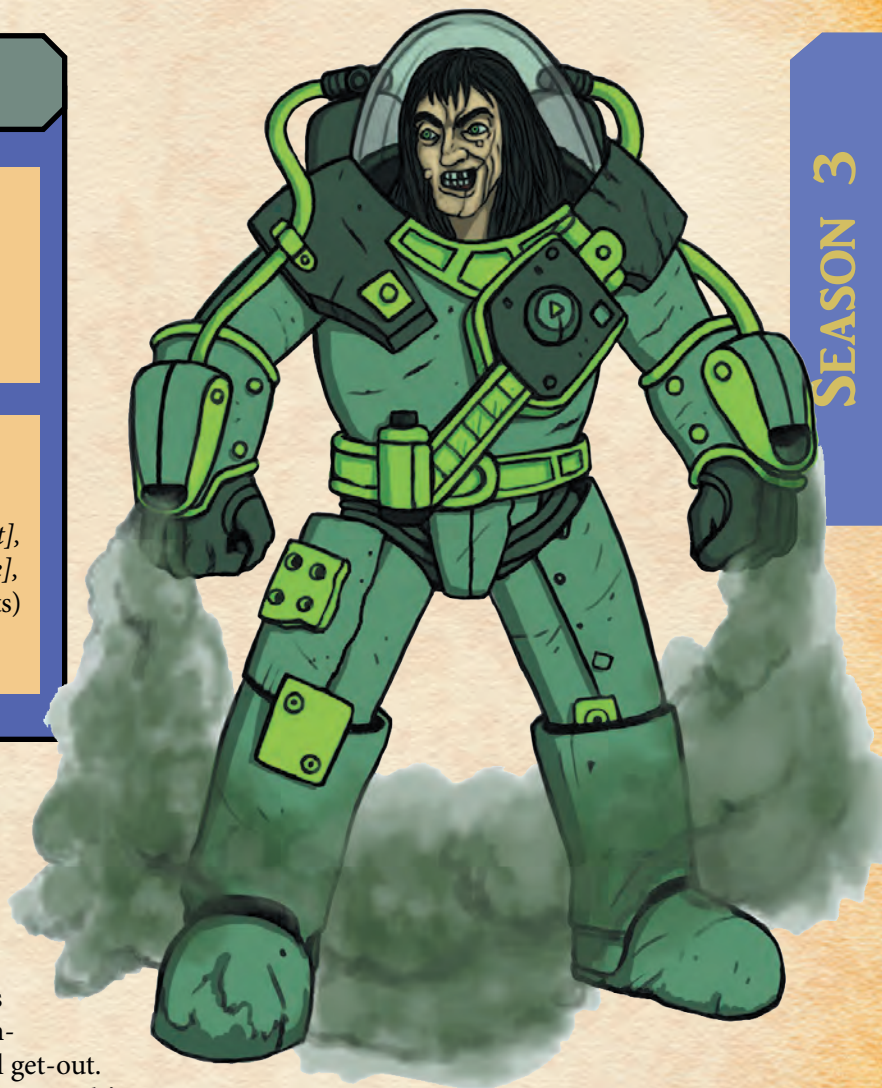
FILTHY POWER ARMOR 5 (Versatile:
PROTECTION [Advantage - Sealed environment],
TOXIC SMOKE PROJECTORS [Action Feature],
STRENGTH ENHANCEMENT; 3 undefined slots)
INCONSIDERATE PERSONALITY 2

ABOUT OB-NOXIOUS

What's that rancid odor? Chances are, Ob-Noxious is nearby.

Ob-Noxious is exactly what his name implies. That is to say he smells awful! It seems fitting that his personality matches his name as well... he's obnoxious as all get-out. He butts in on conversations, snatches food from other people's plates, cuts in line, belches loudly, and makes rude and unfunny jokes.

One may wonder why Nekrottus keeps him around. That's easy! He keeps him in his employ because, in spite of his odious demeanor, Ob-Noxious gets the job done. His power armor is dented and stained and dirty and battered, but it grants him a significant boost in strength and makes him nearly impervious to damage. Additionally, the generator on his back whips up toxic smoke that is then released through the exhaust tubes on his armor's forearm pieces.



3

SHARKBITE

QUALITIES

- ◻◻ Aquatic Henchman
- ◻ Corrupted and controlled by Nekrottus
- ◻ Was once a noble hero
- ◻ Needs to be in water often

TRAITS

CHOMP ATTACK 5 (Action Feature)

SWIMMING 5 (Advantage - Can breathe underwater)

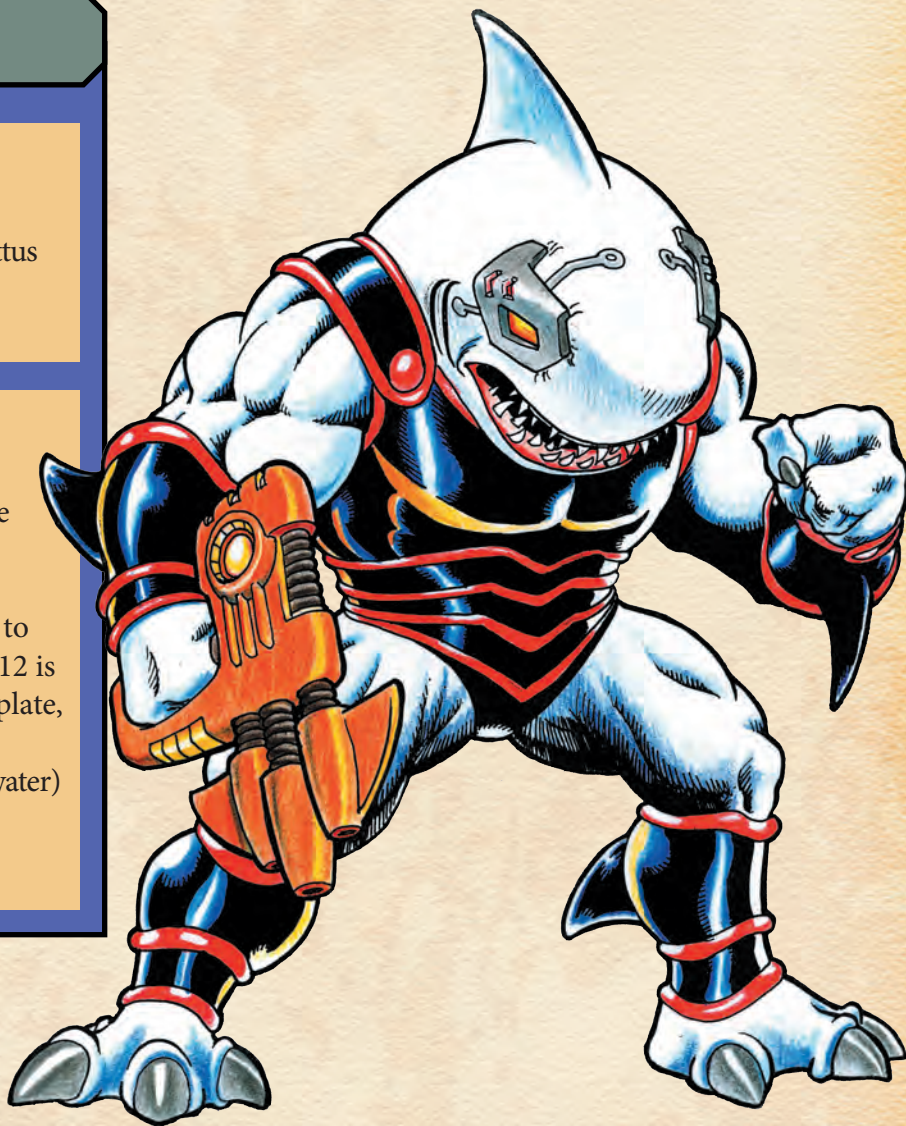
SHARK STRENGTH 5

THICK SKIN 4 (When this Trait is used to avoid a Setback Token, roll a die. If a 9-12 is rolled, the attack hit his armored chest plate, adding 2 to the Trait's rating.)

FINNAR PISTOL 3 (Accessory, +2 underwater)

CYBERNETIC EYES 2

PRIMAL ROAR 2



ABOUT SHARKBITE

Dwelling in the depths of the Verilius Ocean, the Finnars were once a common sight. One hundred years ago, a plague decimated most of their population. They've been in decline as a civilization ever since. One Finnar planned to change all that: the powerful warrior named Sharkbite. He learned that there was a rare plant somewhere on Iconia that could halt the effects of the plague so that his people could once again thrive.

Without even an ounce of hesitation, Sharkbite ventured onto dry land in search of this elusive plant. What he found instead was trouble, in the form of Nekrottus and his Blackskull Empire. When the aquatic hero intervened in one of Nekrottus' plans, the evil despot used his dreadful magic to corrupt him and bring him under his control.

3MX

QUALITIES

- Three-Wheeled Off Road Transport
- Gravity-defying stunt
- People-powered

TRAITS

OFF-ROAD 4 (Mode of Travel: Rough Terrain)
SHREDDING 4 (Mode of Travel: Land)
TRICKS 3 (Mode of Travel: Air)
NUMBER PLATE SHIELD 3

ABOUT THE 3MX

BMX bikes were all the rage, but toy designers realized that two wheeled vehicles didn't stand up on their own, thus they created the three wheeled 3MX. Each toy came with stickers so owners could customize the number-plate, each warrior of Iconia had their own 3MX complete with custom number-plate. The episodes that strongly featured the 3MX focused on BMX style stunts, as well as showed the villainous vehicles running out of fuel, while the people-powered 3MX were able to continue on.



BOOM BUS

QUALITIES

- Auditory Personnel Transport
- Intimidates villains
- Brings joy to urban areas

TRAITS

MAKES PEOPLE WANT TO DANCE 5 (Area)
PLAYS ACTUAL MUSIC 5 (Area)
LARGE 5
ARMORED 4
ROOF MOUNT 3 (Accessory)
CITY TRANSPORT 3 (Mode of Travel: Land)

ABOUT THE BOOM BUS

Headspin's signature vehicle was a working boom box that came with a cassingle. Side one contained several generic breakdancing songs, while side two contained the *Warriors of the Cosmos* theme as well as several songs to be played as the heroes entered battle. Picture a school bus yellow boom box, with some urban graffiti on it, a cockpit in the front large enough to hold one driver and two other figures, on wheels, and you have a decent idea of what the Boom Box looked like. The top of the boom box had pegs so several heroes, or Beat Fox, could stand atop it as it entered battle.

CH.3: THE SEASONS

MONSTERUCK

QUALITIES

- Monster Truck
- Crushes other vehicles
- Loud

TRAITS

MONSTER MOUTH 5 (Action Feature)
4X4 ALL-TERRAIN MOVEMENT 5 (Mode of Travel: Land)
RUGGED 4
CRUSH 3 (+2 to Vehicles)
JUMP 3 (Disadvantage - Must go over ramp)

ABOUT THE MONSTERUCK

The villainous Monsteruck was a Monster Truck designed to crush the puny vehicles of the Warriors of Iconia. Monsteruck had an operating mechanical mouth in front, and could hold one driver and one additional character in the bed of the truck. Fans clamored for heroic response to Monsteruck, but it never appeared.

NINJAVAN

QUALITIES

- Villainous Ground Transport
- Roof mounts
- All-black

TRAITS

SHURIKEN LAUNCHER 4 (Action Feature)
STURDY 4
RELIABLE 3 (Mode of Travel: Land)
ROOM INSIDE 3
SLIDING DOOR 2

ABOUT THE NINJAVAN

A mini-van for the bad guys! You bet! Yes, it was painted black, and was able to shoot shurikens, but no one has ever thought minivans were cool, and the Ninjavan was no exception. It was pretty lame.

CH.3: THE SEASONS

SEASON 3

ABOUT PATTY WAGON'S BASE

The smallest playset in the line, Patty Wagon's base was essentially just a tiny (7 inches tall and 4 inches wide) stronghold that looked a bit like a castle tower, complete with parapets on the roof and a giant crossbow device for Patty to operate. The entirety of the stronghold's interior was devoted to a bare bones jail cell. Though it was modest in size and special features, it was among the best sculpted of all the playsets.

PATTY WAGON'S BASE

TRAITS

CROSSBOW 5 (Action Feature)

JAIL CELL 4

PERSONAL STRONGHOLD 4

ABOUT BIGWIG'S FLOATING PALACE

This playset was essentially a disc-like platform with a transparent stand to make it look as if it was floating. On top of the platform is a central building, supposedly Bigwig's headquarters. It has a wall monitor, control panels and a desk that looks like something from an old film noir. Around the edges are various weapon pods, presumably so her followers can rub out anyone who gets too close. Originally, the playset was going to have a clear dome that could be placed over the platform, but budget restraints kept that from happening in the end.

BIGWIG'S FLOATING PALACE

TRAITS

FLOATING 6 (Action Feature)

BIGWIG'S HEADQUARTERS 4

WALL-MONITOR 3 (+2 when used for scrying)

CONTROL PANELS 3

DESK 2

HIDDEN PLANS 2 (One-Shot)

TRANSPARENT FORCE FIELD 2

ABOUT MASTER GOROT'S LAIR

Deep in the Craggs lies Master Gorot's despicable lair, where he and his followers perform arcane rituals for their inhuman magic. The compound revolves around what he refers to as the lodge; an adobe structure that acts as his living quarters and inner sanctum. It is filled with shelf after shelf of dusty tombs from ancient times! Another important feature of the compound is an exterior summoning circle made of a large circular concrete platform with six poles jutting up from its edges. A chunky stone slab with runes etched on its sides sits near one of the edges of the slab; that is where Gorot himself lies during extremely complicated rituals.

MASTER GOROT'S LAIR

TRAITS

SUMMONING CIRCLE 6 (Action Feature;
Oomph Powered)

GOROT'S INNER SANCTUM 7

TOME-FILLED SHELVES 3 (+2 for any magics;
Fickle)

LIVING QUARTERS 3

THE LODGE 3

CH.3: THE SEASONS

BLACKSKULL EMPIRE AIR BASE

This medium-sized playset, though never very popular as a toy item and somewhat rare, came out at the end of Season Three, and was cleverly devised as a versatile, quickly assembled villain add-on base to include parts of the Blackskull Empire's typical structures seen in the cartoon. It helped to make the Blackskull Empire's resources look slightly more impressive and intimidating in toy form. After the *Warriors of the Cosmos* line had already got several vehicles designed specifically for the villains, and it was clear that the bad guys had an "empire" and not just one secret base or headquarters, toy designers came up with a great set of smaller plastic parts that helped simulate the idea of several well-organized and efficient bases: all the flying vehicles so far made for the Blackskull Empire villains could be placed along or next to the docking area that formed a six-pointed star on the ground when all the parts were snapped together, just so it looked like they were being repaired, cleaned, refilled and refueled as at an air base. A toy vehicle could be attached to a peg on the end of any of the beams, or simply be positioned next to it, and it would still look connected. Since the existing vehicles could be rearranged on the beams in any order, and several kids with *Warriors of the Cosmos* toys could use the air base together, it had quite a lot of long-term play value. Two or three of the villain action figures could be made to stand at panels in the small control cabin, overseeing the action. You did not even need to set up the entire six-pointed star shape, instead using just two or even one of the crude horizontal beams, and the cabin on a scaffold next to it. So, the docking station would always move around and change in size. The four stylized, almost spear-like antennae were loose parts with bases that could go anywhere. They could also form a square in the middle, if you stuck them into holes in the beams instead.

A narrow gangway with four tiny wheels in its base could be attached elegantly to the cabin portion, or moved around effortlessly to any of the vehicles at the base. Of course, children at home could also move these stairs to objects like a nearby cabinet or sofa, or just a cardboard box. A cargo wagon, not entirely scaled to the action figures and not much bigger than a "shopping cart" with Blackskull Empire symbols on it, was originally placed below the control cabin. It could fit in there or between the beams, the cabin, and the gangway, in any order. The battery box piece was entirely black and included only to suggest that this was an energy cell or other vital cargo for the villains' vehicles. It could fit inside the cart, i.e. the cargo wagon.

It is widely believed that Grabbo Toys did not sell very many units of this playset, and soon exchanged it for something else in their catalog, because kids felt it wasn't aggressive-looking or action-packed enough. After all, they didn't use *Warriors of the Cosmos* to play "airport," and the set did not include a new interesting-looking cannon, a trap door or other gadget. It was basically just generic support, and required that the kids already owned at least one or two of the more expensive vehicles. With a playset of this sort, it is also not hard to guess that it has become hard to find in complete form, with none of the small movable parts missing or damaged.

BLACKSKULL EMPIRE AIR BASE

TRAITS

DARK METAL SHIELDING 7 (+2 to block or deflect fire from small energy weapons)

INTERLOCKING DOCKING BEAMS 6

CARGO WAGON 6

BLACK ENERGY BATTERY BOX 5 (Accessory)

CONTROL CABIN 4

MOVEABLE STAIRS 4

SPIKE-LIKE ANTENNAE 2 (Accessory)

The Power of Iconia: An interview with Kilamir's Head Honcho Matthew Linus

by Don Mellon

Since making its debut three years ago, *Warriors of the Cosmos* has become a household name. Parental and church groups hammered at it with criticism, especially in regard to the franchise's lead villain, Nekrottus, but that hasn't slowed the juggernaut down one iota. In fact, many claim it brought the show and its toy line an unprecedented amount of mainstream interest that propelled it further.

As of the time of this writing, *Warriors of the Cosmos* fans have seen almost the entirety of Season 3, with only a handful of episodes remaining to be aired. We had a chance to sit down with Kilamir Studios head Matthew Linus and discuss both the show's present and its future.

Season 3 is wrapped up in terms of production. What are your feelings on it now that it's in the can?

I think it's the strongest season yet. Our writers spent the first two seasons learning what this crazy Iconia place is all about and with the third season, they were able to play around in the sandbox a little more. They deliberately tried new things and I think the payoff was huge.

What kind of new things did they try?

Well, for starters, they broke the whole everything-revolves-around-Nekrottus mold with the introduction of Master Gorot and Bigwig. Suddenly, the Guardians found themselves facing two new threats. I think it's important to show that Iconia has numerous major league bad guys. Nekrottus' Blackskull Empire may be the biggest threat, but it isn't the only threat.

Will the Blackskull Empire fade into the background a bit now?

Not at all. He's the main bad guy and always will be. There's no replacing Nekrottus. However, you have to break up the usual pattern. Throw in some stories that don't revolve around Nekrottus. Hell, he's evil, but even evil overlords need a break sometimes. That's a tough racket. [laughs]

Switching gears a bit, I have to ask: What's the deal with Headspin? Prior to the beginning of Season 3, he was being advertised as being a big deal on the season to come. But that never happened. He showed up in a really awkward



episode and didn't do much. To make things more conspicuous, Grabbo offered a mail-in action figure but the kids who sent their proof of purchase stamps were given a repainted Oshida toy instead.

Hoo boy! Where do I begin? First of all, I can't really discuss what's going on with the folks at Grabbo, for several reasons. On our end, Grabbo gave us this character they wanted us to include in the show. However, they pitched us the details toward the end of production, so we had very little time to include him. The other writers were engaged with other episodes and projects so we hired a freelancer named Jay Nabbers to pen it. Apparently, Jay was one of the only people in the universe who knew virtually nothing about *Warriors of the Cosmos*. He was given the series bible, but later admit that he just quickly skimmed through it. The result was, as you mentioned, a really awkward episode that felt out of place. Basically, it slipped through the cracks because had I read it, the episode would have been scrapped.

Will we see more of Headspin?

God, I hope not. The Boom Bus vehicle is nifty though. It was created before Headspin and Beat Fox. They created those characters specifically to match the vehicle. That's why the Boom Bus was released in stores.

Let's talk character designs. The new hero and villains are more eccentric than previous ones. You have a guy who is a humanoid Venus Fly-trap, a mob boss with various head tops, a man whose guts you can see... and so on. Who is responsible for this?

We have a very unique relationship between us, Grabbo and Gerald Peevey. When it comes time to gear up for a new season, we have a series of brainstorm sessions. We discuss what we already have, what we don't have, what the line needs and just what would be fun to do. When these sessions are finished, we have our list of characters, vehicles and playsets. It's a collaborative process really. If I had to nail down the one person most responsible for the character selection for Season 3, I'd have to say Gerald. At the beginning of the first brainstorm session for this season, he stood up and told us that he wants us to think outside the box and not to feel limited by what has come before. He wanted weird, he wanted bizarre, he wanted new.

How about the future? What can we expect from Season 4?

A lot more of what we started with Season 3. I know that's vague, but honestly, I think that sums it up. We also want to open Iconia up to a wider audience, so we have something really cool planned.

Can you elaborate?

Sure, but not too much. Our idea is to expand Iconia so that girls are more interested in it. I think we have a good shot at drawing in that particular demographic. We have discussed all the things girls like and have a special episode planned that will bring those elements to the forefront. Girls love cooking, horses, fashion, glitter and that kind of stuff. Why not integrate that into Iconia? If the episode does what we expect it to do, we're going to do a spin-off series tentatively titled "Warrior Women of Iconia".

Will we see all new female characters or will it just be Azlara, Hawk lady, Noblara and Sure-Shot?

Both, actually. The existing women will be involved, but we're also bringing in new female characters as well. If the spin-off happens, we even have an entirely new rogues gallery waiting to be fully developed. It's exciting to think of the possibilities.

(Continued on p. 123)

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SEASON FOUR (1986-87)

The fourth season of *Warriors of the Cosmos* more or less continued what was started in the previous season. That is, the writers and animators were given a great deal of leeway, which showed unprecedented confidence in their creativity. Very few scripts were vetoed, the general feeling among those at Kilamir and Grabbo being that the show could do no wrong in the eyes of the fans.

“Perhaps we took it too far,” admitted writer Gabe Renny, “but we really couldn’t help ourselves. Iconia represented such a massive canvas for us to work on, so we went for the gusto and did some crazy stuff. For me, I had fun with introducing the primary lawman of Haven. It opened up some cool non-Blackskull storylines that wouldn’t have been possible otherwise. Hell, we were telling crime stories. What other fantasy, science fiction show was doing that at the time?”

One of Kilamir’s biggest gambles came in the form of a backdoor pilot for a spin-off series that was to be called *Warrior Women of Iconia*. The goal was to expand the franchise’s appeal to the girl’s market by focusing on the staple female heroines such as Noblara, Sure-Shot and Azlara. Several new women were introduced as well, namely Armora, Afterburn and Submersia. The episode, which aired late in the season, saw the women moving into a castle elsewhere in Haven, thus forming their own team. The episode was not well received, as it was all too obvious the writers were pandering to girl viewers at the expense of drastically changing the tone of the setting. The established characters were suddenly adorned in more feminine attire. The worst offense was Sure-Shot’s pink chaps and cowboy hat. In the end, it didn’t attract the fairer sex and it baffled the existing fanbase. The spin-off never materialized and the new team was never mentioned again.

Series writer Blake Veer recalled, “Most of us thought it was a mistake and we voiced our opinions, but the Kilamir folks were having none of it. They swore up and down this was the way to break through to an all new audience. We were good soldiers, though, and did whatever we could to salvage the silly idea. But when all of us writers saw what they did, visually speaking, to the existing characters, we couldn’t believe our eyes. It was strange because the new female heroes were actually pretty incredible and

didn’t look overtly girly. We found out later that had the spin-off happened, they were going to give them pastel outfits and all that nonsense. I saw the character designs and they were bad. Just awful! Sadly, they managed to release the sexist vehicles and the equally sexist castle playset in the regular *Warriors* toy batch.”

The backdoor pilot wasn’t the biggest controversy surrounding Season Four, however.

Season Four was, according to Kilamir’s agreement with Gerald Peevey, going to be the final season, culminating in what Peevey described as “an epic hour-and-a-half finale”. The problem was that the franchise was so lucrative that Kilamir was reluctant to let it go. It was decided that the show would indeed go on and that the finale would not make it to the production room floor. When Peevey was informed of this decision, he was rightfully irate. It required a lot of effort to talk him into staying on board.

According to Gerald Peevey himself, “I felt betrayed; *seriously* betrayed. The idea was always to tell this story of grand adventure that had a beginning and an end. Sure, we went all over the place in between, but it had to have that definitive conclusion wrapping everything up. From the very beginning, that’s how I had it visualized. The guys at Kilamir agreed too. They acted like they were excited about it. But when it came time to make it happen, they let dollar signs cloud their vision... and I feel the series’ legacy suffered because of it.”

The script for the finale, thought to have been lost to history, was located in 2014 by a young couple clearing out the basement of a house they had just purchased. It was in an old file cabinet, along with a slew of other *Warriors of the Cosmos*-related papers. They nearly threw it away until the husband noticed what it was and rescued it before the unthinkable could happen. As it turned out, the house had once belonged to Gerald Peevey himself. He purchased the script back from them for an undisclosed amount of money.

The show’s ratings took a dip toward the end of the season and merch sales dropped off too, sending Kilamir Studios and Grabbo Toys into a panic. Audiences, especially younger ones, have notoriously short attention spans. It’s an amazing feat for any show to retain the kids’ nigh-undivided attention for four full seasons. The audience began to find its way to other, newer, cartoons and toy lines. *Warriors of the Cosmos* was losing its luster, a fact that was not lost on the powers that be.

CH.3: THE SEASONS

New Heroes

Season Four marks the first and only time in which there were more female heroes made into toys than male heroes. Overall, the selection was eclectic, though not considered as strong as the offerings in previous seasons.

- Afterburn
- Armora
- Bubblor
- Sheriff Stalwart
- Submersia

New Villains

The villains found in the Season Four wave were, conceptually, all over the place. From an actual ghost to a criminal who looked like a rail baron from the 1800s, the variety was staggering. Whether this is a good thing or a bad thing depends on who you ask.

- Cassidy Mulligan
- Ghostra
- Grumbler
- Kree-Churr
- Max Rudo

New Vehicles

- Conversatile
- Lunacycle
- Blitzing Arm Arrow
- Campouflage

New Playsets

- Warrior Women's Citadel
- Lunacycle
- Ghostra's Tomb
- Abandoned Robot Base

The Animated Movie and Warrior Women of Iconia

Though we didn't include all the details of the ill-fated animated movie and Warrior Women of Iconia series in this section, you can get the full low-down in the next chapter, including new characters and vehicles, as well as re-tooled versions of existing characters. The Animated Movie section starts on page 143 and the Warrior Women section starts on page 155.

GERALD PEEVEY ON THE PROPOSED WARRIOR WOMEN SPIN-OFF

You want to know what happened, why the spinoff never happened? I'll tell you, it was real simple. They screwed me, and more to the point, they screwed the viewers. In the middle of Season Three, they pitched me the idea.

They wanted more female characters, more female heroes. I was not convinced we *had* female viewers, but then I thought about it and realized it didn't have to be about female viewers, it could be about creating strong women. When I realized this, I started jotting down ideas. Of course, there would be female warriors. With all this evil sweeping over the land, it would not just be the men who would take up arms, it would be anyone. I was jazzed. We weren't stupid, we knew ratings were good, and they wanted to cash-in. And then, Grabbo sent over the packaging and some of the prototype toys. They showed us a teaser reel. This WAS NOT Iconia. They wanted a franchise for girls. They thought this franchise, my baby that they were slowly destroying, would support a rainbow coat of paint and sparkles and that girls would like it.

Viewers wanted quality. End of story. The disbelief required to accept that this was the same Iconia, where the biggest problem was not having enough star flour to make muffins, was bewildering. Did I phone it in? I sure did. This was total and utter garbage. I am not saying having characters fret about star flour is a bad thing, but if you want viewers to believe there is a fully-realized world where evil threatens the existence of every living thing, you cannot in a spin-off declare that a dress was ripped for the Lunar Solstice Formal Declare has an importance.

To give you an example, they took Armora, who was a total bad-ass in the backdoor pilot, and in her Warrior Women toy, they wanted to have—I am not making this up—armor that lit up pink with the power of Love, or as they called it El Power De Amor. I guess they thought this was clever, Amor- Armora. And her Power Sword, replaced by a rose. Did I sabotage the Warrior Women? No. I fell in love with them, they are some of my most favored creations. Having to think outside the box reignited my fire.

But, I would not stand by and allow these strong women to be denigrated so and reduced to dolls with hair that could be combed. Not without a fight. These were action figures. This was a battle for Iconia! Ratings tanked in the second half of the season. Do you really wonder why?

CH.3: THE SEASONS

3

AFTERBURN

QUALITIES

- ⬡⬡ Pilot Without Peer
- ⬡ Adventurous
- ⬡ Daredevil
- ⬡ If it can be driven, she can drive it!

TRAITS

PILOT 7

DRIVE 4

MECHANIC 3 (Deactivate - vs. mechanical-based Traits)

VEHICULAR COMBAT 3 (Big Attack)

CONFIDENT 3

DEATH-DEFYING STUNTS 3

TOUGH 2



ABOUT AFTERBURN

The young woman known simply as Afterburn is the daughter of King Rastor's personal pilot and mechanic, Grummus. Growing up, she clung to her father as much as possible, absorbing all the knowledge she could by watching him and asking a million questions. Unlike her father, though, she had an adventurous streak that simply couldn't be satiated, despite his best efforts to quell it.

Adulthood brought with it absolute freedom to explore her lust for excitement... and explore it she did! Afterburn was in the cockpit of every aircrusier she could get her hands on, roaring through the air with a big smile on her face.





Eventually, she surpassed even her father in terms of piloting skill, though she has yet to equal his ability to repair vehicles. She could never be happy doing Grummus' job of shuttling the king from place to place. She needed to be on the front lines of the battle against the Blackskull Empire; she needed action, excitement and danger.

When Noblara offered her a position in the new Warrior Women team, she jumped on it without hesitation.

3

ARMORA

QUALITIES

- 
 Noble Armored Warrior
-  Hand-picked by King Rastor
-  Single-handedly saved the kingdom

TRAITS

FLIGHT 4 (Action Feature)

POWERED ARMOR 5 (Versatile: *ENERGY BLASTS* [Area], *HEIGHTENED STRENGTH* [Big Attack]; *PROTECTION* [+2 vs. Villains with Star Power: 2 or less]; 3 undefined slots)

POWER SWORD 4 (Accessory)

COURAGEOUS 4

TACTICS 2

TOUGH 2



SEASON 4

ABOUT ARMORA

Rising from the ranks of the Palace of Justice's elite guard, Armora distinguished herself by saving the entire kingdom single-handedly. She had been training in the wilderness when she came upon Max Rudo and Blood-Boiler setting up a device that was capable of causing paralysis in everyone within Haven's borders. Once the citizens were indisposed, Nekrottus and his minions would take over the kingdom once and for all, with no one to stop them. Unfortunately for them, Armora had no plans to let that plan come to fruition.

She bravely confronted the villains, defeating them in the ensuing battle before disarming the dangerous gadget before it could cause any harm. King Rastor was so grateful to her noble actions that he had a special suit of powered armor crafted for her and offered her a place in the Guardians of Iconia.

When Noblara hand-picked her Warrior Women team, Armora was on her shortlist, a worthy addition, to say the very least. Her powered armor offers her protection against even the most devastating attacks, allows her to emit energy blasts and grants her the ability to soar through the skies. Add to that her courage, sense of honor and ethics and you have the perfect candidate for such a team.

3

BUBBLOR

QUALITIES

- Heroic Master of Traps
- Friend of animals
- Iconia's greatest hunter

TRAITS

NETS 5 (Action Feature, Area, Deactivate - movement-based Traits; Deplete - motion-based Traits)

AT HOME IN THE WILD 4

COMMUNE WITH ANIMALS 3

ENCHANTING SCENT 3

LARGE 3

MALLEABLE FINGERS 3

TRAPMASTER 3



ABOUT BUBBLOR

The warrior known as Bubblor might be Iconia's best hunter. But he doesn't catch wild animals for fun, or even for food to eat – there are plenty of others who do that work. Bubblor's job has always been to find wild creatures and make sure they don't get hurt. He rounded up the horses that Sure-Shot keeps in her stable and caught Gro-D's pet skunk when it got loose in the Palace of Justice.

Bubblor was in the wrong place at the wrong time; he was tracking a wild forest deer when he wandered into a pool of pink fluid, the remains of some nefarious plan Nekrottus was working on to conquer the rest of Iconia. Before he knew what was happening, Bubblor's body changed; he grew bigger and, strangely, sweet-smelling. He discovered he could create nets with his stretchy fingers... and that his enchanting scent made wild things (and the soldiers of the Blackskull Empire) lower their guard.

3

SHERIFF STALWART

QUALITIES

- ⬡ Grizzled Protector of the Law
- ⬡ Not afraid to get his hands dirty
- ⬡ Experienced

TRAITS

I'M THE LAW 'ROUND HERE 5 (Action Feature, Deplete - personality-based Villain Traits)

LASER PISTOL 4 (Accessory, Area)

ARMOR 4

KNOWLEDGE OF HAVEN 4

TOUGH 4

LOVES A GOOD OLE FASHIONED BRAWL 3

NIGHTSTICK 2 (Accessory)



ABOUT SHERIFF STALWART

Experience and grit. That's what Sheriff Stalwart brings to the table. He's no spring chicken by any stretch of the imagination, but his experience and grit are more than enough to make him a dogged protector of the law in Haven's capital city of Questa.

His ability to organize and lead his law enforcement team is second to none and he's never afraid to get his hands dirty. While Stalwart may be the boss, he actively patrols the streets right alongside his officers, doing whatever it takes to keep the city free of crime. It's a never ending battle, but someone has to do it... and it might as well be him.

A part of him wants to be outside of Questa, doing battle with Nekrottus and his evil henchmen, he understands that his job is just as crucial. After all, if "home" isn't safe from criminals and other ne'er-do-wells, then what good is fighting threats that seek to take it over from outside?

CH.3: THE SEASONS

3

SUBMERSIA

+1 OOMPH

QUALITIES

- ⬡ Fierce Gillzarian Warrior Woman
- ⬡ Rebellious
- ⬡ Impetuous
- ⬡ "I will plumb the depths of the waters of Iconia!"

TRAITS

SWIMMING 5 (Action Feature, Advantage - Can breath underwater)

HEIRLOOM LONGSWORD 4 (Accessory)

AT ONE WITH THE WATER 4 (Advantage - Commune with Fish)

CAMOUFLAGE 3 (+2 when in water)

STRONG 3 (+2 when in water)

TOUGH 3



ABOUT SUBMERSIA

Deep beneath the surface waters of the Crystal River exists the remnants of the fallen race known as the Gillzarians. These warriors once acted as guardians of the river, keeping vessels safe and thwarting any threat that made its presence known. That was before the Blackskull Empire claimed the river as its own and enslaved most of them. Once, there had been millions of free Gillzarians; now, they number only in the hundreds.

One of those is a fierce and rebellious woman named Submersia.

Not content with following her people in a life of hiding in the underwater caves, Submersia has sworn to do something to fix their sad situation. This required her to leave their beloved waterway and venture onto land so that she could gain allies and bring the fight to the Blackskull Empire. Her search led her to the Guardians of Iconia, who eagerly agreed to help her restore the Gillzarians' freedom.

She was asked by Noblara to join a new sub-team she was assembling called the Warrior Women. She accepted the offer and was ready to fight the good fight alongside her new sisters-in-arms.

3 CASSIDY MULLIGAN

QUALITIES

- ⬡⬡ Criminal Mastermind Tycoon Archenemy of Sheriff Stalwart
- ⬡ Rivals with Bigwig
- ⬡ Always has an escape plan
- ⬡ Air of superiority

TRAITS

CONCEALED DERRINGER 3 (Action Feature)

VAST CRIMINAL NETWORK 5 (Versatile: WEAPONS [Area]; SABOTAGE - [Big Attack]; INFORMATION [Devastating]; 2 undefined slots)

DON'T YOU DARE LAY HANDS ON ME! 5

ALWAYS HAS AN EXIT 4

INCREDIBLY INTELLIGENT 4

UNDERHANDED 4

WORKS THE SYSTEM 4



ABOUT CASSIDY MULLIGAN

Fancying himself a tycoon-like gentleman, Cassidy Mulligan is the slickest, most underhanded criminal mastermind Iconia has ever seen. His crooked reach spans most of Haven and some other, more exotic, locales as well. He has informants, henchmen and operatives virtually everywhere.

When he rose to prominence, he engaged in a war with Bigwig, who had already established herself as a criminal overlord. This war continues to rage on to this day, though Mulligan gets the better of her more often than not, despite the truth that his rival has access to more technology than he does. Instead, he uses his astounding mind to outthink her.

Cassidy Mulligan has another nemesis as well: Sheriff Stalwart. The lawman has promised Mulligan that he will send him and his entire criminal empire crashing to the ground someday... and he aims to do exactly that.

2

GHOSTRA

QUALITIES

- ◻◻ Spectral Embodiment of Revenge
- ◻ Knowledge of the arcane
- ◻ Vengeful

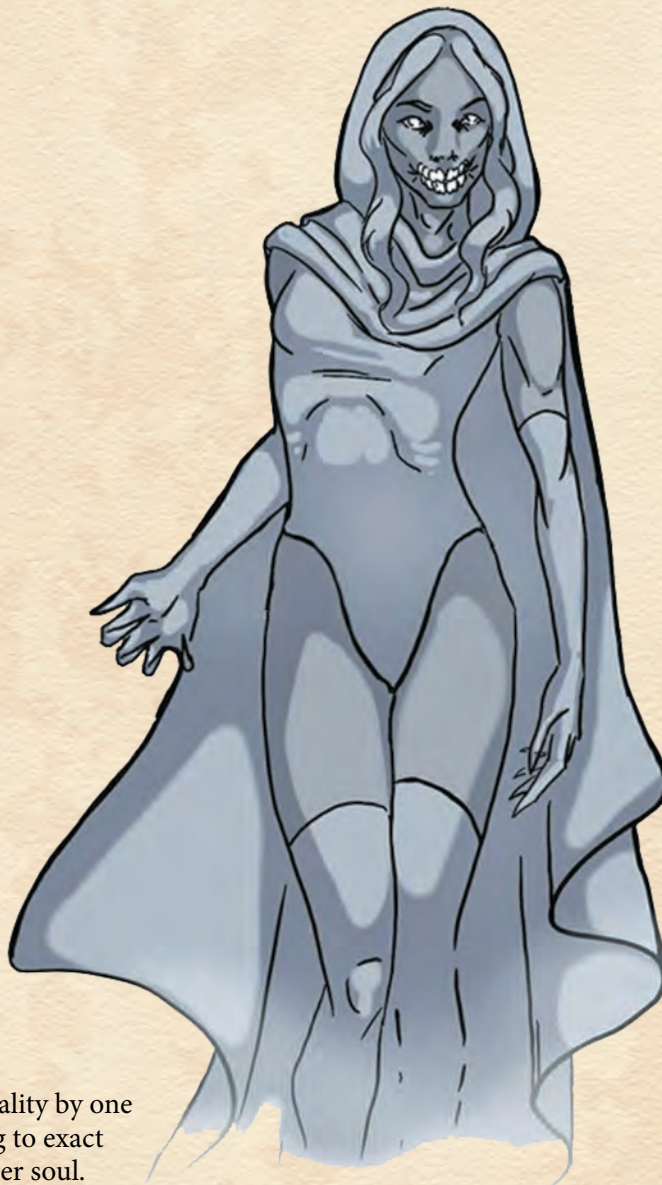
TRAITS

CHILLING TOUCH 7 (Action Feature, Deplete - Physical Traits, Devastating)

GHOSTLY FORM 9 (Advantage - Immunity to non-magical physical attacks)

DISSIPATE 5

SPECTRAL FLIGHT 3



ABOUT GHOSTRA

Thousands of years ago, the woman now known as Ghostra was a witch who was betrayed by her coven because she had been dabbling in forces even too dark for them; forces that involved demons and devils capable of destroying Iconia. She was trapped in a dungeon for years, where she eventually met her end.

During her final hours she was offered a chance at immortality by one of the demons she had been communicating with. Wishing to exact revenge on her old coven, she agreed, giving the creature her soul. When she drew her final breath, she was reborn as a ghostly form and was christened Ghostra by the demon.

Revenge was all she could think of, carrying it out with single-minded efficiency... until the witch who replaced her as leader of the coven banished her to some nether realm where she could cause no further harm. There, she was imprisoned for thousands of years.

Nekrottus was the one who freed her. To show her gratitude, she offered her loyalty and services to him, something he was all too eager to accept.

CH.3: THE SEASONS

2

GRUMBLOR

QUALITIES

- Brutal Savage Primate of Dino Valley
- Surprisingly savvy
- Not a fool in combat

TRAITS

STRONG 5 (Action Feature)

TELEPATHIC ANIMAL COMMUNE AND

CONTROL 4 (Companion: *in each scene, Grumblor may assign his points to a companion or companions as he sees fit after spending one action using this Trait. If he begins a scene with companions, their functions will be at 4 total, not 6 {4+2})

FAST 4

NIMBLE 4

CLIMB 3

GROWL 3

BATTLE AXE 3 (Accessory)



SEASON 4

ABOUT GRUMBLOR

Most of the savage primates found in Dino Valley are content to live out their lives in those lush jungles, eeking out whatever existence they can manage. One of them, however, had loftier ambitions. That primate was Grumblor, a notoriously crotchety critter who wanted to see the lands that all the legends said were cursed. What he found, however, was a land full of weaklings that he could maul, which made him slightly less grumpy.

The humans of the nearby Frontier took notice of his brutal activities and formed a posse to track him down. Weaklings or not, there were too many of him to fight. He fled elsewhere, eventually outpacing his pursuers. That's when he met Monstro, who brought him to Nekrottus and secured a position in the Blackskull Empire. Since then, Grumblor and Monstro have been thick as thieves.

Grumblor isn't particularly bright, though by the standards of his people, he's a genius. Don't let his primitive nature fool you, as he's exceedingly strong, fast and nimble. Grumblor can also mentally communicate with animals, often having them to do his grunt work.

2

KREE-CHURR

QUALITIES

- Summons Monstrosity From Places Not Spoken Of
- Knowledge of the arcane
- Vengeful

TRAITS

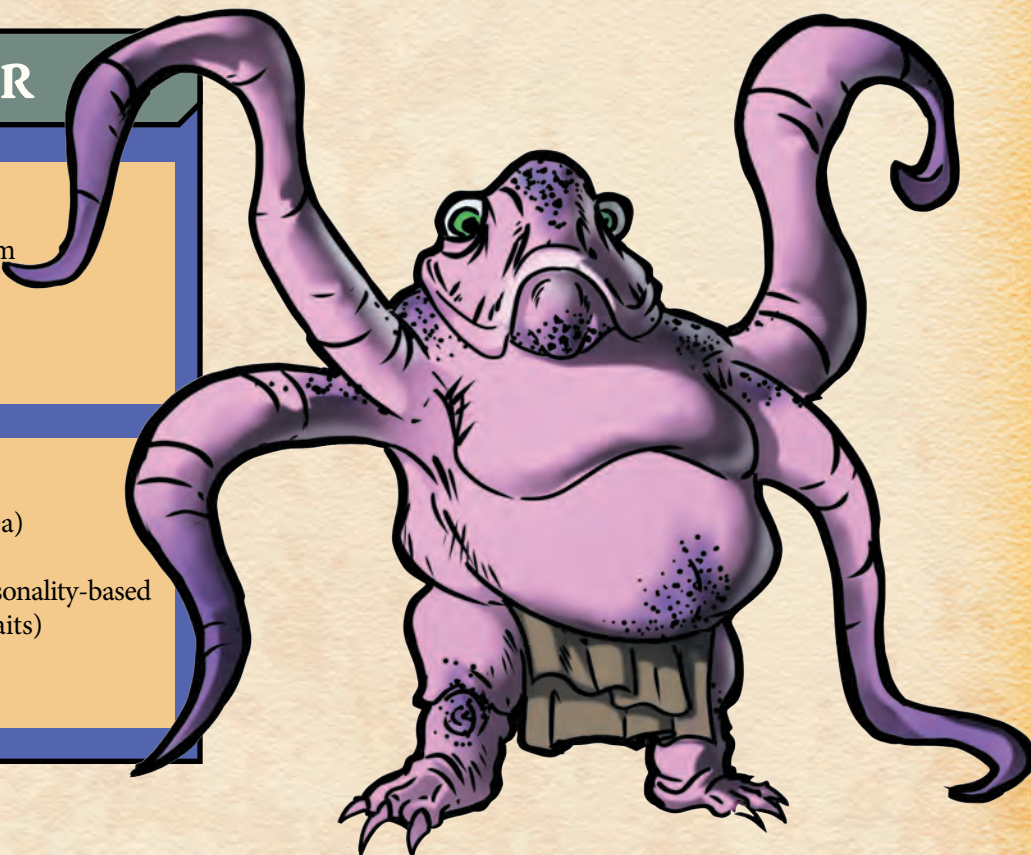
TENTACLES 7 (Action Feature, Area)

LARGE 9

AURA OF FEAR 7 (Deplete - any personality-based Traits; Deactivate - Companion Traits)

STRONG 7

TOUGH 7



ABOUT KREE-CHURR

Kree-Churr is a purplish-pink monstrosity summoned by Shadow Queen to attack King Rastor's caravan while he was travelling from Questa to Darshire. The attack nearly resulted in the capture of the king. Only the interference of Bubblor, Velcron and Motor-Mouth prevented Rastor from Nekrottus' evil clutches. Kree-Churr was driven off, though it was not an easy task.

From that point on, whenever Shadow Queen summoned a creature from another dimension, it was almost always Kree-Churr. The writing of the show never made it clear whether Kree-Churr was one specific monster or a blanket name for a type of beast. The large-sized action figure's release didn't help matters either, as the bio was quite vague.

2

MAX RUDO

QUALITIES

- ☐ ☐ Villainous Pro-Wrestler Turned Wrestling Villain
- ☐ Wrestling heel
- ☐ "Illustrious and powerful king of men, Max Rudo"

TRAITS

DEATH-DEFYING AERIAL COMBAT 5
 (Action Feature)
FINISHER "Maximum Rudosity" 9 (One-Shot)
COWARDLY 5
CUNNING 5
DIRTY FIGHTER 4
RUN AWAY 4
GRAPPLING 3
PUNCHES AND KICKS 3
TOUGH 3



ABOUT MAX RUDO

Masked pro wrestling star Max Rudo saw the writing on the wall when Nekrottus began rising to power. The other wrestlers had already decided to rise up against the tyrant. Not Max. He sought out Nekrottus and told him of his former co-workers' plans. No one has heard from them since.

As a reward, he was granted authority over a sizeable tract of woods on the west coast of the continent, along with a force of Turgs (whom Max Rudo outfitted with Lucha Libre masks). He refers to himself---and expects others to refer to him---as "the Illustrious and Powerful King of Men, Max Rudo". Of course, he's careful not to let that be heard by Nekrottus, who would certainly view such a title as treasonous.

Max Rudo is among the least trustworthy people on Iconia, always willing to stab his allies in the back if he thinks it will benefit him. He's every inch a bully and loudmouth, but is extremely scared of Nekrottus and his upper-tier henchmen. He'll waste no time kissing their boots should their anger be directed toward him.

CH.3: THE SEASONS

CONVERSATILE

QUALITIES

- ◻◻ Sleek, Stylish Convertible
- ◻ Creates envy for any female character
- ◻ High speed boost

TRAITS

FAST 6 (Mode of Travel: Land)

HIGHLY MANEUVERABLE 4

JUMP 3 (Mode of Travel: Air, Fickle)

HIGH-SHEEN ARMORED PAINT 3 (+2 vs. laser and light attacks)

VERSATILE 3 (May be outfitted with any character accessory)

ABOUT THE CONVERSATILE

Designers were not fooling anyone, nor did they intend to, when they repurposed the Dream Car from the popular line of female dolls. The Conversatile was a shiny bright convertible with attachments where any action figure accessory could be attached. It was not exactly a proud moment for the toy line, though luckily it never made it to the cartoon.

LUNACYCLE

QUALITIES

- ◻◻ Moon Enhanced Motorcycle
- ◻ Sought after by females
- ◻ Wheelie

TRAITS

FAST 7 (Mode of Travel: Land)

INCREDIBLY MANEUVERABLE 7

GLOW-IN-THE-DARK EFFECT 3





MOON POWERS 2 (Versatile: *ARMOR* [+2 under Moonlight], *MOON BLAST* [Area])

ABOUT THE LUNACYCLE

A pink-themed motorcycle used by the heroic females intended to raise the toy-buying habits of the hoped-for young female viewers. The lunacycle even glowed in the dark. Crescent moons decorated the wheels, and designers still had not solved the BMX problem from Season Three, so the vehicles couldn't stand up with a rider on them.

BLITZING ARM ARROW

QUALITIES

- 
 Sleek Villainous Ground Vehicle
-  Turbo boost
-  Sought after

TRAITS

ARM 7 (Action Feature; Deactivate - applied to movement- and motion-based Traits)

FAST 6 (Mode of Travel Ground)

JUMP 4 (Fickle, Mode of Travel: Air)





DAMAGE-REPELLENT PAINT JOB 3 (+2 vs. lasers and light attacks)

ABOUT THE BLITZING ARM ARROW

The villains tended to get large vehicles, while the heroes had many one and two person vehicles. Whereas large vehicles were a one time purchase, smaller vehicles would often be purchased in multiples. The Blitizing Arm Arrow was the villainous response. A sleek looking ground vehicle with limited airborne abilities (if it was able to launch off a ramp), the Arrow featured a bizarre arm like attachment designed to grab and hold. Any appearances of the Arrow on TV and the ad-campaign featured an 8-bit tune that was indeed a slightly modified punk rock song of the day. Apparently, one of the toy designers was a recent art school grad from Philadelphia big into punk rock and underground music.

CAMPOUFLAGE

QUALITIES

- 
 Camouflaged Villainous Camper
-  Close quarters promotes infighting
-  Ready for off-toad expeditions

TRAITS

STEALTH-TECHNOLOGY CAMOUFLAGE 7

FULLY EQUIPPED FOR CAMPING 5

DRIVE 3 (Mode of Travel: Land)

LIGHTLY ARMORED 3

ROOF MOUNTS 3

ABOUT THE CAMPOUFLAGE

A large villainous camper was introduced in one episode that was noteworthy because it was primarily humorous episode with the villains squabbling amongst each other en route to sneak into Haven in the Campouflage. No hero shows up until the final minute of the episode. Simply stated this is a large camper van painted camouflage. To demonstrate the amazing stealth capabilities, the episode ended with the villains stopping and all getting out and being unable to find the Campouflage, retreating the outskirts of Haven on foot.

CH.3: THE SEASONS

ABOUT THE WARRIOR WOMEN'S CITADEL

This playset is widely considered the biggest embarrassment of the entire toy line by fans of the franchise. Much like the Conversatile, the sculpt was reused from another toy line (in this case, *Merry Princesses*) with minor modifications. Common lore has it that Gerald Peevey did his best to stop the playset from being released, but his protests were ignored.

The pink and lavender castle was actually quite large, but the various features (doors, windows, furniture, etc.) were too small for the scale of the action figures because the dolls from *Merry Princesses* were significantly more diminutive. It had a freakishly pretty set of stables for horses (despite the fact that the line *had* no horses) and even a beauty salon. The entire playset was jam-packed with all the cliches of what grown men thought young girls looked for in toys.

The most egregious feature of this playset was the pink poodle named Adin, referred to as My Pal Adin, who as the commercials showed, was proficient at working in the Beauty Salon, and helped the “silly female warriors” think when they got flustered. No wonder Peevey tried to thwart this abomination.

And did we mention that the citadel was covered in glitter?

WARRIOR WOMEN'S CITADEL

TRAITS

LARGE 6

STABLES 5

BEAUTY SALON 4

GLITTERY 4

ADIN 3 (Companion: MANIPULATE 3, MOVE 1 [Jump], THINK 1)

CANOPY BED 3

KITCHEN 3

SCALED SMALL 3

SPIRAL STAIRCASE 3

WALK-IN CLOSET 3

ABOUT GHOSTRA'S TOMB

This small but well thought-out playset was the perfect counterpoint to the awful Warrior Women's Citadel. It looked to be made of stone blocks that had been weathered by the ages. A “cast-iron” gate-like door blocked the entrance to the interior, but it could be broken apart by having an action figure hit it. The top of the tomb was removable, as was the back wall, giving kids easy access to the figures inside. The interior had a dais with a coffin on top of it, as well as some creepy looking statues.

GHOSTRA'S TOMB

TRAITS

CREEPY STATUES 5 (Action Feature)

INCREDIBLY DURABLE STONE WALLS 7

CAST-IRON GATE 7 (Fickle- If attacked and the Fickle roll fails, gate is broken)

COFFIN 5

HIDDEN HIDING PLACE 5

SPOOKY 5

DAIS 3 (+2 to Evil Spell Casting)

ABOUT ABANDONED ROBOT BASE (Heroic and/or Villainous Playset)

According to the back of the package, the abandoned robot base was a hotly contested structure that was one part robot factory and one part military base. Tough it never appeared in the cartoon, this toy was much sought-after by kids and was somewhat hard to find. Today, a complete set with all the accessories can go for upward of \$500 due to its rarity.

The popularity of the toy was well-founded, as it was aesthetically pleasing and had a lot of fun (but fiddly) parts that added a lot of play value. The working, hand-powered conveyor belt was a highlight, as was the security camera that kids could look through.

NOTE: This was created with a total of 50 points in mind, shared by a larger group.

ABANDONED ROBOT BASE

TRAITS

STURDY WALLS 8

CONVEYOR BELT 6 (+2 if used with or by robots or mostly cyborg-like characters)

CARGO GRIPPER 6

FORCE FIELD PROJECTOR 5 (Area, +2 if used against robots or machines)

ELEVATOR 5

SECURITY CAMERA 5

GRIPPER ARM 4

SPARE PART BOX 3

SHOOTING SLITS 3

LOADING RAMP 2

Peevey leaves Iconia

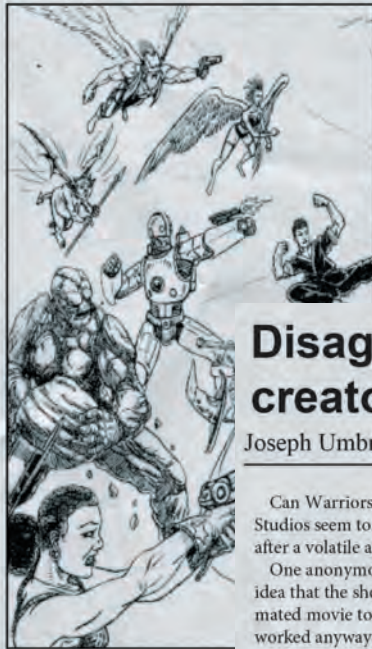
Creator's departure leaves questions about the show's future

Gerald Peevey, creator of *Warriors of the Cosmos*, has departed show with the conclusion of its fourth Season, citing creative differences as the reason. Peevey has turned down our attempt to interview him on the issue, but Matthew Linus from Kilamir spoke to us briefly.

"He has a very different vision of what should happen with the franchise than we do," Linus stated. "Gerald's presence will be greatly missed, but the show must go on."

Rumors have persisted for months that there has been turmoil in the ranks. Whether or not that's true, there has obviously been a struggle for control of the show's direction and it appears as if Mr. Peevey's side lost that struggle. One can't help but wonder where the series will go from here and what changes could be coming.

One source, who wishes to remain anonymous, assures us that the show will be fine and that, in fact, his departure is for the best. "He always had a certain vision for the show and it hampered our creativity. Now we can have some fun with the scripts."



Disagreements cause Warriors creator to bail

Joseph Umbridge

Can *Warriors of the Cosmos* survive without its creator, Gerald Peevey? The folks at Kilamir Studios seem to think so. Three months ago, Peevey reportedly walked out of a meeting in anger after a volatile argument broke out.

One anonymous attendee said, "It nearly became physical at one point. Gerald always had this idea that the show was going to conclude after the fourth season and he had a script for an animated movie to end it all. He claims we agreed to it and we didn't. His script would never have worked anyway. It was so far beyond our target demographic it wasn't even funny."

When we spoke to Peevey, he explained, "Certain things were promised to me when I struck the initial deal [for *Warriors of the Cosmos*]. Those promises weren't upheld. In the end, money was more important than the integrity of the franchise to them."

Still, Peevey stuck around, though his heart was admittedly no longer in it. "I was going through the motions," he said with obvious sadness.

On Friday, he made the decision to step away from the world and characters he created.

"The changes they wanted to make were infuriating. I guess they're still going to make those changes, but I won't be a part of it. The Iconia they're planning is not the Iconia I worked so hard to bring to life."

CH.3: THE SEASONS

SEASON FIVE (1987-88)

Season Five is considered by fans to be the season that doomed the show. This is somewhat unfair, as oversaturation of the franchise and some of the strange scripts from the previous season were the primary reasons for its waning popularity.

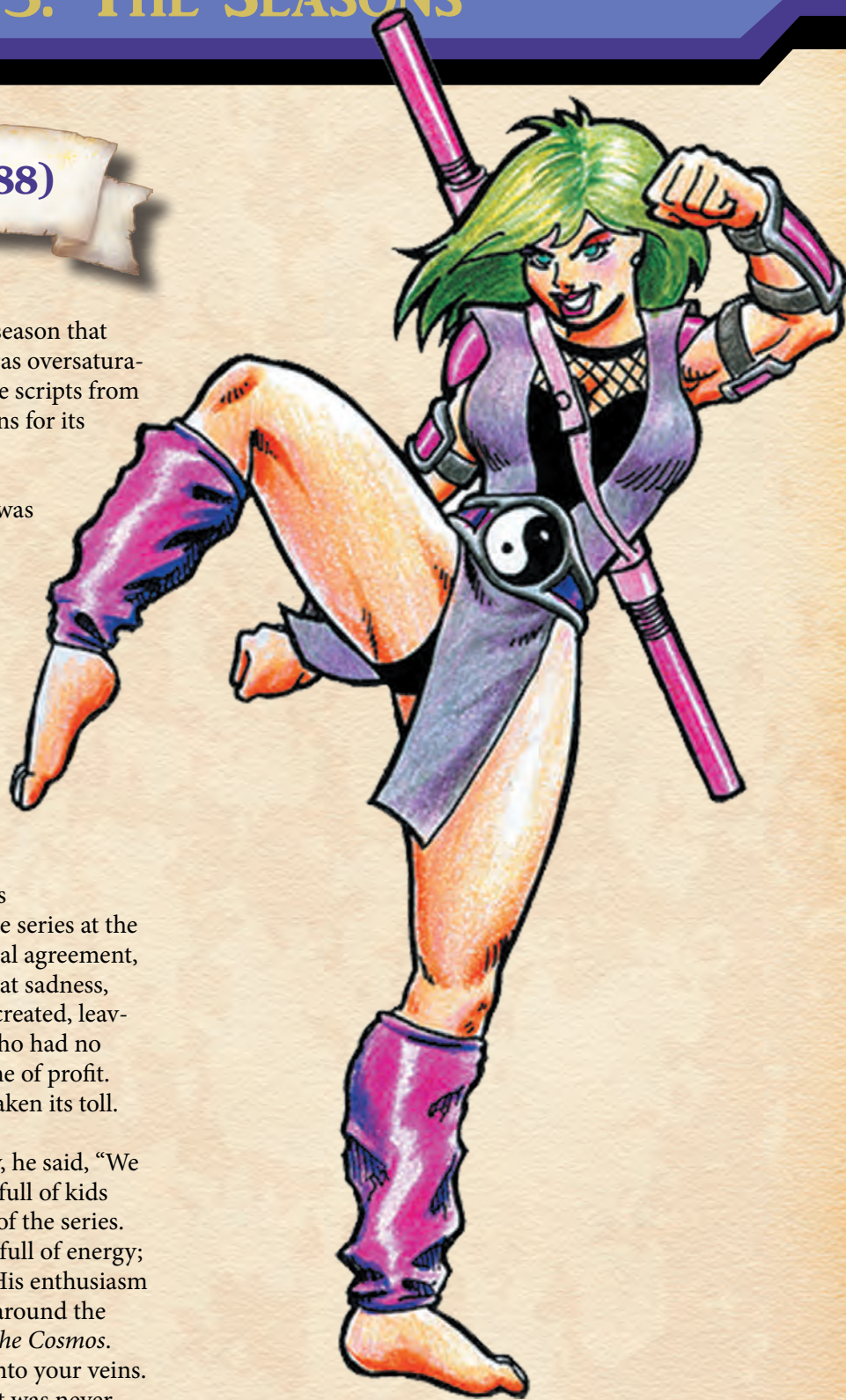
The general consensus was that a shake-up was in order.

That shake-up would come in the form of a focus on new characters, with the older ones fading into the background or vanishing from the show altogether. Ultimately, it did little to draw in new fans and failed to recapture the interest of the existing fan base.

The shake-up was decided upon without the knowledge of Gerald Peevey, a fact that did not sit well with him in the least. He was already upset that Kilamir refused to end the series at the conclusion of Season Four, as per the original agreement, so this was the final straw for him. With great sadness, Peevey stepped away from the property he created, leaving his baby in the hands of the company who had no problem exploiting the franchise in the name of profit. Kilamir's recent changes in personnel had taken its toll.

In a 2003 interview with writer Gabe Renny, he said, "We all felt Gerald's absence. It was like a family full of kids with no parents. He was the heart and soul of the series. When he was still there, the studio was just full of energy; creative energy. He brought that out in us. His enthusiasm was catching. It really was. You couldn't be around the guy and be lackadaisical about *Warriors of the Cosmos*. His presence injected his own enthusiasm into your veins. Once he left, there was a gigantic void and it was never going to be filled."

For better or worse, the show charged into its fifth season with reckless abandon. For the first time in its history, the show was given a central protagonist: the stalwart warrior known as Ma-Cho. This departure from the team-based approach of previous seasons met with massive disapproval from fans and critics alike. While other heroes were present and played a significant role in the stories, it was clear that



Ma-Cho was now the star of the show. Everyone else played second-banana. They were collectively his supporting cast. The new heroes fared better than old mainstays such as Combato, Sure-Shot, Oshida and Noblara. They may not have been the focus of the show, but at least they played a somewhat pivotal role. The good guys from the first two seasons were reduced to being window dressing; characters who can

sometimes be seen in the background, but are seldom given even a line of dialogue. The new muckety-mucks at Kilamir were convinced that kids no longer cared about those characters, so they resolved to give them new ones instead.

The villains of old didn't fare any better. Nekrottus was replaced by Forebodius as the show's master villain without even so much as a reason. Nekrottus simply wasn't there any more and Forebodius *was*. And that was that. King Krab retained his spot on the villainous roster, despite having been given a gaudy make-over to bring him in line with his new action figure. The other villains from the first two seasons fell by the wayside, much like the heroes.

According to writer Dan Balis, "To this day, I can't begin to fathom why they swapped out Nekrottus for Forebodius. Nekrottus was the perfect cartoon bad guy, you know? Just perfect. Don't get me wrong. Forebodius was okay, I guess, but he had some damn big shoes to fill and he just didn't have a hook that would allow him to fill those shoes. He was vanilla ice cream to Nekrottus' rocky road."

Developer Angus Myers had this to say about Forebodius: "When they told me that Nekrottus was going to get the boot, I thought they were kidding. I really did. Then they asked me to create his replacement and I'm like, 'whoah'. I knew I was going to have to pull out something good or I would forever be known as the guy who created the half-assed replacement for the iconic Nekrottus. No pressure or anything. I sat down and jotted down ideas to make him different. I thought that since Nekrottus was big on magic, this guy could be a master of technology. That was the biggest ley, I think. That's what separated him from Nekrottus. Had Forebodius been created for any other show, fans would have bought into him big-time. He was cool. Replacing Nekrottus was just inviting fans to crap all over it. Hard act to follow."

While it may seem as if the entire season was a disaster (and in many ways it was), it had a few positive aspects. First of all, a handful of the episodes were actually fairly well-written. A couple were even stellar. Also, a smattering of the new characters, while rather off-the-wall, weren't half bad and would have made excellent additions to the earlier seasons. Finally, the new intro for each episode featured the best animation of the entire series. So, Season Five wasn't a total waste... it just felt like a very different show.

The end result was that the show's ratings plummeted, barely warranting a renewal for another season. *Warriors of the Cosmos* was on the ropes. It staggered back to its

corner at the end of the fight, but it was battered and bleeding. Would it be revived next season or would it finally go down for the count?

New Heroes

Not since Season One had there been such a focus on new heroes. In many ways, the cast was rebooted. The old guard took a distinct backseat to the protagonists making their debut in Season Five.

- Fightra
- Hogwash
- Kraneum
- Ma-Cho
- Spotlight
- Suck-Up

New Villains

Just as with the heroes, the villainous side of the cartoon saw major changes, including a brand new master villain: Forebodius. These fresh faces dominated the episodes, shoving the older baddies out of the way, with the exception of King Krab.

- Archduke Yargon
- Bug Lord
- Double-Take
- Forebodius
- Knucklehead
- Porkchop

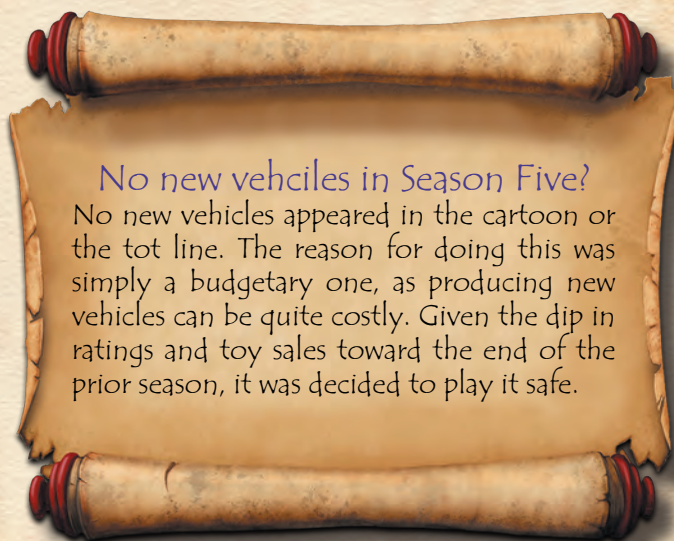
Modified Villains

Season Five had but one variant of an existing character.

- "Mega Squeeze" King Krab

New Playsets

- Kraneum's Workshop
- Forbidden Village



CH.3: THE SEASONS

4

FIGHTRA

QUALITIES

- Capable Action Star
- Earthling
- Fond of Suck-Up
- Wants to do something meaningful

TRAITS

MARTIAL ARTS MASTER 6 (Action Feature)

HARD TO HIT 6 (+2 vs. melee attacks)

ENERGIZED BO STAFF 4 (Accessory,
Advantage - If opponent suffers a Setback Token
from this Trait, roll a die... on an 11 or 12, they
suffer a second Setback Token)

ACROBATICS 4

MOTIVATED 3

ACTRESS 2



ABOUT FIGHTRA

Known as much for her toughness and combat prowess as for her acting ability, Vanessa Roxx became an overnight sensation in Hollywood, taking action movie roles that would showcase all three of the aforementioned qualities. Even still, she was never completely satisfied with starring in movies, wishing instead that she could use her martial arts expertise in a more meaningful way... to help others. Her plan to further that goal was to fulfill her current contractual obligations and then join the armed forces. Fate, unfortunately, would intervene.

While on the set of the biggest movie of her career, a complicated special effects device exploded, opening up a portal that swallowed Vanessa, as well as her co-star, Mark Macho and the inventor of the gadget, Theo Krane. The trio ended up on a far-away planet called Iconia, which possibly exists in an entirely different dimension.

They quickly ran afoul of Forebodius' lackeys when they helped a being named Suck-Up escape from the villains' clutches. Suck-Up led them to Haven, where they met King Rastor, who dubbed them Guardians of Iconia.

3

HOGWASH

+1 OOMPH

QUALITIES

- Swinelok Adventurer
- Fear of dirt and grime
- Civilized

TRAITS

WATER CANNONS 5 (Action Feature,
 Advantage - Knocks enemies back,
 Advantage - Can extinguish fire, Area;
 Disadvantage - Glass water containers on
 his back are somewhat fragile)
HEIGHTENED SENSE OF SMELL 4
VALIANT COMBATANT 4
CHEST ARMOR 3
PROTRUDING CANINE TEETH 3
STOUT 3
OUTGOING PERSONALITY 2



SEASON 5

ABOUT HOGWASH

Hogwash is an outcast from the other Swineloks, thanks to his irrational fear of dirt, grime and mud. Unlike his people, he is a neat-freak and will go to any lengths to avoid filth in all its forms. Upon being sent away from his village, he wandered the wilderness in an attempt to find shelter, food and cleanliness. What he didn't realize is that he gained the attention of another Swinelok, one who had also been cast out from their civilization, but for the reason of being too violent. His name was Porkchop and he was bad news. The two clashed and although Hogwash emerged triumphant, the cretin swore to avenge his humiliating loss, joining up with Forebodius in order to take advantage of the Blackskull Empire's forces. With a gang of Turgs by his side, he pursued Hogwash through the jungles. By sheer happenstance, Hogwash stumbled across the grand city of Questa while trying to outpace his enemy. It looked so clean, it practically sparkled. To say he was overjoyed would be an understatement indeed.

Before Hogwash could enter the gates, Porkschoop and his goons caught him. Despite his best efforts, the numbers were not in his favor. Just as all looked to be lost, Ma-Cho, Kraneum and Fightra entered the fray and helped drive the villains away. Hogwash joined the Guardians of Iconia and has remained a loyal soldier since.

4

KRANEUM

QUALITIES

- Brilliant SFX Artist
- Earthling
- Flirtatious

TRAITS

POWERED ARMOR 5 (Action Feature, Advantage - Crane Arm)

OCTO-GOGGLES 4 (Accessory, Versatile: *TELESCOPIC VISION*, *MICROSCOPIC VISION*; 4 undefined slots)

GENIUS INVENTOR 4 (+2 when inventing SFX)

STUDIOUS 4

THE MUSTACHE 3 (+2 when flirting)



ABOUT KRANEUM

Theo Krane has always had two things going for him: his imposing intelligence and his passion for cinematic special effects. It surprised no one when he made it into the film industry as a special effects artist, using high-tech gizmos of his own creation to generate cutting-edge visual effects far beyond those being devised by other artists. Within a few years, he was the most sought-after person in his field. It was all for naught, as it turned out, as he, along with actors Mark Macho and Vanessa Roxx, was caught in a dimensional portal that appeared when one of his doo-dads went awry.

When the smoke cleared, the three of them found themselves trapped on a planet known as Iconia, where they immediately found themselves at odds with Forebodius' forces after rescuing Suck-Up. Taking refuge in Haven, King Rastor declared the trio Guardians of Iconia.

Unlike the others, he had no desire to return home upon seeing the super-science he had to work with in this realm. Rastor opened up Haven's laboratories and workshops to him, enabling him to work on new inventions with which to defeat Forebodius once and for all. The first such invention was a suit of personal power armor that increased his strength and offered him protection from harm. The armor also sported a large crane-like appendage, perfect for helping with his lab work and giving him an edge in combat as well. His next invention was a pair of goggles that capable of doing many things, including granting him microscopic and telescopic vision.

4

MA-CHO

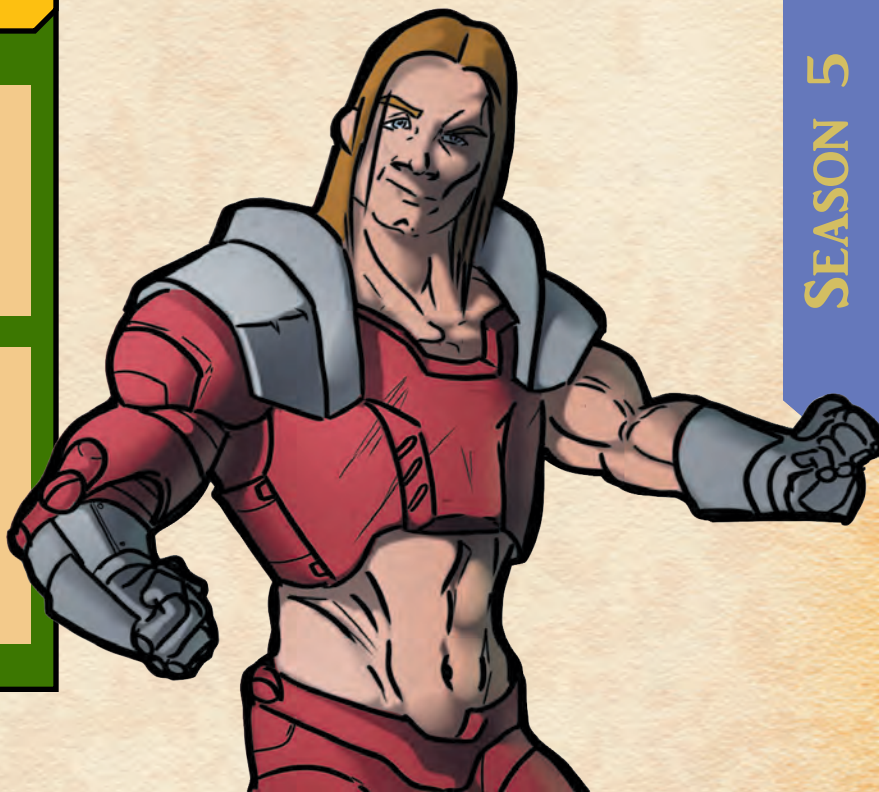
+1 OOMPH

QUALITIES

- ☐ Heroic Movie Star
- ☐ Earthling
- ☐ Always the optimist
- ☐ Serious-minded

TRAITS

MAN OF ACTION 5 (Action Feature)
IMMENSE STRENGTH 6 (+2 when punching)
CHARISMATIC 4 (+2 when acting)
INFALLIBLE WILL 4
METAL ARMOR 3 (+2 vs. lasers)
RESOURCEFUL 2



SEASON 5

ABOUT MA-CHO

Ma-Cho came from another time and another dimension... a distant place called Earth. On his homeworld, Mark Macho was a famous movie star, a true physical specimen who was as athletic and as good a combatant as virtually anyone on the planet. At the height of his stardom in Hollywood, the man who would become known as Ma-Cho signed on to do a science fiction film that promised to be the biggest extravaganza of all time, thanks in part to special effects guru Theo Krane, who created a device capable of creating visual effects unlike anything the world had ever seen before. When the time came to use it, however, disaster struck! The invention went haywire and transported Macho, Krane and Macho's co-star Vanessa Roxx to the realm called Iconia.

The process of dimensional travel changed the three unsuspecting Earthlings in unpredictable ways. It enhanced all their natural talents and abilities, making them more proficient than ever before, but also gave them something extra.

These heightened abilities were out to the test immediately upon their arrival, as they found themselves facing a horde of Forebodius' cronies who were in hot pursuit of Suck-Up. Sensing that Suck-Up was a noble being, the trio stood their ground and fended the henchmen off. They were brought to King Rastor who immediately made them Guardians of Iconia.

CH.3: THE SEASONS

3

SPOTLIGHT

QUALITIES

- Cybernetic Soldier
- Lets nothing get in his way
- Tactical mind

TRAITS

BIONIC EYE 5 (Action Feature, Advantage - Can act as a spotlight, Advantage - Can emit a blast of pure light)

PILOT 5 (Add 4 when linking with BIONIC BRAIN instead of adding 3)

BIONIC LIMBS 5

SOLDIER 5

BIONIC BRAIN 4 (Disadvantage - When you roll a 1, he gets confused... gain a Setback Token)

OBSERVANT 1



ABOUT SPOTLIGHT

Roaring through the skies on his cloudsled, the Haven soldier who would come to be known as Spotlight managed to evade laser-blast after laser-blast from the Blackskull Empire's cannons as he carried out a daring aerial raid on an enemy outpost. He lined up his big shot and readied his trigger finger... but a stray laser-bolt struck the vehicle, sending him careening into a rocky mountainside and causing massive damage to his body.

Kraneum worked diligently to make him whole again by way of technology. His left arm was replaced with a metal one, as was his right leg. The severe damage to his head proved more of a challenge. Though it took many months of tireless effort, the end result was that a large portion of his head was now cybernetic, including one of his eyes. That eye is capable of emitting an intense beam of pure light. Advanced circuitry was also added to his brain, which makes him able to directly connect to any vehicle he operates for greater control over it.

Spotlight is a soldier through and through, always focusing on the mission at hand and following it through to the bitter end. When a mission seems to come to a dead end, his mind immediately begins working out ways to circumvent whatever obstacle is blocking his success.

He is a thinking man and this is largely bolstered by his bionically enhanced brain. Unfortunately, nothing is perfect. Sometimes, his brain seizes up, causing him pain and momentary confusion.

3

SUCK-UP

QUALITIES

- Fuzzy Humanoid
- Disjointed speech
- Not very brave
- Cute in an odd way

TRAITS

SNOUT 5 (Action Feature, Advantage - Can suck or blow, Advantage - Can spit out objects at foes at a high velocity)

BLINDINGLY FAST 4

EASY TO UNDERESTIMATE 4

SUCTION CUP ON HEAD 4

BLENDING 2 (+2 when standing still)

CHEST ARMOR 2 (Fickle)

TINY SWORD 2 (Accessory)



ABOUT SUCK-UP

The humanoid referred to as Suck-Up by his fellow Guardians of Iconia is an easy being to underestimate. He has a small-ish frame, he's not even remotely brave and his combat abilities leave much to be desired. These non-threatening aspects are, in fact, his greatest weapons. Opponents tend to ignore him when fights break out, allowing him to move about nearly unimpeded. This is when his worth as a Guardian comes to light. He is incredibly fast and has the ability to blend in with his environment to a degree. Furthermore, his trunk-like snout has immense power, enabling him to suck objects up from afar or, when used in reverse, blow objects around. Objects sucked through his trunk are stored in a specialized organ and can be spat back out whenever he chooses to. On top of his head is a strange suction-cup-like appendage that allows him to cling to objects as if to hang from them.

Suck-Up speaks in disjointed, childish English ("Suck-Up go sneak up on bad men now."), leading people to believe that he is mentally incompetent, which is not the case at all. It's true that he's no genius, but he's certainly no dummy.

3 ARCHDUKE YARGON

QUALITIES

- ⬡ Treacherous Ruler of Yargonia
- ⬡ Seeks to overthrow Forebodius
- ⬡ Arrogant

TRAITS

MANIPULATION 4 (+2 vs. other villains)

LEADER 4

SWORDMASTER 4

CRIMSON BLADE 3 (Accessory, Advantage - inflicts -1 to Traits that represent perception)

DUELING LASER PISTOL 3 (Accessory)

ALWAYS SCHEMING 3

DASHING IN AN EVIL WAY 2



ABOUT ARCHDUKE YARGON

Yargon created and ruled Yargonia, a kingdom in the remote eastern regions of Iconia. The region was so remote, in fact, that the Blackskull Empire failed to realize it even existed as it planned for world domination. It was Yargon himself that made his presence known and offered to join their cause, bringing his own highly-skilled militia with him. The offer was accepted and he has been a loyal member of the Blackskull Empire ever since.

Or has he?

The truth, of course, is that he only threw in with them so that he could maneuver himself into a position where he could wrest control away from Forebodius, making him the most powerful man on the planet. And with his conniving nature and considerable combat skills, that coveted throne may not be too far out of his reach.

2

BUG LORD

QUALITIES

- ◻◻ Creepy Ex-Custodian
- ◻ Insane
- ◻ Weakling
- ◻ Hates Ma-Cho, Kraneum and Fightra

TRAITS

- CONTROL INSECTS 6 (Action Feature)
- ARTHROPOD EYES 6 (Advantage - this Trait gives him 360-degree vision)
- ANTENNAE 6
- RAY GUN 4
- SKULKING AND SPYING 4
- WALL-SCURRYING 2
- INVENTOR 1 (+2 when inventing mostly useless gadgets)



ABOUT BUG LORD

Simon Goddard was once a simple custodian at a movie studio on Earth. Sure, he was obsessed with insects and claimed kinship with them. Yes, he always acted creepy, skulking around and spying on people. And it should be mentioned that he had his share of evil thoughts on a regular basis. It's also true that he fancied himself an inventor of odd gadgets. Okay, so maybe he wasn't just *simple* custodian... more like an *insane* custodian.

In the aftermath of the explosion that transported Theo Krane, Vanessa Rxxx and Mark Macho to Iconia, poor Simon was the one tasked with cleaning up the debris. While doing so, he came across several chunks of Krane's invention that weren't immolated. Rather than throw them into the garbage, Simon scavenged them, using the technology to conceive a contraption that would give him control of insects of all kinds. Little did he know, the wires that caused the explosion were inserted into this new gizmo. When he tried it out for the first time, it didn't explode, but it *did* emit swirling energy that sucked him to Iconia.

Goddard's dimensional trip changed him... both mentally and physically. His last strand of sanity snapped, he grew antennae that endowed him with the ability to hear things that would go undetected by normal humans and his eyes became more insect-like, giving him tremendous vision. He was found by Forebodius, who convinced him that Ma-Cho, Fightra and Kraneum are his enemies.

3

DOUBLE-TAKE

QUALITIES

- Two-Headed Warrior-Mage
- Two conflicting personalities
- Tomboy (Rightaria)
- Girly-Girl (Leftina)

TRAITS

SWORD MAIDEN 6 (Argument*)

SPELL-SLINGER 4 (Argument*; Versatile: *FIRE SPRAY [Area]*, *FORCE SHIELD*, *TELEKINESIS*, 3 undefined slots)

SWORD OF KROLIK 4 (Accessory)

WAND OF VOKAR 4 (Accessory)

WORKING TOGETHER 4 (One-Shot)

ATHLETIC 3

***Argument:** Before making a check with this Trait (or, in the case of **SPELL-SLINGER**, one of its sub-Traits), roll a die. On the result of a 1 or 2, Rightaria and Leftaria start arguing with each other; lower the Trait or sub-Trait rating by 3 and gain a Setback Token.



ABOUT DOUBLE-TAKE

They say two heads are better than one. If that's true, then Double-Take is pretty darn great. Rightaria and Leftina are members of a mostly-extinct dual-headed race from the northern regions of Iconia. They may share the same body, but they couldn't possibly be more different than one another. Rightaria is a rough-and-tumble tomboy-ish warrior, while Leftina is a sultry, feminine sorceress. It should come as no surprise that they argue amongst themselves as often as not.

Collectively, they are the total package. In essence, you have a mighty warrior and a powerful mage all in one body. They would probably be almost undefeatable if they could ever get along!

Forebodius brought Double-Take into the fold after seeing them waylay a merchant convoy, defeating all the guards who were brought along to protect the goods. He finds her a useful addition to his collection of bad guys, but always grows tired of their constant bickering.

4

FOREBODIUS

QUALITIES

- ⬡⬡ Technological Tyrant of the Blackskull Empire
- ⬡ Rewards success and punishes failure
- ⬡ “Hands-on” type of leader
- ⬡ Mysterious past

TRAITS

MASTER OF TECHNOLOGY 10 (Versatile: *CREATE TECHNOLOGY*, *CONTROL TECHNOLOGY*, *ENERGY BLADE* [+2 vs. *metal*], *ANTI-GRAV BOOTS*, *DOOMSDAY CANNON* [Area; enemies hit by this sub-Trait gain 2 Setback Tokens instead of one], 4 undefined slots)

IRONCLAD MIND 10

BODY OF METAL AND FLESH 9 (As soon as Forebodius gains a Setback Token that represents physical damage, make a check using this Trait vs. a DN of 16... success means the Setback Token is removed by his self-repair systems)

VAST INTELLECT 8

GRAND STRATEGIST 7

INTIMIDATING PRESENCE 7

COMMAND 6



SEASON 5

ABOUT FOREBODIUS

Where Forebodius came from, nobody knows, though it was mentioned in one episode that he hailed from a distant planet upon which technology pervaded every facet of life. That is the extent that anyone knows about his past.

Unlike the former leader of the Blackskull Empire, Forebodius doesn't possess the ability to control dark magic. His might comes from his mastery of astonishing technology. Not even Kraneum can come close to matching his level of proficiency! The technology he commands is capable of accomplishing frightening feats that have helped him and his forces gain much ground in the ongoing war for Iconia.

His body is a twisted hybrid of organic flesh, circuitry, cybernetics and steel. It's hard to tell where the skin ends and the metal begins, giving him a terrifying visage indeed. The metallic sections of his body are laden with all manner of surprises for anyone unlucky enough to face him, including a blade made of energy that can extend from his right arm piece. Still, his main weapon of destruction is a large cannon that shoots both a laser blast and powerful missiles... at the same time.

Forebodius is a cunning leader who gains his underlings' respect by leading from the front and rewarding them for their successes. Should they disappoint him, however, his wrath is legendary.

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3

KNUCKLEHEAD

QUALITIES

- ◻◻ Ancient Krotean Soldier
- ◻ Has designs on taking over the Blackskull Empire
- ◻ Undead but not obviously so

TRAITS

FIST HELMET 5 (Action Feature;
Accessory; Advantage - Can shoot the
metal fist at foes and reel it back in)

MIGHTY WARRIOR 4

HIGH-TECH ARMOR 3

INTIMIDATING 2

OPPORTUNIST 2

STEADFAST MIND 2



ABOUT KNUCKLEHEAD

Long ago in the annals of Iconia's history, there was a civilization known as the Kroteans. With technology far beyond the grasp of the other Iconians, the Kroteans dominated, spreading throughout the known world by means of violent conquest. They were on the cusp of ruling the entire world... and then something happened; something that turned all of them to stone.

All but one, that is.

The mightiest Krotean warrior, a man called K'ncklehud, was spared for reasons no one knows. He lived the rest of his days attempting to singlehandedly carry on his people's mission to control all of Iconia. He failed.

A millennia later, Forebodius found the body of K'ncklehud and with his technology, brought him back from the dead to become one of his henchmen. This didn't sit well with the warrior, but he decided to bide his time and wait for the chance to rid himself of Forebodius and gain control of the Blackskull Empire himself.

Knucklehead, the moniker Forebodius gave him, possesses a high-tech helmet with a fist atop it. This fist is connected to the helmet by a long, nearly indestructible cable. By merely touching his finger to a spot on his helmet, he can send the fist hurling toward an opponent, making for a calamitous impact!

2

PORKCHOP

QUALITIES

- Swinelok Martial Arts Master
- Will not rest until he gets revenge on Hogwash
- Violent bully

TRAITS

METAL HAND AND FOREARM 5 (Action Feature; Advantage - Can be used to block melee and ranged attacks)

"ROAD-HOG" 4 (Vehicle - Minor)

BIKER 4

KUNG FU FIGHTING 4

BAD ATTITUDE 2

LOW CUNNING 1

"Road-Hog"

- Motorcycle
- Ramshackle
- Spews Black Smoke

ROARING SPEED 5 (Land; Advantage - Moves just as fast over rugged terrain),

PIECEMEAL ARMOR PLATING 3,

BOMB-DROPPER 4 (Area)



SEASON 5

ABOUT PORKCHOP

Porkchop is a violent Swinelok. So violent, in fact, that his people banished him from their village. Forced out on his own, he cruised all across the land on the Road-Hog (a piecemeal motorcycle patched together with scrap iron and metal bits), stirring up trouble wherever he went. Sometimes, starting trouble will come back to bite you, which was exactly what happened with Porkschoop when he clashed with, and was subsequently defeated by, another Swinelok named Hogwash.

Seeking revenge, he joined the Blackskull Empire, mostly to gain access to more manpower with which to thwart his hated enemy. When he and a cluster of Turgs caught up with Hogwash outside the gates of Questa, a desperate battle broke loose. Victory was finally at hand... or so Porkchop thought. Before he could secure victory, Ma-Cho, Kraneum and Fightra hit the scene and sent them running back into the wilderness. But Porkchop never forgets and continues to plot his revenge.

Porkchop is a formidable martial artist, whose metal forearm/hand gives him a huge edge in a fight. Few opponents can withstand a karate chop from that hand and remain conscious.

CH.3: THE SEASONS



"MEGA SQUEEZE" KING KRAB

QUALITIES

- ⬡⬡ Aquatic Tyrant
- ⬡ Great with robots
- ⬡ Prone to giving long-winded speeches
- ⬡ Not really one of the Krab People
- ⬡ Knows nothing about his own childhood

TRAITS

MEGA PINCER 6 (Action Feature; Advantage
- If an enemy gains a Setback Token as a result of this Trait, they must try to free themselves on their next turn... failure means they take an other Setback Token and must try again next turn with the same consequences for failure;
Disadvantage - Only one enemy can be trapped by the MEGA PINCER at a time)

ENERGY BLADE MAX 5 (Accessory)

SUPERHUMAN SWIMMING 5

LASER RIFLE 4 (Accessory)

SHELL ARMOR 4

SKILLFUL FIGHTER 3

STRATEGIC THINKER 3

STRONG-WILLED 3

TOUGH 3

ABOUT "MEGA SQUEEZE" KING KRAB

The series offered absolutely no explanation for King Krab's alteration. Neither his comrades nor his foes batted an eye at his new look.

This version of King Krab was driven solely by the new action figure that was released. The action figure was a repaint of the original toy with new accessories and a different head sculpt. The colors used were overly-bright shades of orange and blue, with a little bit of coral thrown in for good measure. The end result was an eyesore.

His new accessories and features almost made up for the abysmal color scheme. His normal-sized claw/pincer was replaced by a larger one that looked more technological in nature. It featured a lever that could be pulled or pushed to open and close the claw. Great fun could be had by trapping other characters in the claw and closing it around them.

The toy also included a wicked-looking laser rifle and an improved version of his energy sword that was actually slightly translucent.

ABOUT KRANEUM'S WORKSHOP

Considered a true masterpiece of playset creation, Kraneum's Workshop covered a fairly large bit of area and featured numerous work tables, a crane and scientific doo-dads.

But the real attraction was its functionality. It was stocked with 86 (!) different robot parts, allowing kids to construct their own mechanical creations. Five of those pieces even boasted sound effects, though one complaint was that the noise making devices inside tended to give out quickly.

KRANEUM'S WORKSHOP

TRAITS

CRANE 5 (Action Feature)

ROBOT CONSTRUCTION LAB 7* (Fickle, Companion)

LARGE 6

WORK TABLES 4 (+2 to Repair)

SCIENTIFIC ACCESSORIES 4

CYBERNETIC ENHANCEMENT 2** (One-Shot)

TOOLS 2 (Accessory)

*If Players make a Fickle Roll, they can create a Robot as a Companion and distribute the Points as they please. If a character fails a check with this Companion, as a Primary or Linked Trait, the Companion breaks down, and is no longer functional.

**Players may enhance their characters or vehicles or playsets with this One-Shot Trait.

ABOUT THE FORBIDDEN VILLAGE

Though it never appeared in the cartoon, the back of the box gave a little insight into the location: "Enter the Forbidden Village, a hamlet corrupted by Forebodus' eerie technology. It may look deserted and innocent (albeit a little creepy), but looks can be deceiving! Here, nothing is as it seems and one misstep can lead to your doom!"

The playset contained four buildings, all of which looked abandoned and overgrown with vines and weeds. There was a house, a store, a jail and a hotel. The hotel was an impressive three-story structure that was clearly the highlight of the set. The platform was molded and painted to look like muddy ground, most of which was a road.

The action features mostly revolved around booby traps, such as a slime pit in the road, a collapsing wall on the hotel and a metal cage that could trap interlopers.

FORBIDDEN VILLAGE

TRAITS

HIDING SPOTS 5

JAIL CELL 5

METAL CAGE TRAP 5

TRAP DOOR 5

SLIME PIT 5

VINES 3 (Deplete - Movement and motion-based Traits)

ABANDONED HOTEL 3

BLINDING LIGHTS 3

BRACHIATING VINE 3

DECREPIT GENERAL STORE 3

JAIL 3

MUDDY GROUND 3

MYSTERIOUS NOISES 3

RUNDOWN HOUSE 3

SECRET PASSAGE 3

SPOOKY OCCURRENCES 3

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SEASON SIX (1988)

In the fallout of the disaster that was Season Five, Kilamir had lost confidence in the brand and wasn't willing to sink much more money into it. It was decided that Season Six would have a significantly reduced budget and unless the ratings drastically improved, it would be the show's last.

Developer Angus Myers said in a 2011 podcast interview, "I got the news before any of the guys in the studio did. In fact, I was the one who had to tell them. The reaction was strange. It was a mix of worry and relief. *Warriors of the Cosmos* was a big show for us to handle, so there was worry that it would be the beginning of the end for us, but at the same time, Season Four wasn't good and it was tough to get through, so the majority of them were ready to call it a day on the property; to just pack it in."

To say that the budget was reduced is a gross understatement. It was slashed to the bone. Worse, it was obvious that it was slashed to the bone, even to the children that made up their audience. The animation was cut-rate, stiff and jerky, and the writing was subpar. And that's being generous.

Another glaring sign that the budget had taken a massive hit was the fact that it featured very few new characters. The producers deemed the cast of Season Five to be a dismal failure and scrapped them all (except for Ma-Cho, who returned with a lesser role), moving back to the formula and cast that made the show popular in the first place. That sounds like great news, right? Well... sort of.

While it was a welcome sight for fans of the series to see all their old favorites back on their television sets again, the exuberance most of them felt was short-lived. The characters may have looked the same to a large degree, but that was where the similarities ended. Their personalities had been tampered with, they were voiced by different actors (most of which were poorly cast) and their new attire was horrendously bright. It was hardly the return to form that the fans were hoping for. They were promised their beloved heroes and reviled villains from the older seasons, but what they got seemed like a bad parody of them.

According to series animator Ricky Vaughan, "[Producer] Cedric [Johansen] came in and told us that for the new season, we were going back to the ones from the first and second seasons. I was cool with that. I liked those characters the best, to be honest. Then he told us we had to change them up a bit; make them brightly colored

because the colorful toys were the ones kids were buying. Huge, huge bummer. By the time the conversation was over, I was deflated, man. I mean, I loved this show. Joey [Markham] and I were the only two animators there who cared for the show at all. It was just another job to the other guys. I looked across the table at Joey and it was clear he was thinking the same thing I was. The rest of them were nodding and agreeing with everything Cedric was saying."

The ratings for the show were not good. In fact, they were atrocious. Only a small portion of the episodes were aired. *Warriors of the Cosmos* had run its course and it would be many years before its luster would return in the form of nostalgia and remakes. But that's a story for later on.

New Heroes

If Season Five highlighted new heroes, Season Six was bereft of them. Only one new protagonist made its way into the show that year.

- Katt-A-Pult

New Villains

Only two new villains were to be found in the Season Six mix.

- Dogg Pyle
- Hurl-A-Puma

Modified Heroes

Since the series' fate was more or less sealed, Grabbo Toys wanted to minimize the amount of money they were going to sink into the final wave of action figures. For that reason, almost all of the wave was made up of simple repaints of existing figures and a few new accessories. The repaints leaned more toward bright colors than the original paint-jobs did, something that apparently didn't appeal to fans of the toy line. Ma-Cho, from Season Five, returned to the show, but wasn't given a new action figure.

- "Air Glide" Lorxan
- "Powerstrike" Kazgull
- "Reflecto-Blast" Combato
- "Thunder Sword" Noblara

Modified Villains

The rogues gallery for Season Six was comprised almost entirely of revamped classic villains.

- "Evil Eye" Monstro
- "Nightglow" Nekrottus"
- Mega Armor" Shadow Queen

3

KATT-A-PULT

QUALITIES

- ◻◻ Feline Launcher of Steel
- ◻ Squeaky robotic cat with an odd paint job
- ◻ Has more in common with vehicles than with humanoid-shaped characters
- ◻ Undemanding

TRAITS

HERO-FLINGING BACK PLATFORM 7

(Action Feature, Area, +2 before having taken any Setback Tokens; Disadvantage - Always requires at least one Hero to carefully cooperate, Disadvantage - "Slow and awkward contraption," requires one round to simply get set)

CAT'S PAWS 5 (+2 when this character has had a considerable running start)

CAT'S HISS 5

ODDLY SHAPED NOT-VERY-CATLIKE BODY 4

PRECISE HEARING SENSORS 2

RATTLE ALONG UNIMPRESSED 2

YELLOW EYES 1



ABOUT KATT-A-PULT

The Grigers are a peaceful, philosophical people, always avoiding any manner of danger while pursuing knowledge and wisdom. Katt-A-Pult was different. He was born with a lust for adventure that his fellow Grigers couldn't comprehend. When he became an adult, he ventured out of the jungle and set out on an exploit that would forever alter his destiny. The catalyst to that change would be the Blackskull Empire. When he witnessed their cruelty for himself, his goal became clear: he would embark on a quest to destroy them and bring peace back to Iconia. His quest led him to Haven, where he was inducted into the Guardians of Iconia and given a saddle that could launch a rider many meters into the air as well as protect himself from harm.

3

DOGG PYLE

QUALITIES

- ◻◻ Fivefold Canine Danger
- ◻ Shaped by pack mentality
- ◻ Driven by Nekrottus' magic
- ◻ Disputed pack leadership (that's when the various heads are vying for control)
- ◻ Hates Katt-a-Pult

TRAITS

- VICIOUS BITE 6** (Action Feature, +2 when the five canines are separated)
- FEAR AURA 6** (Area; Disadvantage - Only when the five canines are united; One-Shot)
- PROWLER 6** (+2 when the five canines are separated)
- SMELLING 6**
- STRENGTH OF THE ALPHAS 6** (Disadvantage - Only when the five canines are united)
- DOG'S SENSE OF HEARING 5**
- RUN FOR A PROLONGED TIME 5** (+2 when the five canines are separated)
- STUBBORNLY OUTDOORSY 4**
- SWIFT 4**
- HOWL 3** (+2 when the five canines are united)



ABOUT DOGG PYLE

While traversing Dread Gulch, Nekrottus witnessed a peculiar scene. A pack of five starving, wild dogs were viciously gnawing at some old bones, all the while keeping a dozen other dogs at bay with growls and snaps. Their tenacity and ferociousness pleased the vile overlord on some level only he could comprehend. He raised his hands above his head and cast a spell that would instill into these savage wretches a modicum of intelligence and grant them the ability to combine into one gestalt being called Dogg Pyle whenever they wished. And he gave them food, which went a long way toward making them loyal, a quality that would be necessary for the bodyguard he planned for the newly created humanoid to become.

Dogg Pyle is a violent curr, always eager to pounce on anyone who so much as gives his master an evil look. His crude speech only accentuates his fierce demeanor. He tends to snarl and growl and bark a great deal as well.

He has developed a rivalry with Monstro during his tenure as a member of the Blackskull Empire, one which has led to blows from time to time.

3

HURL-A-PUMA

QUALITIES

- ⬡ Malicious Mechanical Mauler
- ⬡ Unpredictable malfunction
- ⬡ Aggressive... for a robot
- ⬡ Has more in common with vehicles than with humanoid-shaped characters
- ⬡ Endures existence silently

TRAITS

FOE-FLINGING BACK-SNAP DEVICE 7

(Action Feature, Area, Devastating, +2 before having taken any Setback Tokens; Disadvantage - "Slow and awkward contraption," requires one round to simply get set, Situational Setback - DN is raised by +2 if Hurl-A-Puma is not properly "flanked" and assisted by at least one allied villain character)

SHINY STEEL CLAWS 5

PUMA HISS 4

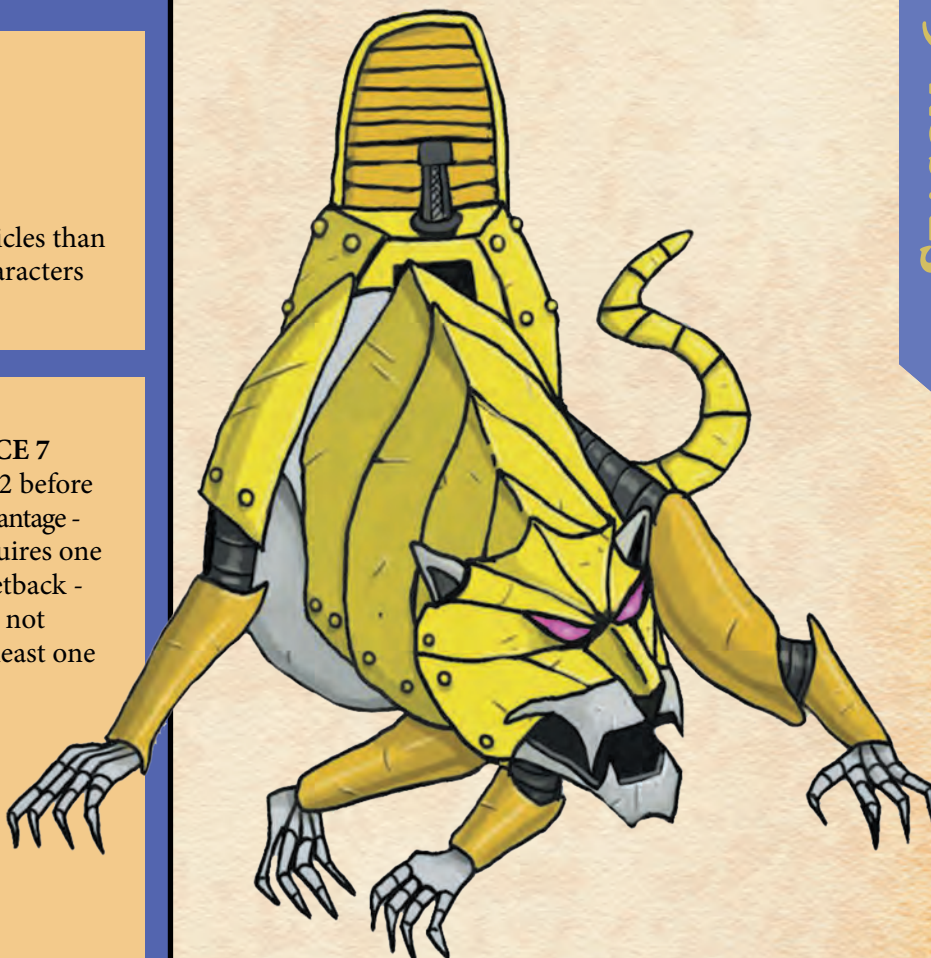
UNPROPORTIONAL-LOOKING

MECHANICAL BODY 4

FIERY RED EYES 3

PRECISE HEARING SENSORS 2

RATTLE ALONG UNIMPRESSED 2



ABOUT HURL-A-PUMA

Hurl-A-Puma was created by the Blackskull Empire to be an evil, robotic version of Katt-A-Pult. The project was a success, though sometimes, the mechanical cat's wires get crossed and he freezes up or does something inconveniently random. This irritates Nekrottus to no end, prompting him to threaten to turn him into "kitty cat scrap metal" or some other equally colorful play on that notion.

Unlike his heroic counterpart, Hurl-A-Puma is unable to speak and he has quite a nasty, aggressive personality. Furthermore, his "catapulting" capabilities are internal in nature rather than stemming from a specialized saddle. His favorite tactic in battle is to charge in with his head low, scooping foes onto his back before sending them careening through windows, into walls or off of cliffs.

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3 “AIR GLIDE” LORXAN

QUALITIES

- Gliding Chubby Gargoyle
- Loves to eat
- Belongs to the Mountain Gargoyles
- Opinionated

TRAITS

WINGED FLIGHT 6 (Action Feature, Situational Setback – DN is +2 when forced to fly for an extended time)
ROCK SKIN 5 (Advantage – Can appear completely still and stone-like)
GARGOYLE LORE 3
STRENGTH OF MIND 3
MAGICAL TELEPORTING SPEAR 2
(Advantage – Always returns after being thrown!)
FIGHTING 2 (+2 when linked with WINGED FLIGHT)
THROWING 2
SKULK 1

ABOUT “AIR GLIDE” LORXAN

Visually speaking, Lorxan’s appearance remained the same on the show, aside from his skin changing from a brass color to neon green. This was never explained in any of the episodes. He was given an increased role, however, so his fans were given a lot to be happy about in that regard. Sadly, his wisecracking nature was gone and he became a more serious character.

Lorxan’s action figure was cool, in theory... but awful in practice. His wings were reshaped entirely to act as a glider. Kids could throw it up and it would woosh along through the air. This was problematic for three reasons. First, the “wings” (which formed into a single membrane instead of being two separate wings) were not pleasant to look at; the whole contraption was bulky and looked nothing like wings. Second, the wing membranes were fragile and ripped after only a handful of usages. Third, the glider didn’t work worth a darn. The toy would typically only glide a foot or two before plummeting unceremoniously to the ground.

3 “POWER STRIKE” KAZGULL

QUALITIES

- Neon Barbarian Warrior
- Barbaric growl
- “Pow-errrr strike!”

TRAITS

POWER STRIKE 5 (Action Feature, Area)
FIERCE FIGHTER 4 (+2 when the fighting is up close and hand-to-hand)
RUGGED 4
SAVAGE STRENGTH 4
WILDERNESS SURVIVAL 3
STURDY FELLOW 2
WILLFUL 2
RIDING STEPPE ANIMALS 1

ABOUT “POWER STRIKE” KAZGULL

Kazgull’s Season Six visage was easily the worst of all the heroes. Rather than the earthy brown loincloth that fans came to expect from this barbarian warrior, he donned skintight orange pants, complete with purple trim. His barbaric boots were replaced with more futuristic versions. Did we mention that his hair was red? Apparently, some barbarians like to change up their hair color on occasion. But, hey, his gauntlets remained the same at least.

To add to these indignities, his iconic battle axe was replaced with... nothing. He had no weapons. He was depicted as fighting with his bare fists, which he could make glow before throwing a particularly annihilating haymaker. Grabbo Toys, looking to save some shekels, opted to simply color his right fist blue, apparently to represent the glowing effect shown in the cartoon.

3 "REFLECTO-BLAST" COMBATO

QUALITIES

- Robot Bodyguard
- "Reflecto blast on!"
- Extremely analytical

TRAITS

RETRACTABLE ROLLER SKATES 4

(Action Feature)

CHROME ROBOT BODY 7 (+2 vs Energy Based Attacks)

ARM-MOUNTED MINI-GUN 4 (Advantage – Can bounce the attack off objects; Area)

TARGETING SYSTEM 4

LOGIC 3

OBSERVATION SENSORS 2

PILOTING 1

ABOUT "REFLECTO-BLAST" COMBATO

For Season Six, Combato sported a chrome body as opposed to the predominantly gun-metal gray body from earlier seasons. His action figure was arguably the only one that was improved from the original version, as the shiny metallic paint looked sharp indeed.

In the cartoon, he could deflect energy-based attacks by exclaiming "Reflecto-Blast On". The effects would only last for a temporary amount of time, though that time seemed to vary according to the needs of the scene.

3 "THUNDER SWORD" NOBLARA

QUALITIES

- Enigmatic Dethroned Ruler of Shadestar
- Fighting princess
- Hates Nekrottus
- Vows to reclaim Shadestar

TRAITS

CLOAK OF SHADOWY INVISIBILITY 5

(Action Feature)

THUNDER SWORD 7 (Accessory, Advantage – Glows in the dark, Devastating)

AMULET OF HYPNOSIS 4 (Area, Oomph Powered)

CHAMPION OF ARMS 4

STEALTHY 3

NATURALLY ALERT 2

ABOUT "THUNDER SWORD" NOBLARA

Once an optimistic figure of hope, the Season Six version of Noblara was shadowy and enigmatic, seldom speaking at all. The irony was that this personality change was coupled with a cheerfully-colored costume of baby-blue and pink. Her short sword was nowhere to be seen, having been replaced with a sword almost as tall and wide as herself. It looked out of place, which makes sense, as the accessory was taken from a short-lived toy line called *Space Masters*. Grabbo had a surplus of them left, so they reallocated them to Noblara, in spite of the fact that the scale was larger than the one used for *Warriors of the Cosmos*.

CH.3: THE SEASONS

2

"EVIL EYE" MONSTRO

QUALITIES

- Cyclopean Hulk
- Simple-minded buffoon
- Ruthless beyond measure

TRAITS

EVIL-EYE 6 (Action Feature, Area)

IMPRESSIVE MIGHT 7 (+2 when used for fighting)

TOUGH SKIN 6

SURVIVE IN WILDERNESS 3

SAVAGE WILLPOWER 2

VIGOROUS 2

3

"MEGA ARMOR" SHADOW QUEEN

QUALITIES

- Cunning Mage
- Distinguished
- Loyal to Nekrottus

TRAITS

MEGA-ARMOR 6 (Action Feature)

SUMMON DARKNESS 7 (Area, Deactivate-Sight Based Traits, Devastating)

VILE SPELLCASTER 5 (Versatile: *TRANSFORM OTHERS* [Area; Disadvantage – Must always make hand gestures], *SHAPECHANGE*, *BLEND INTO SURROUNDINGS*; 3 undefined slots)

MANIPULATIVE 5

SNEAKY 4

SKILLED COMBATANT 3

DUAL EBON SHORT SWORDS 3 (Accessory)

GOOD AIM 3

PERSISTENT 3

FEATS OF AGILITY 2

KNOWLEDGE OF THE ONYX REALM 2

ABOUT "EVIL EYE" MONSTRO

Originally, Monstro was a fairly intelligent being, giving him a nuance that separated him from other "brutish" cartoon villains. Not so in Season Six. He was portrayed as a simple-minded buffoon who constantly said wrong words or messed up old sayings or expressions. An example of this was when he said, "Duh... I guess I let the cat out of the bag" instead of "bag".

Visually, he looked the same, with the exception of the fact that his skin was now orange, which detracted from his monstrous countenance.

The "Evil Eye" Monstro action figure was exactly the same sculpt, with one exception: his head. It was given an all-new sculpt with a significantly larger eye hole than the static eye found in the older version. The spherical orb that was his eye could be manipulated and made to move by kids, via a little peg in the back of the head.

ABOUT "MEGA ARMOR" SHADOW QUEEN

Shadow Queen no longer displayed the ability to throw lightning bolts, nor could she teleport by stepping into shadows. Instead, she now created impenetrable darkness in small areas. Her combat skills had gotten an upgrade, however, as she demonstrated top-notch prowess with dual short swords. Also, as her new moniker suggested, Shadow Queen started wearing armor. On her action figure, the armor was separate armor segments that could be fastened on; the torso armor was one piece, the arm armor was four plates and the leg armor was two plates.

Shadow Queen was now loyal to Nekrottus, a major departure from her past portrayal. She also suddenly developed a fake British accent. These alterations severely damaged the character.

4

"NIGHTGLOW" NEKROTTUS

QUALITIES

- ❖❖ Evil Overlord of the Blackskull Empire
- ❖ Completely power-mad
- ❖ Doesn't hesitate to flee when things go sour
- ❖ Has vowed to finally conquer Haven
- ❖ Cowardly

TRAITS

DARK SORCERER 10 (Versatile: *BLAST OF SORCEROUS BOLTS* [Area], *ALTER SHAPES*, *FORCEFUL TELEPORT*, *LEVITATE OBJECTS*; 4 undefined slots)

STAFF OF G'HOTAK 8 (Accessory, +2 against metal, Disadvantage - Fragile and can't be used in close combat)

INDOMITABLE 8

INFERNAL SWORD 8 (Accessory, Advantage - Can only be wielded by Nekrottus, Deplete - physical Traits)

SORCEROUS ARMOR 6 (Accessory)

DARK CHARISMA 7 (+2 in the Dark, Advantage- Glow in the Dark)

WHINING 5 (Area, Deplete - melee-related Traits)

FANTASTIC AIM 5

ONYX ORB 4 (A huge crystal ball that allows Nekrottus to see anywhere in Iconia; Disadvantage - Cannot be moved from the Fortress of Gloom; One-Shot)

ABLE-BODIED 4

FLOATING 3 (Disadvantage - Cannot float higher than a few feet off the ground/surface he would normally be standing on; this is purely for dramatic effect)

PILOTING 3

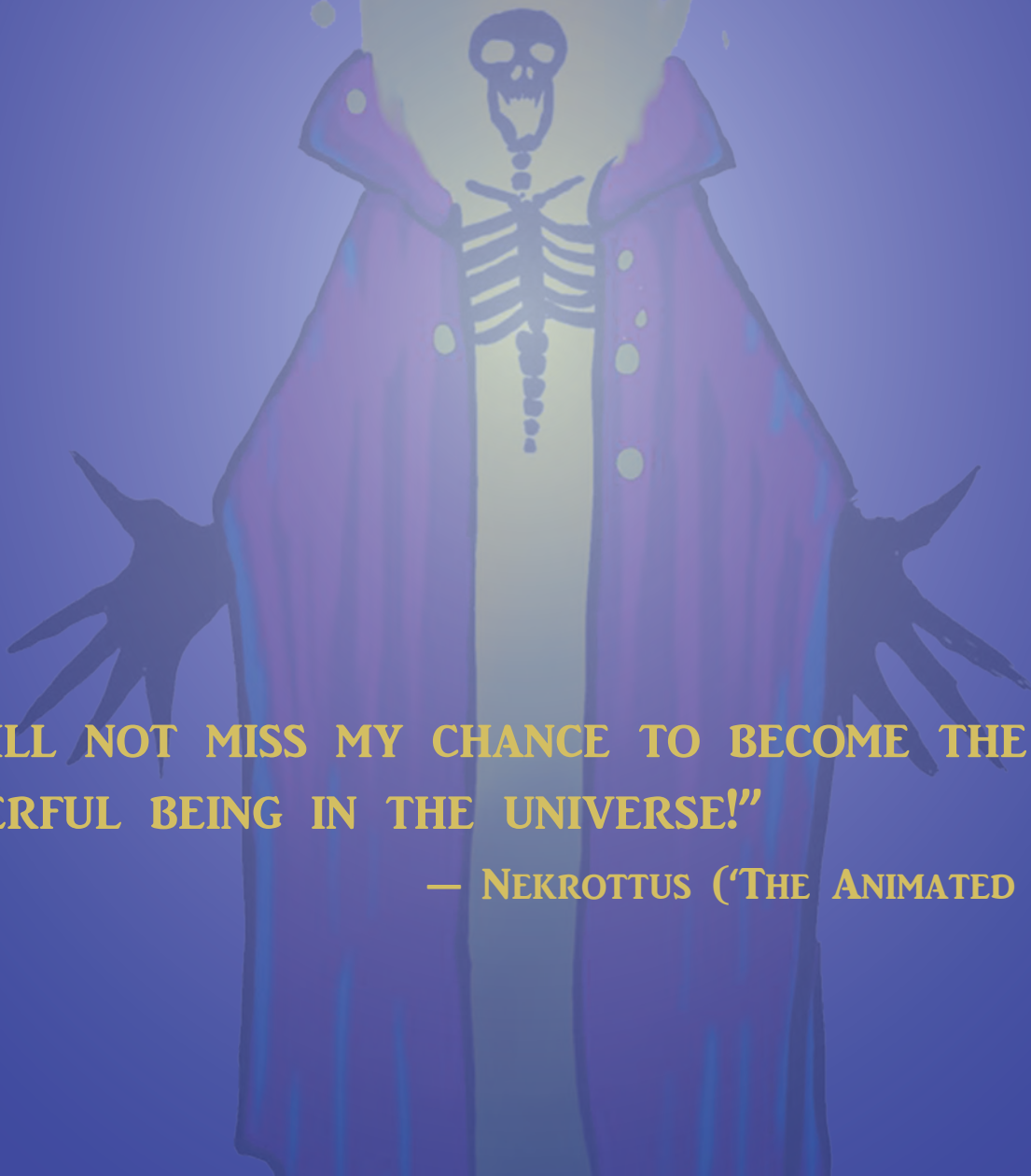
ABOUT "NIGHTGLOW" NEKROTTUS

Nekrottus looked almost identical to his original incarnation, colors aside. Where he was once attired in creepy, darker toned clothes, brighter hues now found their way into his wardrobe. His clothing style was no different; only the colors had changed. His head now glowed a sickly yellow, both on the show and on the toy. In the latter case, this was attributed to his head sculpt being created from a glow in the dark plastic.

Accessory-wise, he was given a much more impressive (i.e., larger) version of the Infernal Sword, which for the toy, was cast from the same plastic as his head.

Nekrottus took a much bigger hit in the personality department than in the aesthetics department, which is quite a feat considering the atrocious colors used. Nekrottus was now less likely to fight his own battles and more likely to beg for mercy when cornered, something he never would have done in earlier seasons. He was still underhanded, but had inexplicably become a coward.

CHAPTER 4: MORE WARRIORS



**"I WILL NOT MISS MY CHANCE TO BECOME THE MOST
POWERFUL BEING IN THE UNIVERSE!"**

— NEKROTTUS ('THE ANIMATED MOVIE')

THE ANIMATED MOVIE

According to the original agreement between Gerald Peevey and Kilamir, Season Four was meant to be the swan song for the franchise, culminating in an explosive, high-budget animated movie that could be chunked up into several normal-length episodes to be aired later on. Truth be told, the heads of the studio—along with those from Grabbo Toys—were never fond of the notion. But Peevey was insistent, so they really had no choice but to agree to his terms, especially once the show's success became evident. In Peevey's eyes, every story should have a definitive beginning, middle and end. It was the way he always imagined it. He didn't want to produce episodes (and toys) simply for the sake of making money. The story was what mattered most to him.

Behind closed doors, it was decided by the two companies that they would humor Peevey until the time came to produce the animated film. They figured they'd deal with it when the time came and hoped he would have a change of heart when they broke the news to him.

He didn't.

An altercation ensued; one that has become the stuff of legend. The rumors about what happened in that fateful meeting still abound to this day, despite most of the participants claiming it was fairly civil, albeit quite tense. Some claim that a brawl broke out; others swear that threats against Peevey's family played a part.

Peevey himself shed some light on the matter, saying, "You could cut the tension with a knife during the meeting in which I was informed that they were breaking our agreement. It's been a lot of years now and I don't hold any grudges, but at the time, I was pissed. Very, very pissed. And when I get that way, I get quiet. Otherwise, I'd have ended up saying things that I'd later regret. Still, they all knew I was fuming. They could tell. I'm terrible at hiding my emotions. They talked... I fumed. That was the extent of what happened that day. They tried to convince me that this was the right decision and all that, but I was having none of it. In the end, they had the legal right to carry on and I was out of luck. I did try to continue with the franchise, but it just wasn't the same and I quickly departed, leaving them to their own devices."

In truth, the film would have assuredly been cut to shreds due to the rather gratuitous violence and coarse language even if Grabbo and Kilamir had gone with the original plan. These two factors normally would have been non-issues, but the rest of the franchise targeted kids... and this was anything but kid stuff. At best, a watered down version would have been completed and released.

Furthermore, Peevey had always intended for Hawkla-dy and Noblara to be lovers and instructed the writers to insert hints of that throughout the series. Each time they followed his orders, the hints were cut before production. According to Peevey, "I wanted to teach kids that homosexuality was okay and that if they were, in fact, homosexual, they weren't alone in the world; that even their heroes could be as well. The older kids, of course. The nods would have gone over the heads of the very young fans. I never had anything graphic in the scripts. It's not like I had them making out or anything of that nature. Their relationship would have been made very poignant in the animated movie."

Although the animated movie never came to be, Peevey shared his marked up copy of the script with Spectrum Games and we are pleased to be able to give *Warriors of the Cosmos* fans the ability to read about it for the first time.

The Story

The movie opens with Nekrottus pacing back and forth in his throne room, grouching about his henchmen taking too long. Shadow Queen urges him to have patience, leading to him verbally berating her for being too easily pleased by the performances of their underlings. She shoots him an evil look but stays quiet. She has plans.

When King Krab and several of his robotic minions come through the door, Nekrottus is relieved. King Krab produces a small, ancient-looking box and presents it to the tyrant. In true Nekrottus fashion, he holds the box dramatically aloft and declares that finally all of Iconia would be his for the taking.

Before we can learn more details, the scene switches to Haven. The script notes a panning shot of the city of Ques-ta, which undoubtedly would have looked fantastic on the screen considering the animation budget was to have been immense. The screen focuses in on the Palace of Justice and then switches to the interior of said building. Snap-Yap and Sir Castic walk down one of the shining, majestic hallways after some combat practice, making small talk. When they turn a corner, they find Merlis lying unconscious on the floor. They waste no time getting him to the medical facility.

CH. 4: MORE WARRIORS

A brief amount of time passes and the doctor comes out to the lobby where Rastor and several of the Guardians wait for news. "None of our tests have given any indication as to what ails Merlis, I'm afraid."

At that point, a young, handsome man with flowing blond locks enters the room. "It's something far more serious... and sinister." He introduces himself as Loma, Merlis' protégé. He explains that Merlis has been sensing a disturbance in the fabric of reality over the last few weeks and has tried to find its source, without success. At least until the day before. The two traveled from the Tarpathian Forest to the palace with the intention to tell King Rastor some "dire news" about the disturbance. He refused to tell Loma what was going on, stating that his mind was not yet ready for the backlash of what is to come. Loma was to wait on his master in town, but he never came back. During their journey to Haven, Merlis explained to him that something is happening that will change the world forever and that he has been using his mind to curtail it as best he can. The old wizard feared, though, that doing so would eventually destroy him.

A nurse comes out and informs them that Merlis is awake and is asking to see King Rastor.

We cut away to Merlis' bedside, where Rastor approaches his old friend. Merlis speaks weakly: "Rastor, my dear friend... Iconia faces a threat unlike any it has faced before. I haven't much time left, so listen closely and do as I advise. Three thousand years ago, there walked a sorcerer named Vengus; like Nekrottus, he was evil incarnate. He studied magics from a hundred dimensions, mastering them all in a very short amount of time. He was the most powerful sorcerer in the multiverse; none could compare. But he was still mortal, a fact he sought to change. Through dark rituals, Vengus found help from five extra-dimensional entities known collectively as the Brothers of the Abyss. They promised to grant him immortality, but only if he would carry out three tasks for them upon gaining it. They held up their end of the bargain. Vengus, on the other hand, didn't hold up his end and tried to destroy them now that he had gained what he wanted. What he didn't count on was that they expected him to betray them. They destroyed his body and trapped his soul inside a small metal box for all eternity. The box was hidden in the darkest depths of Iconia so that Vengus could never be found and released. But Nekrottus has found the box and only he knows what he plans to do with it. When the box was taken possession of by that fiend, a magical backlash occurred and has caused irreparable damage to my psyche." His voice grows weaker. "You mustn't... let

Vengus plague Iconia again. Assemble... the Guardians. They... are the only hope... the world has. Time... is... running... out."

With those final words, Merlis dies.

Preparing for War

There is great mourning throughout all of Haven and even in the kingdoms and lands beyond. We see a montage of the various peoples of Iconia showing their respect in their own cultures. Rastor, however, has no time to mourn the loss of his old friend and does as Merlis asked. He explains the situation to the Guardians of Iconia, all of whom are equally broken hearted about the wizard's passing. But his death, they proclaim, will not be in vain. They will stop Nekrottus and ensure that Vengus never sees the light of day again... in the name of Merlis. "In the name of Merlis", they all shout with absolute resolve.

We cut back to the Fortress of Gloom, where Shadow Queen is alone in a chamber full of bookshelves. A vile-looking figure materializes in a cloud of smoke. She addresses the being as S'groth, who is the demon that taught Nekrottus the dark arts before his protege unhandedly banished him to another dimension. Shadow Queen informs him that the time is nearly right and that all of their plotting is about to come to fruition. She will rule the Blackskull Empire as its queen! S'groth reveals to the audience that he has been working with her on this machination as a way to get revenge on Nekrottus for betraying him. He also says that the plan must happen before Nekrottus unleashes the contents of the box.

Their meeting is cut short when Nekrottus enters the room. S'groth disappears instantly before he can be seen. Nekrottus orders her to come to the throne room and that the ritual is about to begin. She looks worried but follows him out, glancing back into the darkened room before shutting the door. In the darkness, she sees the eyes of S'groth.

Meanwhile, Haven is organizing its forces to assault the Fortress of Gloom. Land vehicles are useless due to the inaccessibility of the fortress, high atop one of the tallest spires in the Fogshroud Mountains. All manner of air vehicles are shown as well as what looks to be a legion of troops. King Rastor is overseeing the proceedings and gives his subjects a memorable speech that whips them into a fervor. Cheers go out among the people of Haven as the war machine rolls out on its date with destiny.

Nekrottus is beginning the ritual in his throne room with many of his most trusted generals in attendance. Spydar

CH. 4: MORE WARRIORS

rushes in, aggravating Nekrottus in the process. But something is worrying Spydar. He tells them that their operatives have spotted a mass of Haven soldiers and airships heading their direction and that they will arrive at the foot of the mountains within a few hours.

Nekrottus goes into a rage. “This ritual is going to take longer than that. Send out the forces! Stall them! I will not miss my chance to become the most powerful being in the universe!” With that, the ritual continues, though Shadow Queen quietly slips out and meets with S’groth. He gives her a scroll and tells her to slip it into the pile of scrolls Nekrottus is using for the ritual. She smiles and takes it from him.

The scene switches to the Haven army in transit. King Rastor himself is in the lead vehicle, an open-topped tank that hadn’t been seen before in the series. He stands tall, not willing to let others risk their lives without him doing the same. Falcor, Hawklady and Armora return from scouting ahead and confirm that the Blackskull Empire is mounting a resistance force. Rastor isn’t surprised and orders his soldiers to prepare for combat.

We see another scene of the ritual taking place and it’s obvious Nekrottus is nearing completion, as only a few scrolls remain. Nekrottus is reading the arcane words from one of the scrolls. Shadow Queen can be seen with an all-knowing smile on her face.

Meanwhile, the battle begins, with the Haven forces colliding with those of the Blackskull Empire. All hell breaks loose. The script mentions that there should be vignettes of the various Guardians, showcasing their abilities in true heroic fashion. There is a vague mention that the scene should take up ten minutes of screen time and that the villains are beginning to lose ground in the conflict.

Nekrottus picks up the last scroll and reads aloud the words upon it, obviously excited about what he thinks will be his ultimate triumph. With the last sentence, he raises the box high and exclaims, “And now... bestow upon me all the power of Vengus, so that I shall be the one and only master of the cosmos! I shall reign for all eternity!”

Shadow Queen’s Betrayal

Suddenly, a terrifying figure emerges from the small box. Even Nekrottus is taken aback by it. All the villains reel from Vengus’ visage... except Shadow Queen, who is smiling openly now. The figure speaks. “It is you, Nekrottus, who summoned me, but it is not you who shall receive my power! The final scroll binds me to another;

someone who clearly outsmarted you and who is thus worthier of what I have to offer.”

Nekrottus looks confused, scanning the room for the culprit. That’s when his eyes settle upon Shadow Queen. “You!” he growls, pointing an accusatory finger at her. “It was you who betrayed me!”

“Yes,” she said proudly, “and now... you die.” The figure of Vengus merges with Shadow Queen. Smoke and special effects not detailed in the script can be seen surrounding her. She bellows with absolute power, crackling with energy. The smoke clears and she stands transformed into a more impressive version of her former self and stands almost seven feet tall. She wears shiny black armor, complete with a darkly regal helmet. A billowing cape completes the makeover.



Nekrottus has been backing away, attempting to slink away into the rooms beyond so he can make an escape. “Not so fast, Nekrottus. Your time is at an end.” With that, purple energy emits from her hand and hits Nekrottus full-on in the torso. He lets out a scream of anguish and agony and falls to the floor, burnt and looking nearly dead. He crawls slowly across the room, looking up to see Shadow Queen standing over him.

“Do you wish to beg for your life now, you wretch?” she asks with long-awaited glee.

CH. 4: MORE WARRIORS

“Not in a million lifetimes. Nekrottus begs *no one*.”

“Very well”, she smirks. “I have waited so very long for this moment.” We see a closeup of her face with intense energy flashing across the screen as if the entire chamber was being lit up by her energy. When the energy stops, she begins laughing maniacally.

The Truth Revealed

And that’s when the scene cuts back to the battle, where the Blackskull Empire forces are in full route.

All of a sudden, in the distance, the heroes all see a radiantly bright glow form around the distant mountain that houses the Fortress of Gloom. Azlara sees it and verbalizes his surprise and confusion with three words that would have assuredly angered the parent groups: “What the hell?”

“Forward to the Fortress of Gloom,” exclaims the king as they press onward.

As they roll (and fly) toward their destination, a small one-man hover vehicle zooms up alongside Rastor’s tank and informs him that the losses were minimal during the battle, but both Trailblazor and Loma are both missing in action. This visibly upsets the king.

The scene cuts away to the dark woods near where the battle took place. Trailblazor is tracking someone through the trees, deftly darting about without being noticed. We eventually see that the person he has been following is none other than Loma. The young wizard steps into a clearing and produces a black gemstone that crackles with magical energy. He holds it above his head, transforming into another form: S’groth! He speaks to Shadow Queen via another crystal, affirming that the remainder of the Haven army has defeated the initial wave and are on its way to their trap. She seems pleased, but closes the conversation quickly, citing that she has much work to do before the Havenites arrive.

Trailblazor reveals himself to the dark entity. “My instincts told me something was ‘off’ with you. Once King Rastor and the others find out, your ruse will be no more.”

S’groth smiles evilly and says, “Then I guess it’s fortunate for me that you won’t be alive to tell a soul.” A fight ensues, but despite a noble effort, Trailblazor is out of his league and finds himself at S’groth’s mercy.

“Who are you,” Trailblazor asks, having never faced an being like this before.

“You may call me S’groth... but not for long.”

The hero asks one last question: “Why... did you betray us to Nekrottus?”

“Nekrottus? That traitorous pest is no more. Shadow Queen now holds the power to rule the Blackskull Empire and Iconia itself now. With my help, she has unlocked the box that held Vengus’ soul and his power is now hers... and she serves *me*! My goal was simply to draw you into our trap... and that plan has been a success.” Trailblazor looks genuinely shocked by this news and attempts one final attack, only to have the ethereal entity reach through his chest. No blood is shown, but it’s clear that he damaged the hero from the inside. Trailblazor goes limp.

A Gathering of Evil

Back at the Fortress of Gloom, Shadow Queen addresses all the henchmen shown on the series up to that point. “I am now queen of the Blackskull Empire. Anyone who wishes to wrest control from me is free to give it their best effort. But rest assured that you will fail... and you will die.” She walks by each one of them as if giving them an opportunity to accept her offer. None of them do. “Good. Now we can get down to business. Within the hour, the forces of Haven, along with those infernal Guardians of Iconia will be at our doorstep, spoiling for a fight. What they don’t know, however, is that I ensured that the resistance force we sent to engage them was mere fodder meant to wear them down and give them a false sense of security. When they arrive, we will bring to bear our entire legion, wiping them away so that we shall never have to worry about them again. When this day ends, it will be me who stands triumphant! All of Iconia will be mine for the taking!”

S’groth appears in her throne room with a cloud of inky black smoke. He lets her know about his encounter with Trailblazor but assures her that the hero is permanently unable to meddle in their schemes. She orders him to rejoin the Haven forces and when the time is right, kill King Rastor.

“I don’t think you understand how this works, my dear,” states S’groth. “*You serve me*. I will not take orders from you.”

A smile creeps across her face and says, “It is *you* who don’t understand... that things change.” With that, she unleashes a hellish spell that apparently disintegrates him.

CH. 4: MORE WARRIORS

“That is what happens,” she says to her henchmen, “when you no longer serve a purpose to me. Now go forth and prove your worth!”

Meanwhile, the video screen in King Rastor’s tank crackles to life. Trailblazor’s face can be seen. Rastor worriedly asks where he has been. “King Rastor... there’s no time... to explain. Loma is a traitor. He led us into an ambush. Nekrottus is dead. Shadow Queen... is in charge now. You must... retreat.” The screen goes blank, leaving Rastor (and the would-be viewers) to wonder if Trailblazor survived. He orders a full retreat, much to the confusion of his soldiers and the Guardians. He adds that they must also find Trailblazor.

“It’s too late for a retreat,” yells Oshida, pointing to the mountains ahead. We see an epic army advancing toward them and an equally impressive fleet of airships, including at least a dozen Battle-Wings. The various Guardians of Iconia are seen with looks of dread on their faces. Komputarr states that by his estimation, they are outnumbered five to one. And that is a conservative estimation, he adds.

Rastor is dismayed, but tells his warriors both on the ground and in the air that if today is destined to be the last day of their lives, then “we will make damn sure the Blackskull Empire remembers the battle that’s about to begin for a very long time.” The troops give an inspired cheer and charge toward the enemy.

The Battle Begins

The valiant fighters of Haven perform better than the cretins of the Blackskull Empire, but the numbers game is too much. The script designates that this segment of the battle should be fifteen minutes by itself and listed several key events that were to transpire during the struggle.

KEY EVENT #1: Prismor gets shot and is lying prone, struggling to get back to his feet before a group of Turgs can reach him to finish him off. Sure-Shot comes out of nowhere and starts shooting the humanoids. Most of them are slain, but two reach her and secure her arms, making her unable to fire her pistols. She scraps with them and just as she breaks free, Bog-Frog enters the fray and shoots her with his spear gun. In a scene that would assuredly have ended up on the cutting room floor, Sure-Shot still tries to fight him with the spear still protruding from her stomach. He yanks the cord attached to the spear and she is hurled through the air, landing on the ground... lifeless.

KEY EVENT #2: The always-enigmatic Maximarr hits the scene to the surprise of everybody. He mauls every foe in his path and ends up in one-on-one combat with Sharkbite. After a titanic struggle, Maximarr bests the behemoth.

KEY EVENT #3: Kazgull faces his archnemesis, Monstro, one last time. The heroic barbarian finds himself on the losing end of Monstro’s onslaught, but despite suffering grievous injuries, the confrontation ends with the massive one-eyed humanoid plummeting off a very high cliff, presumably to his death.

KEY EVENT #4: Velcron finds himself pinned down behind a cluster of boulders due to heavy enemy fire. When he sees Rastor’s tank being assaulted by Goop Zombies, he springs into action in spite of the laser bolts filling the air around him. As soon as he emerges from cover, he is riddled with shots and dies.

KEY EVENT #5: Headspin and Beat Fox plow through a whole slew of robotic Blackskull Empire minions in the Boom Bus, sending them flying all over the place. Once the minions have been cleared out, Headspin sets his sights on Kree-Churr and crashes the vehicle into him. The impact causes the loathsome critter to become airborne, where he is immediately hit by a low-flying Cloud-blazer. “So much for that clown,” declares Headspin as he high-fives Beat Fox.

A Daring Strategy

Things are looking dismal for the forces of Good, but King Rastor has a plan. He orders Combato, Falcor, Hawk lady, Armora and Lorxan to fly as fast as they can toward the mountains and stealthily enter the Fortress of Gloom. One of them must carry Noblara as well, as her Cloak of Shadowy Invisibility will be of great assistance. He wants them to use the element of surprise to defeat Shadow Queen.

With Noblara in tow, the five heroes take to the air, but stay fairly close to the ground so as to avoid detection. When they reach the base of the mountain upon which lies the fortress, they fly upward and find a window protected with metal bars. Combato makes short work of the bars and they enter. Moving through a corridor, the group stumbles across a group of goons clad in silver armor (the script calls them “Steel Warriors”). The heroes dispatch them before any alarms can be sounded, though one of them nearly reaches a big red alarm button.

CH. 4: MORE WARRIORS

“Quick,” says Noblara, “We must waste no time finding Shadow Queen.”

Meanwhile, the battle rages on outside, though the situation seems to be growing more dire by the minute. The Haven forces are being overwhelmed by the superior numbers. We see the airships being decimated by the Blackskull Empire’s fleet. One particular Windblaster gets plucked from the sky with an enemy blast, causing it to crash onto the battlefield, killing Sheriff Stalwart, who was taking on several Goop Zombies.

A Fright Strider steps on King Rastor’s personal tank, flipping it over and sending him careening into a nearby boulder. He’s down, but Tuff-Tusk picks him up and carries him to a hiding spot in the woods (the script was vague about exactly where or what that safe space was). The King wakes up and starts to go back to the fight. Tuff-Tusk says, “King Rastor, you have nothing to prove. Stay here. You’ll be safe.”

Rastor stands up, obviously worse for wear. “I have *everything* to prove”, he says before rejoining the battle.

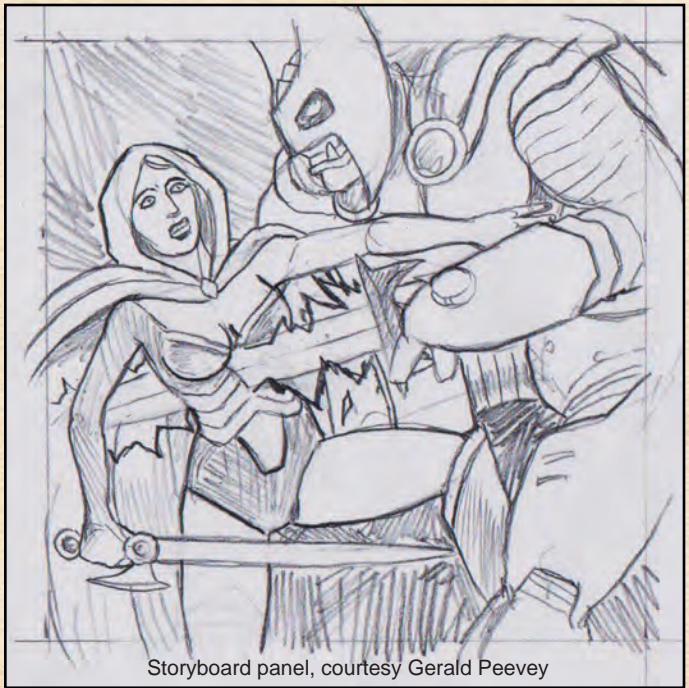
Back in the fortress, Shadow Queen stands before a massive wall-screen, watching the battle. She tells her servants, “Prepare the Despot. I want to finish off what’s left of Rastor’s forces personally.”

She walks toward the hangar bay, only to be cut off by Noblara, Combato, Falcor, Hawklady, Armora and Lorxan. The new overlord looks stunned by their sudden appearance. Noblara tells her, “You’re going nowhere, fiend.”

The fight commences and despite some good hits by the heroes, Shadow Queen is successfully fending them off. Still, she is vastly outnumbered and is forced to retreat. They pursue her through the hallways when suddenly, King Krab steps into their path, running Noblara through with his energy sword. There is an oddly quiet moment, where the heroes are in absolute shock. Still clinging to life, Noblara weakly tries to bring her staff to bear on him, but it falls from her hand. Krab savors the moment, looking at her straight in the eyes and says, “It pleases me that my face will be the last thing you’ll ever see.”

With her last, dying breath, she says, “Go to hell” and then succumbs.

Her death triggers rage in her comrades and they proceed to attack him with absolute ferocity. Eventually, his defenses falter, giving the protagonists the upper hand.



Storyboard panel, courtesy Gerald Peevey

Hawklady, who has always been particularly close to Noblara, takes to the air and charges into King Krab. Both of them careen out of a nearby window and thus out of the fortress. She flies... he falls. Her heroic instincts kick in and she swoops down to save him, but at the last minute as King Krab reaches for her, she pulls up. “King Krab will never slay anyone again,” Hawklady proclaims as she watches him plummet.

Inside, the other heroes continue to chase Shadow Queen, but they’re too late. By the time they reach the hangar bay, her ship is lifting off. They aren’t to be deterred, though, and fly after her. The Despot enters the battle, blasting one ship after another into oblivion.

Has Evil Triumphed?

Meanwhile on the ground, the Haven troops are being rounded up by the Blackskull Empire. Just when it looks like all is lost, Sir Castic, Azlara and King Rastor arrive and take out the enemy troops doing taking the Haven troops captive.

Rastor stands atop a burned-out Trakkster and addresses his men and women. “We must not surrender, no matter the cost... no matter how hopeless the situation may look. The fate of Iconia hangs in the balance and let it not be us that allows darkness to conquer it. We must prevail! And prevail we will... or perish trying!”

Recharged, the troops renew their efforts and head back into battle. Rastor’s inspirational speech was exactly what the heroes had needed.

CH. 4: MORE WARRIORS

Aboard the Despot, Shadow Queen notices the shift in the tide and orders her pilots to land. She says she will put an end to this herself. As she turns to prepare for battle, she sees Lorxan, Armora and Combato. Lorxan asks, “You didn’t think you were going to get rid of us that easily, did you?”

They attack her immediately and in the ensuing battle, Lorxan is thrown against the bridge’s control panel, causing the ship to lurch... just as a missile from Afterburn’s ship slams into it! The Despot crashes to the ground in a fiery explosion, drawing the attention of all the combatants.

When the smoke and dust clears, Shadow Queen emerges. “A mere crashed ship isn’t enough to fell me, fools. I AM UNDEFEATABLE!”

The heroes, who were cleaning up the last of the Blackskull troops, turn their attention toward Shadow Queen. She unleashes a blast that takes them all down, laughing maniacally as she does so. “I told you I cannot be defeated! If you surrender now, I may spare your pitiful lives.”

The remaining Guardians of Iconia struggle back to their feet. They’ve been through hell today and know that it’s not over yet. They rush toward her, just as her reinforcements arrive: Volcanus, Grumblor, Ob-Noxious, Eye-Catcher, Chillout and Vileheart. The battle begins anew, though several of the Guardians ignore the newcomers and stay focused on Shadow Queen: Azlara, Oshida and Bubblor.

The three heroes fight her to a stalemate, though it was the unexpected arrival of Trailblazor on his power glider that made all the difference. He was in bad shape, but he flew himself directly into the villain at full speed, causing them both to slam into the wreckage of the Despot. She had finally been weakened! There was hope after all. Or was there? The fresh villains were doing a number on the battle-weary Guardians and many of them were now moving toward those who have been attacking Shadow Queen.

Most of the Guardians were down and the villains had the remaining heroes surrounded. They just couldn’t seem to catch a break. Had it not been for the fresh henchmen arriving, Shadow Queen would likely have already been defeated.

That’s when Loma shows up.

The Conclusion

He tells Shadow Queen, “Do you think I’m foolish enough to not have expected your betrayal? You didn’t finish me with your pathetic blast... I simply transferred my soul back into the body of Loma. And now you will pay for your treachery!”

Loma’s entire body begins to radiate energy, which becomes the largest, most powerful blast ever put on screen and it hits Shadow Queen squarely, melting her (yep, another one that would have landed on the cutting room floor) into a puddle of goo. He turns his attention toward the other villains and they, too, are reduced to puddles.

“And now... it’s *your* turn,” Loma/Sgroth says to King Rastor. “I do so loathe heroism.”

As he raises his hand to cast a spell, Azlara strikes him down.

“Let us be done with evil today,” she says flatly.

Epilogue

The scene shifts to Questa, where King Rastor addresses his constituents. He stands on an elevated stage. Many thousands of people are listening to his words. Among them are the surviving Guardians of Iconia, standing front and center near the platform. All of the Guardians wear the wounds of the battle.

“The people of Haven are known for many things; their generosity, determination and heart being but three. These qualities were on full display one week ago as you took up arms and set out to eradicate the tyranny that has dominated our world for far too long. It’s those traits that make me proud to call myself your King. Because of you, the Blackskull Empire is no more and that the world is once again safe. You—yes *you*—are responsible for giving so many enslaved people their lives back and allowing them to rejoin society.” The “camera flashes to members of many of those races in the crowd: the Yupor’uh, Gillzarians, Karztecs and others.

“Many of you nearly gave your lives in the pursuit of freedom... others *did* give their lives. And that’s why we’re here today... to honor those brave men and women who never returned from that fateful battlefield; those who paid the ultimate price for their belief that Iconia is worth fighting for.”

CH.4: MORE WARRIORS

We cut to a freshly constructed memorial garden, some time later. In the center of a pool of crystal-clear water stands statues of the fallen Guardians of Iconia: Noblara, Sure-Fire, Merlis, Velcron, Trailblazor, Lorxan, Falcor, Armora and Combato. King Rastor stands before the statues, silently mourning the loss of these great heroes. A female form walks up beside him, placing her arm around him, joining him in observing the memorial. It's Azlara.

"It's been nearly a year, yet I still can't believe they're gone," he tells her without looking away from the statues.

She replies, "Noble souls, one and all. There's not a day that goes by in which I don't think of them. Lorxan's sarcastic remarks, Noblara's stories about Shadestar, Combato's tendency to overanalyze everything... these are things I always took for granted, as if they would always be around. And now they aren't."

Rastor simply nods. There's a silence before he speaks. "I think they would have liked this memorial." He's clearly trying to change the topic in order to keep from tearing up.

Azlara smiles sweetly, knowing precisely what he was doing. "Had I known you were this sentimental, I never would have saved you from Loma."

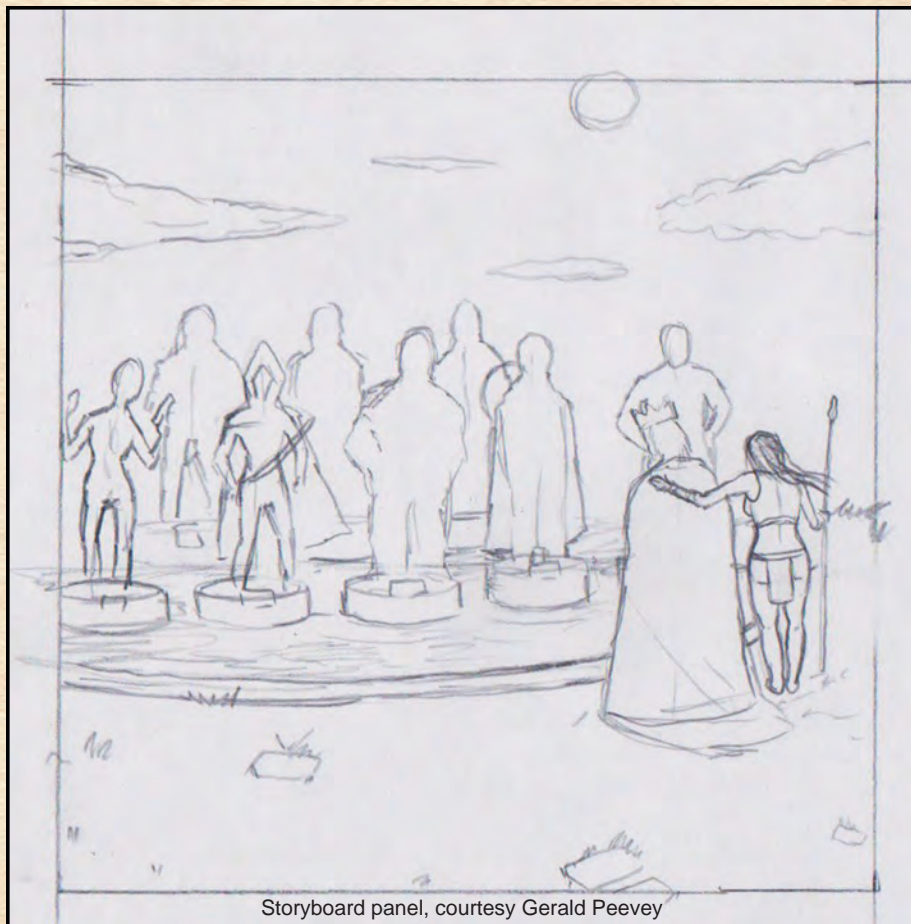
He smiles back. "But then you and I would never have fallen in love, which means you wouldn't be the Queen of Haven."

"Ahhhh," she counters, "But I'd still have been the Princess of the Karztecs."

"Fair point," he conceded as they both walk away hand in hand.

The "camera" pans to the right. We see Sir Castic, who had been watching from afar. He walks up to the statues and looks at them. "Unluckily for all of you," he says to the likenesses of his allies, S'groth isn't the only one who can place their souls in the bodies of others. And what could possibly be more suiting than the body of my own son." He begins laughing evilly as we see his reflection in the pool... it's the visage of Nekrottus.

Roll credits.



Storyboard panel, courtesy Gerald Peevey

CH.4: MORE WARRIORS

ANIMATED MOVIE



Fan-made teaser poster for the animated movie by Jacon Markson.

CH.4: MORE WARRIORS

3 LOMA FORM OF S'GROTH

QUALITIES

- Ancient Evil Manifesting in a Host Body
- Believed to be a crusader for good
- Plans within plans
- Lives a life of utter deceit

TRAITS

ARCANE KNOWLEDGE 5

SNEAKY 5

KNOWLEDGE 4*

SORCERY 3 (Versatile; *CIRCLE OF PROTECTION*; *LEVITATE*; 2 undefined slots)

QUICK 2

STRONG 2

TOUGH 2

*Taken the form of Loma, S'Groth has knowledge of whatever is needed, be it healing herbs or animal tracks in a forest, or ancient construction at a uncovered monolith, or local customs in a foreign land. The excuse is that he is a man of knowledge and this is what he knows. He knows just enough to appear learned, but not enough to appear to have abilities beyond the norm. As his persona is one that is subservient to others, he will not necessarily offer this information immediately.

ABOUT S'GROTH

Banished from a host body, S'Groth is both evil and arrogance incarnate. He is always willing to bargain, to imbue another with great power, but the cost, unbeknownst to all, is that this power comes with the price that the recipient must be 100% loyal to S'Groth. Any betrayal will at first allow the individual to appear to best S'Groth, and just as they are about to achieve their greatest goal, S'Groth will return to strike them down. Once this occurs, his power becomes incredibly limited, and he can be defeated by any character getting a result of 13+ on any Magic based attack.

Why? Because, what S'Groth desires more than anything is the souls of those who seek power, those who are selfish, those with hearts filled with greed and power-lust. These are the souls he desires most... when he has devoured and collected enough of these souls, then he shall manifest his true form, and then all life shall be forfeit.

But, anyone who makes a pact with him will be enhanced beyond their wildest dreams, given power and majesty enough to have anything their heart desires.

His history with the Blackskull Empire goes beyond the Shadow Queen, as it was through his power that Nekrotus became corrupted. Although Nekrottus has not yet deigned to seek ultimate power, perhaps deep down he knows there is no return.

With the Shadow Queen's soul consumed, perhaps Nekrottus will realize the folly of not fully aligning with S'Groth. This of course sets up a possibility for more epic adventures!

KING RASTOR' TANK

QUALITIES

- King Rastor's Personal Tank
- Seen only when the Iconia is under the greatest threat
- Open-topped

TRAITS

ALL TERRAIN TREADS 6 (Mode of Travel: Land)

LASER CANNONS 5 (Big Attack, Area)

ARMORED FOR BATTLE 5

INSPIRING PRESENCE 5

SURPRISINGLY FAST 4

ABOUT KING RASTOR'S TANK

This open-topped tank is the most heavily armored land vehicle in Haven's army. It's also prohibitively expensive to manufacture, which is why only one exists. There are rumors that several more are going to be created soon, reserved for the kingdom's most elite drivers.

4 TRANSFORMED SHADOW QUEEN

QUALITIES

- ◻◻ Demonically Powered Mage
- ◻ Ruler of the Blackskull Empire
- ◻ Ruthless
- ◻ Power Hungry
- ◻ Overconfident

TRAITS

VILE SPELLCASTER 13 (Versatile: *TRANSFORM OTHERS* [Area; Disadvantage – Must always make hand gestures], *SHAPECHANGE*, *BLEND INTO SURROUNDING*, *NECROTIC BOLTS*; 4 undefined slots)

ABYSSAL ARMOR 9 (Accessory)

LIGHTNING STRIKE 7

LEADERSHIP 5

LOST ARCANE KNOWLEDGE 5

MAGICALLY ENDOWED PHYSICAL TRAITS 5

MANIPULATIVE 5

SNEAKY 4

TELEPORT SELF 3 (Disadvantage – Must always make hand gestures)

GOOD AIM 3

PERSISTENT 3

FEATS OF AGILITY 2

KNOWLEDGE OF THE ONYX REALM 2

STEEL WARRIORS

Steel Warriors are late additions to the Blackskull Empire's ever-growing legion of minions. Their shiny metal armor is meant to deflect laser-based attacks. They're also formed from the most elite of the Empire's soldiers, so they tend to be harder to eliminate from a conflict.

Goon Rating: 1

- Hard to Defeat
- Special Attack: Lasers and Light based weapons reflect off shiny armor

ABOUT TRANSFORMED SHADOW QUEEN

This version of Shadow Queen is godlike, having merged herself with the spirit of Vengus. As the ruler of the Blackskull Empire, she is far more totalitarian than even Nekrottus. Worse, she has the power to instantly slay anyone who shows the least bit of reluctance to follow her orders.

One-on-one, there's not a being on Iconia that can stand against her and live to tell the tale, save perhaps S'groth. She's *that* dangerous. She can probably be overcome with a group of heroes, but they'd need to work like a well-oiled machine.

CH. 4: MORE WARRIORS

WOTC FOREVER

Possibly the most popular take on the franchise was *Warriors of the Cosmos Forever*.

The Show's History

2008 brought about an all-new incarnation of the cartoon called *Warriors of the Cosmos Forever* from cable television network Animation Nation. The network had just launched a year prior and was looking for original programming to fill out its schedule. They reached out to Kilamir and Grabbo Toys to secure rights to a relaunch.

According to then-head of Animation Nation Kaleb Barloch, “We knew we couldn’t survive by cramming nothing but old cartoons on the air all day, every day. We had to produce some shows of our own. Original content was key to our well being as a network. Most of us had grown up with *Warriors of the Cosmos* and wanted to develop a ‘from scratch’ show based on it, but we didn’t think we had a real shot at securing the license. To our surprise, they [Kilamir and Grabbo] were all very open to the idea.”

Animation Nation hired Brevity Man Studios, an upstart animation company that specialized in cartoons that mixed traditional Western cartoons with anime. They already boasted two successful shows (*Balzorg* and *Six Ships*), so the network was excited about the prospect of working with them.

The team worked hard to bring a new vision of *Warriors of the Cosmos* to light; one that honored the legacy of the original but wasn’t afraid to forge its own path. They wanted it to be geared toward teenagers and adults this time around, enabling them to be a little edgy and dark. The show’s premise was a natural fit for this kind of thing, especially seeing that in the beginning of the original cartoon, the Blackskull Empire had conquered almost the entire world.

The end result was stellar and drew critical acclaim. Entertainment World raved that the series “offered a fresh take on a venerable franchise. Even the live action movie couldn’t accomplish what this new series has.”

Gerald Peevey himself became a fan. “That cartoon blew my doors off! It was magnificent. They respected the characters and the world. Hell, three of them invited me to supper and picked my brain about *Warriors*. You could feel the love for

the property with every line and in every scene. Nekrottus, in particular, was pitch perfect. He was so creepy in everything he did. [Voice actor] John Tolman gave me the chills when he spoke as Nekrottus. And they listened to me during that supper. Really listened. They even introduced Hawklady and Noblara as lovers, though they had to tone it down for TV. The whole show was great. A lot of what they did with it reminded me of the tone I aimed for when I wrote the script for the animated movie.”

The ratings were good as well, becoming the most-watched of Animation Nation’s five new series. It was a bona-fide hit.

That’s why everyone was baffled when the series wasn’t renewed for a second season.

The truth has been elusive over the years and it’s likely that only a select few people know the whole story. There are, however, some theories as to why the show was not renewed.

The first potential theory is that Animation Nation was purchased by Babcock Communications. A short while later, Kaleb Barloch was removed from his position and was replaced by Stuart Kellerman, a rigid man who by all accounts was a stick in the mud without a creative bone in his body. His goal was to turn the network into a nostalgia-based network that showed cartoons from the 1960s and ‘70s.

That sounds like the answer to the mystery then, right?

Well... it’s doubtful. You see, Kellerman felt that *Warriors of the Cosmos Forever* was fully in line with his goals, given that it’s based on an old cartoon. In fact, several sources claim that he went to bat in order to keep the show in production. How true this is is anyone’s guess.

Another popular theory is that Miles Martindale, CEO of Babcock Communications, viewed the network as a means to make a quick buck without pouring many resources into it. Since *Warriors of the Cosmos Forever* was the network’s most expensive show to produce, it got the axe. Kellerman passed away in 2014, so he may well have taken the truth to his grave.

Yet another theory is that Gerald Peevey was secretly jealous of the franchise’s resurgence and pulled strings to sabotage the series, all the while singing its praises to throw off suspicion. When asked about this possibility, Peevey scoffed. “Of course I was responsible. I hired the Illuminati and the Freemasons to doom a show that was actually very close to my own vision of the franchise. The Yakuza and the Mafia helped too.”

About the Series

Unlike the original series, *Forever* avoided character bloat, though that may have changed had it not been canceled. It focused on a smaller team of five main heroes: Combato, Noblara, Hawklady, Kazgull and Oshida. Others showed up as supporting characters on occasion, but the stories revolved around the core five heroes.

Merlis was also around, acting as an advisor to the heroes, much as he did in the original series. King Rastor's role wasn't changed much either, though he was more warrior-like than in the past (much like he was presented in the animated movie script).

The biggest change was simply the level of violence. Blood was allowed and the combat scenes were typically pretty brutal, especially when the heroes dispatched mooks like Goop Zombies, Turgs and the all-new Genetifreaks. Death was a common sight. In fact, the final episode left it at a cliffhanger with Oshida being impaled by a mysterious new villain whom viewers were never afforded a good look at. Sadly, fans were deprived of a continuation. According to series writer Lacy Mendez, the villain was going to be Forebodius, a plotline that would have kicked off a Nekrottus-versus-Forebodius-versus-Guardians conflict. She also revealed that, yes, Oshida was slain in that fateful encounter.

The animation quality was widely praised and for good reason. It was smooth, dynamic and detailed, owing a great deal to the more sophisticated anime that influenced it. This level of detail played a big role in the expense of the show's production.

GENETIFREAKS

Genetifreaks were slightly larger and more muscular than most humans and had blue-ish skin and four arms, each one wielding a hatchet. They may not have been mindless, but they were simple-minded, driven only to destroy whomever their leader pointed them toward.

Goon Rating: 1

- Hard to Defeat
- Special Attack: Multi-armed attack
- Vicious Assault
- Easily Led

WARRIOR WOMEN OF ICONIA

The failed attempt to reach the girl audience has become notorious over the years. Let's look at the details

The Show's History

The infamous *Warrior Women of Iconia* was to be a spin-off series set on Iconia. It never happened, which was probably a good thing. You can find out all about the backdoor pilot that appeared during Season Four on pages 102-103. This section deals specifically with what was to come after that episode.

As noted earlier, Gerald Peevey hated the idea of the spin-off series for two major reasons. First, he felt it was pandering at the expense of damaging the Iconia setting. Second, he believed it failed to create strong characters for young girls to look up to, instead giving them weak stereotypes meant to reinforce gender roles.

Instead of walking away at that point, Peevey did what he could to salvage it and make it something of merit. This resulted in numerous battles with the powers-that-be; some battles he won... other battles he lost. His biggest accomplishment was that he morphed the insipid character ideas they proposed into at least passably respectable characters.

According to Peevey, "The execs would deliver me the names, sketches and quick bios for the characters they were going to produce. Early on in the series, I had more 'say' in the creation of characters, but by Season Four, it was mostly their show. So, when they brought me Armora, Submersia and Afterburn for the backdoor pilot, I was fairly enthused in that they weren't lost causes. I just had to dicker with the details and I think I created some of the coolest characters out of them. I love those characters. I expected more of the same when they brought me the material for the spin-off's villains, but what I got was a steaming pile of garbage. Come on! Glittara? Unicornia? Glamorina? I think my blood pressure shot up on the spot! I was mad! I tried to get them to let me start from scratch and come up with my own villains, but they were attached to these wretched characters for some reason. I tried my best to make chicken salad out of chicken shit, but there was only so much that could be done. All I can say is that I'm glad the spin-off died in production."

CH. 4: MORE WARRIORS

Grabbo production manager, Monty Gable, had an opposing viewpoint. “[Gerald] was combative. He didn’t understand what girls wanted to see in a toy line. He thought they wanted more or less the same thing boys wanted, but they didn’t... they wanted pretty things like unicorns, rainbows and sparkles. They weren’t interested in women with big swords, cutting each other up. My job was to expand the brand to make it appealing to the girl market and I think the *Warrior Women* cartoon and toy line would have done exactly that.”

Aside from being clad in softer colors and more feminine attire as a whole, the heroines weren’t going to see many non-cosmetic changes, thanks to the effort of Gerald Peevey. There was one exception, however: Armora. For

whatever reason, Grabbo and Kilamir stuck to their guns and wanted an all-new version of her for the spin-off, despite the fact that her first action figure was only released the previous year. She was to go through some fairly serious changes.

Even Noblara wasn’t going to be spared from the “new look” for the *Warrior Women* series. She was going to be depicted wearing a soft blue gown, a hood and decorative metal trimmings.

About the Series

While only a handful of episode outlines survived, quite a bit of information has been gleaned about the series-that-almost-was.

The series was to focus on Noblara, Sure-Shot, Azlara, Armora, Afterburn and Submersia. But they weren’t going to go up against the same enemies that the other Guardians of Iconia. No, they were going to get their own rogues gallery. And the leader of that rogues gallery was to be T’dara.

T’dara was an evil goddess from the Realm of Goddesses. Her evil ways caused her benevolent peers to exile her to the realm of mortals. She, along with a crew of her supporters, found their way to Iconia, where they decided to remain. T’dara sought to make it truly her domain by enslaving the populace.

Spectaria was a blessed, noble goddess who came to Ivo-nia in order to prevent T’dara from doing harm to anyone in the mortal realm. There, she found the Warrior Women of Iconia, a group of capable women who would help her fight the good fight.

Possibly the strangest concept of the series was the inexplicable addition of star flour. Star flour was, simply put, magical flour. It could be used to bake... magical food that heals the soul. This ludicrous substance was used as the plot device for no less than twenty episodes. The conceit that these warriors and goddesses struggled for baking ingredients was unabashedly sexist, a fact that infuriated Gerald Peevey and several other employees.

Another oddity with the series was that the scripts acted as if Nekrottus and the Blackskull Empire didn’t exist. Similarly, none of the material that has come to light on the series referenced the Guardians of Iconia, Haven or even King Rastor. It was treated like the action took place on an entirely different planet, though they still called it Iconia and even referenced the continent being Iconus. Originally, each episode was going to conclude with a beauty or fashion tip, given by one of the heroines. Supposedly, this idea had been dropped before the scripts were even written.

Series writer Anton McAllister said, “When we were working up the scripts, we were in the middle of a big tug-of-war between the suits and Gerald. The suits had this idea that girls were vapid little creatures that wanted nothing of substance. In the other end of the spectrum, Gerald was convinced that all girls were tomboys, you know? So the suits would give us directions on what they wanted and then when Gerald came in and read them, he’d go ballistic and tell us to make this change and that change. It was like watching tennis. Back and forth and back and forth. It’s funny now, but at the time, it was frustrating. We just wanted to get these episodes in the can.”

Only three official full-color illustrations from the spin-off have ever surfaced (Noblara, T’dara and Atrocia). However, Gerald Peevey shared with Spectrum Games several concept sketches, offering fans their first look at some of the characters that would have been included.



3

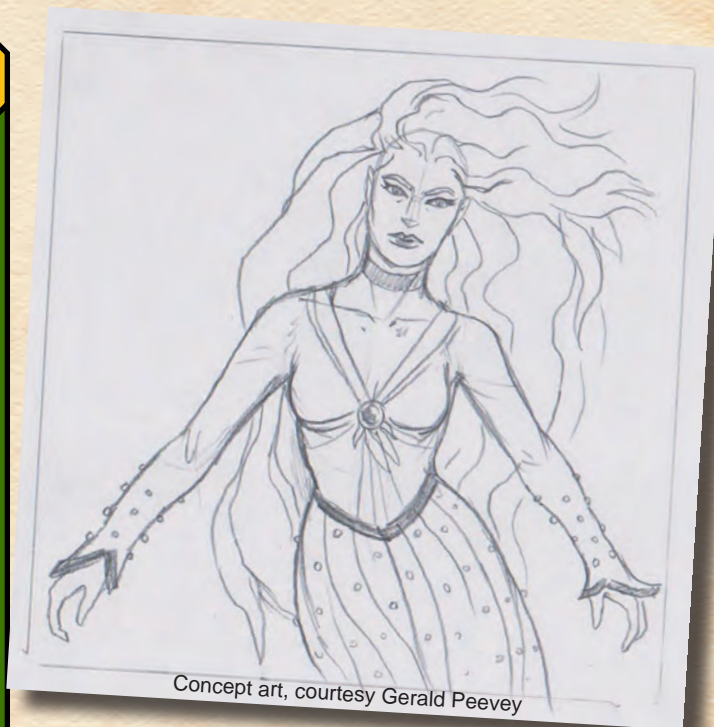
SPECTARIA

QUALITIES

- Heroic Soul From the Realm of Goddesses
- Outsider
- Misunderstands society

TRAITS

MYSTICAL GLOW 3 (Action Feature)
SPECTRAL FORM 10 (Devastating)
KNOWLEDGE OF REALM OF GODDESSES 5
CALMING PRESENCE 4
FLIGHT 4



WARRIOR WOMEN

ABOUT SPECTARIA

Spectaria is a gentle soul from the Realm of Goddesses who has followed T'dara to Iconia in an attempt to stop her evil machinations. Her natural form is spectral in nature, but she can solidify herself for short periods before reverting back.

After looking for brave warriors to stand up against T'dara, she found the Warrior Women of Iconia and now acts as their advisor on all matters dealing with T'dara and her minions.

2

ATROCIA

QUALITIES

- ◻◻ T'dara's Right Hand Woman
- ◻ Utterly loyal to T'dara
- ◻ Frequently repeats what T'dara says

TRAITS

WHIP-CRACK 5 (Action Feature)

SADISTIC 7

WHIP 5 (Accessory, Devastating)

SNEAKY 5

QUICK 3



ABOUT ATROCIA

Atrocia is T'dara's right-hand woman who followed her when the Goddesses of Right cast her down to the mortal realm. She is sneaky, underhanded and, most of all, sadistic; the kind of sadistic that prompts someone to pluck the wings off of butterflies just to watch them suffer. To her, mortals are the butterflies.

She's a classic toady, always agreeing with T'dara and constantly seeks her approval. No matter how much abuse T'dara heaps upon her, her loyalty remains steadfast. She even repeats much of what her mistress says (T'dara: "Now... face my wrath." / Atrocia: "Yeah, face her wrath!").

Ever the bully, Atrocia is quick to target those smaller or weaker than herself, while cowering away from those who oppose a threat... at least until the opportunity to back-attack them presents itself.

Her weapon of choice is a whip, but she also carries a small ceremonial dagger, just in case she needs it.

2

GLAMORINA

QUALITIES

- ⬡⬡ T'dara's Emissary
- ⬡ Lover, not a fighter
- ⬡ Ravishing

TRAITS

HONEY-KISSED SUGGESTIONS 9

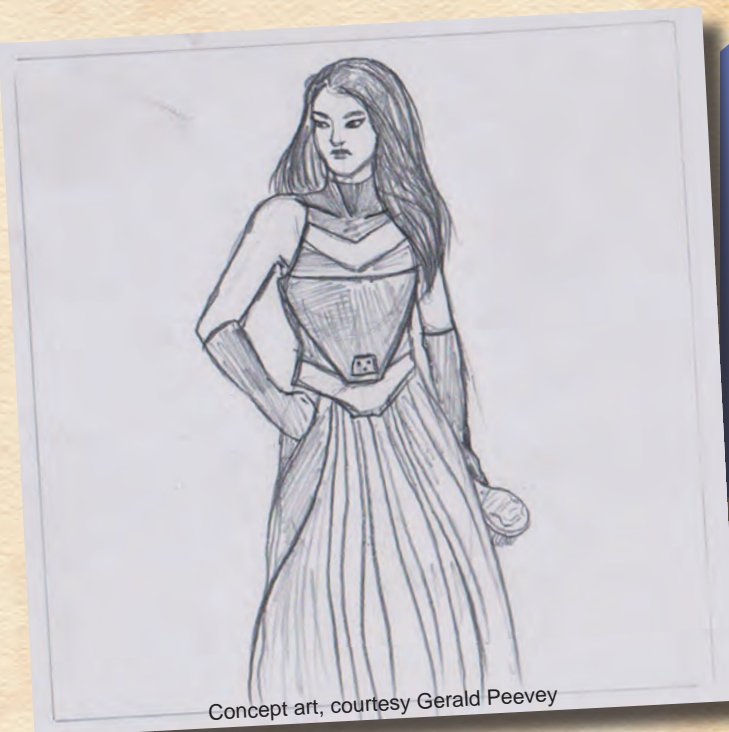
(Devastating)

MY TONGUE IS MY WEAPON 7

CHARM IS MY SHIELD 7

JEALOUSY-INDUCING HAIR 5

HAIR BRUSH 3 (Accessory)



WARRIOR WOMEN

ABOUT GLAMORINA

Model-esque in appearance, the ravishing Glamorina is a lover, not a fighter. Her weapon is not a sword, but her tongue and her defense is not a shield, but her charm. She acts as T'dara's emissary, using her aforementioned weapon to bring people under T'dara's control.

Her charm is, in actuality, more than just charm. It is an innate ability to sway the minds of others, to make them do as she pleases. It's a dangerous ability that only those possessing the strongest of wills can withstand.

CH.4: MORE WARRIORS

3

GLITTARA

QUALITIES

- ⬡⬡ Bright and Shiny Paragon of Spite
- ⬡ Bubbly Personality
- ⬡ Perpetually jealous

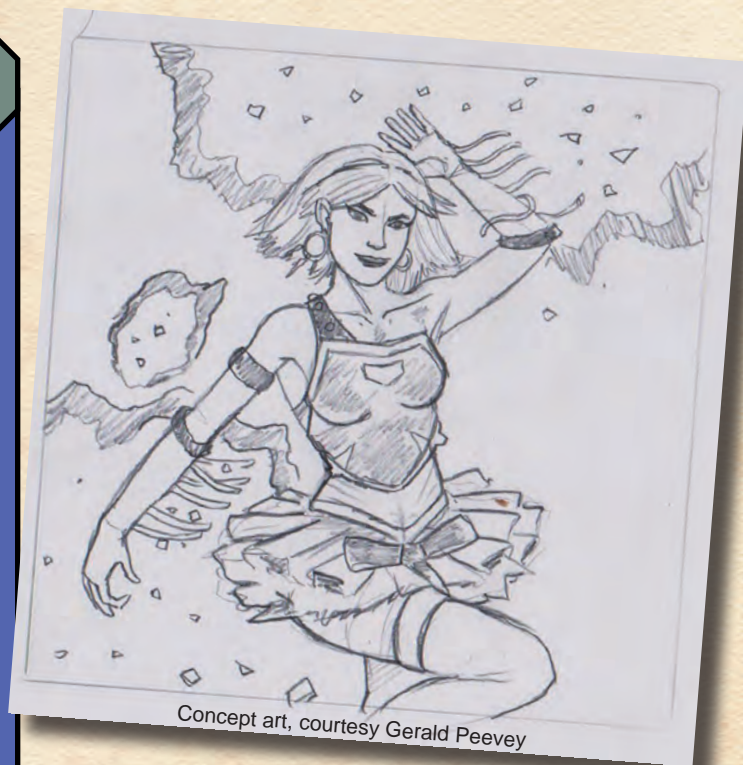
TRAITS

GLITTER MAGIC 7 (Versatile; SHINY STAR ATTACK- Area, OVERWHELMING BURST OF LIGHT- Disable Sight and Sight based Traits; 3 undefined traits)

ALWAYS CHIPPER 4

FLIGHT 4

AGILE 4



ABOUT GLITTARA

As her name implies, Glittara is bright and sparkly... but don't let that fool you: she's evil to the core. On the surface, her personality is bubbly and chipper, though that's merely a mask for the vileness that lies beneath. Once you peel away all the niceties, you'll find a repugnant woman with jealousy and spite in her heart... assuming she even has one.

Her magic lies within her ability to generate, well, glitter. As silly as it sounds, her glitter magic is capable of achieving extraordinarily potent results.

3

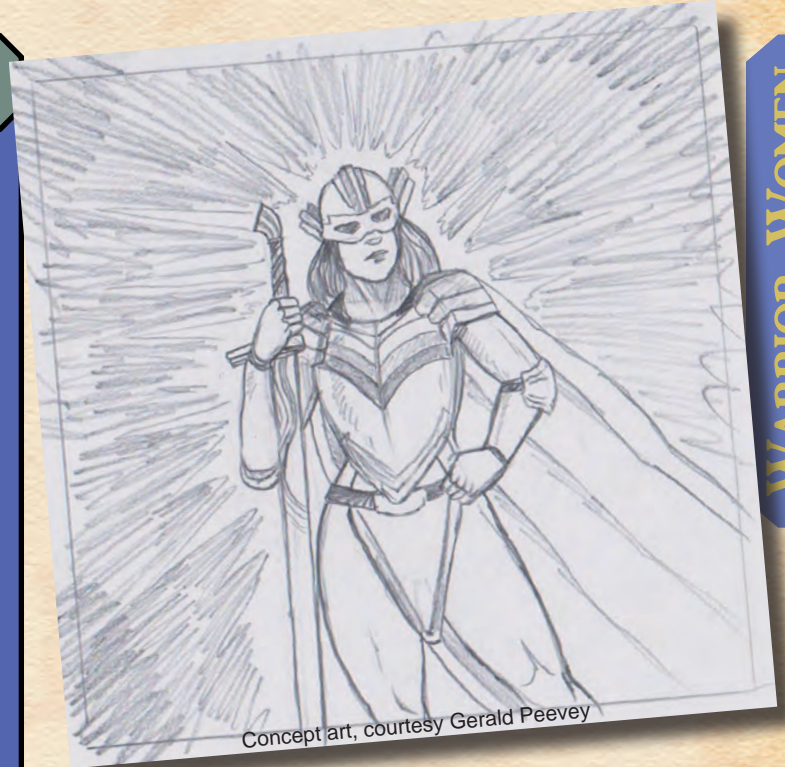
RAINGLOW

QUALITIES

- ⬡⬡ Arrogant Knight
- ⬡ Prone to boasts
- ⬡ Frequent use of rainbow and light puns
- ⬡ Still abides by chivalric code

TRAITS

RAINBOW GLOW 7 (Action Feature)
 RAINBOW ARMOR 9
 RAINBLADE 5 (Accessory, Deactivates Armor Type Traits)
 EXPERT SWORDSWOMAN 5
 MIGHTY STRENGTH 5
 KNIGHTLY TACTICS 3



WARRIOR WOMEN

ABOUT RAINGLOW

The evil goddess of rainbows, Rainglow is a worthy henchwoman for T'dara. Her gaudy multicolored knight's armor protects her from all but the most powerful attacks and her rainblade can slice through thick steel with ease. Add to that her ability to control light and create a neon glow around her body and you have a handy underling to keep around.

Her arrogance is legendary. She's mighty, she knows it and she isn't shy about proclaiming it to her friends as well as her foes. The most annoying thing about her is that she peppers "light" or "rainbow" puns into her dialogue.

CH.4: MORE WARRIORS

3

SLIMERA

QUALITIES

- ◻◻ T'dara's Enforcer
- ◻◻ Unsettling appearance
- ◻◻ Frightening roar
- ◻◻ Doesn't speak

TRAITS

ICHORIC OOZE 7 (Action Feature, Deplete-Hair and Motion and Movement Based Traits)

GODLIKE STRENGTH 5

GODLIKE ENDURANCE 5

TAIL SNAKE-HEAD POISONOUS BITE 5
(Devastating)

GOAT-HEAD HORN BUTT 5



Concept art, courtesy Gerald Peevey

ABOUT SLIMERA

This powerful goddess is T'dara's enforcer. She's tall and muscular with blond hair that resembles that of a lion's mane. Her face has feline features as well. Additionally, she has a goat's head protruding from her back, plus a long tail that ends in the head of a snake. Her entire body is covered in dripping, ozzing green slime that can take on various properties. The slime can be acidic, glue-like and can even be fashioned into various items (ropes, nets, etc.).

Slimera never speaks and seldom even makes a noise. When she does, it's a growl or roar. She seems to understand Ico-nian tongues without being able to speak it.

Slimera carries a large, ornate sword capable of dealing enormous amounts of damage.

4

T'DARA

QUALITIES

- ⬡ Treacherous, Cast-Out Goddess
- ⬡ Enchantingly beautiful
- ⬡ Cult of personality

TRAITS

MENACING EYES 7 (Action Feature)
MYSTICAL POWERS 8 (Versatile; *MYSTICAL BLAST* [Area]; *RESHAPE REALITY* [Devastating, Fickle], 4 undefined slots)
FORMIDABLE WARRIOR 4
ARMOR 3
MAGIC STAFF 3 (Accessory)

ABOUT T'DARA

Cast down from the Realm of Goddesses for her treachery, T'dara decided to reshape Iconia into her very own domain with the intent to dominate its people with her immense power. Bringing with her the two underlings were were loyal to her prior to her fall, she knew she had a real shot at succeeding.

T'dara is a beautiful, statuesque woman with flowing, golden locks that spill down the entirety of her back (the toy was to have “real hair” that could be brushed and styled). She has menacing eyes that can peer right through a person's soul, allowing her to see their thoughts and emotions. She is a formidable warrior in addition to possessing mystical goddess powers.



WARRIOR WOMEN

CH.4: MORE WARRIORS

2

UNICORNIA

QUALITIES

- Transformed Evil Unicorn
- Hateful
- Loyal only to T'dara

TRAITS

IMMUNE TO MAGIC 15
TELEPORT 5 (One-Shot)
UNICORN HORN 5
CHARGE ATTACK 5
INHUMAN GRACE 5



ABOUT UNICORNIA

While still in the Realm of Goddesses, T'dara found the only evil unicorn and transformed it into a humanoid to be her servant. That humanoid is Unicornia. The word “hateful” is probably the best word to describe this awful woman. She treats everyone poorly, except T'dara, whom she adores.

Unicornia is tall and lithe, possessing inhuman grace. Her skin is snow white and her hair is a very light shade of pink. Her horn still extrudes from her forehead. It is unbreakable and capable of serious devastation when she gains momentum in a charge.

Being a humanoid unicorn, she remains enchanted, making her completely immune to magic of any sort. In fact, any magical attacks that target her will only serve to make her more powerful.

3

"WARRIOR WOMAN" ARMORA

QUALITIES

- ⬡⬡ Noble Armored Warrior
- ⬡ Empowered by love
- ⬡ Single-handedly saved the kingdom

TRAITS

ARMOR DE AMOR 5 (Action Feature; Versatile:
*EL POWER DE AMOR [Area], HEIGHTENED
 STRENGTH [Big Attack]; PROTECTION [+2
 vs. Villains with Star Power: 2 or less];*
 3 undefined slots)

THE ROSE OF PURITY 4 (Accessory)

FLIGHT 4

BEAUTIFUL 4

ROMANTIC 2

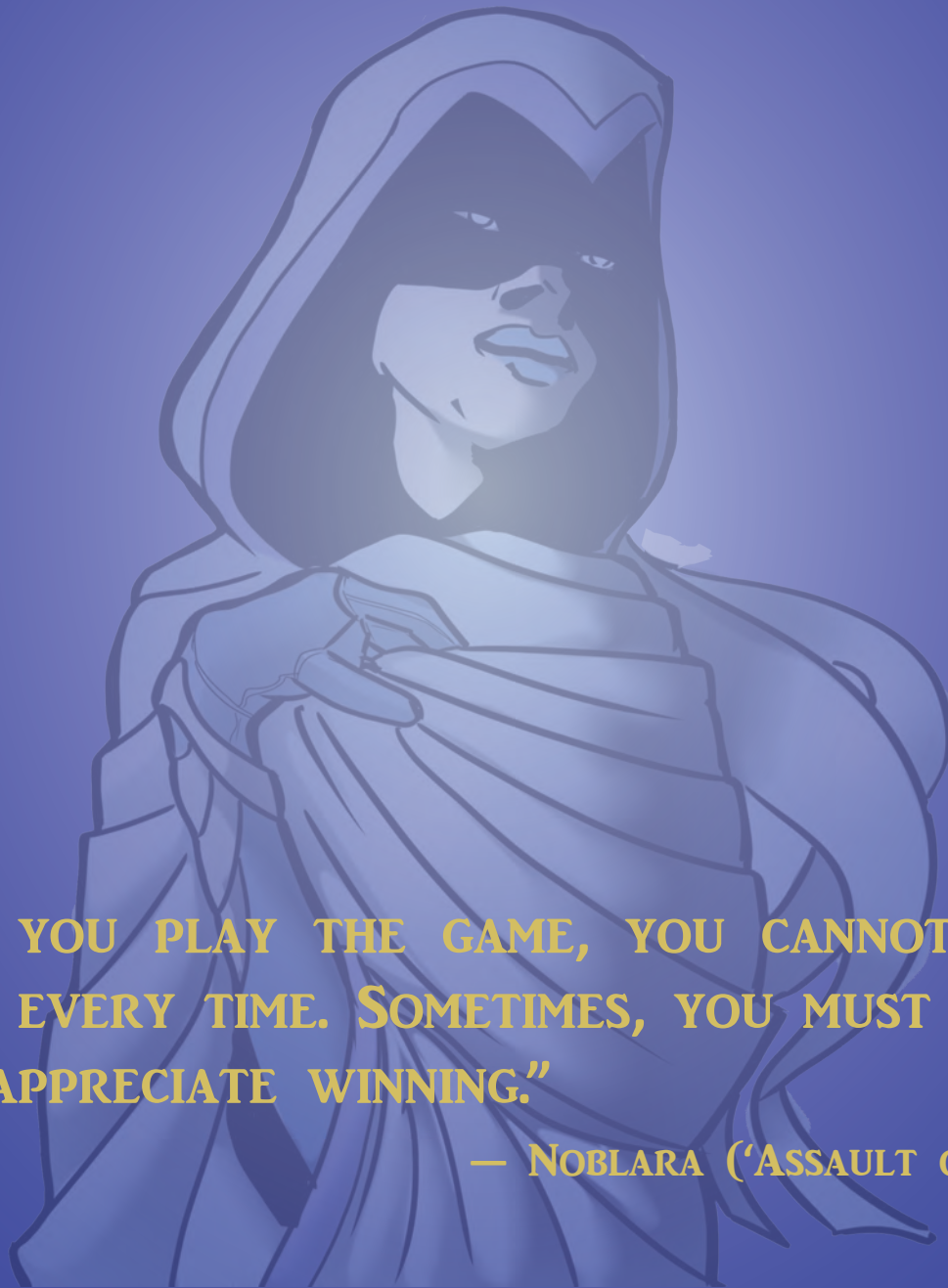
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ABOUT "WARRIOR WOMAN" ARMORA

Armora was the only character from previous seasons to get such an extreme make-over for the Warrior Women of Iconis spin-off. The changes to the other characters were mostly cosmetic. Armora, however, wasn't to be so lucky.

According to Gerald Peevey, her alterations represented everything he hated about the spin-off's direction. He was proud of how he managed to create the original character for the backdoor pilot, but the higher-ups felt it wasn't "girly" enough; that, in fact, *none* of the heriones he created for it were. This was the company's answer to supposedly make Armora more appealing to young girls, much to Peevey's chagrin.

CHAPTER 5: PLAYER'S GUIDE



“WHEN YOU PLAY THE GAME, YOU CANNOT EXPECT TO WIN EVERY TIME. SOMETIMES, YOU MUST LOSE TO TRULY APPRECIATE WINNING.”

— NOBLARA (‘ASSAULT ON HAVEN’)

PC CREATION GUIDELINES

Warriors of the Cosmos is a straightforward Series when it comes to character creation. Given that it was literally the first setting created for the game, it acts as the baseline in this regard. That is, there aren't many alterations to the standard rules. In fact, the only two deviations are that PCs receive less Trait Points than most Superhuman-Tiered Series and the "Theme Adherence" rule.

Star Power: 3

Tier & Trait Points: Superhuman, 22

Other Rules:

- Theme Adherence: PCs must either be Guardians of Iconia or allies of the Guardians of Iconia.

ALL-TERRAIN VEHICLES

The series *Warriors of the Cosmos* had a comparatively long lifespan as a toy franchise and as a cartoon on TV. During that time, it spawned an impressive multitude of fantastical vehicles, contraptions and conveyances. With all the various vehicles made for the series, it did not technically have any of the space, underwater or subterranean variants. Sea-going ships did also not feature prominently, and that partially had to do with the fact that they would have had to be gigantic as toys and were difficult and expensive to produce.

Land and air vehicles were heavily represented, as you can see in the vehicle stat blocks. Note that some of the vehicles here use a new non-standard Mode of Travel for "all-terrain" areas. They work like off-road cars or tanks. The other standard rules for vehicles always apply.

NAMING YOUR PC

The *Warriors of the Cosmos* franchise was known for its interesting and quirky character names. While you're certainly entitled to name your PC whatever you think is appropriate, we've included details on the most common naming devices for the series.

Wordplays

You can play on words to create a great name for the character. Sometimes, this even has the added effect of helping you along with a centralized theme for your character. Examples: Eye-Spy, Brain E Acck, D-Stroy, Miss Tyree.

Appearance

By tying the character's name into his appearance, you'll give the notion that your character concept is rock solid. Examples: Brainface, Rat-a-Tat, Skunkor, Kreature-Feature, Fish-Man.

Ability

You can base the name off of the character's Traits. Examples: Bear-Hugg, Spikester, Blastarro, Warmaster, Split-Screen, Leap-Frog.

Just a Cool-Sounding Name

Not all names have to mean something. Just slap on a particularly neat moniker and go with it. Examples: Grondar, Veekarra, Darko, Princess Vysta, Ardann.

CH.5: PLAYER'S GUIDE

RANDOM SIGNATURE QUALITIES

Coming up with your PC's Signature Quality is an oft overlooked step of the character creation process, yet it's actually one of the most important aspects of a character. Why? Because the Signature Quality defines what your character is. It's the text you see on the action figure package right beneath the character's name.

As important as the Signature Quality is, it's all too easy for it to become a stumbling block. How do you sum up the character concept in just a few words? It can feel overwhelming. That's why we're including a system for generating random Signature Qualities. If you find yourself getting stuck, just a few rolls of the dice will pull you out of it.

Format

Signature Qualities come in many styles, which we call formats. You can choose the format or roll for it randomly.

Format 1

This format consists of the character's dominant personality tidbit followed by the character's role. Examples: Thrillseeking Explorer, Grouchy Soldier, Heroic Warrior, Introspective Wizard.

(Personality Table) (Role Table)

Format 2

This format consists of the character's race or type followed by the character's role. Since humans are the standard race, feel free to reroll this result if you wanted to play a human. Examples: Yupor'uh Tracker, Robot Combatant, Krab Person Diplomat, Cyborg Gladiator.

(Race/Type Table) (Role Table)

Format 3

This format consists of the character's dominant personality tidbit followed by the character's race or type.

(Personality Table) (Race/Type Table)

Format 4

This format consists of a proficiency title, followed by "of" and finally the character's proficiency itself. Examples: Master of Weapons, Lord of Magic, Goddess of Power. You may swap the two words and eliminate the "of" if you feel it sounds more dynamic. For example, "Weapons Master" instead of "Master of Weapons".

(Proficiency Title Table) of (Proficiency Table)

Format 5

This format consists of the character's defining characteristic followed by the character's role. Examples: Winged Fighter, Multi-Armed Brute, Horned Behemoth

(Defining Characteristic Table) (Role Table)

Filling in the Blanks

With your format settled upon, you'll need to fill in the blanks of that format. The blanks in your format will tell you which tables to roll on. These tables are found on the pages that follow. For the larger tables, roll two dice and cross-reference them to find the result. The smaller tables are self-explanatory.



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PERSONALITY TABLE

	1-2	3-4	5-6	7-8	9-10	11-12
1	Humorous	Faithful	Optimistic	Imposing	Spiritual	Romantic
2	Aspiring	Insightful	Wise	Gentle	Nervous	Quirky
3	Shrewd	Affable	Driven	Devoted	Grouchy	Stoic
4	Hardened	Glamorous	Noble	Stubborn	Thrillseeking	Teacherly
5	Young	Daring	Humble	Strange	Trustworthy	Veteran
6	Suave	Barbaric	Heroic	Valiant	Mystical	Compassionate
7	Artistic	Folksy	Ambitious	Bold	Stalwart	Whimsical
8	Forceful	Grizzled	Skillful	Intelligent	Empathetic	Eager
9	Gung-Ho	Gallant	Adventurous	Idealistic	Likable	Sage
10	Persuasive	Charming	Brave	Hot-Tempered	Novice	Cocky
11	Talkative	Serious-Minded	Scholarly	Brash	Studious	Friendly
12	Nomadic	Honorable	Mischievous	Smooth-Talking	Cynical	Mysterious

ROLE TABLE

	1-2	3-4	5-6	7-8	9-10	11-12
1	Mercenary	Strategist	Bodyguard	Alchemist	Commander	Samurai
2	Performer	Ninja	Ranger	Noble	Assistant	Monk
3	Battler	Prince/Princess	Swashbuckler	Protector	Stalker	Enforcer
4	Sorcerer/Sorceress	Infiltrator	Shaman	Combatant	Hero/Heroine	Tracker
5	Grappler	Gunslinger	Wizard	Barbarian	Crusader	Explorer
6	Marksman/woman	Behemoth	Warrior	Pilot/Driver	Brawler	Scientist
7	Titan	Gadgeteer	Soldier	Heavy-Hitter	Martial Artist	Mage
8	Lawman/woman	Spellcaster	Adventurer	Swordsman/woman	Fighter	Strongman/woman
9	Brainiac	Guard	Entertainer	Powerhouse	Mechanic	Archer
10	Spy	Survivalist	Leader	Scout	Acrobat	Knight
11	Scrapper	Rogue	Brute	Magician	Genius	Diplomat
12	Berserker	Daredevil	Sage	Basher	Bounty Hunter	God/Goddess

RACE/TYPE TABLE

Roll a die. If you roll a 1-7, your PC is a human. If you roll 8-12, roll two dice on this table, adding both results together.			
2-4	Robot	12	Worminoid
5-6	Cyborg	13	Yupor'uh
7	Globber	14	Swinelok
8	Bird Person	15	Gillzarian
9	Buzzardoid	16-20	"Near-Human" Humanoid
10	Krab Person	21-24	Race of your own
11	Turg		

PROFICIENCY TITLE TABLE

Roll one die and consult this table.	
1-3	Master/Mistress
4-6	Lord/Lady
7-9	King/Queen
11-12	Prince/Princess

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PROFICIENCY TABLE

	1-2	3-4	5-6	7-8	9-10	11-12
1	Illusions	Capture	Wind	Sound	Spirits	Snakes
2	Adventure	Vision	Metal	Robotics	Smoke	Swords
3	Words	Protection	Toxins	Nature	Vehicles	Stone
4	Air	Science	Battle	Grappling	The Mind	Mysticism
5	Blades	Agility	Magic	Combat	The Sea	Leaping
6	Archery	Tactics	Weapons	Flight	Strength	Slime
7	Martial Arts	Guns	Stealth	Machines	Knowledge	Energy
8	Quickness	War	Defense	The Arcane	Mirrors	Armor
9	Light	Insects	Technology	Fog	Plants	Escape
10	Beasts	Traps	Lasers	Animals	Survival	Fire
11	Tunneling	Toughness	Destiny	Sorcery	Shadows	Water
12	Ice	Hand-to-Hand Combat	Explosions	Emotion	Reptiles	Power

DEFINING CHARACTERISTIC TABLE

	1-2	3-4	5-6	7-8	9-10	11-12
1-2	Winged	Scaly	Magical	Amphibious	Tough-Skinned	Motorized
3-4	Multi-Armed	Armored	[Weapon]-Wielding	Impervious	Robotic	Furry
5-6	Cosmic	[Energy]-Shooting	Reptilian	Cybernetic	Fighting	Tail-Swinging
7-8	Powerful	Gunslinging	Spiked	Beastly	Mystical	Horned
9-10	Fist-Flying	Flying	Insectoid	Gargantuan	Enchanted	Two-Headed
11-12	Hairy	Bionic	Animalistic	Clockwork	Reptilian	Transforming



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LIFEPATH PC CREATION RULES

This is an alternate method of creating Player Characters for the *Warriors of the Cosmos* setting. The GM must authorize the use of this system before the players can use it to create their heroes. If used for your game, it completely replaces the standard method(s) of character creation seen in the *CAH: Season 3* rulebook.

Your character's story will be defined further with each step in this process. When it's all said and done, you will have a fully fleshed out hero with an exciting background, personality and, of course, game stats. Most of it will be determined by random rolls, but you'll have some choices to make as well. In many ways, it's like a game-within-a-game.

It must be stated that the system focuses on heroes only. Creating villains would be a whole other ball of wax. It's also worth mentioning that there are probably character concepts that are beyond the scope of these rules, but don't worry, it accommodates most character ideas perfectly.

Each step must be completed before moving to the next step.

Step 1: Species
Step 2: Foundation
Step 3: Life Events
Step 4: Experiences
Step 5: Guardians of Iconia Entry
Step 6: Development
Step 7: Gimmick
Step 8: Qualities
Step 9: Special Rules
Step 10: Star Power
Step 11: Pulling It All Together

Step 1: Species

This step determines what your character is, in terms of their race. The species your character belongs to will define the character's initial Traits.

Roll one die on this table.

	Species
1-6	Human/Near-Human
7-10	Humanoid
11-12	Robot or Construct

Human/Near Human

The Human race is the predominant species found on Iconia. They lack some of the pizzazz that other races have, but they are the most versatile people on the planet. Near-Humans are races that are essentially humans with cosmetic changes (such as different colored skin, elongated ears, a non-prehensile tail, etc.). Basically, they don't have any "abilities" that make them substantially different than humans (such as scaly skin, a prehensile tail, ram-like horns, wings, four arms, etc.).

- Create two or three Traits that reflect skills, talents, knowledge or anything else that isn't superhuman, supernatural, magical or technological in nature. **Allocate 3 points to these Traits as you see fit.**

Humanoid

The character belongs to a race that is quite different than humans. Iconia is filled with all manner of races, which means you get to define the race's aspects through the use of Traits.

- Roll a die on the table on the next page to determine one of your species' defining Traits. These are very generalized, allowing you to create your own Traits from the results. **The Trait has a rating of 1.**

THE GOLDEN RULE

If, during character creation, your character gains a new Trait that is almost identical to one you already have, you may get rid of one and keep the other, adding both Traits' ratings together to determine the remaining Trait's rating. This can never bring a rating to higher than 8. If there's ever any doubt as to whether a Trait is nearly identical to another Trait, the GM is the final arbiter. The GM is encouraged to be rather lenient as long as the player isn't trying to abuse the system.

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	Defining Characteristic for Humanoids
1	Body Alterations
2	Enhanced Senses
3	Extra Appendage
4	Mental Powers
5	Miscellaneous
6-7	Natural Weapons
8	Special Movement
9	Unusual Skin
10	[Roll again on this table; the resulting Trait has a rating of 2]
11	[Roll again on this table; the resulting Trait has a rating of 3]
12	[Roll twice on this table; the resulting Traits have ratings of 1]*

* If you roll the same category twice, you may re-roll the second result or keep take the category twice (thus creating a different Trait from that same category).

SAMPLE TRAITS FOR EXOTIC HUMANOIDS

Remember, there is some overlapping between categories, so don't fret it.

Extra Appendage: PREHENSILE TAIL, FOUR ARMS, WINGS

Unusual Skin: CHAMELEON, SCALY SKIN, LEATHERY HIDE, SLIPPERY SKIN

Enhanced Senses: EXTRA EYE, NIGHT VISION, ACUTE SMELL, DANGER SENSE

Special Movement: FLIGHT, TELEPORTATION, TUNNELLING, SUPER-LEAPING

Mental Powers: MIND BLAST, TELEKINESIS, MIND READING, MIND CONTROL

Natural Weapons: CLAWS, LASER EYES, SHARP TEETH, SPIKED TAIL

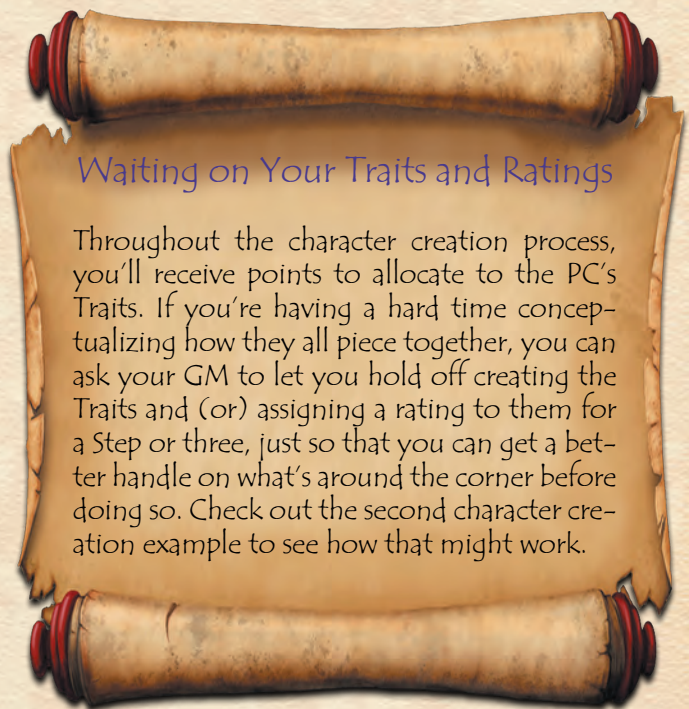
Body Alterations: SHRINKING, TRANSFORM, LIQUID BODY

Miscellaneous: TALK TO ANIMALS, BREATHE UNDERWATER, FORCE FIELD

Robot/Construct

The character is a construct made from metal, circuitry, gears or whatever else seems appropriate. Some robots are even created by magic, such as golems and the like.

- Create one Trait that represents the character's tough exterior structure. *It has a rating of 1.*
- Create one or two Traits that reflect the character's programming, built-in gadgets, sensors or anything else that the robot's creator might have installed into their body. *Allocate 2 points to these Traits as you see fit.* You may spend one or both of these points on increasing the character's Trait that represents their tough exterior structure (see above).
- Robots cannot harness and use magic, though they can wield magical items and weapons.



Step 2: Foundation

It is during this step that you will start to develop what your character is all about and what their strengths are going to be. Choose or roll for a Foundation. The Foundation gives your character the most essential Traits as well as an initial rating for each one. These are called Compulsory Traits. Your character will also be given one Variable Trait, which must be randomly selected from the ones listed in the Foundation entries. The GM may allow you to select one instead of acquiring it randomly.

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Some Traits have bracketed text in their name. In such cases, you have to replace that text with something appropriate.

You should consider personalizing the Trait's name to better fit your character concept. This will help keep all the PCs from seeming too similar. Don't change the entire complexion of a Trait, just tweak it. For example, if your character has SHOOTING, you could change it to MARKSMANSHIP, UNERRING AIM, ACCURATE SHOT, BORN TO SHOOT or anything else that helps with using ranged weapons. Renaming it FISTICUFFS, MENTAL STRENGTH, TOUGH GUY, or anything else that completely changes its meaning, should be avoided.

Choose a Foundation Table and then roll a die, consulting that table. If you would rather randomize everything, you may opt to roll to see which Foundation Table you'll use:

Foundation Table Determination	
1-3	Roll on <i>Foundation Table A</i>
4-6	Roll on <i>Foundation Table B</i>
7-9	Roll on <i>Foundation Table C</i>
11-12	Roll on <i>Foundation Table D</i>

Foundation Table A	
1-2	Inventor
3-4	Tracker
5-6	Adventurer
7-8	Swashbuckler
9-10	Powerhouse
11-12	Prowler

Foundation Table B	
1-2	Noble
3-4	Sage
5-6	Warrior
7-8	Fixer
9-10	Spy
11-12	Archer

Foundation Table C	
1-2	Leader
3-4	Scientist
5-6	Knight
7-8	Scout
9-10	Battle Mage*
11-12	Gadgeteer

Foundation Table D	
1-2	Enforcer
3-4	Healer
5-6	Master of Weapons
7-8	Marksman/Markswoman
9-10	Comic Relief
11-12	Wizard*

* Reroll if the character is a Robot/Construct

ADVENTURER

The Adventurer is the all-rounder; the character who has a little bit of everything.

Compulsory Traits: FIGHTING 1, SHOOTING 1, ATHLETIC 1

Variable Traits: 1-4: PILOT 1, 5-8: WILDERNESS SURVIVAL 1, 9-12: RUGGED 1

ARCHER

The Archer specializes at using bows to take down their enemies.

Compulsory Traits: ARCHERY 2, BOW 1

Variable Traits: 1-4: COORDINATION 1, 5-8: BOW MAKING 1, 9-12: AGILE 1

BATTLE MAGE

This sorcerer concentrates solely on aggressive attack spells rather than trying to spread the wizardry to other areas.

Compulsory Traits: LIGHTNING BOLT SPELL 2, FORCE FIELD SPELL 1

Variable Traits: 1-4: MIND BLAST SPELL 1, 5-8: MYSTIC LORE 1, 9-12: MAGIC SWORD 1

COMIC RELIEF

The Comic Relief character's main purpose is to entertain to audience. And, hey, they can sometimes prove to be useful as well.

Compulsory Traits: GOOFY ANTICS 2, HIDE 1

Variable Traits: 1-4: FLEE 1, 5-8: SILLY CHARM 1, 9-12: UNEXPECTED INSIGHT 1

ENFORCER

The Enforcer is a man or woman of the law or they might be self-styled peace keeper.

Compulsory Traits: GUNSLINGER 2, LAW 1

Variable Traits: 1-4: PILOT 1, 5-8: GRAPPLE 1, 9-12: TOUGH CUSTOMER 1

FIXER

The Fixer can be a grease monkey mechanic, an electrician or anyone else who repairs mechanical things.

Compulsory Traits: REPAIR [TYPE OF OBJECTS] 2, STEADY HANDS 1

Variable Traits: 1-4: TOOL KIT 1, 5-8: PILOT 1, 9-12: DRIVE 1

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HEALER

The Healer mends wounds or soothes the mind and (or) treats illnesses through magic, technology or medical techniques.

Compulsory Traits: HEALING 2*, MENTAL HEALING 1**

Variable Traits: 1-4: HERB KNOWLEDGE 1, 5-8: PSYCHOLOGY 1, 9-12: MEDICAL KIT 1

* Unless the character is a robot, you may instead take HEALING SPELL 2.

** Unless the character is a robot, you may instead take MENTAL HEALING SPELL 1.

INVENTOR

The Inventor comes up with and builds gadgets, gizmos and devices.

Compulsory Traits: ENGINEERING 2, SCIENCE 1

Variable Traits: 1-4: TOOL KIT 1, 5-8: ON-THE-SPOT INVENTION 1, 9-12: RESEARCH 1

KNIGHT

The Knight is a warrior in service to a kingdom.

Compulsory Traits: SWORDSMAN/WOMAN 2, PLATE ARMOR 1

Variable Traits: 1-4: HORSEMANSHIP 1, 5-8: HONORABLE 1, 9-12: SWORD 1

LEADER

The Leader has a knack for successfully commanding others and making tactical and strategic decisions.

Compulsory Traits: LEADERSHIP 2, STRATEGY AND TACTICS 1

Variable Traits: 1-4: NERVES OF STEEL 1, 5-8: TOUGH 1, 9-12: FIGHTING 1

MARKSMAN/MARKSWOMAN

The Marksman/woman is a ranged combat specialist, known for their accuracy.

Compulsory Traits: ACCURATE AIM 3

Variable Traits: 1-4: STEALTH 1, 5-8: COOL UNDER PRESSURE 1, 9-12: LASER RIFLE 1

MASTER OF WEAPONS

The Master of Weapons is an expert with all close combat weapons.

Compulsory Traits: MELEE WEAPONS 3

Variable Traits: 1-4: ATHLETIC 1, 5-8: SWORD 1, 9-12: TOUGH 1

GADGETEER

The character utilizes (but doesn't necessarily invent) gadgets that enables them to bring the fight to Nekrottus and his evil minions.

Compulsory Traits: DEVICES 1 [Versatile]*

Variable Traits: Gadgeteers don't get a Variable Trait.

* Don't forget to determine slots (see page 110 of the CAH:S3 rulebook).

NOBLE

The Noble belongs to the ruling class of a kingdom, land or other group.

Compulsory Traits: DIPLOMACY 2, ETIQUETTE 1

Variable Traits: 1-4: FENCING 1, 5-8: RIDING 1, 9-12: VIRTUOUS 1

POWERHOUSE

The Powerhouse is someone who relies on size and physical power to get things done.

Compulsory Traits: STRONG 3

Variable Traits: 1-4: TOUGHNESS 1, 5-8: BRAWLING 1, 9-12: +1 to STRONG

PROWLER

The Prowler is stealthy, clinging to shadows, silently climbing walls and jumping deftly from rooftop to rooftop.

Compulsory Traits: STEALTH 2, ATHLETIC 1

Variable Traits: 1-4: SILENT ATTACK 1, 5-8: DISGUISE 1, 9-12: ESCAPE ARTIST 1

SAGE

The Sage's weapon is knowledge and wisdom as opposed to swords and lasers.

Compulsory Traits: WISDOM 3

Variable Traits: 1-4: KNOWLEDGE OF [SUBJECT] 1, 5-8: OBSERVATION 1, 9-12: CLAIRVOYANT 1

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SCIENTIST

The Scientist uses fact and scientific theory to fight the Blackskull Empire.

Compulsory Traits: SCIENCE 3

Variable Traits: 1-4: LOGICAL 1, 5-8: PORTABLE LAB KIT 1, 9-12: KNOWLEDGE OF [SUBJECT] 1

SCOUT

The Scout forges ahead of his comrades to gather information about the enemy's position, strength or movements.

Compulsory Traits: STEALTH 1, ALWAYS ALERT 2

Variable Traits: 1-4: ATHLETIC 1, 5-8: SHOOTING 1, 9-12: OBSERVATION 1

SPY

The Spy utilizes subterfuge to gain information.

Compulsory Traits: PERSUASION 2, SNEAKING 1

Variable Traits: 1-4: DISGUISE 1, 5-8: HIGH-TECH SPY GEAR 1, 9-12: PERCEPTIVE 1

SWASHBUCKLER

The Swashbuckler is an idealistic sword fighter who tend to be colorful and flamboyant.

Compulsory Traits: SWORD FIGHTING 2, ACROBATICS 1

Variable Traits: 1-4: GALLANT 1, 5-8: SAILING 1, 9-12: ROMANTIC 1

TRACKER

The Tracker can follow the trail of anyone or anything, regardless of how cold that trail is.

Compulsory Traits: TRACKING 2, WILDERNESS SURVIVAL 1

Variable Traits: 1-4: ACUTE SENSES 1, 5-8: SPIRITUAL 1, 9-12: ATHLETIC 1

WARRIOR

The Warrior is a fighter through and through, mostly up-close and personal.

Compulsory Traits: MELEE WEAPONS 2, SHOOTING 1

Variable Traits: 1-4: DODGE 1, 5-8: SWORD 1, 9-12: WILLPOWER 1

WIZARD

The Wizard controls and contorts magic to cast a variety of different spells.

Compulsory Traits: WIZARDRY 1 [Versatile]*

Variable Traits: Wizards don't get a Variable Trait.

* Don't forget to determine slots (see page 110 of the CAH:S3 rulebook).

Step 3: Life Events

Like everyone, your character has a past and that past helps shape who they are. The Life Event allows us to look at a pivotal point in the character's life before they became a Guardian of Iconia.

Each character receives two Life Events.

For each event, roll a die, consulting the table below. Each result will give you the skeleton of an event that occurred in the character's life. These results will have blanks with the name of a sub-table on each one. You'll have to roll on the appropriate sub-charts to fill in those blank and complete the event. This will inform you as to how it affected your character, though it's usually via a new Trait or a modifier to an existing Trait.

For your character's second Life Event, you may reroll if you get the same result. For example, if the first Life Event was "Tragedy struck when ___ (Calamity) ___," and you rolled it again, you may elect to re-roll.

To immerse you in the experience of crafting your character's backstory, we have adopted the convention of using "you" when addressing your character in the table results.

	Life Event Structure
1-2	You were given ___ (Item) ___ by ___ (Person) ___.
3-4	While ___ (Activity) ___, you ___ (Result) ___.
5-6	___ (Person) ___ taught you ___ (Lesson) ___.
7-8	Tragedy struck when ___ (Calamity) ___.
9-10	You went on a quest to ___ (Objective) ___.
11-12	Your life took a turn for the strange when ___ (Weird Event) ___.

You will need to read the description of the result you get, which can be found on the following pages. You will have to roll the die more times to fill in the blanks above.

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You were given (Item) by (Person) .

	Item
1	a piece of mystical jewelry (<i>create an appropriate Trait with a rating of 1</i>)
2	an article of mystical clothing (<i>create an appropriate Trait with a rating of 1</i>)
3	a miscellaneous mystical item (<i>create an appropriate Trait with a rating of 1</i>)
4	a mystical weapon (<i>create an appropriate Trait with a rating of 1</i>)
5	a well-made mundane weapon* (<i>create an appropriate Trait with a rating of 1</i>)
6	a high-tech weapon (<i>create an appropriate Trait with a rating of 1</i>)
7	a miscellaneous high-tech item (<i>create an appropriate Trait with a rating of 1</i>)
8	an article of high-tech clothing (<i>create an appropriate Trait with a rating of 1</i>)
9	a piece of high-tech jewelry (<i>create an appropriate Trait with a rating of 1</i>)
10-11	[Roll again on this table; the resulting Trait has a rating of 2]
12	[Roll again on this table; the resulting Trait has a rating of 3]

* The weapon should be roughly equivalent, technology-wise, that you would be able to acquire in the 1980s (please, no lasers, magical swords, pulse rifles, etc.).

	Person
1-2	a rival
3-4	a family member
5-6	a stranger
7-8	a friend or ally
9-10	an acquaintance
11	an animal
12	a mysterious being

While (Activity) , you (Result) .

	Activity
1-2	helping someone
3-4	trying to escape harm
5-6	saving someone's life
7-8	travelling
9-10	fighting a creature(s)
11-12	running an errand
	Result
1-2	made an enemy (<i>create a Standard Quality to represent this</i>)
3-4	sustained an injury (<i>create a Standard Quality to represent this</i>)
5-6	learned something new (<i>create an appropriate Trait with a rating of 1</i>)
7-8	found a mystical or high-tech item (<i>create an appropriate Trait with a rating of 1</i>)
9-10	made a friend (<i>create a Standard Quality to represent this</i>)
11-12	discovered something that led to a Quest (<i>see Quests on page 179</i>)

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 (Person) taught you (Lesson) .

	Person
1-2	a mentor
3-4	a family member
5-6	a stranger
7-8	a friend or ally
9-10	an acquaintance
11	a mysterious being
12	a Guardian of Iconia

	Lesson
1-5	a new skill (<i>create an appropriate Trait with a rating of 1. The Trait cannot be superhuman, supernatural, magical or technological in nature</i>)
6-10	to improve an existing skill (<i>add 1 to the rating of a Trait that isn't superhuman, supernatural, magical or technological in nature</i>)
11	how to use magic (<i>add 1 to the rating of a Trait that isn't superhuman, supernatural, magical or technological in nature</i>)
12	[Roll again on this table; the resulting Trait has a rating of 2 or an existing Trait gains +2]

Tragedy struck when (Calamity) .

	Calamity
1	someone you care for died (<i>create a Standard Quality to represent this</i>)
2	your family was affected by the Blackskull Empire (<i>create a Standard Quality to represent this</i>)
3	your people were affected by the Blackskull Empire (<i>create a Standard Quality to represent this</i>)
4	you sustained an injury (<i>create a Standard Quality to represent this</i>)
5	someone you care for went missing (<i>create a Standard Quality to represent this; also go on a Quest... see page 179</i>)
6	a friend betrayed you (<i>create a Standard Quality to represent this</i>)
7	you experienced a terrible situation that scarred you emotionally (<i>create a Standard Quality to represent this</i>)
8	your home was destroyed (<i>create a Standard Quality to represent this</i>)
9	someone you care for became ill or injured (<i>create a Standard Quality to represent this</i>)
10	you were soundly defeated by an enemy or creature (<i>create a Standard Quality to represent this</i>)
11	you gained an affliction or were cursed (<i>create a Standard Quality to represent this</i>)
12	[Roll again on this table; then roll again on the Life Event Table]

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You went on a quest to (Objective) .

Each of these results will cause you to go on a Quest (see page 179). If you succeed, you will gain any Bonus Reward printed in parentheses, in addition to the normal Reward.

	Objective
1	rescue someone (<i>the person becomes your friend for life; create a Standard Quality to represent this</i>)
2	find a relic for someone (<i>As a token of their appreciation, you are given a gift; create a Trait at rating 1 to represent that gift</i>)
3	destroy a dangerous contraption (<i>gain a Trait at rating 1 to represent your accomplishment</i>)
4	find a forgotten land or structure (<i>add or subtract 1 to or from your roll on the Reward Table</i>)
5	save an endangered village (<i>the villagers will help you anytime they can; create a Standard Quality to represent this</i>)
6	search for and defeat a monster(s) (<i>add +1 to the rating of any combat-related Trait; if you don't have one, you gain a new combat-related Trait at rating 1</i>)
7	seek knowledge (<i>add 1 to the rating of any knowledge-related Trait; if you don't have one, you gain a new knowledge-related Trait at rating 1</i>)
8	defeat a villain (<i>Choose a villain or invent a new one. Create a Standard Quality to represent that this villain loathes you. Also, add 1 to the rating of any combat-related Trait. If you don't have one, you gain a new combat-related Trait at rating 1</i>)
9	prevent a villain from obtaining a powerful item (<i>Choose a villain or invent a new one. Create a Standard Quality to represent that this villain loathes you. Also, add 1 to the rating of any intelligence-related Trait; if you don't have one, you gain a new combat-related Trait at rating 1</i>)
10	stop a catastrophe from happening (<i>add 1 to the rating of any non-combat-related Trait; if you don't have one, you gain a new non-combat-related Trait at rating 1</i>)
11	find a lost person(s) (<i>add +1 to the rating of any intelligence-related Trait; if you don't have one, you gain a new intelligence-related Trait at rating 1</i>)
12	obtain secret information about something. This will eventually come into play and your character will change appropriately. For now, think of it as foreshadowing. (Gain a new Trait with a rating of 2 once the information comes into play!)

Your life took a turn for the strange when (Weird Event) .

	Weird Event
1	a meteorite struck the ground near you, altering you in some way (<i>create an appropriate Trait with a rating of 2</i>)
2	a dreadful accident inflicted massive bodily harm, causing you to receive cybernetics (<i>create an appropriate Trait with a rating of 2 or two Traits with a rating of 1 each</i>)
3	a scientific or magical accident gone awry transformed you (<i>create an appropriate Trait with a rating of 2 or two Traits with a rating of 1 each</i>)
4	you learned that you are “the chosen one” of an ancient prophecy (<i>add 1 to any two Traits and create a Standard Quality to represent this</i>)
5	you were exposed to a mysterious energy, enhancing some of your natural abilities (<i>add 2 to one Trait and 1 to another Trait; the Traits cannot be technological in nature</i>)
6	unusual circumstances led to you gaining a pet or sidekick (<i>create an appropriate Trait with a rating of 2 and the “Companion” Special Rule</i>)
7	you traveled to another dimension and were changed by the experience (<i>add 2 to one Trait and 1 to another Trait</i>)
8	you came into possession of a small vehicle (<i>create an appropriate Trait with a rating of 1 and the “Vehicle—Minor” Special Rule**</i>)
9	you came into possession of a moderately-sized vehicle (<i>create an appropriate Trait with a rating of 2 and the “Vehicle—Moderate” Special Rule**</i>)
10	a surreal Quest presented itself (<i>see Quests on page 179; if you succeed in the Quest, add or subtract 1 or 2 to or from the roll on the Reward Table; if you fail at the Quest, subtract 1 from the roll on the Repercussion Table</i>)
11	an enigmatic being infused you with the ability to control magic (<i>count this as a roll of 12 if you're a robot; otherwise, gain SORCERY 1 [Versatile]*</i>)
12	you came into possession of a gadget that has many, many uses (<i>gain OMNI-GADGET 1 [Versatile]*</i>)

* Don't forget to determine slots.

** You'll need to create the vehicle itself as per the normal rules in the CAH:S3 rulebook.

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QUESTS

Certain results will cause your character to go on a quest. When this happens, you'll need to roll on the Quest Table to see what Trait is going to be involved in determining success or failure. You'll then make a check with a base difficulty of 0 (the GM should roll the die to get the final DN). If the check is successful, so is your quest; roll on the Reward Table. If the check is unsuccessful, the quest is a failure; roll on the Repercussion Table.

If the result on the Quest Table instructs you to use a specific Trait (such as the one with the highest rating, for example) and there is a tie between two or more Traits, you may choose which one of those tied Traits is used.

	Quest Table
1	<i>[Roll again on this table; the base difficulty is increased to 2]*</i>
2	<i>[Roll twice on this table; you must successfully make both checks in order to succeed in the quest]*</i>
3-4	Use your Trait with the lowest rating
5-6	Use your Trait with the second-lowest rating
7-8	Use your Trait with the second-highest rating
9-10	Use your Trait with the highest rating
11-12	Use any Trait you wish

	Reward Table
1-2	Gain a new Standard Quality
3-4	+1 to the Trait you made the check with
5-6	+2 to the Trait you made the check with
7-8	+1 to any Trait
9-10	+2 to any Trait
11	Gain a new Trait with a rating of 1.
12	Gain a new Trait with a rating of 2.

* If you roll this result again, keep rolling until you get a 3+.

	Repercussion Table
1-2	Gain a Standard Quality that represents something adverse that happened to you on the quest (a fear, injury, loss of confidence, hatred, etc.)
3-4	-1 to your highest Trait (if it reduces the rating to 0, you no longer have that Trait)
5-6	-1 to the Trait you made the check with (if it reduces the rating to 0, you no longer have that Trait)
7-8	-1 to your lowest Trait (if it reduces the rating to 0, you no longer have that Trait)
9-10	-1 to a Trait of your choice (if it reduces the rating to 0, you no longer have that Trait)
11-12	A Trait of your choice gains an Adverse Special Rule of your choice.

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Step 4: Experiences

Scattered across a character's life are minor occurrences that affect them on some level. These happenings are normally random little things that leave small impressions on someone, but don't necessarily shape every facet of their being.

Each character receives one roll on the Experience Table.

Roll two dice and add them together, consulting the Experiences Table. Choose one of the the two Traits presented. *The Trait has a rating of 1.*

	Experience Table
2	You spent time with a sage (KNOWLEDGE OF [SUBJECT] or INTELLIGENCE)
3	You spent time in the wilderness (SURVIVAL or SWIMMING)
4	You trained with a combat master (GOOD WITH [MELEE WEAPON] or DODGE)
5	You trained with a master marksman (GOOD WITH [RANGED WEAPON] or CONCENTRATION)
6	You survived an illness (STRONG CONSTITUTION or MEDICINE)
7	A fairweather friend taught you a tough lesson (NOBODY'S FOOL or DETECT LIES)
8	You had a love interest (EMPATHETIC or ROMANTIC)
9	You found you have a talent for operating vehicles (DRIVING or PILOTING)
10	You worked a demanding physical job (STRONG or DURABLE)
11	You were an apprentice to a repair expert (MECHANIC or ELECTRONICS)
12	You spent time wandering the land (DIRECTION SENSE or OUTDOORSMAN/WOMAN)
13	You were falsely accused of something and had to prove your innocence (DETECTIVE or RESEARCH)
14	You had to lead a small group of people (LEADERSHIP or COMMAND)
15	In a nasty situation, you had to hold out until help arrived (GRIT or RESOURCEFULNESS)
16	You had to act as a peacekeeper for a short time (NEGOTIATION or QUICK THINKING)
17	You had to help a severely injured person (FIRST AID or SOOTHING WORDS)
18	You found yourself having to entertain a crowd (PERFORMANCE or SHOWMANSHIP)
19	You helped bring down a crooked person in a high position (GUMPTION or POLITICS)
20	You had to disarm a bomb (DEMOLITIONS or STEADY HANDS)
21	You briefly lived in a dangerous place (INTIMIDATE or FISTICUFFS)
22	You explored ancient ruins (EXPLORATION or CLIMBING)
23	Your curiosity led you to study the past (LORE or HISTORY)
24	[Roll twice on this chart and choose one of the four Traits]

Step 5: Guardians of Iconia Entry

This step determines how your character became a Guardian of Iconia. Feel free to come up with your own results or roll a die on the table below.

	Entry Table
1	King Rastor heard tales of your heroism and had you sought out.
2	One of the other Guardians of Iconia witnessed your heroism and asked you to join.
3	You proved yourself worthy by assisting the Guardians of Iconia.
4	You saved a Guardian of Iconia from certain defeat, so you were invited to join.
5	Merlis saw your deeds through his "Far View" spell and felt you were destined to be a member.
6	You asked to join and had to pass rigorous tests of body, mind and honor.
7	One of the Guardians of Iconia saved you from defeat at the hands of Nekrottus' minions and invited you.
8	King Rastor held tryouts for potential members and you passed with flying colors.
9	You came to King Rastor in a time of need and he brought you into the fold.
10	You befriended one of the Guardians of Iconia and they invited you.
11	One of the Guardians of Iconia saw potential in you and took you under their wing.
12	You aren't actually a member of the Guardians of Iconia, but find yourself fighting on their side often.

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Step 6: Development

Upon becoming a member of the Guardians of Iconia, your character will embark on missions and undergo further training. It is during this step that you will refine their existing Traits and possibly gain new ones.

You may roll up to five times on the Development Table. The first roll incurs no penalties... but for every time after that, you must subtract 1 from the die roll. This is cumulative, so if you've already rolled twice on the table and then opt to roll again, you would subtract 2 from the die result. It's a gamble, so choose wisely, as low results can be very detrimental to your character.

It must be noted that a Trait rating cannot be higher than 8.

	Development Table
-3	A major mishap lessens your efficiency considerably (delete a random Trait)
-2	A valiant act nonetheless leaves you devastated (-2 to a Trait rating of your choice**)
-1	A series of harrowing adventures wears you down (-1 to a Trait rating of your choice*)
0	A mission goes awry, creating a complication (give one of your Traits an "Adverse" Special Rule)
1-2	Although you found yourself in the middle of a few adventures, you fail to gain anything from them (you receive no bonuses)
3-7	Your adventures have helped you a bit (allocate 1 point to any existing Trait)
8-9	Your adventures have taught you a thing or two (allocate 1 point to any existing Trait or gain a new Trait of your choice at rating 1)
10-11	You have honed your skills and abilities commendably (allocate 2 points to existing Traits and/or new Traits as you see fit)
12	You have flourished as a Guardian (allocate 3 points to existing Traits and/or new Traits as you see fit)

* A Trait rating can't be brought down to less than 1 in this way. If your highest Trait is 1, change the result to "A major mishap lessens your efficiency considerably (delete a random Trait)".

** A Trait rating can't be brought down to less than 1 in this way. You must choose a Trait that can accommodate such a penalty without going below 1 if at all possible. For example, if you have FIGHTING 3, COLORFUL PERSONALITY 1, NIMBLE 1 and STRONG MIND 1, you would have to choose FIGHTING 3, which would become FIGHTING 1. If your highest Trait is 2, lower it by 1. If your highest Trait is 1, change the result to "A major mishap lessens your efficiency considerably (delete a random Trait)".

Step 7: Gimmick

Every character in the *Warriors of the Cosmos* Series has a schtick that defines them, a gimmick that makes them special or unique. In "real world" terms, it's usually the selling point for the action figure... that cool something-or-other that makes kids want to buy it! The Hogwash action figure had the water-shooting arm blasters, the Dogg-Pyle action figure could be split up into five canine critters, the Bigwig action figure had the interchangeable head-tops that each did something rad and so forth.

That's what you need to come up with a gimmick for your PC. It could be that you've already developed a gimmick earlier on in the character creation process. That's fine. As long as your character ends up with a Trait that truly defines what your character is about, you'll be fine.

Once you figure out what your "gimmick" Trait is going to be (whether it's an already-existing Trait or a brand new one), add up the ratings for all your character's Traits.

- If the total is lower than 22, you'll be given a number of points equal to the difference.
- If your total is 22 or higher, you won't receive any additional points (see below for more details).

The points gained from this step must first be invested in a single Trait, at least bringing it up to a rating of 5. That Trait can be new or one you've already created, as long as it's the focal point of your PC. It is referred to as your character's *primary gimmick Trait*. Each point of rating costs 1 point.

If, after bringing the primary gimmick Trait up to 5, you still have points remaining, you may choose another Trait to be your *secondary gimmick Trait*. Each point of rating costs 1 point.

Should you have points remaining after bringing both the primary and secondary gimmick Trait ratings up to at least 5, you may allocate the remaining points to other Traits as you see fit (at a 1-to-1 ratio).

Remember, though, that no Trait may have a rating higher than 8.

If your gimmick Trait has a rating of 1 or 2, you may borrow 1 or 2 more points from other Traits and place those points into the gimmick Traits instead. A "borrowed-from" Trait may not be reduced to 0 or less.

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So, what if your Trait rating total was 22 or higher? Don't worry, we're not going to punish you for rolling well on the various tables by reducing your rating points. However, you're not going to get any free points. You *are* allowed to borrow 1 or 2 points from other Traits to invest in the character's gimmick Trait. A "borrowed-from" Trait may not be reduced to 0 or less.

Step 8: Qualities

By this point in the process, you know mostly what your character can do and what they are like in terms of personality and backstory. It's time to put all that together to create your character's Signature Quality and Standard Qualities.

Signature Quality

Sum up your character in just a few words. That becomes your character's Signature Quality. It's simply a matter of figuring out the character's most important aspects and nutshelling them. Fortunately, much of the work has already been done for you. If your character is a robot or non-human, you can elect to have the species included as a word in the Signature Quality. Your Foundation can also play a role, though you should probably consider tweaking its name a bit for the sake of color, specificity and diversity. "Robot Fixer" is fine, but why not go with "Repair-Bot" or "Automaton Grease Monkey"?

Standard Qualities

Your character automatically receives two Standard Qualities, in addition to any Standard Qualities acquired from the table results during character creation. Under no circumstances may a character have more than four Standard Qualities. If, after creating the two free Standard Qualities, you exceed four, you must get rid of enough Standard Qualities to bring you back down to the legal amount.

Creating Standard Qualities is extremely easy. Go through the different table results you rolled and use them for inspiration.

Step 9: Special Rules

It's time to work up Special Rules for your character's Traits.

- You receive 3 non-adverse Special Rules to spread amongst your character's Traits. See pages 104 to 111 of the CAH:S3 rulebook for details on the various Special Rules. Remember that some of them "count as" more than one Special Rule selection, as they are more powerful. All restrictions to acquisition listed in the rulebook still apply (e.g., only one Trait may be given "Action Feature"), with the exception of "Versatile". The only way to have a Trait with "Versatile" is to receive it through the tables during

character creation (and it does *not* lower the Trait's rating by 4 as it does in the normal character creation rules).

- You may take Adverse Special Rules as per the normal rules (i.e., one Adverse Special Rule will allow you to take one extra non-Adverse Special Rule).

- You may trade in up to two non-Adverse Special Rules to add 1 to a Trait rating for each Special Rule traded in. This cannot bring a Trait rating into a higher Tier than it was prior to Step 8. For example, if you want to trade in a Special Rule, you can't raise a Trait with a rating of 4 up to a 5.

- Any Trait that is supposed to represent an item of any kind may be given the "Accessory" Special Rule if you wish. That Special Rule is something of a double-edged sword, though, so choose carefully. See page 104 of the CAH:S3 rulebook for more details. This Special Rule is absolutely free. That is, you can give it to any Trait that could be construed as an item.

NOTE: If you take "Action Feature", you should probably attach it to the Trait chosen as the character's gimmick Trait in Step 7: Gimmick.

Step 10: Star Power

This step is simple enough: write "3" in the Star Power space on the character sheet.

Step 11: Pulling It All Together

Your character's game stats are all done and their defining points in their life have been touched upon. It's likely you've already begun cobbling together a lot of the information and that's great! But this is where you lock it down and place all the individual pieces into a cohesive whole. Truthfully, you've already done the majority of the legwork, especially when you created your character's Qualities.

It's helpful to write a small paragraph or two, giving an overview of the character and what makes them cool. Think of it like writing a little bio for the back of their action figure package.

It's also a good time to think of a cool name. Many different naming conventions are appropriate to Iconia. See page 167 for ideas on creating a name worthy of your hero's awesomeness.

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EXAMPLE OF CHARACTER CREATION #1 (CYNTHIA)

Step 1: Species

To determine my character's species, I roll a 4, which means Human/Near-Human. I'll go with Human. I now get to create 3 points worth of Traits. Since I don't really know what kind of character I'm going to have, I decide to keep the Traits utilitarian and generic. I can always give them cooler names later on. For now, I have ATHLETICS 2 and PERCEPTION 1.

Step 2: Foundation

Okay, it's Foundation time! I select Foundation Table B, with the vague hope of getting Archer or Warrior. No such luck. I roll 8, which is Swashbuckler. No problem. I can make this work. My character's two Compulsory Traits are SWORDFIGHTING 2 and ACROBATICS 1. I roll a 9 for my Variable Trait, giving me ROMANTIC 1. I'm getting a real "Three Musketeers" vibe for this character, which is something I can have some fun with.

Since ACROBATICS is very close to ATHLETICS, I ask the GM if he would allow me to combine the two into one Trait called SHOWY ACROBATICS. It's now at rating 3. He agreed to this idea. In order to add some theme to my character, I ask if I can change SWORDFIGHTING to FLASHY SWORDSMANSHIP. Once again, he agrees, stating that it does indeed add to the Three Musketeer schtick.

Step 3: Life Events

For the first Life Event, I roll 6, which is " (Person) taught you (Lesson) ". To determine the person, I roll 6, which indicates a stranger. For the lesson, I roll yet another 6, allowing me to improve by 1 a Trait that isn't technological, magical or so forth. Not that that matters, because I don't have any such Traits to begin with. I choose to boost PERCEPTION from 1 to 2.

The second Life Event sees me roll an 11, "Your life took a turn for the strange when (Weird Event) ". I roll to see what Weird Event awaited my character and get 10, which is "a surreal Quest presented itself (*see Quests on page 179; if you succeed in the Quest, add or subtract 1 or 2 to or from the roll on the Reward Table; if you fail at the Quest, subtract 1 from the roll on the Repercussion Table*)". A Quest! Radical!

My Quest Table roll is 7, which means that I'll use my character's second-highest Trait rating. I have a tie between two Traits in that case: PERCEPTION 2 and FLASHY SWORDSMANSHIP 2. According to the rules, in case of a tie, I get to choose, so I'm going with FLASHY

SWORDSMANSHIP 2. The GM rolls a die to determine the DN for the check and gets a 6. I make the check and the die comes up 5. Adding my Trait rating of 2 to that gives me a total of 7... just barely succeeding!

Since my Quest was successful, I get to roll on the Reward Table. A result of 11 (9, plus 2 for the "surreal quest" result) indicates that I can gain a new Trait with a rating of 1. I decide to give him AIRSHIP PILOT, as I can see him piloting some kind of nutty aircraft designed to look a little like an old sailing ship from the pirate era. I figure that during this Quest, she had to hop in an airship and desperately try to evade bad guys... even though she has never piloted one before. Trial by fire.

Step 4: Experiences

I roll my two dice and add them together, getting a total of 20. According to the table, this indicates that my character had to disarm a bomb and learned either DEMOLITIONS 1 or STEADY HANDS 1. I don't see the character as learning to use explosives, but I could see her developing unflinching hands. So, STEADY HANDS 1 it is!

Step 5: Guardians of Iconia Entry

With the flick of my wrist, the die gives me a 1. King Rastor has heard of my character's exploits and seeks me out.

Step 6: Development

Now that my character is a Guardian of Iconia, we get to see what happens from there. I roll an 11. Apparently, she has been busting her hump to hone her skills, thus gaining 2 points to allocate between existing Traits and even new Traits if I so choose. Since she's a classic swashbuckler type and has solid skills with a sword, I figured she might need a blade of her own. So, I pump both points into a new Trait: RAPIER 2. In-game, I rationalize it as King Rastor being so impressed with her improving skills that he gives her a master-crafted sword.

I'm going to press my luck and roll on the Development Table again. Since this is my second roll, I'll have a -1 to the result, which could lead to bad things happening. The die shows an 8, but becomes a 7, which makes an impact on my table result. My character's adventures have helped her a bit, adding 1 to an existing Trait. I go with FLASHY SWORDSMANSHIP, bringing it from a rating of 2 to a rating of 3.

Feeling pretty good about how things are going, I choose to roll again. Uh-oh! A 1. Given that this is my third roll,

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I have to subtract 2 from it. The final roll is -1, meaning that her adventures have worn her down, causing a Trait of my choice to suffer a -1 penalty to a Trait of my choice. As much as I don't want to, I'll lower Perception from 2 to 1. With that, I decide to stop rolling on the table.

Step 7: Gimmick

After tallying up her Trait ratings, I see that she has a total of 13. That's 9 points lower than 22. So, I select FLASHY SWORDSMANSHIP as her primary gimmick Trait and apply 4 of those "makeup" points to it, bringing it up to a rating of 7. For the secondary gimmick Trait, I decide to create an all-new Trait called SWAGGER and dump the remaining 5 points into it, giving it a rating of 5.

Step 8: Qualities

I have a very solid grasp on my character at this point, so Qualities should come easy. For the Signature Quality, I decide to leave her species out of it, as humans are kind of the default race in this setting. I want to include her Foundation but would rather avoid the word "Swashbuckler"... so I pick "Buccaneer" as an alternative. But that's kind of bland by itself. I see her as being the type who throws caution to the wind and goes all out. As such, I add "Daring" to the mix. Her final Signature Quality is Daring Buccaneer.

She receives two free Standard Qualities. Looking back through the different table results, I decide to play around with the stranger who taught my character. This stranger was a roving swordsman named Korsair, who took her under his wing, but mysteriously vanished. She's now scouring Iconia in an effort to find him. So, her first Standard Trait will be "Vows to find her mentor, Korsair." Okay, so the table results indicate that the only thing he taught her was PERCEPTION, but who cares? This makes for a good story and the GM is all for the idea.

The second Standard Quality requires more effort. Since Rastor is the one who discovered her, so to speak, and he also gave her the rapier, I figure that they might have developed a close father/daughter relationship. This prompts me to give her "Sees King Rastor as a father figure".

Step 9: Special Rules

I look over the Special Rules and feel that Action Feature is the way to go. I'm going to give it to RAPIER, since the rating isn't as high as it could have been and I want to emphasize the whole swordswoman aspect of the character. To the same ends, I go with Advantage, with the effect being that she can throw her sword and make it ricochet off of things so that it always returns to her. I can even envision how it could be done on her action figure: a string concealed in-

side the hand that is connected to the sword. Kids can push a button to launch the sword and once launched, the string slowly retracts back into her hand... kind of like one of those old talking toys where you pull the string and as the toy "talks", it's slowly retracting the string. Fun stuff!

For the third Special Rule, I'm going to cash it in to add 1 to RAPIER, making it a 3.

Step 10: Star Power

I jot down a "3" in the appropriate space.

Step 11: Pulling It All Together

I've already created a skeleton of what my character is all about, so it's just a matter of integrating it into a brief bio:

Musketyra was raised in a remote village but suffered from wanderlust. She refused to simply live her entire life in the village without ever seeing the world or experiencing adventure. Her bold nature was noticed by a master swordsman named Korsair, who took her under his wing and taught her to defend herself and helped her quench her thirst for action. When he disappeared, she vowed not to rest until she found him.

During her quest to learn of her mentor's location, specifically one in which she was forced to make a daredevil escape in a small airship, King Rastor took notice of Musketyra's heroics and asked her to become a Guardian of Iconia. In return, he would help her find Korsair. He eventually presented her with a master-crafted rapier, which which she has since mastered.

Musketyra is a swashbuckler who enjoys risking life and limb to perform daring and flamboyant maneuvers during combat. She's also a hopeless romantic and likely harbors a crush on Korsair.

Musketyra

Star Power: 3

Qualities

--- --- Daring Buccaneer
--- Vows to find her mentor, Korsair
--- Sees King Rastor as a father figure

Traits

RAPIER 3 (Action Feature, Advantage—always comes back when thrown)
FLASHY SWORDSMANSHIP 7
SWAGGER 5
SHOWY ACROBATICS 3
AIRSHIP PILOT 1
PERCEPTION 1
ROMANTIC 1
STEADY HANDS 1

3

MUSKETYRA

QUALITIES

- ⬡⬡ Daring Buccaneer
- ⬡ Vows to find her mentor, Korsair
- ⬡ Sees King Rastor as a father figure

TRAITS

RAPIER 3 (Action Feature, Advantage—always comes back when thrown)

FLASHY SWORDSMANSHIP 7

SWAGGER 5

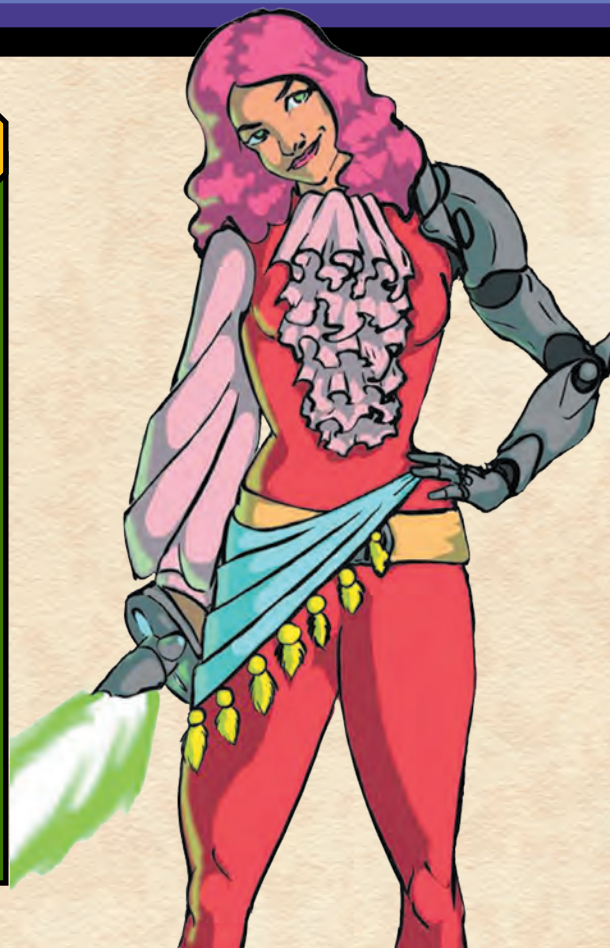
SHOWY ACROBATICS 3

AIRSHIP PILOT 1

PERCEPTION 1

ROMANTIC 1

STEADY HANDS 1



ABOUT MUSKETYRA

Musketyra was raised in a remote village but suffered from wanderlust. She refused to simply live her entire life in the village without ever seeing the world or experiencing adventure. Her bold nature was noticed by a master swordsman named Korsair, who took her under his wing and taught her to defend herself and helped her quench her thirst for action. When he disappeared, she vowed not to rest until she found him.

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EXAMPLE OF CHARACTER CREATION #2 (BARAK)

Step 1: Species

Roll: 4. Human. That is kind of bland, so I decide return to this, after I see how things develop. The GM agrees to let me hold off for a little while.

Create two or three Traits that reflect skills, talents, knowledge or anything else that isn't superhuman, supernatural, magical or technological in nature.
Allocate 3 points to these Traits as you see fit.

Step 2: Foundation

Rolls: 5, 7. Fixer. Oh, great, I am the mechanic. No doubt I will need a Brooklyn accent. After all, this is an '80s toon. Or maybe a southern drawl.

REPAIR (VEHICLES) 2, STEADY HANDS 1, (next roll: 6) PILOT 1

Step 3: Life Events

Step 3 rolls: 1, 2, 5, 4, 5, 5. I was given an article of mystical clothing by a stranger. (Trait rating 1) While saving someone's life, I learned something new. (Trait rating 1)

Ok, now I am getting an idea, but I want to see what happens next before committing. The GM once again allows me to wait.

Step 4: Experiences

Roll: 7. A fairweather friend taught me a tough lesson. (NOBODY'S FOOL or DETECT LIES) Ding! My character was training to be a monk, a man of peace. As many religious orders anachronistically provide services to the outside world, while training to be a monk, he was also a mechanic. Returning to my first roll, I define:

MONASTIC TRAINING 2, PRANKSTER 1. My article of clothing is an ENCHANTED MONKEY MASK 1.

Although I was trained as a mechanic, we only worked on flying vehicles (our monastery was atop an inaccessible spire of stone), but while in town one day, I had to save someone's life and had to learn to DRIVE 1.

Life in the town was difficult, and folks were not what they seemed, and thus, with my monk-like wisdom, I learned to DETECT LIES 1

Step 5: Guardians of Iconia Entry

Roll: 4. I saved a Guardian of Iconia from certain defeat, so I was invited to join.

Step 6: Development

First roll: 9. My adventures have taught me a thing or two (*allocate 1 point to any existing Trait or gain a new Trait of your choice at rating 1*).

I decide to not push my luck and refrain from rolling further on the table.

I gain a new Trait: BUTTERFLY WRENCHES 1 (a play on the Butterfly Swords wielded by Shaolin monks). I am envisioning some very cool looking wrench type weapons.

Step 7: Gimmick

I tally my character's Traits:

MONASTIC TRAINING 2
REPAIR VEHICLES 2
BUTTERFLY WRENCHES 1
DETECT LIES 1
DRIVE 1
ENCHANTED MONKEY MASK 1
PILOT 1
PRANKSTER 1
STEADY HANDS 1

11 Points total. I increase MONASTIC TRAINING to 6. I also increase REPAIR VEHICLES to 4.

Next, the BUTTERFLY WRENCHES look a bit weak to me at only 1, and I'm imagining them as unique tools or items that will only be seen used by this character. They should be part of his shtick, his trademark, and they are also just plain old retro-toon wacky, so I want to increase them as well. BUTTERFLY WRENCHES go up by +3. That still leaves me with two Trait Points to get to the basic starting total of 22. So, next I just raise DRIVE and PILOT from 1 to 2, spending those two points.

I could have added the bonuses to any other Traits to get to the total of 22 points, in any combination whatsoever. For now, though, the decision stands and changes the Traits list to this:

MONASTIC TRAINING 6
BUTTERFLY WRENCHES 4 (Accessory)
REPAIR VEHICLES 4
DRIVE 2
PILOT 2
DETECT LIES 1
ENCHANTED MONKEY MASK 1

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PRANKSTER 1
STEADY HANDS 1
22 Points total.

Note that the order of the Traits has also changed slightly because we want them to be mentioned highest-to-lowest. Don't worry. No Trait was lost or omitted.

Step 8: Qualities

He's a monk, so...

___ ___ Warrior Poet

And of course...

___ Confucian wisdom

And lastly,

___ Tinkerer

Step 9: Special Rules

The WRENCHES should be an Accessory, but this is free.

I think my ENCHANTED MONKEY MASK should be more of a focal point, so I use two special rules to increase it to 3.

And I decide that my action figure needs a cool Action Feature, so I attach this to my ENCHANTED MONKEY MASK. It allows me to do cool flips, the eyes glow red, I can climb. All the stuff any enchanted Monkey Mask would do.

The final Traits list, all in proper order, after all additions and bonuses, should then read:

ENCHANTED MONKEY MASK 3 (Action Feature)
MONASTIC TRAINING 6
BUTTERFLY WRENCHES 4 (Accessory)
REPAIR VEHICLES 4
DRIVE 2
PILOT 2
DETECT LIES 1
PRANKSTER 1
STEADY HANDS 1

Technically, these now add up to 24 Trait Points, but it's still the 22 Trait Points as the starting budget, and includes the two +1 bonuses selected in Step 9. A lot of characters were built similarly, as per the standard rules.

Points-wise, our new hero is ready to go!

Step 10: Star Power

I write down "3".

Step 11: Pulling it all Together

Wrench Monk was a member of a secretive order of cloistered monks. This order rarely ventured into the outside world, interacting only through their small workshops set-up in the town of Ga'Stazon. Those who know of this workshop claim one can not find better mechanics in the entire land. Customers leave their devices in need of repair with a note the rest is taken care of. There is never interaction with any of the mechanics within.

The order's motto is:

"through focus, one can find the breaks within any object, and only then can repair be brought about."

As part of their training, they repair any object brought to them.

Wrench Monk was a member of the Flying Squirrel sect, that focused on repairing only flying vehicles. Curious about the outside world, Wrench Monk snuck away from the monastery. On his way into town, he came several villainous minions attacking a traveler, whose vehicle had broken down, and was careening out of control.

Wrench Monk jumped in (literally) to aid, and together, Wrench Monk and the stranger dispatched the villains, and brought the vehicle to a stop. Wrench Monk quickly went to work on the vehicle, finding the flaw within, and thus the repair, quite easily. The stranger thanked Wrench Monk, and handed him a small gift as payment, insisting Wrench Monk accept.

"It is not only things that can be broken, people can be broken as well, often their damage presents itself through deceit." the stranger passed along before departing. Several nearby children, journeying to town for candies from the general store stopped Wrench Monk and asked which Guardian of Iconia it was, recognizing the vehicle.

Confused, Wrench Monk opened the package, and discovered the MONKEY MASK along with a map and an invitation to join the Guardians of Iconia.

His journey has taken him from his home, but he knows there is damage in the world that he must repair.

3

WRENCH MONK

QUALITIES

- Warrior Poet
- Confucian wisdom
- Tinkerer

TRAITS

ENCHANTED MONKEY MASK 3 (Action Feature)
MONASTIC TRAINING 6
BUTTERFLY WRENCHES 4 (Accessory)
REPAIR VEHICLES 4
DRIVE 2
PILOT 2
DETECT LIES 1
PRANKSTER 1
STEADY HANDS 1



ABOUT WRENCH MONK

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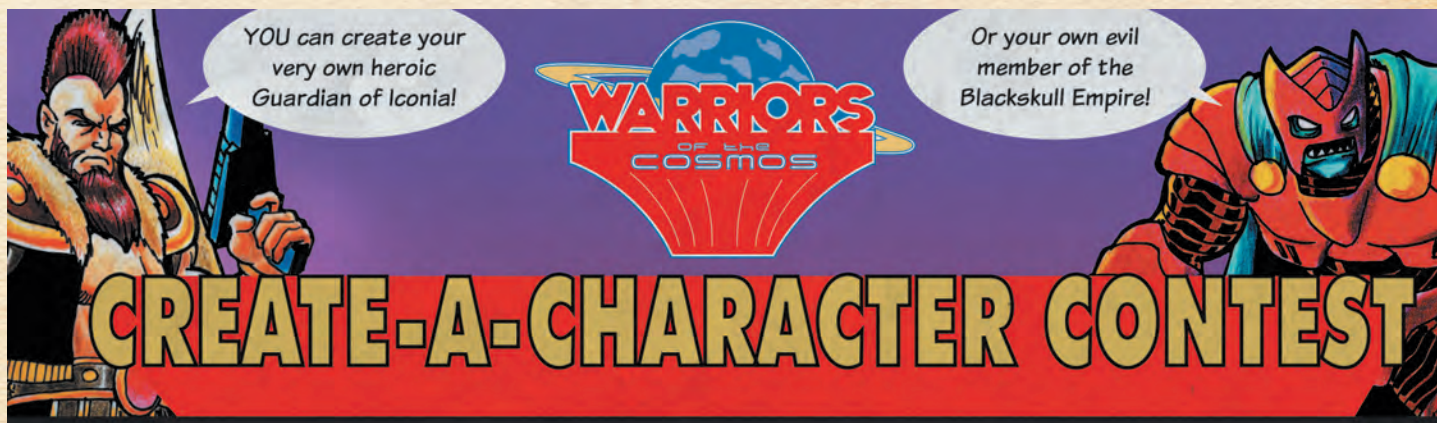
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Fill out the form below and send it to Grabbo Toys, 2807 Grand Ave., Parsons, KS. 67357. See the terms and conditions on the back of this sheet.

ABOUT YOU

Your Name: _____

Your Address: _____

Your Age: _____

Your Phone Number: _____

The winning entry will be created as an action figure and will appear on the cartoon as well!

All entries must be received by September 20th, 1985.

ABOUT YOUR CHARACTER

Is your character a hero or villain? _____

What is your character's name? _____

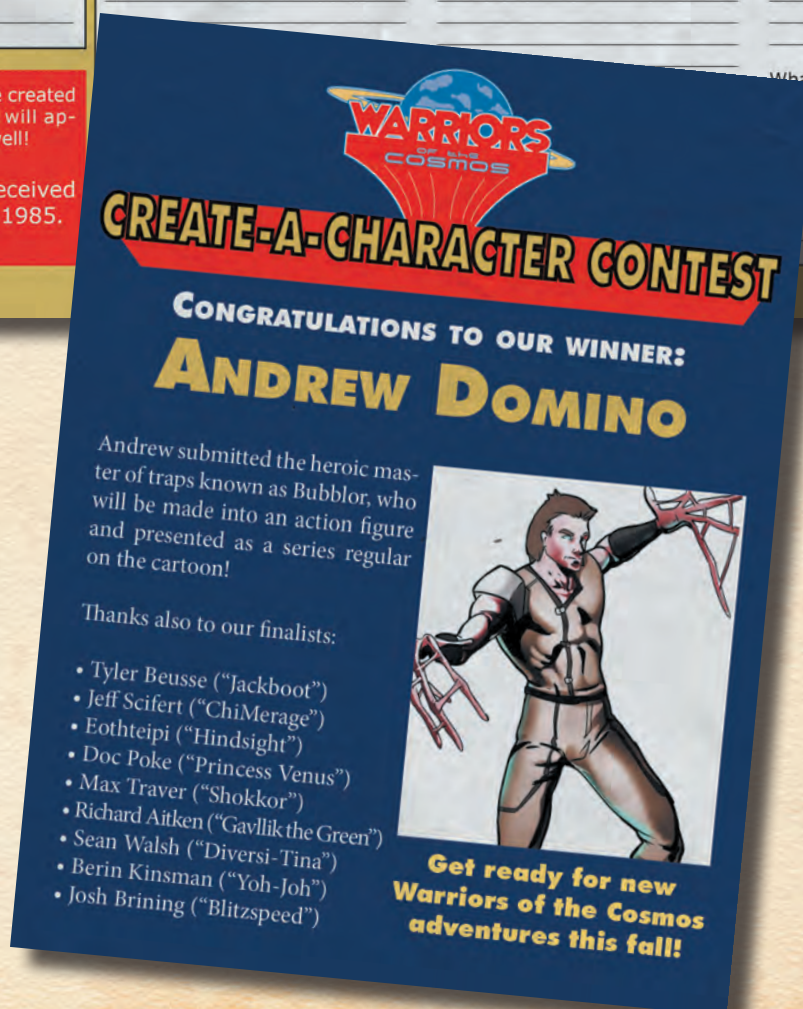
What does your character look like? _____

What is your character good at? _____

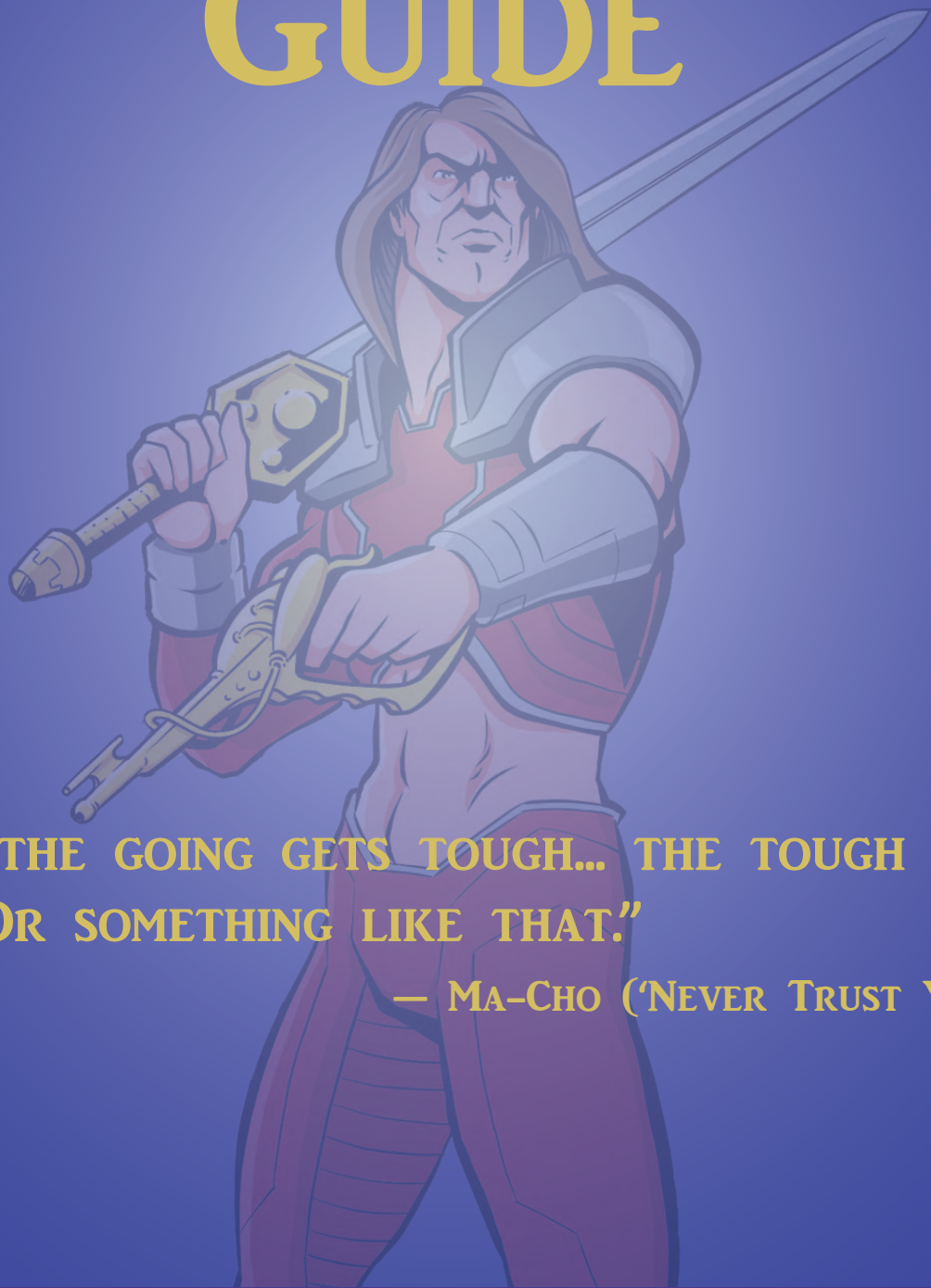
What is your character bad at? _____

What makes your character interesting? _____

What else would you like to tell us about your character? _____



CHAPTER 6: GAME MASTER'S GUIDE



“WHEN THE GOING GETS TOUGH... THE TOUGH GET
GOING. OR SOMETHING LIKE THAT.”

— MA-CHO (‘NEVER TRUST YARGON’)

CH.6: GAME MASTER'S GUIDE

INTERPRETING THE SERIES

Earlier in the book, we broke the series down on a season-by-season basis, allowing you and your group to see how it changed over time. This gives you a couple options for how you can run the series for your players.

Specific Season

With this method, you and your players select a particular season and set the game during that time period. This means characters, vehicles and playsets from later seasons won't be available. Once you finish your game Season, you can move on to the next one, opening up more material that can be used. A fun spin on this approach is to begin at Season One and work your way through all the seasons, one at a time.

Season Five will prove to be an interesting challenge, as it was the season in which all the old characters either found themselves appearing simply as background characters or not appearing at all. You could have the players create all new PCs for this Season or, if you don't mind sacrificing authenticity, allow them to carry on playing their existing characters. There is no right or wrong way to handle it.

Freeform

Going freeform simply means looking at all the characters, vehicles and playsets as one giant sandbox to be picked and chosen from as you deem necessary. This shelves the notion of sticking closely to the cartoon series in favor of versatility. We've given you all the tools... now you can implement them however you wish. There's a certain sense of freedom to this.

As with the first method, Season Five is something you're going to have to address. In the cartoon, Season Five featured almost entirely new characters. This is fairly simple to deal with for the most part, since the Blackskull Empire remained the primary villains for the season. Where it can become problematic, however, is the leadership of the Blackskull Empire. In Season Five, Nekrottus was replaced by Forebodius as the leader. You'll need to decide who you wish the leader to be in your version of the series. A Blackskull Empire civil war plot line could prove intriguing. Or you could completely ignore the existence of one of them. Another option is to have Forebodius exist independently of the Blackskull Empire, perhaps as a rival.

ADJUSTING THE TONE

As it stands, *Warriors of the Cosmos* is slightly darker than many series; not so dark that it exits the realm of Saturday morning fare, but still dark enough to evoke a feeling of impending doom. After all, Nekrottus has already conquered most of Iconia – that alone creates a slightly gloomy outlook. However, it doesn't take much effort to adjust the tone of the series.

Dial:	Number:
Seriousness	2
Realism	2
Violence	2
Continuity	2

Making it Lighter

You can turn down the "gloominess" a bit if you're going for a more optimistic attitude. Here are some ideas for doing so. Use any, all, or none of the options:

- Instead of having Nekrottus rule over most of Iconia, you could decrease his influence accordingly. The later seasons of the cartoon did exactly that. The people of Iconia had taken back many of their lands. For a really light Series, you could simply arrange it so that he only has a small or medium size kingdom and hasn't been able to conquer anything else.
- Encourage corny (or cornier) dialogue between characters. This is simple enough – just start having the GMCs talk in exaggerated voices, and don't forget to hit all those clichéd lines! "Then by all that is right, that evil scallywag Nekrottus must be stopped... at any cost!"
- Avoid using villainous schemes that could (in theory) kill people. Even though death usually isn't possible in Cartoon Action Hour, the "in story" threat of death can make the series darker. Rather than allowing the master villain to hatch a plot designed to poison Iconia's water supply and kill everyone on the planet, how about making the "poison" turn the citizens into mindless, docile slaves? It's still very villainous, but it skirts the death issue.
- Put more emphasis on comedic elements. Nothing lightens the mood like a silly character or a moment of slapstick. Play this up and watch the gloom dissipate.

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Making it Darker

This is a trickier affair than making the series lighter. As I previously mentioned, *Warriors of the Cosmos* already possesses a slightly pessimistic feel. Not entirely, sure, but if you ratchet up the darkness too much, the retro-toon elements will be washed away, leaving you with a typical science-fantasy game setting. And really, where's the fun in that? Here are some ideas for making your series darker. Use any, all, or none of the options:

- Instead of billing the PCs as “Iconia’s greatest warriors,” bill them as “the last of Iconia’s warriors.” All the best warriors perished fighting the Blackskull Empire, and these are the only true warriors left.
- Set it up so that Nekrottus has taken over all of Iconia, including Haven, which is now used as the Blackskull Empire’s capital. This puts the PCs in an uphill battle, as they have to use hit-and-run type tactics to back Haven from the evil overlord.
- Add a morbid element by making Nekrottus an actual demon. Or make him a minion of an even more powerful entity.

EVOKING A SENSE OF WONDER

As GM, you should do your best to introduce a sense of wonder to the game. Iconia is a gargantuan place with countless awe-inspiring locales and colorful races. There’s enough room for you to import anything you can come up with! And that’s exactly what you *should* do.

For the first time in *Warriors of the Cosmos*’s history, we have included a map of Iconia. This was avoided for many years, because we felt that it would be imposing our version on your creativity. We didn’t want to limit your own vision. That way if you wanted to say there was a raging river of fire-water running through the heart of Haven, you could do so without worrying about it not coinciding with the official map. Over the years, however, we’ve received numerous emails from people wanting exactly that—an official map of Iconia. This map can be found on pages 17 and 206.

The series may at last have a map, but don’t be a slave to it. It’s just a jumping-off point for your own creations. Add whatever you need to add for the sake of your episodes.

Iconia is a land of adventure and as such, it should be a place of wonder! Don’t allow it to feel bland. When inventing new locales, give them qualities that bring forth a sense of awe—cities atop mountain peaks, caverns made of exotic crystal, bottomless pits, and so on. Let the players know that they aren’t on Earth anymore.

Of course, not everything can be filled with wonder. If everything is wondrous, then nothing is wondrous. You have to balance out these astonishing locales with mundane locales. Without something to provide contrast, the wondrous will cease to be wondrous altogether.

And don’t forget to give places nifty sounding names like the Broken Hills, the City of Despair, the Vogura Caves, the Castle of Ghosts, and so on. Sure, it may seem cheesy, but that’s part of the genre!

MORE POWERFUL VILLAINS

The villains provided in this book can be made more powerful should your story require it. Just apply these quick alterations to the villain and you’re off to the races.

- Increase the villain’s Star Power by 1.
- Increase the villain’s highest Trait rating by 3*
- Increase the villain’s second and third highest Trait rating by 2.*
- Increase the villain’s other Trait ratings by 1.
- If the villain has a Trait with the “Action Feature” Special Rule, increase its rating by an additional 1.

* In the case of ties, simply choose one that you feel best exemplifies the character’s concept. The one you don’t choose to be “the highest” will automatically become “second highest” or “third highest” if it’s a three way tie. For example, if the villain’s highest Traits are MASS OF MUSCLES 4, SLIMY SKIN 4 and MASSIVE CLUB 4, you must choose one to act as the highest, and two to act as the second and third highest. If I choose, SLIMY SKIN 4 to be the highest, it becomes SLIMY SKIN 7. The others will become MASS OF MUSCLES 6 and MASSIVE CLUB 6.

Alternatively, you can simply choose any Trait to receive a +3 rating bonus and two to receive +2 rating bonuses. The others get a +1 rating bonus.

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NON-BLACKSKULL VILLAINS

As cool as Nekrottus and his pals are, you shouldn't involve them in every episode. Most of them, sure, but not all. Stagnation is bad for a series. Throwing a few non-Blackskull baddies at the PCs is a fantastic way to keep stagnation from setting in.

There are endless possibilities when it comes to new bad guys – an insane hermit-wizard, a creepy race of ape-like humanoids, a demented king who blames Rastor for the fall of his kingdom, a huge monster that is terrorizing the countryside... the list goes on and on.

Try using monsters as alternative antagonists for the PCs. Nothing says "you're not on Earth any more" like throwing a dragon made of diamonds or a blob with fifty tentacles at the stalwart heroes.

Another great adversary is nature. Having the PCs face nature's wrath can make for an entertaining episode. Maybe there's a wildfire raging out of control and the players must rescue a young girl who is somewhere in the woods. Or perhaps the PCs must fight for survival as several tornadoes wreak havoc on Haven. Or what if an earthquake causes a deep chasm to form and King Rastor is swallowed up by it? Even Nekrottus himself cannot match the power of Mother Nature!



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QUICK CRITTERS

What if you want to have the heroes face one or more critters for an encounter, but don't really have an idea for any? Use this quick and dirty system and you'll have a beast (or beasts) for the occasion.

STEP ONE: QUALITIES

Create one Signature Quality and two Standard Qualities.

STEP TWO: STAR POWER

Assign Star Power to the critter. This step will determine a great deal of how formidable it is. Let's assume that you intend for each PC to face one critter, consider giving it a 2 for an easy fight, a 3 for a fairly even fight and a 4 if you want the PC to have a tougher time of it. If you intend for the encounter to be "all the PCs versus one critter", go for a Star Power of 4.

STEP THREE: TRAITS

Roll a die to see how many Traits the critter has.

	Number of Traits
1-2	2 Traits
3-5	3 Traits
6-8	4 Traits
9-11	5 Traits
12	6 Traits

Once you know how many Traits the critter receives, roll two dice on the following table, cross referencing the two results.

	1-2	3-4	5-6	7-8	9-10	11-12
1	EXOSKELETON	GLOWING	INCORPOREAL	TELEPATHY	GIANT-SIZED	MIND CONTROL
2	SONIC SCREECH	BURROWING	UNDER-ARM WINGS	TERRIFYING	ACUTE SMELL	HEALING
3	EYE BEAMS	BERSERK	PHYSICAL STRENGTH	SAVAGE	SPIKED TAIL	AMBUSH
4	RESIST MAGIC	FLAME BREATH	TRAPS	FANGS	COLD BREATH	ACID SECRETION
5	POISON	CUNNING	CLAWS	PARALYSIS	WALL-CRAWLING	RESIST POISON
6	ACUTE HEARING	FIGHTING	RUNNING	FLYING	WILLPOWER	SCORPION TAIL
7	SLIMY	SPIKES	LEATHERY SKIN	HORNS	FLEE	SWIMMING
8	PREHENSILE TAIL	FEATHERED WINGS	TENTACLES	STEALTH	PERCEPTIVE	GIBBERING MOUTHS
9	WISE	CAMOUFLAGE	BITE	ATHLETIC	LEATHERY WINGS	BLUBBERY SKIN
10	DISEASE CARRIER	LEAPING	STINK BLAST	TOUGH	TWO-HEADED	MIMIC
11	TUSKS	FEROCIOUS	MIND BLAST	WEB-SPINNING	BEAK	GELATINOUS
12	FORCE FIELD	ACUTE SIGHT	REGENERATION	QUILLS	CORROSIVE TOUGH	TELEPORTATION

STEP FOUR: TRAIT RATINGS

Choose one Trait that you think is the most important to the critter's concept. Roll on the table below for each Trait. Then choose one Trait that you think should define the critter and add its Star Power to that Trait's rating.

	Trait Ratings						
1-2	Rating 1						
3-4	Rating 2						
5-6	Rating 3						
7-8	Rating 4						
9-10	Rating 5						
11-12	Roll again: <table> <tr> <td>1-8</td><td>Rating 6</td></tr> <tr> <td>9-10</td><td>Rating 7</td></tr> <tr> <td>11-12</td><td>Rating 8</td></tr> </table>	1-8	Rating 6	9-10	Rating 7	11-12	Rating 8
1-8	Rating 6						
9-10	Rating 7						
11-12	Rating 8						

STEP FIVE: SPECIAL RULES

Roll a die on the table below and the one on the next page to determine how many Special Rules the critter receives (or you can just choose what feels right). And remember, "Accessory" never takes up a slot.

	Non-Adverse Special Rules
1-2	0 (no) non-adverse Special Rules
3-5	1 non-adverse Special Rule
6-10	2 non-adverse Special Rules
11-12	3 non-adverse Special Rules

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	Adverse Special Rules
1-2	3 adverse Special Rules
3-5	2 adverse Special Rules
6-8	1 adverse Special Rule
9-12	0 (no) adverse Special Rules

Once you know how many Special Rules the critter has, select them from the *Cartoon Action Hour: Season 3* core rulebook (pages 104-111).



Goons were a staple of just about every cartoon of the 1980s... and *Warriors of the Cosmos* was no exception. There were versions of Goons on both sides of the show's conflict.

Heroic Goons

Royal Guard

King Rastor always has a select group of his own personal bodyguards at his disposal. These men and women are among the most highly trained soldiers in Iconia.

Goon Rating 2

- Specialist (Protecting the King)
- Hard to Defeat

The King's Soldiers

The King's Soldiers (also called Haven Soldiers) are well-trained individuals who carry lasers and swords into battle.

Goon Rating 1

- Special Attack: Laser
- Special Attack: Sword

Militia

The Militia are merely citizens who have taken up arms to help repel any attack the Blackskull Empire launches.

Goon Rating 0

- Vicious Assault

Defendo-Bots

About five years ago, the wise scholars of the Institute in Darshire began creating inexpensive, yet formidable, robot soldiers capable of helping the City Guard stave off assaults.

Goon Rating 1

- Hard to Defeat

City Guard

The City Guard are capable soldiers, perhaps not as well trained as the King's own soldiers, but certainly proficient in their own right.

Goon Rating 1

- Easily Led

Villainous Goons

Turks

Nasty little humanoids that live for bloodshed. It's no wonder Nekrottus keeps them around.

Goon Rating 1

- Vicious Assault

Goop Zombies

Made of skin and ooze, these are hardly the horrific zombies featured in horror movies. Created from captives and other helpless people, Goop Zombies are merely shells of their former selves who shamble relentlessly forward to attack anyone in their path!

Goon Rating 0

- Hard to Defeat

Goon-A-Palooza

One of the running gags of the *Warriors of the Cosmos* series was that the Blackskull Empire had a ridiculous amount of different lackeys. While the show certainly had recurring minion types such as Turks and Goop Zombies, it was common to see one-shot goons that were never seen again. Still, they may have looked different from one another, but they typically fell into one of several roles. In this section, you'll find a selection of generalized roles or types that can be whipped out at a moment's notice. Just describe them however you want and you're ready to send them out to get clobbered by the heroes.

Generic Blackskull Goons

Run-of-the-mill cannon fodder.

Goon Rating 0

- Vicious Assault

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Elite Blackskull Goons

These troops are a cut above the standard laser-cushions that Nekrottus sends out to do his bidding... but not by much.

Goon Rating 1

- Easily Led

Specialist Blackskull Goons

These are the troops that might pilot imperial craft in a large battle scene, or that might sneak attack a fortress under cover of night (and decked out in all black of course).

Goon Rating 1

- Specialist (Pilot, Stealth, whatever is appropriate)

Ominous Blackskull Goons

Small in number, these troops could present problems to the heroes, usually heavily armed and armored.

Goon Rating 2

- Hard to Defeat

Villain-Specific Goons

When an episode takes place in the homeland of a specific villain or focuses on a specific villain, viewers often got to see those villains' dedicated Goons: Serpentina might have Reptilar soldiers, Porkchop might ride with fellow bikers, Weezlor has his corrupted, evil animal-like humanoids, etc.

Goon Rating 1

- Vicious Assault
- Special Attack (As appropriate; for the above examples, use these: Poison Attack, Chain Weapon Ride-By, Rabid Rending Assault)
- Specialist (As appropriate, as above: Stealth, Fear Tactics, Tracking)
- Hard to Defeat* (This should be applied to half the Goons in any encounter; the first round of Goons engaged in combat will go down quickly, the second wave of goons are tougher as they adapt.)

Villain-Specific Elite Goons

Often, in an episode, a villain might even have one named Goon. If so, this Goon would have the following:

Goon Rating 2

- Vicious Assault
- 2 Appropriate "Specialist" Specialties
- Hard to Defeat
- 2 Appropriate Specific Special Attacks

Depending on how the character is received by the audience, they may even develop into a named villain.

EPISODE SEEDS

In this section, we have taken a selection of the actual episodes from the series and made them more open-ended so that Game Masters can use them as the basis for their own games. The collection contains seeds of various length and detail in order to cover all preferences, as some GMs like vague starting points and others enjoy seeds that are beefier in content.

You'll find that some have Nekrottus as the main villain, while others have Forebodius. This is reliant upon whether the episode was released during Season Five (when Forebodius was in charge of the Blackskull Empire) or during the other seasons (when Nekrottus was the head honcho). You'll find that it's fairly easy to swap them out with each other as needed.

"The Relic"

Archaeologists discover a glowing trapezohedron beneath ancient ruins that correspond to legends of a powerful artifact that can decimate entire populations. King Rastor orders the archaeologists to bring it back to Haven post haste so that it can be protected while Kraneum studies its properties. Unbeknownst to them, the always-slinking Bug Lord was nearby and overheard the transmission, relaying the news to Forebodius.

Obviously, the evil overlord wanted this powerful object under his control, so he sends out his minions to snatch it up before it can be transported to Haven. Fortunately for the archeologists, Rastor contacted the nearest Guardians of Iconia to protect them during the trek.

"Chaos Amok"

The tiny village on top of Shard Knob may not look like much, but it is a key strategic point for Nekrottus' newest machination that will lead to a crushing three-pronged assault on Haven. He wants that village! The problem is, King Rastor also understands its importance and has it well-guarded by numerous Guardians of Iconia as well as a lot of his troopers.

But Nekrottus isn't willing to concede the location that easily. What he needs is a distraction. To those ends, he frees some of the nastiest, most loathsome criminals and mercenaries from an under-protected prison keep about twenty miles from Shard Knob. With these ne'er-do-wells

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on the loose, Rastor has no choice but to send many of the Guardians of Iconia to track them down.

Can the heroes recapture the criminals before Nekrottus mounts his attack on the village or will the hill fall to the vile tyrant's might?

"The End of Us All"

A gigantic asteroid is hurtling toward Iconia and only Forebodius has the technology required to stop it. The Guardians of Iconia must convince him to work together in an effort to save the world from certain doom. The plan that Kraneum comes up with is to use Forebodius' technology to send a hand-picked team from both sides up to the asteroid and use a device to disintegrate it before impact. The trick will be to get back to the shuttle in time to avoid the asteroid's destruction.

Of course, Forebodius will no doubt see this as an opportunity to rid himself of some of the Guardians of Iconia and will plan an elaborate betrayal while the team is on the asteroid. With luck and foresight, the heroes may be able to plan ahead and come back safe and sound.

"Rampage"

Nekrottus concocts a sound machine that not only makes animals within a certain radius of it grow larger and stronger, but also drives them insane with fury. He places these devices in specific locations and then uses his henchmen to lead the rampaging animals across King Rastor's lands, destroying everything in their paths.

The heroes will have to first figure out what's going on and then initiate a plan to stop it, whether it's locating the devices and destroying them, finding a way to calm the animals or something else entirely. But remember, time is of the essence, so they'll have to act quickly if they want to protect the realm.

"To Save King Vander"

The single-city kingdom of Galloway has always been a staunch ally of Haven, due in part because of the steadfast friendship between King Vander and King Rastor. The kingdoms' alliance can also be credited to the fact that Galloway is situated a scant few miles to the east of Haven. It was this close proximity to Haven that made Galloway such a tempting target for Nekrottus. While it may be a minor kingdom, Nekrottus knew that conquering it would give him a strategic stronghold in his effort to overtake its much larger neighbor. Without warning, the Blackskull Empire converged on Galloway and attacked it mercilessly. The city's militia stood no chance against

Nekrottus' might. It fell within the hour and King Vander was taken prisoner.

Naturally, King Rastor organized numerous rescue missions, each of which was doomed to failure. Now, though, Rastor has been made aware of an ancient network of tunnels that run beneath the city; a perfect way past the heavy defenses Nekrottus has set up along the borders.

Little do they know, however, that King Vander is no longer the just and noble man he once was. Due to the dark magic of Nekrottus, he has become twisted and evil... and is now known as Vileheart. So, the PCs will be in for a not-so-nice surprise when they turn up to rescue him.

"Falconus Returns"

After his attempt to wrest control of the Sky Realm from his brother Falcor, Falconus fled the area to lick his wounds. Shortly thereafter, he began amassing a sizable army in an effort to do what he failed to do the first time. He encountered the Pteradakks, a race of flying humanoids reminiscent of pterodactyls, which he recruited to form his rank and file. But before he made his move on Falcor, he wanted to ensure his victory by finding the fabled Lost Shards of Zarkan. Legend has it that the person who wields all three pieces of the shard will have the power to rule the Sky Realm forevermore. So far, Falconus has located two of the pieces. The last one, though, has eluded him.

That's where Nekrottus comes in. He approached Falconus and told him that he knows the general vicinity of the shard. However, he would only share this knowledge with him if he swore his loyalty to the Blackskull Empire. Once Falconus agreed, Nekrottus revealed that the shard is somewhere deep in Dino Valley, a wide hole in the ground where dinosaurs roam freely.

Recently, word of this ploy has reached the ears of King Rastor, who plans to send out a team to retrieve the last shard so that Falconus cannot defeat Falcor. That team is the group of PCs. But Falconus and his Pteradakks are on the hunt as well.

"Lord of the Turgs"

Trouble is brewing in the Craggs, a massive expanse of rocky, barren land far to the west of Haven. When Nekrottus rose to power, the Turgs joined up with him without hesitation. However, a mysterious Turg spellcaster named Argok has appeared recently, speaking to the Turg tribes about dominance and self-unity. Needless to say, his smooth words have earned him the trust of his brethren.

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He tells them that they shouldn't follow a non-Turg such as Nekrottus. Rather, the tribes should band together and take Iconia for themselves. So far, roughly half the tribes have joined his cause and are preparing to launch an assault on both Haven and the Fortress of Gloom.

This has, of course, raised the ire of Nekrottus himself. He sent Shadow Queen and his own Turgs to hunt Argok down. Unfortunately for him, Argok swayed his Turgs to his side and Shadow Queen quickly found herself on her own.

King Rastor has summoned the Guardians of Iconia to the Star Chamber and asks them to neutralize the Turg threat. He realizes that if all the tribes unite under one banner, the world will stand no chance whatsoever. He also realizes the grim truth that even as mighty as Haven is, they're going to need the help of Nekrottus if they hope to survive the oncoming war. The other alternative is to use subtlety to defuse the situation, a much better solution overall. How will the heroes handle the situation?

"Toxicity"

Silverwick Miners approach the heroes and demand they do something about someone draining their local storage pools. It's a plot by one of the lackeys of the Blackskull Empire to create an endless supply of the precious material – only they realize just how toxic the stuff is, and as their minions fall deathly ill, they are willing to cut a deal for half the Silverwick they've stolen if they let them flee.

"Trapped in the Mines"

A cave-in has trapped a notable ambassador named Eldon Doria during his inspection of a Silverwick Mine, as he had hoped to view this "wonder" material's source. The heroes must find a way to dig him out before he is poisoned by the Silverwick or runs out of air. The Miners are strangely reluctant to help. Are they being coerced by Nekrottus or do they know of a deadly secret that lies deep within the mines?

"The Stranger from Elsewhere"

A figure falls from the hole – lost, alone, and extremely powerful. Their appearance sends alarms to the mystics and sensitives of the land. Are they friend or foe? What do they want? Are they somehow tied to Nekrottus or Forebodius? If so, how? Perhaps they have amnesia. Let the mystery guide this episode.

"Past Perfect"

The Guardians of Iconia pursue a villain through the Rend to prevent him from tampering with the past. But in doing so, something changes – the Empire rules the entire

continent of Iconus (even Haven) with an iron fist, and the heroes are forgotten, or considered criminals. Now the heroes must travel yet again back through the Rend and undo whatever changes they made to restore the world they remember.

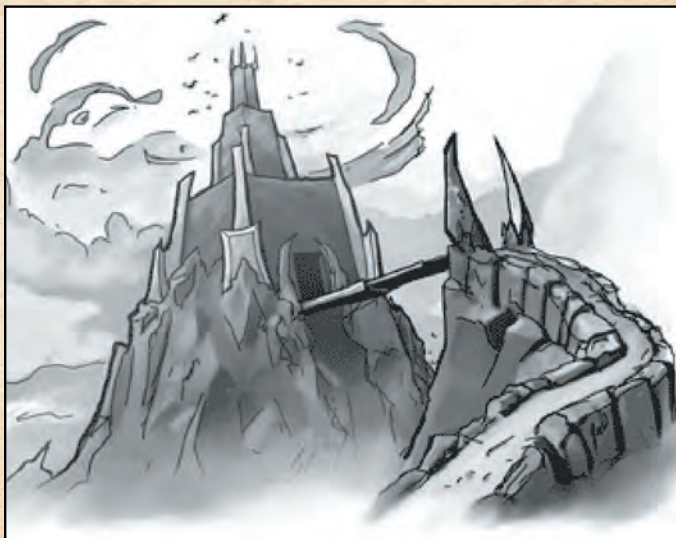
"Destructosaurus"

A gigantic (and angry) dinosaur is wreaking havoc upon Questa! The PCs must put a stop to this and find out who is responsible for the beast's relocation. To top it all off, they must get the dinosaur back to its natural habitat. This means a dangerous voyage to Dino Valley is in order. Between the deadly plants, savage primates and other dinosaurs, the trek is not going to be a picnic.

"The Fortress"

Scholars learn of a long-forgotten, ancient fortress alone somewhere out west, sealed completely from the ravages of time. It has numerous statues of terrible mythical (or not-so-mythical) creatures, and men in armor alien to Iconia. Legend has it that it vanishes every few days, only to reappear somewhere else in the region as if waiting for some ancient key or predestined call. According to the tomes, the fortress is a black building layered with beautiful, golden reliefs and gargoyle statues. It is nearly four times the height of any other structure on Iconia – foreboding, brooding, and immense.

King Rastor sends the PCs out to find it. But are they the only ones looking for it? Perhaps the Blackskull Empire has learned of the fortress as well and seek to exploit its knowledge. So, just what is going on with this gargantuan structure anyway? Well, there are several fun options that the writers of the episode considered before finally choosing one:



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Option One: Evil creatures were imprisoned within. The Blackskull Empire desperately seeks to open the fortress and free those spirits, but they are beyond the control of even Nekrottus himself. Imagine the havoc that could be unleashed upon anyone foolish enough to enter!

Option Two: The fortress is the hall of a powerful wizard-king, who grew tired of the petty game of mere mortals, but now he's become interested in Iconia and its struggles again. Whom will he aid? And whom will he hinder? Can he be persuaded by either side of the conflict?

Option Three: The fortress is the home of the last survivors of many ancient races. They wait alone for their inevitable end – but could they be inspired to thrive again and forge new bonds with the younger races? How will their reintroduction to the world shape the battle between the Guardians of Iconia and the Blackskull Empire?

“Aquila”

A legend has persisted for eons that an underwater nation called Aquilla existed long ago, even before the humans appeared on Iconia. This nation spanned a large area beneath the Capri Ocean. Supposedly, it was a magnificent civilization of freethinkers and artists, where no one ever disagreed and violence was unheard of. This civilization is known to us as Aquilla. Since that time, many have explored the ocean in hope of rediscovering the ancient kingdom or at least learning of the civilization's fate. Unfortunately, no one has been successful in these attempts. For now, the questions linger: Where is Aquilla? What happened to its people? Did it actually ever exist?

The writers of the series had two story concepts in mind, but only one was used.

Concept One: A crazy-eyed scholar claims to have discovered information that will lead him to the ruins of Aquilla. He says there are three scrolls hidden in faraway locations that collectively give directions to the underwater kingdom, which is imbued with powerful magic. Nekrottus finds this out and kidnaps the scholar. He plans to find these scrolls and exploit Aquilla's magical properties for his own gain. Can the heroes find the scrolls before he does?

Concept Two: A fishlike humanoid is found washed ashore. King Rastor's men bring him back to the Palace of Justice to nurse him back to health. Upon awakening, he informs them that he is, in fact, an honest-to-goodness Aquillan. Can he be trusted? Is he telling the truth? Or is it some kind of evil ploy by Nekrottus?

“Into the Lair of the Doom-Worm”

As it turns out, the lair is a ruse by the Blackskull Empire, created to lure foolish people to their dooms – the traps, tricks, and other things are all designed to capture, hurt, and otherwise annoy the heroes. But at the heart, where the Empire minion supervising the traps has made his current home, the worm really waits. It appears to be an innocuous little millipede munching on insects – until the minion annoys it then it grows to its true size, causing earthquakes and collapsing the cave on the villain.

“Poisoned”

King Rastor has been poisoned by one of Nekrottus' minions, who infiltrated the Palace of Justice with a really clever disguise. Merlis tells the PCs that the only antidote to the poison is the venom from the Scorpion Dragon, which dwells somewhere in the Stretch. The PCs must seek it out and somehow bring back the cure for Rastor's woes!

“The Cacti Cometh”

A previously unknown race of cactus-like humanoids has been seen coming from Dread Gulch en masse. They have been mindlessly attacking nearby villages, making their way toward Haven! Now the PCs have to get to the bottom of things. What are these creatures? Why are they attacking? Is someone controlling them or are they acting of their own accord?

“A Night in the Haunted Marsh”

A group of teenagers from Haven enter the Haunted Marsh to determine if it really is haunted or not. They planned on staying overnight, but it has now been three days since they vanished. The PCs set out to track them down and return them to their village. But will it be that easy? Perhaps they've been captured by Bog-Frog. Or maybe the hostile ghosts made them disappear into a spectral dimension. Who knows? Nekrottus could be behind it all (isn't he always?).

“Where has Merlis Gone?”

Merlis is missing! King Rastor has been unable to contact him for weeks now and is getting extremely worried. The PCs are sent to the Tarpathian Forest to find him. Is he there? Will the PCs have to go on a journey to track him down? Where does Nekrottus fit into this (if at all, but c'mon – he usually does)? For a humorous twist, perhaps Merlis has been attending a secret wizard convention halfway across Iconia and just forgot to mention it to anyone.

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“The Spellbook”

One of Merlis' spellbooks has been stolen while he was visiting King Rastor. But who could have done it? After all, the protection spell is supposed to keep out those who are evil. And with the spellbook gone, the spell over the Tarpathian Forest is weakening, which means that all Merlis' spell-casting knowledge is in danger!

“Relatives”

Merlis has discovered an ancient scroll that shows that the Buzzardoids and the Bird People are actually related. How does this affect the Bird People? Why are the young Bird People seemingly embracing the news? Will it result in a less volatile relationship between the two races? And how can Nekrottus capitalize on this similarity?

“Journey Through the Depths”

A wounded Worminoid is discovered on the surface – he cannot speak, but through gestures and slow Mindsight he relays a story of being kidnapped and tortured by agents of the Blackskull Empire. The Worminoid is a royal heir to the grand Subterranean Priest-King Oroumoul. When the heroes traverse the depths, they discover the Temple this Worminoid belongs to has been destroyed and the other Worminoids scattered. The prince will need great aid to reclaim his people and rebuild his Temple-home, but is he the best leader for these people? He appears to be ineffectual at best and cowardly at worst – Is this his true self, or is a real Worminoid of courage hiding within?

“Of Threats Small and Smaller”

The heroes stumble onto a magical trap set by Shadow Queen – one that shrinks the heroes to the size of rodents. Can they fight their way back to Questa while facing threats that weren't threats at all when they were full sized? Is there a cure to their condition? If so, can they find it, especially since they're now so tiny?

“The Messiah”

A group of Worminoid war-monks aid the heroes in some unclaimed cavern. They were sent to find a long lost messiah from above. During a battle the war-monks see one of the foes and recognizes some prophetic sign – is it feigned to trick the monks, or does this villain have a true role to play in the Worminoids' salvation?

“Assault on the Sky Realm”

The Sky Realm is, along with Haven, one of the last bastions of peace. Nekrottus has focused his evil schemes on the peaceful Bird People. Falcor has called upon King Rastor for help in defeating the menace.

Nekrottus is using a flak cannon to disturb and demoralize the Sky Realm. Buzzard Man acts as point man, telling the group of Turgs where to fire. Nekrottus plans to enslave the Bird People and force them to fight in his army.

Can the PCs help Falcor prevent this travesty? If they can't and the Bird People are forcibly recruited into the Blackskull Empire, what chances will the Guardians of Iconia have against Nekrottus' forces?

“A Musical Interlude”

The inhabitants of Haven have started noticing sweet music coming from everywhere. This music seems to entice them into doing small things, from leaving work to walking to the edge of the kingdom. King Rastor calls upon the Guardians of Iconia to find out what's afoot.

Nekrottus has created a machine that creates charming music, enchanting enough to turn people into zombies. He plans to use this machine to empty the kingdom of Haven into the Blackskull Empire. With this glut of slaves, his war machine will be unstoppable.

There are four stations all the way around Haven that produce the music. Each of these is attended by Goop Zombies, Turgs, and several have one of Nekrottus' henchmen. If any of the stations are destroyed (not too hard, each is a fragile radio and a hard satellite dish), then the music stops. However, it will start up again very quickly unless more than half the stations are destroyed. (The Turgs and henchmen know this.)

Furthermore, Monstro and Volcanus roam the areas around Haven, capturing citizens who stray past its borders. They have a group of Turgs with them, and are piloting a craft with a large cage. There already have quite a few Haven citizens in the cage.

“The Turgs Take Teodor”

Whimsical artist Teodor arrives at the palace to paint a portrait of King Rastor. Nekrottus sends in his Turgs to capture the artist to bring him back to the Blackskull Empire, to paint Nekrottus' portrait instead. The PCs must rescue Teodor. Nekrottus has two related plans. First, he wants to demoralize Iconia by not allowing Rastor to have his portrait done. Second, he wants to be immortalized by the famous artist. He'll then throw Teodor into the dungeon to rot.

Teodor actually has no problems with painting Nekrottus. However, Nekrottus will not like the painting he comes up

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with, as it is in Teodor's naturally whimsical style, and not at all serious.

Should the PCs save Teodor, he ends up painting a group picture of them!

"Fruit of Sorrows... Bushels of Pain"

During the growing season, farmers in Haven notice a new shrub growing around their farms. No one recognizes the shrub, and they are at a loss to explain its presence. Toward the end of the growing season, the shrubs burst forth into bloom, and then into fruition. The large berries that grow on the shrubs are a beautiful bluish-red hue ("sweetberries"). They prove to be very tasty and not in the least poisonous. They also prove to be somewhat addictive. People soon forget about everything but eating the berries. King Rastor sends the Guardians to investigate and remove the menace.

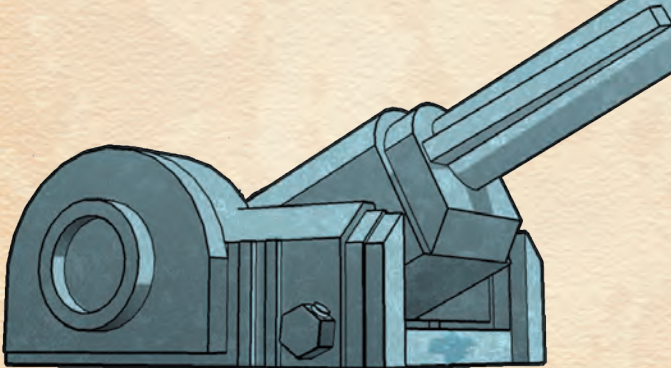
Nekrottus devised this trap years ago, and it has only now come to fruition. The sweetberries are only vaguely nutritious – Nekrottus plans to wait until the citizens of Haven are weak, and then walk in and take over.

How can the PCs stop Nekrottus' plan? What will happen when the addicted citizens get violent toward anyone trying to prevent them from eating the berries? Is there any way to kill the plants that the berries grow on?

This episode was railed against for implying drug use, and lauded by some for its anti-drug message.

"Silence the Cannons"

Nekrottus has finally managed to take over Questa! Everytime the Guardians of Iconia attempt to recapture the city, the gigantic cannons atop the wall that surrounds it repel them. It's up to the heroes to find a way to take the cannons out of the equation so that Haven's forces can storm the city and return it to King Rastor.



"Love Among the Arachnids"

The villains attack and are quickly sent packing, except for Spydar, who falls into a gully, unable to extricate himself. He has broken part of his exoskeleton and is unable to move very much. He can be healed only through the use of herbs. The PCs are sent to find the herbs and take care of the imprisoned Spydar. He falls in love with one of the female PCs and eventually breaks free, kidnapping them, and taking them to his lair.

Except for Spydar, this episode doesn't have much of a villainous plot. They attack en masse at the beginning to get the Gem of Iconia, but, failing that, pretty much stay out of the picture. They will try to get Spydar back after a few days, but any attempts can easily be rebuffed. After Spydar returns to his lair, Nekrottus and King Krab plot to use the captured PC for ransom and information.

"Thieves Without Honor"

A series of items are missing, progressively larger and more valuable, until an honorary scepter is taken from King Rastor's chambers. When a search is made for the missing items, they are found hidden in one of the Guardians' sparse quarters. Oshida claims to know nothing of this, but King Rastor decides that he must keep the suspected thief under guard until he can be proven innocent. He dispatches the PCs to get to the bottom of this situation.

The culprit is an errant imp from another dimension, sent to Haven by Nekrottus. Nekrottus' plan is to have the imp steal a certain scepter from King Rastor, believing it will enable him to take over Haven. The imp is smaller than a Turg and more intelligent than a Goop Zombie, making it perfect for this plan.

Most of the items the imp steals are small personal things, like rings, hand mirrors, small pictures, etc. Anything that the characters might have a tracking device or spell on will immediately lead them to the cache in the blamed Guardian's chamber.

The imp can be trapped using a shiny object as bait. Once trapped, he will plead for his life and tell everything he knows.

This episode turned many viewers against King Rastor, blaming him for so much as entertaining the notion that one of his trusted allies could be capable of stealing from him.

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“Torn Between Two Dimensions”

Steffan the Hawker, one of the leading scientist-philosophers on Iconia, has come up with a method of dimensional travel. He has asked King Rastor to provide guards for his laboratory as he puts the finishing touches on his dimensional hopper. The dimensional hopper looks like a table with eight chairs attached to it. On each chair, there are handholds on the sides of the seat, and a long handle on the back. The table itself is deep wood, fitted with gleaming metal spiderwebs. There are some controls at one chair. The PCs will, of course, be invited for a quick sit to see how it works.

Nekrottus has also heard of the dimensional hopper, and has sent some of his henchmen to take it away. The villains will fight the PCs directly over the dimensional hopper, and away it goes - into the unknown.

The dimension the characters end up is a large prehistoric plain. There are plenty of dinosaurs, cavemen man-eating plants, etc.

The locals can provide for all sorts of fun, such as helping flood victims, being invited to take part in some vague ceremony, or dispatching the aforementioned fire god.

“I Think I’m Going to Lose my Mind”

Lutwig, an itinerant bard and tutor, comes into Rastor’s palace as a guest. Lutwig begins to tell his tales, many in nonsense form, giving lessons in history and mathematics that appeal to every listener. He seems to know a little about every major invention of the last hundred years or so, and can recall specifications and details at the blink of an eye. After everyone goes to bed, a couple of Blackskull Empire henchmen sneak into Haven and capture Lutwig.

Nekrottus plans to hook Lutwig to a device called a “Mind Sucker”, which will forcibly take the information out of Lutwig’s brain. This is not particularly healthy, to say the least. Lutwig has anecdotal knowledge of the inventors and inventions of the last century, and Nekrottus plans to take this information to build his own devices.

“King Rastor’s Illness”

King Rastor suddenly falls ill. Upon investigation, it is found that he has been poisoned. The PCs must seek out the person responsible while helping to gather the alchemical elements needed to heal Rastor. Shadow Queen has disguised herself as one of the ranking cabinet members, a Bonni Youngblood. She has kidnapped and hidden the real Youngblood. She plans to wreak havoc, beginning with the attempted assassination of Rastor, and then to

return Youngblood to take the blame. She devised this plan with Nekrottus in order to weaken Haven, making it easier to take over.

There are a few clues pointing towards an ingested poison, but interrogation of the kitchen staff will reveal nothing of use. Shadow Queen brought Rastor a drink as Youngblood, and the drink had a slow-acting toxin in it.

The items that will be needed to heal the King are common enough, and while the PCs search them out, they will see “Youngblood” meet up with a Turg.

“Why Can’t We be Friends?”

One fine morning, while the PCs are in audience with King Rastor to go over some security issues, a call comes that there are visitors. King Rastor normally has an open-door policy for petitions, so the announcement itself is no surprise. What is surprising is the tone of disgust evident in it. It turns out the visitors are Turgs, a male and female who wish to leave the Blackskull Empire and live peacefully. King Rastor (and the PCs) ask the Turgs their motives, test them, try to find flaws in their reasoning, and so on. They are found to be telling the truth. They simply want to live in peace among good people. However, there is trouble brewing... Nekrottus has nothing to do with this. In fact, the only appearances the minions of Nekrottus will make are quick raids into Haven. He doesn’t know that the Turgs have left, and he doesn’t really care... at least at first.

The citizens of Haven are very wary of the Turgs. It will be hard for the Havenites to accept them as neighbors. As the PCs try to help the Turgs acclimate to their new life, Nekrottus will have his minions buzz Haven. The two events are completely unrelated, but the townsfolk are not so sure.

During the Blackskull Empire’s attacks, the friendly Turgs will act to save their neighbors from the advancing hordes of evil Turgs. If Nekrottus finds out that there are Turgs living in Haven, he will send some of his minions to capture them, bring them back and interrogate them.

“Stay Tooned”

We open on a small mining town as the locals mine a strange glowing black mineral, as the miners break for a chuck-wagon style meal, a cloaked figure sneaks into the mining camp and grabs one of the glowing pieces of ore. Forebodus is seated in his foreboding throne, watching his Televisual report on news of the kingdom. As the cloaked figure enters the room, the image on the Televi-

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sual grows staticy and we see a live-action *Warriors of the Cosmos* commercial play. Forebodus is rightly confused and the cloaked figure slinks away. It does not take long for the two of the them to discern that the Metafictionium interacts oddly with the Televisual, but also drains the mineral of its power.

As footage from a movie starring Mark Macho and Vanessa Roxx plays, it is revealed that the cloaked figure is none other than Bug Lord, who makes no connection to the images on the screen and his own past. Forebodus on the other hand realizes something is happening and wants all the Metafictionium for himself, and seeks to find a way to journey to the land called Earth!

As the villains descend upon the mining town, a young member of the community makes his escape and asks the heroes for help. Will Ma-Cho and Fightra try and return home?

“A Long Way From Home”

Start with a big fight against most of the villains in a generic barren landscape. Include GMC heroes if you like. The reason why is not important. After a couple rounds of action, “POOF!” - everyone vanishes, except for the heroic PCs. Immediately after this, Porkchop takes off on the Road Hog squealing “No, this wasn’t supposed to happen.” There are no vehicles for the PCs. They will likely want to begin making their way home, but after many hours, they have not left the barren landscape, and certainly they should have come across something they recognized.

As darkness arrives, one of the heroes notices the sky does not look the same. Eventually, they will even notice the twin suns Glarus Alpha and Glarus Beta far off in the night sky. If they can devise some sort of super-telescope, they might even catch a glimpse of Iconia in the distance, easily noticeable by the Verilius Ocean.

The machinations of Forebodus have placed them on an alien planet. They might want to try and find Porkchop, and when they do, they will come across him squealing into a CB-Radio like communicator over a very poor reception. When he becomes aware of the heroes, he will try and escape again. But, eventually, a parley between the two should happen. Porkchop will explain his plan was to exile all the heroes on this far-off planet, but obviously, the plan was not executed to perfection.

Porkchop is not averse to working together and has some information that might be helpful. But, the real point of this episode is when later in the evening, they notice a ship in the sky! Make it obvious it is a spacecraft at some

point and let players and characters improvise a way to communicate. They should eventually make contact with the ship, and will meet an all new group of heroes: The Space Masters (“Thunder Sword” Noblara, p. 139).

Space Masters will be able to return them home, even Porkchop.

“An Unlikely Ally”

Forebodus has a plan to extract Magmonium by drilling deep into the earth. Unfortunately, his drilling is laying waste to the nearby town, that relies on the Magmonium to heat the springs which is their source of energy. Magmonium is the key element needed for the latest villainous weapon, the Lavma Cannon, which is truly devastating in power level. A mysterious stranger informs the heroes of the villainous plans.

On the surface this is a pretty straightforward plot, however, when the episode aired, most of it was from the POV of the mysterious stranger, who was seen sabotaging the villain’s plans. Many fans of the show believe this was an attempt by a rogue group of writers to reinstall Nekrottus into power, by foreshadowing his return, the cloaked figure was voiced, albeit with a fictitious credit, by the same actor.

“Justice Detained”

The Guardians of Iconia keep hearing reports that a group of criminals has been wreaking havoc on the people who live in the rural areas of Haven. King Rastor calls them together and comments that this is unusual, as Patty Wagon normally keeps such matters in hand.

The PCs learn that Patty Wagon was ambushed by this crew of villains and has her captured at their hideout a remote cabin up on a steep, wooded hill. While she has been in captivity, the criminals have been running wild, doing whatever they please.

Let the players determine the best course of action, which can lead to any number of solutions, whether it’s simply storming the cabin (once they learn of its existence) or setting an intricate trap for the crooks to fall into.

“Psychic Crisis”

When Snap-Yap first landed on Iconia, he fell in love with a psychic woman named Zelya, only to have her kidnapped by Master Gorot (see page 87 for more details). In this episode, Gorot’s plans for her are about to come to fruition. He is funneling her psychic energy, along with that of several other powerful psychics, to create an indestructible creature.

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Snap-Yap finally learns of Gorot's location and implores the other Guardians to go with him to rescue Zelya so he can have his one true love back. But remember: going to the Craggs is an adventure into itself, so let the PCs come under attack from some manner of nasty desert critters. Get across the fact that this is a hostile, dangerous environment.

If the PCs get there in time, they can rescue the psychics after a battle at Gorot's lair. Otherwise, they will be facing a monster unlike any they've ever encountered. Should the latter situation occur, you should make it a two-part episode, with the second episode being devoted to finding the beast's weakness (intense sound can damage it). The creature's stats are: INCORPOREAL 10, MASSIVE SIZE 9, PSYCHIC SHOCK BLAST 9, FEARLESS 10. It has a Star Power of 4 and has no Qualities.

"The Vanished"

Nekrottus has gone missing and the Blackskull Empire is in complete disarray... or at least that's what Nekrottus wants the population of Iconia to believe. It's all an elaborate ruse, designed to catch the Guardians of Iconia unawares.

The Guardians find out about this and witness what turns out to be staged arguments and miscommunications between various members of the Blackskull Empire. They are supposedly fighting to see who will take Nekrottus' place at the head of the organization.

A rumor persists that there will be a gladiatorial-style battle and that the winner will be the new leader. The location is the Fortress of Gloom. Rastor states that he wants as many Guardians of Iconia as possible to infiltrate the lair and be there when the winner is decided so they can capture them in an attempt to disband the Blackskull Empire once and for all.

But Nekrottus is counting on that and was prepared. Having so many Guardians fall into his little trap would be the perfect way to weaken them as a whole.

"The Motor-Mouth Dilemma"

After accidentally mucking up a mission, Motor-Mouth becomes depressed, feeling useless and like he doesn't belong. He is approached by a genie-like being who offers him a chance to be a truly worthy member of the Guardians of Iconia. When Motor-Mouth asks him how, he explains that he can make him very powerful. He agrees and is granted the power that he was promised.

There's a problem. The genie-like being was actually Shadow Queen in disguise and the spell she cast on him to grant him

power also changed his demeanor. He grows increasingly aggressive toward his allies and then eventually storms off.

Motor-Mouth decides that he doesn't need the Guardians anymore and that, in fact, the world would be better off without them in his way of defeating Nekrottus. With this skewed logic, he begins his war against the heroes, who must figure out a way to reverse the spell. In addition to Motor-Mouth's existing Traits, he effectively gains ENERGY ZAP 9, FORCE FIELD 8, FLIGHT 6, MENTAL AWARENESS 6 and ANGER ISSUES 5.

"From the Heavens"

A meteor lands in the icy region of Frigydonia, prompting King Rastor to send a team to investigate. When they arrive at the destination, they find out that it wasn't a meteor at all. It is actually some manner of organic-looking spacecraft with no one inside.

The ship's occupants, a handful of shapeshifting aliens known as Maalousakians, are scouts for a massive armada of alien soldiers. These soldiers are seeking planets to conquer and the scouts are seeing how suitable the planet is for their needs.

How will the PCs handle the problem? Will they attack the Maalousakians? Or will they wait for the legion and fend them off? Or will they trick or manipulate the shapeshifters?

INTRODUCTORY EPISODE

"There is Always Light"

This introductory episode is designed to immerse characters in the world, introduce GMCs, and establish the new characters as heroes. Players should make their characters, come up with their gimmick, and decide where they are from. If they help with any of these details, the GM can assist, or if the player is okay, such details will be explored through play. Depending on which season the GM will be playing in, the GM should choose appropriate GMCs/villains for the heroes to stand against. The set-up is relatively simple, each hero will be introduced, and will need to face off against a villain. As the story progresses, the heroes will unite and finally, face off against Nekrottus (or Forebodius) and his villainous allies.

To start, the GM should read the following:

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“A darkness descends upon all of Iconia, the greatest heroes have fallen, and Nekrottus and his allies are victorious this day.”

SCENE 1

In the homeland of one of the heroes, introduce one of the Star Power 2 villains from the season, who is terrorizing locals and gloating about the victory of Nekrottus. Allow the hero to interact in any way, ultimately leading to conflict, where the villain should be defeated and make their escape. To the GM, it is imperative that the hero win, and that the villain escape. Because this is an 80s action-toon, neither should be a surprise, nor should either be difficult or out of place.

The Helpful Hand of Fate

If during any of the introductory scenes, the heroes struggle, aid will come, in the form of a shadowy figure, who attacks, cleaving with a great weapon. Try as they may, try as they might, the heroes will not be able to make out anything discernible, and after a villain is defeated, the mysterious ally* is defeated.

*Here is some upside down text, which was a staple of 1980s products and materials. In case you had not figured it out, the mysterious ally is Maximarr, but under no circumstances should this be revealed to the players! Even if your series takes place before Maximarr's introduction in Season Two, Maximarr should be used. He is mysterious, after all!

SCENE 2

The set-up is similar; describe the homeland of one of the heroes, but this time, choose two different villains. As the heroes observe, introduce the first hero. Allow the two PCs to interact. They fight villains, villains escape.

SCENE 3

Even Kargorr sees where this one is going: In the homeland of a third hero, introduce three villains, have heroes 1 and 2 join hero 3, then defeat villains, villains escape.

If you want to determine the order of the heroes, have them roll off at the beginning of the episode, starting with the highest and going to the lowest.

After all the heroes have been introduced, they will come across an ancient ruin, with as many points as there are PCs. Thus, if three PCs, it will be a three pointed ruin, for five PCs, a 5-pointed ruin. As the characters are drawn to the ruin, feeling an overwhelming need to each stand at one

of the points and look towards the center, as they do, they feel imbued with a great energy and a great light shines from the center. A cloaked figure appears, and surveys the heroes before pointing west. West, of course, is the Outlands, the Blackskull Empire, and The Fortress of Gloom!

One can almost hear the foreboding music.

As the heroes move towards the The Fortress of Gloom, describe how the land is blighted by evil, make obvious how the heroes are needed, with the Guardians of Iconia having been vanquished.

Finally, the heroes will come across the villains, who have set-up camp. It is up to you, as GM, to indicate how ridiculous this might be, for the villains to be here, and not at The Fortress of Gloom. All the villains who have been previously encountered will be here, along with Nekrottus himself. They are standing around a table in the middle of the tents, plotting and scheming. Also present is the Battleskiff, along with several additional villains guarding it.

Nekrottus is gloating, with the Guardians of Iconia defeated, little will stand in their way now. They are detailing plans to attack the Palace of Justice and destroy it, installing a monolithic, foreboding building Nekrottus refers to as The Abyssal Keep.

Allow the heroes to plot and scheme as they might. What is important is simply the following: The heroes will face off against the Star-Power-2 villains. Once half or more of the Star-Power-2 villains have been defeated, Nekrottus will appear and engage the PCs. Just as it appears the heroes will win, the Battle Skiff will activate, rise into the air and the villains will either board it, or some villains who had not been seen yet, or even nameless Star-Power-1 minions of Nekrottus, will attach cables to the villains and swiftly bring them aboard the Skiff.

As Nekrottus is brought aboard, he might need a moment to regain consciousness. During that time, the cloaked figure seen earlier will re-emerge from the shadows, and say the following:

“You have failed Nekrottus, you will always fail. The Guardians of Iconia will never fall, there will always be heroes who will step up to stand against tyranny. This, this is the new generation of heroes, the newest champions.... You have lost this day, and you shall lose every day, every time, Nekrottus...” The cloaked figure will throw back his cloak, revealing himself to be... King Rastor, of course. Then the villains will make their escape, likely with Nekrottus swearing to conquer... all of Iconia!

Tconia





COMPILED CHARACTER/VEHICLE/PLAYSET STATS

On the pages that follow, we present the stat blocks for every character, vehicle and playset found earlier in the book. Each section is arranged alphabetically for your convenience without regard to affiliation or season. You'll not find the bios or artwork... just the stats.

COMPILED CHARACTERS

3 "AIR GLIDE" LORXAN

QUALITIES

- ◻◻ Gliding Chubby Gargoyle
- ◻ Loves to eat
- ◻ Belongs to the Mountain Gargoyles
- ◻ Opinionated

TRAITS

WINGED FLIGHT 6 (Action Feature, Situational
Setback – DN is +2 when forced to fly for an
extended time)

ROCK SKIN 5 (Advantage – Can appear
completely still and stone-like)

GARGOYLE LORE 3

STRENGTH OF MIND 3

MAGICAL TELEPORTING SPEAR 2

(Advantage – Always returns after being thrown!)

FIGHTING 2 (+2 when linked with WINGED
FLIGHT)

THROWING 2

SKULK 1

2 "EVIL EYE" MONSTRO

QUALITIES

- ◻◻ Cyclopean Hulk
- ◻ Simple-minded buffoon
- ◻ Ruthless beyond measure

TRAITS

EVIL-EYE 6 (Action Feature, Area)

IMPRESSIVE MIGHT 7 (+2 when used for
fighting)

TOUGH SKIN 6

SURVIVE IN WILDERNESS 3

SAVAGE WILLPOWER 2

VIGOROUS 2

3 "MEGA ARMOR" SHADOW QUEEN

QUALITIES

- ◻◻ Cunning Mage
- ◻ Distinguished
- ◻ Loyal to Nekrottus

TRAITS

MEGA-ARMOR 6 (Action Feature)

SUMMON DARKNESS 7 (Area, Deactivate-
Sight Based Traits, Devastating)

VILE SPELLCASTER 5 (Versatile: *TRANSFORM
OTHERS* [Area; Disadvantage – Must always
make hand gestures], *SHAPECHANGE*, *BLEND
INTO SURROUNDINGS*; 3 undefined slots)

MANIPULATIVE 5

SNEAKY 4

SKILLED COMBATANT 3

DUAL EBON SHORT SWORDS 3 (Accessory)

GOOD AIM 3

PERSISTENT 3

FEATS OF AGILITY 2

KNOWLEDGE OF THE ONYX REALM 2

COMPILED CHARACTERS

3

"MEGA SQUEEZE" KING KRAB

QUALITIES

- ⬡⬡ Aquatic Tyrant
- ⬡ Great with robots
- ⬡ Prone to giving long-winded speeches
- ⬡ Not really one of the Krab People
- ⬡ Knows nothing about his own childhood

TRAITS

MEGA PINCER 6 (Action Feature; Advantage
- If an enemy gains a Setback Token as a result of this Trait, they must try to free themselves on their next turn... failure means they take an other Setback Token and must try again next turn with the same consequences for failure;
Disadvantage - Only one enemy can be trapped by the MEGA PINCER at a time)

ENERGY BLADE MAX 5 (Accessory)

SUPERHUMAN SWIMMING 5

LASER RIFLE 4 (Accessory)

SHELL ARMOR 4

SKILLFUL FIGHTER 3

STRATEGIC THINKER 3

STRONG-WILLED 3

TOUGH 3

4

"NIGHTGLOW" NEKROTTUS

QUALITIES

- ⬡⬡ Evil Overlord of the Blackskull Empire
- ⬡ Completely power-mad
- ⬡ Doesn't hesitate to flee when things go sour
- ⬡ Has vowed to finally conquer Haven
- ⬡ Cowardly

TRAITS

DARK SORCERER 10 (Versatile: *BLAST OF SORCEROUS BOLTS [Area]*, *ALTER SHAPES*, *FORCEFUL TELEPORT*, *LEVITATE OBJECTS*; 4 undefined slots)

STAFF OF G'HOTAK 8 (Accessory, +2 against metal, Disadvantage - Fragile and can't be used in close combat)

INDOMITABLE 8

INFERNAL SWORD 8 (Accessory, Advantage - Can only be wielded by Nekrottus, Deplete - physical Traits)

SORCEROUS ARMOR 6 (Accessory)

DARK CHARISMA 7 (+2 in the Dark, Advantage- Glow in the Dark)

WHINING 5 (Area, Deplete - melee-related Traits)

FANTASTIC AIM 5

ONYX ORB 4 (A huge crystal ball that allows Nekrottus to see anywhere in Iconia; Disadvantage - Cannot be moved from the Fortress of Gloom; One-Shot)

ABLE-BODIED 4

FLOATING 3 (Disadvantage - Cannot float higher than a few feet off the ground/surface he would normally be standing on; this is purely for dramatic effect)

PILOTING 3

COMPILED CHARACTERS

3 "POWER STRIKE" KAZGULL

QUALITIES

- ⬡⬡ Neon Barbarian Warrior
- ⬡ Barbaric growl
- ⬡ "Pow-errrr strike!"

TRAITS

POWER STRIKE 5 (Action Feature, Area)
FIERCE FIGHTER 4 (+2 when the fighting is up close and hand-to-hand)
RUGGED 4
SAVAGE STRENGTH 4
WILDERNESS SURVIVAL 3
STURDY FELLOW 2
WILLFUL 2
RIDING STEPPE ANIMALS 1

3 "REFLECTO-BLAST" COMBATO

QUALITIES

- ⬡⬡ Robot Bodyguard
- ⬡ "Reflecto blast on!"
- ⬡ Extremely analytical

TRAITS

RETRACTABLE ROLLER SKATES 4
 (Action Feature)
CHROME ROBOT BODY 7 (+2 vs Energy Based Attacks)
ARM-MOUNTED MINI-GUN 4 (Advantage – Can bounce the attack off objects; Area)
TARGETING SYSTEM 4
LOGIC 3
OBSERVATION SENSORS 2
PILOTING 1

3 "THUNDER SWORD" NOBLARA

QUALITIES

- ⬡⬡ Enigmatic Dethroned Ruler of Shadestar
- ⬡ Fighting princess
- ⬡ Hates Nekrottus
- ⬡ Vows to reclaim Shadestar

TRAITS

CLOAK OF SHADOWY INVISIBILITY 5
 (Action Feature)
THUNDER SWORD 7 (Accessory, Advantage – Glows in the dark, Devastating)
AMULET OF HYPNOSIS 4 (Area, Oomph Powered)
CHAMPION OF ARMS 4
STEALTHY 3
NATURALLY ALERT 2

3 "WARRIOR WOMAN" ARMORA

QUALITIES

- ⬡⬡ Noble Armored Warrior
- ⬡ Empowered by love
- ⬡ Single-handedly saved the kingdom

TRAITS

ARMOR DE AMOR 5 (Action Feature; Versatile: *EL POWER DE AMOR [Area]*, *HEIGHTENED STRENGTH [Big Attack]*; *PROTECTION [+2 vs. Villains with Star Power: 2 or less]*; 3 undefined slots)
THE ROSE OF PURITY 4 (Accessory)
FLIGHT 4
BEAUTIFUL 4
ROMANTIC 2
SMART 2

COMPILED CHARACTERS

3

AFTERBURN

QUALITIES

- ⬡⬡ Pilot Without Peer
- ⬡ Adventurous
- ⬡ Daredevil
- ⬡ If it can be driven, she can drive it!

TRAITS

PILOT 7
DRIVE 4
MECHANIC 3 (Deactivate - vs. mechanical-based Traits)
VEHICULAR COMBAT 3 (Big Attack)
CONFIDENT 3
DEATH-DEFYING STUNTS 3
TOUGH 2

3

ARCHDUKE YARGON

QUALITIES

- ⬡⬡ Treacherous Ruler of Yargonia
- ⬡ Seeks to overthrow Forebodius
- ⬡ Arrogant

TRAITS

MANIPULATION 4 (+2 vs. other villains)
LEADER 4
SWORDMASTER 4
CRIMSON BLADE 3 (Accessory, Advantage - inflicts -1 to Traits that represent perception)
DUELING LASER PISTOL 3 (Accessory)
ALWAYS SCHEMING 3
DASHING IN AN EVIL WAY 2

3

ARMORA

QUALITIES

- ⬡⬡ Noble Armored Warrior
- ⬡ Hand-picked by King Rastor
- ⬡ Single-handedly saved the kingdom

TRAITS

FLIGHT 4 (Action Feature)
POWERED ARMOR 5 (Versatile: *ENERGY BLASTS [Area]*, *HEIGHTENED STRENGTH [Big Attack]*; *PROTECTION [+2 vs. Villains with Star Power: 2 or less]*; 3 undefined slots)
POWER SWORD 4 (Accessory)
COURAGEOUS 4
TACTICS 2
TOUGH 2

COMPILED CHARACTERS

3

ASSYD REIGN

QUALITIES

- ◻◻ Dark Master of Toxins
- ◻ Other villains fear him
- ◻ Under Nekrottus' control, but will not destroy other creatures without a reason

TRAITS

ACID SPRAY 5 (Action Feature)
 MALLEABLE MUD-LIKE BODY 5
 ASSUME LIQUID FORM 3 (Transform Self, Minor)
 UNRELIABLE LASER PISTOL 3 (Fickle)
 ACID SECRETION 3
 HATCH NEFARIOUS PLAN 3
 STICKY 3
 TURN WATER INTO ACID 3
 BLACKSKULL EMPIRE KNOWLEDGE 2
 EERIE AURA 2
 TRICKERY 2

- ◻◻ Acid Form
- ◻ Translucent
- ◻ Corrosive

LIQUID 5, ACIDIC 5 (Devastating),
 ESCAPE 2

2

ATROCIA

QUALITIES

- ◻◻ T'dara's Right Hand Woman
- ◻ Utterly loyal to T'dara
- ◻ Frequently repeats what T'dara says

TRAITS

WHIP-CRACK 5 (Action Feature)
 SADISTIC 7
 WHIP 5 (Accessory, Devastating)
 SNEAKY 5
 QUICK 3

3

AZLARA

QUALITIES

- ◻◻ Karztec Princess
- ◻ Code of Honor
- ◻ Extremely decisive
- ◻ Distrustful of technology

TRAITS





JEWEL OF AYAM 4 (Action Feature;
 Advantage: Allows her to see distant places)
 LIGHTNING-FAST REFLEXES 4
 WILDERNESS SURVIVAL 4
 CURVED SHORT SWORD 3 (Accessory)
 OBSERVANT 3
 VERSATILE COMBATANT 3
 SPEAR 2 (Accessory)
 WILL OF IRON 2
 STRONG 1

COMPILED CHARACTERS

3

BIGWIG





QUALITIES

- 
 Cyborg Boss
-  Loyal only to herself
-  Callous and driven

TRAITS

SWITCHABLE HEAD-TOPS 5 (Versatile; Disadvantage - No sub-Trait can be used simultaneously; *POP-UP LASER HEAD-TOP* [Action Feature], *HELICOPTER HEAD-TOP*, *INVISIBILITY HEAD-TOP*; 3 undefined slots)
"SCARLET STRANGER" 4 (Vehicle - Moderate)
BOSSY 4
CRIMINAL MIND 4
CYBORG BODY 4
WILL OF IRON 4
TOUGH TALKER 3

"Scarlet Stranger"








- 
 Skyship
-  Cargo hold
-  Escape pod

FAST AS LIGHTNING 4 (Air),
MANEUVERABLE 2, **ARMORED 5**,
LASER EMPLACEMENT 4

2

BLOBBOR

QUALITIES

- 
 Blubbery Henchman
-  Foul-tempered fool
-  Sadistic bully
-  In denial about being overweight
-  Good at following orders
-  Mendacious





TRAITS

FLABBY RESILIENCE 7 (Action Feature; Advantage - If an attack against Blobbor fails to deal a Setback Token, roll a die: on a 5 or higher, the attack or attacker is bounced off of him)
SUPERHUMANLY STRONG 6
BOUNCING LEAP 5
CHARGING ATTACK 4 (Disadvantage - After using this Trait, Blobbor may do nothing on his following turn; he's simply too out of breath)
ROUGHHOUSING 3
UNQUESTIONINGLY LOYAL 2

3

BLOOD-BOILER

QUALITIES

- 
 Brute-for-Hire
-  Shrewd businessman
-  Randomly peppers his words with "yargle-largle-largle".

TRAITS

UNSETTLING APPEARANCE 4 (Action Feature)
POWERHOUSE 5
SHRUGS OFF DAMAGE 5
INTIMIDATION 3
WANDERER 3
UNEXPECTED INTELLIGENCE 2

COMPILED CHARACTERS

2

BOG-FROG

QUALITIES

- Amphibious Wretch
- Loathes humans
- Hatred of Nekrottus

TRAITS

POWERFUL LEGS 5 (Action Feature)
DIRTY TRICKS 4
SCRATCH-BUILT SPEARGUN 3 (Accessory)
AMPHIBIOUS 3
PREHENSILE TONGUE 3
ARMOR 2
SLIMY SKIN 2

3

BOULDARR

QUALITIES

- Bold Boulder Buddy
- Talks about rocks... a lot!
- Reminds one of a loyal puppy dog
- Cannot remember his past

TRAITS

ROCKY BODY 7 (Action Feature)
MASSIVE STRENGTH 6 (Area, Devastating)
EMERGENCY BOOST OF STRENGTH 5
 (One Shot, Disadvantage - Only works when Bouldarr has 2 or more Setback Tokens)
FLING HEAVY OBJECTS 3 (Area, Situational Boost: +2 when using rocks)
CHILDLIKE CHARM 2
ROCK-CLIMBER 2

3

BUBBLOR

QUALITIES

- Heroic Master of Traps
- Friend of animals
- Iconia's greatest hunter

TRAITS

NETS 5 (Action Feature, Area, Deactivate - movement-based Traits; Deplete - motion-based Traits)
AT HOME IN THE WILD 4
COMMUNE WITH ANIMALS 3
ENCHANTING SCENT 3
LARGE 3
MALLEABLE FINGERS 3
TRAPMASTER 3

2

BUG LORD

QUALITIES

- Creepy Ex-Custodian
- Insane
- Weakling
- Hates Ma-Cho, Kraneum and Fightra

TRAITS

CONTROL INSECTS 6 (Action Feature)
ARTHROPOD EYES 6 (Advantage - this Trait gives him 360-degree vision)
ANTENNAE 6
RAY GUN 4
SKULKING AND SPYING 4
WALL-SCURRYING 2
INVENTOR 1 (+2 when inventing mostly useless gadgets)

COMPILED CHARACTERS

3

BUZZARD MAN

QUALITIES

- ◻◻ Flying Commander
- ◻ Insane birdman
- ◻ Unpredictable behavior
- ◻ Despises the Sky Realm

TRAITS

WINGED FLIGHT 4 (Action Feature; +2 when locked in aerial combat)
BIRD-LIKE EYESIGHT 5
SHARP CLAWS 4
OPPORTUNISTIC COMBATANT 3
BUZZARD STAFF 2 (Accessory; Advantage – can also shoot an energy ray at rating 4)
AWKWARD-LOOKING AGILITY 2
KNOWLEDGE ABOUT THE SKY REALM 2
SHOOTING 2
PILOTING 1

3

CASSIDY MULLIGAN

QUALITIES

- ◻◻ Criminal Mastermind Tycoon Archenemy of Sheriff Stalwart
- ◻ Rivals with Bigwig
- ◻ Always has an escape plan
- ◻ Air of superiority

TRAITS

CONCEALED DERRINGER 3 (Action Feature)
VAST CRIMINAL NETWORK 5 (Versatile: *WEAPONS [Area]*; *SABOTAGE - [Big Attack]*; *INFORMATION [Devastating]*; 2 undefined slots)
DON'T YOU DARE LAY HANDS ON ME! 5
ALWAYS HAS AN EXIT 4
INCREDIBLY INTELLIGENT 4
UNDERHANDED 4
WORKS THE SYSTEM 4

2

CHILLOUT

QUALITIES

- ◻◻ Frosty Minion of The Blackskull Empire
- ◻ Noble
- ◻ Believes Blackskull Empire is a force for good
- ◻ In love with Frostina
- ◻ Protective of his people

TRAITS

SPIKED ARMOR 3 (Action Feature)
ICE SWORD 5 (Accessory, Devastating)
ARCTIC SURVIVAL 5
MASTERFUL COMBATANT 4
ATHLETICS 3
ENHANCED TOUGHNESS 3
STRONG 3

3

COMBATO

QUALITIES

- ◻◻ Robot Bodyguard
- ◻ Vows to find Fliggitz
- ◻ Extremely analytical

TRAITS

RETRACTABLE ROLLER SKATES 4 (Action Feature)
ROBOT BODY 6
ARM-MOUNTED MINI-GUN 4 (Advantage – Can bounce the attack off objects; Area)
TARGETING SYSTEM 4
LOGIC 3
MORE AGILE THAN HE LOOKS 2
OBSERVATION SENSORS 2
PILOTING 1

COMPILED CHARACTERS

3

DOGG PYLE

QUALITIES

- Fivefold Canine Danger
- Shaped by pack mentality
- Driven by Nekrottus' magic
- Disputed pack leadership (that's when the various heads are vying for control)
- Hates Katt-a-Pult

TRAITS

VICIOUS BITE 6 (Action Feature, +2 when the five canines are separated)
FEAR AURA 6 (Area; Disadvantage - Only when the five canines are united; One-Shot)
PROWLER 6 (+2 when the five canines are separated)
SMELLING 6
STRENGTH OF THE ALPHAS 6 (Disadvantage - Only when the five canines are united)
DOG'S SENSE OF HEARING 5
RUN FOR A PROLONGED TIME 5 (+2 when the five canines are separated)
STUBBORNLY OUTDOORSY 4
SWIFT 4
HOWL 3 (+2 when the five canines are united)

3

DOUBLE-TAKE

QUALITIES

- Two-Headed Warrior-Mage
- Two conflicting personalities
- Tomboy (Rightaria)
- Girly-Girl (Leftina)

TRAITS

SWORD MAIDEN 6 (Argument*)
SPELL-SLINGER 4 (Argument*; Versatile: *FIRE SPRAY [Area]*, *FORCE SHIELD*, *TELEKINESIS*, 3 undefined slots)
SWORD OF KROLIK 4 (Accessory)
WAND OF VOKAR 4 (Accessory)
WORKING TOGETHER 4 (One-Shot)
ATHLETIC 3

**Argument:* Before making a check with this Trait (or, in the case of SPELL-SLINGER, one of its sub-Traits), roll a die. On the result of a 1 or 2, Rightaria and Leftaria start arguing with each other; lower the Trait or sub-Trait rating by 3 and gain a Setback Token.

COMPILED CHARACTERS

3

EYE-CATCHER

QUALITIES

- Enigmatic Three-Eyed Bounty Hunter
- Only in it for the money
- Loyal only to self

TRAITS

ENHANCED VISION 5 (Action Feature)
SKILLED FIGHTER 8
TRACKING 4
MAN-CATCHER 3 (Accessory, Deactivate - Any movement-based Traits)
ARMOR 3
RUGGED 3
WILLFUL 3
GETS AROUND QUICKLY 2

2

FALCONUS

QUALITIES

- Falcor's Demented Brother
- Superiority complex
- No sense of loyalty

TRAITS

WINGED FLIGHT 4 (Action Feature)
SPIKED MACE 5 (Accessory)
MELEE COMBATANT 4
ATHLETIC 3
COMMAND 3
ENHANCED WILL 3
STRATEGIST 3
STRONG 3

4

FIGHTRA

QUALITIES

- Capable Action Star
- Earthling
- Fond of Suck-Up
- Wants to do something meaningful

TRAITS

MARTIAL ARTS MASTER 6 (Action Feature)
HARD TO HIT 6 (+2 vs. melee attacks)
ENERGIZED BO STAFF 4 (Accessory, Advantage - If opponent suffers a Setback Token from this Trait, roll a die... on an 11 or 12, they suffer a second Setback Token)
ACROBATICS 4
MOTIVATED 3
ACTRESS 2

COMPILED CHARACTERS

4

FOREBODIUS

QUALITIES

- ⬡⬡ Technological Tyrant of the Blackskull Empire
- ⬡ Rewards success and punishes failure
- ⬡ “Hands-on” type of leader
- ⬡ Mysterious past

TRAITS

MASTER OF TECHNOLOGY 10 (Versatile: *CREATE TECHNOLOGY, CONTROL TECHNOLOGY, ENERGY BLADE* [+2 vs. *metal*], *ANTI-GRAV BOOTS, DOOMSDAY CANNON* [Area; enemies hit by this sub-Trait gain 2 Setback Tokens instead of one], 4 undefined slots)

IRONCLAD MIND 10

BODY OF METAL AND FLESH 9 (As soon as Forebodius gains a Setback Token that represents physical damage, make a check using this Trait vs. a DN of 16... success means the Setback Token is removed by his self-repair systems)

VAST INTELLECT 8

GRAND STRATEGIST 7

INTIMIDATING PRESENCE 7

COMMAND 6

3

FULL-STEAM

+1 OOMPH

QUALITIES

- ⬡⬡ Rapid Machine Giant
- ⬡ Confidence borders on fearlessness
- ⬡ Loves racing

TRAITS

LOCOMOTIVE SOUNDS 3 (Action Feature; Area)

RUN FAST 6

MIGHTY FISTS OF IRON 4 (Big Attack)

MACHINE BODY 4

UNDERSTANDS MACHINERY 3

PUFF OF STEAM 2

CALCULATE FASTEST ROUTE 2

3

GATLYNA

QUALITIES

- ⬡⬡ Tough Gal with a Big Gun
- ⬡ Explosive temper
- ⬡ Resentful
- ⬡ Sensitive about her short height
- ⬡ Total mercenary

TRAITS

SUPER GATLING BLASTER 7 (Accessory, Big Attack, Devastating, Fickle)

MARKSWOMAN 4

SPARE SIDEARM 3 (Accessory)

PHYSICALLY TOUGH 3

WEAPON REPAIR 3

ATHLETIC 2

DRIVE GROUND VEHICLE 2

FORCE OF WILL 2

SPOT SOMETHING HIDDEN 2

STRONG 2

COMPILED CHARACTERS

2

GHOSTRA

QUALITIES

- ◻◻ Spectral Embodiment of Revenge
- ◻ Knowledge of the arcane
- ◻ Vengeful

TRAITS

CHILLING TOUCH 7 (Action Feature, Deplete - Physical Traits, Devastating)
GHOSTLY FORM 9 (Advantage - Immunity to non-magical physical attacks)
DISSIPATE 5
SPECTRAL FLIGHT 3

2

GLAMORINA

QUALITIES

- ◻◻ T'dara's Emissary
- ◻ Lover, not a fighter
- ◻ Ravishing

TRAITS

HONEY-KISSED SUGGESTIONS 9 (Devastating)
MY TONGUE IS MY WEAPON 7
CHARM IS MY SHIELD 7
JEALOUSY-INDUCING HAIR 5
HAIR BRUSH 3 (Accessory)

3

GLITTARA

QUALITIES

- ◻◻ Bright and Shiny Paragon of Spite
- ◻ Bubbly Personality
- ◻ Perpetually jealous

TRAITS

GLITTER MAGIC 7 (Versatile; SHINY STAR ATTACK- Area, OVERWHELMING BURST OF LIGHT- Disable Sight and Sight based Traits; 3 undefined traits)
ALWAYS CHIPPER 4
FLIGHT 4
AGILE 4

3

GRO-D

QUALITIES

- ◻◻ Odorific Muck-Man Warrior
- ◻ Good sense of humor
- ◻ Tells gross-out stories

TRAITS

GROWTH 7 (Action Feature; Disadvantage: Only when in contact with water)
MORNING STAR 6 (Accessory)
STINK 5 (Area; Devastating)
CLOSE COMBAT 3
SWIM 3
GOOD PERSONALITY 2

COMPILED CHARACTERS

2

GRUMBLOR

QUALITIES

- Brutal Savage Primate of Dino Valley
- Surprisingly savvy
- Not a fool in combat

TRAITS

STRONG 5 (Action Feature)

TELEPATHIC ANIMAL COMMUNE AND

CONTROL 4 (Companion: *in each scene, Grumblor may assign his points to a companion or companions as he sees fit after spending one action using this Trait. If he begins a scene with companions, their functions will be at 4 total, not 6 {4+2})

FAST 4

NIMBLE 4

CLIMB 3

GROWL 3

BATTLE AXE 3 (Accessory)

3

HAWKLADY

QUALITIES

- Flying Scout
- In love with Falcor
- Not really one of the Bird People

TRAITS

WINGED FLIGHT 5 (Action Feature, +2 when linked with DEFENSIVE FIGHTER)

EYES OF THE HAWK 4 (+2 when used airborne)

NIMBLE 4

PERCEPTION 4

DEFENSIVE FIGHTER 3

DEMORALIZING SHRIEK 2 (Area, Deplete - any willpower-based Traits, One Shot)

CLAWS 2

PERSUASION 2

3

HEADSPIN

QUALITIES

- Breakdancing Urban Warrior
- Hero of the people
- Inspiring speech

TRAITS

WHIRLWIND HEADSPIN ATTACK 6
(Action Feature)

BEATFOX 4 (Companion: COMBAT 1, STEALTH 2, MOVE [Run] 2, THINK 1)

DRUMCHUKS 3 (Accessory)

ACROBATIC 3

AGILE 3

LUNARWALK 3

ROBOT DODGE 3

3

HOGWASH

+1 OOMPH

QUALITIES

- Swinelok Adventurer
- Fear of dirt and grime
- Civilized

TRAITS

WATER CANNONS 5 (Action Feature, Advantage - Knocks enemies back, Advantage - Can extinguish fire, Area; Disadvantage - Glass water containers on his back are somewhat fragile)

HEIGHTENED SENSE OF SMELL 4

VALIANT COMBATANT 4

CHEST ARMOR 3

PROTRUDING CANINE TEETH 3

STOUT 3

OUTGOING PERSONALITY 2

COMPILED CHARACTERS

3

HURL-A-PUMA

QUALITIES

- ⬡ Malicious Mechanical Mauler
- ⬡ Unpredictable malfunction
- ⬡ Aggressive... for a robot
- ⬡ Has more in common with vehicles than with humanoid-shaped characters
- ⬡ Endures existence silently

TRAITS

FOE-FLINGING BACK-SNAP DEVICE 7

(Action Feature, Area, Devastating, +2 before having taken any Setback Tokens; Disadvantage - "Slow and awkward contraption," requires one round to simply get set, Situational Setback - DN is raised by +2 if Hurl-A-Puma is not properly "flanked" and assisted by at least one allied villain character)

SHINY STEEL CLAWS 5

PUMA HISS 4

UNPROPORTIONAL-LOOKING MECHANICAL BODY 4

FIERY RED EYES 3

PRECISE HEARING SENSORS 2

RATTLE ALONG UNIMPRESSED 2

3

KATT-A-PULT

QUALITIES

- ⬡ Feline Launcher of Steel
- ⬡ Squeaky robotic cat with an odd paint job
- ⬡ Has more in common with vehicles than with humanoid-shaped characters
- ⬡ Undemanding

TRAITS

HERO-FLINGING BACK PLATFORM 7

(Action Feature, Area, +2 before having taken any Setback Tokens; Disadvantage - Always requires at least one Hero to carefully cooperate, Disadvantage - "Slow and awkward contraption," requires one round to simply get set)

CAT'S PAWS 5 (+2 when this character has had a considerable running start)

CAT'S HISS 5

ODDLY SHAPED NOT-VERY- CATLIKE BODY 4

PRECISE HEARING SENSORS 2

RATTLE ALONG UNIMPRESSED 2

YELLOW EYES 1

COMPILED CHARACTERS

3

KAZGULL

QUALITIES

- ⬡⬡ Barbarian Warrior
- ⬡ Tormented by his people's fate
- ⬡ Can be quiet and reserved outside of combat

TRAITS

BARBARIAN BATTLE AXE 5 (Action Feature, Area)
FIERCE FIGHTER 4 (+2 when the fighting is up close and hand-to-hand)
RUGGED 4
SAVAGE STRENGTH 4
WILDERNESS SURVIVAL 3
STURDY FELLOW 2
WILLFUL 2
RIDING STEPPE ANIMALS 1

3

KING KRAB

QUALITIES

- ⬡⬡ Aquatic Tyrant
- ⬡ Great with robots
- ⬡ Prone to giving long-winded speeches
- ⬡ Not really one of the Krab People
- ⬡ Knows nothing about his own childhood

TRAITS

BIG PINCER 3 (Action Feature)
SUPERHUMAN SWIMMING 5
ENERGY BLADE 4 (Accessory)
SHELL ARMOR 4
SKILLFUL FIGHTER 3
STRATEGIC THINKER 3
STRONG-WILLED 3
TOUGH 3

COMPILED CHARACTERS

3

KING RASTOR

QUALITIES

- Rightful Ruler of Haven
- Solemn and dignified
- Fatherly charisma
- For better or worse, spends most of his time in the Palace of Justice

TRAITS

INSPIRE OR CONDEMN WITH WORDS 7

(Advantage - On any successful opposed check, King Rastor can lower one Villain's Star Power by 1 for the rest of the scene; Goons are unaffected and remain at Star Power 1 anyway; Oomph Powered)

"HIS MAJESTY'S PRESENCE ALONE ALTERS THE SITUATION..." 6 (Advantage - On a roll of 11 or 12, he can automatically lend or restore 1 Oomph to any Player Character present in the scene)

COMMANDER IN CHIEF 6

SCEPTER OF PLATINUM 5 (Accessory)

STATELY ROBE WITH CAPE 4 (Accessory)

HAVEN POLITICS 4

KNOWLEDGE OF THE KINGDOM OF HAVEN 4

CEREMONIAL SWORD 3 (+2 when not actually used to strike or do anything violent)

CAUTIOUS DIPLOMAT 3

SPEECHIFYING 3

3

KNUCKLEHEAD

QUALITIES

- Ancient Krotean Soldier
- Has designs on taking over the Blackskull Empire
- Undead but not obviously so

TRAITS

FIST HELMET 5 (Action Feature;

Accessory; Advantage - Can shoot the metal fist at foes and reel it back in)

MIGHTY WARRIOR 4

HIGH-TECH ARMOR 3

INTIMIDATING 2

OPPORTUNIST 2

STEADFAST MIND 2

3

KOMPUTARR

QUALITIES

- Humanoid Computer
- No imagination
- Linear thinker

TRAITS

COMPUTER BRAIN 6 (Action Feature, +2 with numbers or figures)

STURDY FRAME 5 (Situational Setback - DN of task is +2 when dealing with his fragile head)

DEFENSIVE SHOCK FIELD 4

HARD DRIVE LASER BEAM 3 (Deplete - Traits related to coordination and physical power)

TARGETING SYSTEM 3

COOL ELECTRONIC VOICE 2

TRIES TO UNDERSTAND HUMANS 2

COMPILED CHARACTERS

4

KRANEUM

QUALITIES

- Brilliant SFX Artist
- Earthling
- Flirtatious

TRAITS

POWERED ARMOR 5 (Action Feature, Advantage - Crane Arm)

OCTO-GOGGLES 4 (Accessory, Versatile: *TELESCOPIC VISION*, *MICROSCOPIC VISION*; 4 undefined slots)

GENIUS INVENTOR 4 (+2 when inventing SFX)

STUDIOUS 4

THE MUSTACHE 3 (+2 when flirting)

2

KREE-CHURR

QUALITIES

- Summoned Monstrosity From Places Not Spoken Of
- Knowledge of the arcane
- Vengeful

TRAITS

TENTACLES 7 (Action Feature, Area)

LARGE 9

AURA OF FEAR 7 (Deplete - any personality-based Traits; Deactivate - Companion Traits)

STRONG 7

TOUGH 7

3

LOMA FORM OF S'GROTH

QUALITIES

- Ancient Evil Manifesting in a Host Body
- Believed to be a crusader for good
- Plans within plans
- Lives a life of utter deceit

TRAITS

ARCANE KNOWLEDGE 5

SNEAKY 5

KNOWLEDGE 4*

SORCERY 3 (Versatile; *CIRCLE OF PROTECTION*; *LEVITATE*; 2 undefined slots)

QUICK 2

STRONG 2

TOUGH 2

*Taken the form of Loma, S'Groth has knowledge of whatever is needed, be it healing herbs or animal tracks in a forest, or ancient construction at a uncovered monolith, or local customs in a foreign land. The excuse is that he is a man of knowledge and this is what he knows. He knows just enough to appear learned, but not enough to appear to have abilities beyond the norm. As his persona is one that is subservient to others, he will not necessarily offer this information immediately.

COMPILED CHARACTERS

3

LORXAN

QUALITIES

- ⬡ Chubby Gargoyle
- ⬡ Loves to eat
- ⬡ Belongs to the Mountain Gargoyles
- ⬡ Opinionated

TRAITS

MAGICAL TELEPORTING SPEAR 4 (Action Feature, Advantage – Always returns after being thrown!)

ROCK SKIN 5 (Advantage – Can appear completely still and stone-like)

GARGOYLE LORE 3

STRENGTH OF MIND 3

FIGHTING 2 (+2 when linked with **WINGED FLIGHT**)

WINGED FLIGHT 2 (Situational Setback – DN is +2 when forced to fly for an extended time)

PILOTING 2

THROWING 2

SKULK 1

4

MA-CHO

+1 OOMPH

QUALITIES

- ⬡ Heroic Movie Star
- ⬡ Earthling
- ⬡ Always the optimist
- ⬡ Serious-minded

TRAITS

MAN OF ACTION 5 (Action Feature)

IMMENSE STRENGTH 6 (+2 when punching)

CHARISMATIC 4 (+2 when acting)

INFALLIBLE WILL 4

METAL ARMOR 3 (+2 vs. lasers)

RESOURCEFUL 2

4

MASTER GOROT

QUALITIES

- ⬡ Fearsome Sorcerer
- ⬡ Dramatic body language
- ⬡ Territorial
- ⬡ Reclusive
- ⬡ Refuses to ally with anyone
- ⬡ Leads a huge cult

TRAITS

ESOTERIC SORCERY 6 (Versatile: *PURPLE ENERGY WHIP* [Action Feature, +2 vs. characters with Traits that represent artificial armor], *MIND CONTROL* [Area], *MIND BLAST*; 4 undefined slots)

ALL-KNOWING 5

“DEVIL DOG” 4 (Companion - Dog; **COMBAT 3**)

CHARISMATIC 4

MYSTERIOUS 4

“DOLSYREN” 2 (Companion - Human; **STEALTH 1**, **THINK 1**, **MANIPULATE 1**)





ROBE OF PRIMAL DARKNESS 4 (Versatile: *TELEPORTATION*, *FORCE FIELD*; 4 undefined slots)

COMPILED CHARACTERS

2

MAX RUDO

QUALITIES

- 
 Villainous Pro-Wrestler Turned Wrestling Villain
-  Wrestling heel
-  "Illustrious and powerful king of men, Max Rudo"

TRAITS






DEATH-DEFYING AERIAL COMBAT 5
 (Action Feature)
FINISHER "Maximum Rudosity" 9 (One-Shot)
COWARDLY 5
CUNNING 5
DIRTY FIGHTER 4
RUN AWAY 4
GRAPPLING 3
PUNCHES AND KICKS 3
TOUGH 3

3

MAXIMARR

+1 OOMPH

QUALITIES

- 
 Mysterious Warrior
-  Man of few words
-  Vanishes when action is over
-  Cipher





TRAITS

GLOWING BATTLE AXE 7 (Action Feature, Devastating, +2 when linked with SUPERHUMAN STRENGTH)
SUPERHUMAN STRENGTH 6 (+2 when used for lifting and throwing)
FIGHTER 4
TOUGHNESS 3
ATHLETICS 2
DAGGER 1 (Accessory)

3

MERLIS

QUALITIES

- 
 Eccentric Master of Magic
-  He's just very, very old
-  Blames himself for Nekrottus' existence






TRAITS

WIZARD 6 (Versatile: *GLOBE OF LIGHT*, *SCRYING*, *QUICK TELEPORT*; 3 undefined slots; +2 when he has had significant time to prepare magic)
STRENGTH OF MIND 4 (+2 against any other magic-users)
LEVITATION 3 (Advantage – Completely soundless)
HISTORY 3
KNOWLEDGEABLE OF MYTHS AND FABLES 3
CHARMING OLD COOT 2

2

MONSTRO

QUALITIES

- 
 Cyclopean Hulk
-  Used to be a barbarian warlord
-  Remembers what Nekrottus did to him
-  Ruthless beyond measure

TRAITS

HYPNOTIC EYE-BEAM 5 (Action Feature, Area, Disadvantage - Not usable while in combat or engaged in other strenuous activity)
IMPRESSIVE MIGHT 7 (+2 when used for fighting)
TOUGH SKIN 6
SURVIVE IN WILDERNESS 3
SAVAGE WILLPOWER 2
VIGOROUS 2

COMPILED CHARACTERS

3

MOTOR-MOUTH

QUALITIES

- Fast-Speaking Globbit Knight
- Prefers to be underground
- Curious
- Tends to be a coward

TRAITS

AUDIO-SENSITIVE ANTENNAE 6

(Action Feature)

INSANELY FAST SPEAKER 4

FITS INTO SMALL SPACES 3 (Situational
Boost: +2 when underground)

FASTER THAN HE LOOKS 3

STUBBY SWORD 2 (Accessory, +2 when linked
with FASTER THAN HE LOOKS)

KNIGHT'S ARMOR 2

SWORD FIGHTER 2

TOUGH SKIN 2

BRAWL 1

3

MUSKETYRA

QUALITIES

- Daring Buccaneer
- Vows to find her mentor, Korsair
- Sees King Rastor as a father figure

TRAITS

RAPIER 3 (Action Feature, Advantage—always
comes back when thrown)

FLASHY SWORDSMANSHIP 7

SWAGGER 5

SHOWY ACROBATICS 3

AIRSHIP PILOT 1

PERCEPTION 1

ROMANTIC 1

STEADY HANDS 1

COMPILED CHARACTERS

4

NEKROTTUS

QUALITIES

- ⬡ Evil Overlord of the Blackskull Empire
- ⬡ Completely power-mad
- ⬡ Doesn't hesitate to flee when things go sour
- ⬡ Has sworn to finally conquer Haven

TRAITS

DARK SORCERER 10 (Versatile: *BLAST OF SORCEROUS BOLTS* [Area], *ALTER SHAPES*, *FORCEFUL TELEPORT*, *LEVITATE OBJECTS*; 4 undefined slots)

STAFF OF G'HOTAK 8 (Accessory, +2 against metal, Disadvantage - Fragile and can't be used in close combat)

AIR CHARIOT 8 (Vehicle - Moderate)

INDOMITABLE 8

INFERNAL SWORD 6 (Accessory, Advantage - Can only be wielded by Nekrottus, Deplete - physical Traits)

SORCEROUS ARMOR 6 (Accessory)

DARK CHARISMA 6

FANTASTIC AIM 5

MASTER OF MELEE 5

ONYX ORB 4 (A huge crystal ball that allows Nekrottus to see anywhere in Iconia; Disadvantage - Cannot be moved from the Fortress of Gloom; One-Shot)

ABLE-BODIED 4

HARD AS NAILS 4

TACTICIAN 4

FLOATING 3 (Disadvantage - Cannot float higher than a few feet off the ground/surface he would normally be standing on; this is purely for dramatic effect)

PILOTING 3

MUSCULAR STRENGTH 2

"Air Chariot"

- ⬡ Blackskull Flyer
- ⬡ Streamlined
- ⬡ Open-topped

FAST 8 (Mode of Travel: Air), **ARMORED HULL 8**, **MANEUVERABLE 6**, **STEALTHY 3**, **SMALL COMMUNICATOR PANEL 1**

3

NOBLARA

QUALITIES

- ⬡ Dethroned Ruler of Shadestar
- ⬡ Fighting princess
- ⬡ Hates Nekrottus
- ⬡ Vows to reclaim Shadestar

TRAITS

CLOAK OF SHADOWY INVISIBILITY 5 (Action Feature)

SWORD OF SHADOWS 6 (Accessory, Advantage - Glows in the dark, Devastating)

AMULET OF HYPNOSIS 4 (Area, Oomph Powered)

CHAMPION OF ARMS 4

VIGOROUS 3

NATURALLY ALERT 2

POLITICAL LEADERSHIP 1

2

OB-NOXIOUS

QUALITIES

- ⬡ Disgusting Minion of Nekrottus
- ⬡ Terrible hygiene
- ⬡ Mannerless

TRAITS

FILTHY POWER ARMOR 5 (Versatile: *PROTECTION* [Advantage - Sealed environment], *TOXIC SMOKE PROJECTORS* [Action Feature], *STRENGTH ENHANCEMENT*; 3 undefined slots)

INCONSIDERATE PERSONALITY 2

COMPILED CHARACTERS

3

OSHIDA

QUALITIES

- ⬡⬡ Martial Arts Master
- ⬡ A Chosu Monk from Bokaru
- ⬡ Has spent most of his life in a monastery
- ⬡ Never acts dishonestly

TRAITS

LONG STAFF 2 (Action Feature, Area)
HIGHLY ENERGETIC 5
MELEE COMBAT OF ALL SORTS 4 (+2 when fighting without any weapons)
COOL UNDER PRESSURE 4
OBSERVANT 3
PERSUASIVE 3
SERENE SAGACITY 3

3

PATTY WAGON

QUALITIES

- ⬡⬡ Roving Law-Woman
- ⬡ Enigmatic
- ⬡ A little "out there"

TRAITS

COMBAT EXPERT 4
FEARLESS 4
"JUSTICE SEEKER" 3 (Vehicle - Minor)
LAWBRINGER PISTOL 3 (Accessory)
DOGGED DETERMINATION 3
STUN BATON 2 (Accessory, Advantage - If it causes a Setback Token, the victim's next action must be re-rolled if successful)
INTIMIDATING PRESENCE 2 (+2 vs. lawbreakers)
NOTICES EVERYTHING 2
PILOTING 2

"Justice Seeker"

- ⬡⬡ Hover Vehicle
- ⬡ Open-Topped
- ⬡ One-Person Holding Cell

STURDY FRAME 7, FAST 2 (Air; Disadvantage - Can't hover more than two meters off the ground), **RELIABLE 2**

COMPILED CHARACTERS

2

PORKCHOP

QUALITIES

- ◻◻ Swinelok Martial Arts Master
- ◻ Will not rest until he gets revenge on Hogwash
- ◻ Violent bully

TRAITS

METAL HAND AND FOREARM 5 (Action Feature; Advantage - Can be used to block melee and ranged attacks)

"ROAD-HOG" 4 (Vehicle - Minor)

BIKER 4

KUNG FU FIGHTING 4

BAD ATTITUDE 2

LOW CUNNING 1

"Road-Hog"

- ◻◻ Motorcycle
- ◻ Ramshackle
- ◻ Spews Black Smoke

ROARING SPEED 5 (Land; Advantage - Moves just as fast over rugged terrain),

PIECEMEAL ARMOR PLATING 3,

BOMB-DROPPER 4 (Area)

3

PRISMOR

QUALITIES

- ◻◻ Crystalline Hero with Beam Powers
- ◻ Taciturn
- ◻ Appreciates natural light and cleanliness

TRAITS

CRYSTALLINE BODY 8 (Action Feature, Advantages: Immune to sickness and poison, Almost impervious to cold, Cannot be hurt by lasers or other beam-firing weapons; Disadvantage: Cannot swim)

RAINBOW BEAMS 5 (Versatile: *RED BEAM* [Area; heat effect], *ORANGE BEAM* [Deplete - Physical Traits {paralyzing effect}], *YELLOW BEAM* [Advantage - Can see through thin walls and curtains])*

GREAT STRENGTH 4

MEDICAL KNOWLEDGE 2

*Other Beam/Ray Colors include: Blue (Deactivate - Movement and physical Traits [Freeze Ray]), Purple (Deplete - Mental Traits [Confusion]), Green (Advantage - Transfers one Setback Token from Target to Prismor [Healing]).

3

RAINGLOW

QUALITIES

- ◻◻ Arrogant Knight
- ◻ Prone to boasts
- ◻ Frequent use of rainbow and light puns
- ◻ Still abides by chivalric code

TRAITS

RAINBOW GLOW 7 (Action Feature)

RAINBOW ARMOR 9

RAINBLADE 5 (Accessory, Deactivates Armor Type Traits)

EXPERT SWORDSWOMAN 5

MIGHTY STRENGTH 5

KNIGHTLY TACTICS 3

COMPILED CHARACTERS

2

SERPENTINA

QUALITIES

- ◻◻ Sinister Snake Warrior
- ◻ Probably the only really non-peaceful Reptilar
- ◻ Shadow Queen created her Serpent Sword
- ◻ Displays a very focused and precise style of rage
- ◻ Though snake-like, she has a fear of rodents (doesn't come up before Season Two)

TRAITS

INHUMANLY FLEXIBLE 6 (Action Feature)

RAPID FIGHTER 6

SERPENT SWORD 4 (Accessory, +2 when used against Traits that represent physical armor; Disadvantage - While within proximity of this sword, Serpentina is unable to refuse suggestions or orders from Shadow Queen)

AT HOME IN THE JUNGLE 3

POISONOUS BITE 2 (Deplete - any balance- or agility-related Trait; One-Shot)

SCALY REPTILE-LIKE SKIN 2

SILENT MOVEMENT 2

3

SHADOW QUEEN

QUALITIES

- ◻◻ Cunning Mage
- ◻ Secretly seeks to usurp Nekrottus' throne
- ◻ Absolutely untrustworthy
- ◻ Hates Nekrottus

TRAITS

VILE SPELLCASTER 5 (Versatile: *TRANSFORM OTHERS* [Area; Disadvantage - Must always make hand gestures], *SHAPECHANGE*, *BLEND INTO SURROUNDINGS*; 3 undefined slots)

LIGHTNING STRIKE 5

MANIPULATIVE 5

SNEAKY 4

TELEPORT SELF 3 (Disadvantage - Must always make hand gestures; One-Shot)

GOOD AIM 3

PERSISTENT 3

FEATS OF AGILITY 2

KNOWLEDGE OF THE ONYX REALM 2

COMPILED CHARACTERS

3

SHARKBITE

QUALITIES

- ⬡⬡ Aquatic Henchman
- ⬡ Corrupted and controlled by Nekrottus
- ⬡ Was once a noble hero
- ⬡ Needs to be in water often

TRAITS

CHOMP ATTACK 5 (Action Feature)
SWIMMING 5 (Advantage - Can breathe underwater)
SHARK STRENGTH 5
THICK SKIN 4 (When this Trait is used to avoid a Setback Token, roll a die. If a 9-12 is rolled, the attack hit his armored chest plate, adding 2 to the Trait's rating.)
FINNAR PISTOL 3 (Accessory, +2 underwater)
CYBERNETIC EYES 2
PRIMAL ROAR 2

3

SHERIFF STALWART

QUALITIES

- ⬡⬡ Grizzled Protector of the Law
- ⬡ Not afraid to get his hands dirty
- ⬡ Experienced

TRAITS

I'M THE LAW 'ROUND HERE 5 (Action Feature, Deplete - personality-based Villain Traits)
LASER PISTOL 4 (Accessory, Area)
ARMOR 4
KNOWLEDGE OF HAVEN 4
TOUGH 4
LOVES A GOOD OLE FASHIONED BRAWL 3
NIGHTSTICK 2 (Accessory)

3

SIR CASTIC

QUALITIES

- ⬡⬡ Sly Devil
- ⬡ Connoisseur of laser pistols
- ⬡ Sarcastic sense of humor
- ⬡ Son of Nekrottus

TRAITS

SWASHBUCKLER 3 (Action Feature)
DOUBLE HOLD-OUT BLASTERS 3 (Accessory; Area)
LIGHTSWORD 3 (Accessory, +2 when used in melee against other swordsmen)
DUMB LUCK 3
GUNSLINGER 3
TRICKY 3
NOBODY'S FOOL 2 (Situational Setback - DN of the task is +2 vs. Nekrottus)
JUMP AND RUN 2
RESOURCEFUL 2
SNEAKY 2

COMPILED CHARACTERS

3

SLIMERA

QUALITIES

- ☐☐ T'dara's Enforcer
- ☐☐ Unsettling appearance
- ☐☐ Frightening roar
- ☐☐ Doesn't speak

TRAITS

ICHORIC OOZE 7 (Action Feature, Deplete-Hair and Motion and Movement Based Traits)
GODLIKE STRENGTH 5
GODLIKE ENDURANCE 5
TAIL SNAKE-HEAD POISONOUS BITE 5 (Devastating)
GOAT-HEAD HORN BUTT 5

3

SNAP-YAP

+1 OOMPH

QUALITIES

- ☐☐ Floranian Astronaut
- ☐☐ Humor eludes him
- ☐☐ Obsessed with rescuing Zelya

TRAITS

FLYTRAP MOUTH 6 (Action Feature, +2 vs. non-sentient targets, Advantage - Can chew up and digest almost any substance)
VINEY ARMS 4 (+2 when grappling)
ASTRONAUT 3
PROBLEM SOLVER 3
PISTOL 2 (Accessory)
AFFABLE 2
CAPABLE FIGHTER 2
MECHANIC 1 (+2 when repairing flying vehicles)

3

SPECTARIA

QUALITIES

- ☐☐ Heroic Soul From the Realm of Goddesses
- ☐☐ Outsider
- ☐☐ Misunderstands society

TRAITS

MYSTICAL GLOW 3 (Action Feature)
SPECTRAL FORM 10 (Devastating)
KNOWLEDGE OF REALM OF GODDESSES 5
CALMING PRESENCE 4
FLIGHT 4

3

SPOTLIGHT

QUALITIES

- ☐☐ Cybernetic Soldier
- ☐☐ Lets nothing get in his way
- ☐☐ Tactical mind

TRAITS

BIONIC EYE 5 (Action Feature, Advantage - Can act as a spotlight, Advantage - Can emit a blast of pure light)
PILOT 5 (Add 4 when linking with BIONIC BRAIN instead of adding 3)
BIONIC LIMBS 5
SOLDIER 5
BIONIC BRAIN 4 (Disadvantage - When you roll a 1, he gets confused... gain a Setback Token)
OBSERVANT 1

COMPILED CHARACTERS

2

SPYDAR

QUALITIES

- ☐☐ Creepy Infiltrator
- ☐ Created by Nekrottus
- ☐ Creeps people out
- ☐ Cannot disobey Nekrottus

TRAITS

WALL-CRAWLER 4 (Action Feature)
INHUMANLY AGILE 6
USE WEBBING 4 (Area)
BITE OF THE SPIDER 4 (Deplete - physical Traits like strength or endurance)
BRAWLING 2
RUGGED 2
SLY OBSERVER 2
STRONG-WILLED 2
STRONG 1

3

SUBMERSIA

+1 OOMPH

QUALITIES

- ☐☐ Fierce Gillzarian Warrior Woman
- ☐ Rebellious
- ☐ Impetuous
- ☐ "I will plumb the depths of the waters of Iconia!"

TRAITS

SWIMMING 5 (Action Feature, Advantage - Can breath underwater)
HEIRLOOM LONGSWORD 4 (Accessory)
AT ONE WITH THE WATER 4 (Advantage - Commune with Fish)
CAMOUFLAGE 3 (+2 when in water)
STRONG 3 (+2 when in water)
TOUGH 3

3

SUCK-UP

QUALITIES

- ☐☐ Fuzzy Humanoid
- ☐ Disjointed speech
- ☐ Not very brave
- ☐ Cute in an odd way

TRAITS

SNOUT 5 (Action Feature, Advantage - Can suck or blow, Advantage - Can spit out objects at foes at a high velocity)
BLINDINGLY FAST 4
EASY TO UNDERESTIMATE 4
SUCTION CUP ON HEAD 4
BLENDING 2 (+2 when standing still)
CHEST ARMOR 2 (Fickle)
TINY SWORD 2 (Accessory)

3

SURE-SHOT

QUALITIES

- ☐☐ Pistol Packing Adventuress
- ☐ A real country kinda girl
- ☐ Daredevil thrill seeker

TRAITS

TWIN LASER PISTOLS 4 (Action Feature, Area, Situational Setback - DN of the task is increased by +2 when she's only able to use one pistol)
OUTDOORSWOMAN 4 (+2 when in or near the Frontier)
EXPLORIN' 4
GUNSLINGER 4
BRAWLIN' 3
QUICK ON THE DRAW 2
RIDIN' ANIMALS 2
STUBBORN AS A MULE 2
PURTY 1
SNEAKIN' 1

COMPILED CHARACTERS

4

T'DARA

QUALITIES

- ☐☐ Treacherous, Cast-Out Goddess
- ☐ Enchantingly beautiful
- ☐ Cult of personality

TRAITS

MENACING EYES 7 (Action Feature)
MYSTICAL POWERS 8 (Versatile; *MYSTICAL BLAST* [Area]; *RESHAPE REALITY* [Devastating, Fickle], 4 undefined slots)
FORMIDABLE WARRIOR 4
ARMOR 3
MAGIC STAFF 3 (Accessory)

3

TRAILBLAZOR

QUALITIES

- ☐☐ Yupor'uh Tribesman
- ☐ Fascinated by technology
- ☐ Vows to free his people

TRAITS

SWIFT AND NIMBLE 6
TECHNO-BOW 5 (Accessory, Advantage - Silent)
POWER-GLIDER 4 (Accessory, Advantage - Silent)
STEALTHY SCOUT 4 (+2 in plains-like terrain)
TRACKING 4
KNIFE 2 (Accessory)

COMPILED CHARACTERS

4 TRANSFORMED SHADOW QUEEN

QUALITIES

- ⬡⬡ Demonically Powered Mage
- ⬡ Ruler of the Blackskull Empire
- ⬡ Ruthless
- ⬡ Power Hungry
- ⬡ Overconfident

TRAITS

VILE SPELLCASTER 13 (Versatile: *TRANSFORM OTHERS* [Area; Disadvantage – Must always make hand gestures], *SHAPECHANGE*, *BLEND INTO SURROUNDING*, *NECROTIC BOLTS*; 4 undefined slots)

ABYSSAL ARMOR 9 (Accessory)

LIGHTNING STRIKE 7

LEADERSHIP 5

LOST ARCANES KNOWLEDGE 5

MAGICALLY ENDOWED PHYSICAL TRAITS 5

MANIPULATIVE 5

SNEAKY 4

TELEPORT SELF 3 (Disadvantage – Must always make hand gestures)

GOOD AIM 3

PERSISTENT 3

FEATS OF AGILITY 2

KNOWLEDGE OF THE ONYX REALM 2

3 TUFF-TUSK

QUALITIES

- ⬡⬡ Walrus-like Powerhouse
- ⬡ Has a strong conscience
- ⬡ Wants to prove his loyalty

TRAITS

JAW-DROPPING STRENGTH 7 (Action Feature)

RUGGED SKIN 5 (+2 vs. blunt attacks)

ROUGH-LOOKING CLUB 4 (Accessory)

SWIMMING 3 (Advantage - Can hold breath for hours)

HEROIC THROUGH-AND-THROUGH 3

LEAPING 3

2 UNICORNIA

QUALITIES

- ⬡⬡ Transformed Evil Unicorn
- ⬡ Hateful
- ⬡ Loyal only to T'dara

TRAITS

IMMUNE TO MAGIC 15

TELEPORT 5 (One-Shot)

UNICORN HORN 5

CHARGE ATTACK 5

INHUMAN GRACE 5

COMPILED CHARACTERS

3

VELCRON

QUALITIES

- Adhesive Warrior
- Sticks to everything he touches
- Friends with Merlis

TRAITS

STICKY BODY FUZZ 5 (Action Feature, Advantage - Adheres to everything he touches but wears retractable high-tech gloves)
BULL OF A MAN 4
HARSH ENVIRONMENT SURVIVAL 3 (+2 in subterranean environments; +2 in marshy environments)
LONG SWORD 3 (Accessory; Advantage - Telescoping blade)
LIGHT ON HIS FEET 3
THROW CAUTION TO THE WIND 3
DARKNESS VISION 2
OCCASIONAL COMEDY 1

2

VILEHEART

QUALITIES

- Corrupted King of Galloway
- Noble
- Hates King Rastor
- Formal

TRAITS

POWERED KNIGHT'S ARMOR 6 (Action Feature)
ENERGY SWORD 5 (Accessory)
"STILLWIND" 3 (Companion - Horse; MOVE [Run/Jump] 3, THINK 3, TOUGH 2)
STURDY 3
SWORDCRAFT 3
RIDING 2

COMPILED CHARACTERS

3

VOLCANUS

QUALITIES

- ⬡⬡ Molten Fiend
- ⬡ Nekkrottus' personal bodyguard
- ⬡ Ancient creature
- ⬡ Enjoys rampaging and causing terror
- ⬡ Memorable booming voice

TRAITS

GENERATE AND HURL LAVA BALLS 5

(Action Feature, Advantage – may set things – not characters – on fire, Area; Disadvantage – Cannot be used when Volcanus is even partially in water)

MAGMA SKIN 8 (Advantage - Whenever someone touches him, they gain a Setback Token unless they roll a 9+ on the roll of a die; Advantage – his heat also creeps through metal weapons like swords if the fight goes on for several rounds)

GARGANTUAN STRENGTH 7

CALMNESS OF NATURE ITSELF 5 (One-Shot)

PLODDING DRIPPY WALK 3 (Situational Setback – DN is +2 when Volcanus is affected by or submersed in water)

STRONG-WILLED 2

2

WEEZLOR

QUALITIES

- ⬡⬡ Feared Forest Dweller
- ⬡ Cautious
- ⬡ Avoids direct conflicts
- ⬡ His presence frightens animals

TRAITS

EVADE ATTACK 4 (Action Feature)

SERRATED SWORD 4 (Accessory, Devastating)

SABOTEUR 4 (Big Attack)

ASTOUNDING REFLEXES 4

CLIMBING 3

HEIGHTENED SENSES 3

RUNNING 3

WILDERNESS EXPERT 3

3

WRENCH MONK

QUALITIES

- ⬡⬡ Warrior Poet
- ⬡ Confucian wisdom
- ⬡ Tinkerer

TRAITS

ENCHANTED MONKEY MASK 3 (Action Feature)

MONASTIC TRAINING 6

BUTTERFLY WRENCHES 4 (Accessory)

REPAIR VEHICLES 4

DRIVE 2

PILOT 2

DETECT LIES 1

PRANKSTER 1

STEADY HANDS 1

COMPILED VEHICLES

3MX

QUALITIES

- Three-Wheeled Off Road Transport
- Gravity-defying stunt
- People-powered

TRAITS

OFF-ROAD 4 (Mode of Travel: Rough Terrain)
SHREDDING 4 (Mode of Travel: Land)
TRICKS 3 (Mode of Travel: Air)
NUMBER PLATE SHIELD 3

BATTLESKIFF

QUALITIES

- Hovering Personnel Barge
- Guardian of Iconia transport
- Not very maneuverable

TRAITS

LARGE 7
STURDY 6
FLIGHT 3 (Mode of Travel: Air)
MAKES LITTLE NOISE 3

BATTLE-WING

QUALITIES

- Flying Villainous Fortresses
- Loaded with weaponry
- As maneuverable and fortified as a fortress

TRAITS

IMPENETRABLY ARMORED 7
BATTLE CANNON 6 (Big Attack)
SCATTER BLASTER 5 (Area)
OVERLAND FLIGHT 2 (Mode of Travel: Air)

COMPILED VEHICLES

BLITZING ARM ARROW

QUALITIES

- Hexagon Hexagon Sleek Villainous Ground Vehicle
- Hexagon Turbo boost
- Hexagon Sought after

TRAITS

ARM 7 (Action Feature; Deactivate - applied to movement- and motion-based Traits)

FAST 6 (Mode of Travel Ground)

JUMP 4 (Fickle, Mode of Travel: Air)

DAMAGE-REPELLENT PAINT JOB 3 (+2 vs. lasers and light attacks)

BOOM BUS

QUALITIES

- Hexagon Hexagon Auditory Personnel Transport
- Hexagon Intimidates villains
- Hexagon Brings joy to urban areas

TRAITS

MAKES PEOPLE WANT TO DANCE 5 (Area)

PLAYS ACTUAL MUSIC 5 (Area)

LARGE 5

ARMORED 4

ROOF MOUNT 3 (Accessory)

CITY TRANSPORT 3 (Mode of Travel: Land)

CAMPOUFLAGE

QUALITIES

- Hexagon Hexagon Camouflaged Villainous Camper
- Hexagon Close quarters promotes infighting
- Hexagon Ready for off-toad expeditions

TRAITS

STEALTH-TECHNOLOGY CAMOUFLAGE 7

FULLY EQUIPPED FOR CAMPING 5

DRIVE 3 (Mode of Travel: Land)

LIGHTLY ARMORED 3

ROOF MOUNTS 3

CLOUDBLAZER

QUALITIES

- Hexagon Hexagon Single Person Airship
- Hexagon Nimble
- Hexagon Fast

TRAITS

QUICK 5 (Mode of Travel: Air)

MANEUVERABLE 4 (Disadvantage - Cannot stop in mid-air)

PHOTO BLASTER 4 (Big Attack)

COMPILED VEHICLES

CONVERSATILE

QUALITIES

- ◻◻ Sleek, Stylish Convertible
- ◻ Creates envy for any female character
- ◻ High speed boost

TRAITS

FAST 6 (Mode of Travel: Land)
HIGHLY MANEUVERABLE 4
JUMP 3 (Mode of Travel: Air, Fickle)
HIGH-SHEEN ARMORED PAINT 3 (+2 vs. laser and light attacks)
VERSATILE 3 (May be outfitted with any character accessory)

FRIGHT STRIDER

QUALITIES

- ◻◻ Walking Tank
- ◻ Terrifying
- ◻ Noisy

TRAITS

BOMB CANNON 10 (Action Feature, Big Attack, Area; Disadvantage - Ineffective to targets with in 10 feet)
HIGHLY MANEUVERABLE 6
ALL-TERRAIN AMBULATORY 4 (Mode of Travel: Land)
ARMOR 4

KING RASTOR'S TANK

QUALITIES

- ◻◻ King Rastor's Personal Tank
- ◻ Seen only when the Iconia is under the greatest threat
- ◻ Open-topped

TRAITS

ALL TERRAIN TREADS 6 (Mode of Travel: Land)
LASER CANNONS 5 (Big Attack, Area)
ARMORED FOR BATTLE 5
INSPIRING PRESENCE 5
SURPRISINGLY FAST 4

LAND-GRINDER

QUALITIES

- ◻◻ Blackskull Empire Tank
- ◻ Troop Transport
- ◻ Feared by Populace

TRAITS

LAND SHAKER CANNON 7 (Big Attack, Area)
COMBAT ARMORED 7
IMPOSING ON THE BATTLEFIELD 5
PATH OF DESTRUCTION 2 (Mode of Travel: Land; All-Terrain)

COMPILED VEHICLES

LUNACYCLE

QUALITIES

- 🛡️🛡️ Moon Enhanced Motorcycle
- 🛡️ Sought after by females
- 🛡️ Wheelie

TRAITS

FAST 7 (Mode of Travel: Land)
INCREDIBLY MANEUVERABLE 7
GLOW-IN-THE-DARK EFFECT 3
MOON POWERS 2 (Versatile: *ARMOR* [+2 under *Moonlight*], *MOON BLAST* [Area])

MONSTERUCK

QUALITIES

- 🛡️🛡️ Monster Truck
- 🛡️ Crushes other vehicles
- 🛡️ Loud

TRAITS

MONSTER MOUTH 5 (Action Feature)
4X4 ALL-TERRAIN MOVEMENT 5 (Mode of Travel: Land)
RUGGED 4
CRUSH 3 (+2 to Vehicles)
JUMP 3 (Disadvantage - Must go over ramp)

NINJAVAN

QUALITIES

- 🛡️🛡️ Villainous Ground Transport
- 🛡️ Roof mounts
- 🛡️ All-black

TRAITS

SHURIKEN LAUNCHER 4 (Action Feature)
STURDY 4
RELIABLE 3 (Mode of Travel: Land)
ROOM INSIDE 3
SLIDING DOOR 2

PALADIN TANK

QUALITIES

- 🛡️🛡️ Highly Mobile Light Tank
- 🛡️ Chrome-armored
- 🛡️ Common

TRAITS

OVERLAND MOVEMENT 4 (Mode of Travel: Land)
EXPLOSIVE SHELLS 3 (Area)
JUSTIFIER CANNON 3 (Big Attack)

SKYHAMMER

QUALITIES

- 🛡️🛡️ Large Transport Ship
- 🛡️ Most potent airship in Iconia
- 🛡️ Menacing





TRAITS

HAMMER MISSILES 7 (Action Feature, Area)
MASSIVE ARMORED HULL 10
CARGO SPACE 6

COMPILED VEHICLES

THE DESPOT

QUALITIES





- 
 Nekrottus' Personal Battle-Wing
-  Ominous
-  Impending doom

TRAITS

LOUD 5 (Action Feature)
IMPENETRABLY ARMORED 9
BATTLE CANNON 7 (Big Attack)
SCATTER BLASTER 6 (Area)
OVERLAND FLIGHT 2 (Mode of Travel: Air)

TRAKKSTER

QUALITIES





- 
 Heroic Eight-Wheeled Vehicle
-  Designed for exploration
-  Simplistic styling

TRAITS

ALL-TERRAIN MOVEMENT 5 (Mode of Travel: Land)
LIGHTLY ARMORED 2
MULTI-PASSENGER CAPACITY 2
MOUNTED TELESCOPE 1 (Action Feature)
PARTIAL WATER MOBILITY 1 (Mode of Travel: Water)

TUMBLE-TANK

QUALITIES





- 
 Double Sided Tank
-  Element of surprise
-  Quick-change

TRAITS

FLAME CANNON 8 (Area, Only When Yellow Side is up)
HEAVILY ARMORED 8
LASER EYES 6 (Action Feature, Big Attack; Only if Blue Side is up)
AIRBORNE 3 (Fickle; Only if Blue Side up)
FAST 3 (Mode of Travel: Land; +2 if Blue Side up)

WINDBLASTER

QUALITIES

- 
 Highly Mobile Light Tank
-  Chrome-armored
-  Common

TRAITS

DOUBLE LASER 3 (Action Feature, Fickle)
HIGHLY MANEUVERABLE 5
BATTLE ARMOR PLATING 3
FLIGHT 3 (Mode of Travel: Air)

COMPILED PLAYSETS

ABANDONED ROBOT BASE

TRAITS

STURDY WALLS 8

CONVEYOR BELT 6 (+2 if used with or by robots or mostly cyborg-like characters)

CARGO GRIPPER 6

FORCE FIELD PROJECTOR 5 (Area, +2 if used against robots or machines)

ELEVATOR 5

SECURITY CAMERA 5

GRIPPER ARM 4

SPARE PART BOX 3

SHOOTING SLITS 3

LOADING RAMP 2

BIGWIG'S FLOATING PALACE

TRAITS

FLOATING 6 (Action Feature)

BIGWIG'S HEADQUARTERS 4

WALL-MONITOR 3 (+2 when used for scrying)

CONTROL PANELS 3

DESK 2

HIDDEN PLANS 2 (One-Shot)

TRANSPARENT FORCE FIELD 2

BLACKSKULL EMPIRE AIR BASE

TRAITS

DARK METAL SHIELDING 7 (+2 to block or deflect fire from small energy weapons)

INTERLOCKING DOCKING BEAMS 6

CARGO WAGON 6

BLACK ENERGY BATTERY BOX 5 (Accessory)

CONTROL CABIN 4

MOVEABLE STAIRS 4

SPIKE-LIKE ANTENNAE 2 (Accessory)

FORBIDDEN VILLAGE

TRAITS

HIDING SPOTS 5

JAIL CELL 5

METAL CAGE TRAP 5

TRAP DOOR 5

SLIME PIT 5

VINES 3 (Deplete - Movement and motion-based Traits)

ABANDONED HOTEL 3

BLINDING LIGHTS 3

BRACHIATING VINE 3

DECREPIT GENERAL STORE 3

JAIL 3

MUDDY GROUND 3

MYSTERIOUS NOISES 3

RUNDOWN HOUSE 3

SECRET PASSAGE 3

SPOOKY OCCURRENCES 3

COMPILED PLAYSETS

FORTRESS OF GLOOM

TRAITS

GHASTLY GLOWING SKULL 7 (Action Feature)
IMPOSING TOWER 7
TRAPPED STONE WALLS 7
NEKROTTUS' THRONE OF DESPAIR 5
(+2 to any magics cast by Nekrottus)
DETAINMENT CELL 5
MURDER HOLES 5
NEKROTTUS' THRONE ROOM 5
SPIKE-WALLED RAMPARTS 5
TORTURE CHAMBER 5
EXTRA WEAPONS 4
POISONOUS PORTCULLIS 4
SECRET DOOR 4

GHOSTRA'S TOMB

TRAITS

CREEPY STATUES 5 (Action Feature)
INCREDIBLY DURABLE STONE WALLS 7
CAST-IRON GATE 7 (Fickle- If attacked and the Fickle roll fails, gate is broken)
COFFIN 5
HIDDEN HIDING PLACE 5
SPOOKY 5
DAIS 3 (+2 to Evil Spell Casting)

KARZTEC TEMPLE

TRAITS

SPEAR TRAP 7 (Action Feature)
POISON TRAP 5 (Devastating, Deplete - sight and sight-based Traits)
CEREMONY ROOM 5 (+2 for ceremonial magics and effects)
VINE TRAP 5 (Deactivate - affects motion-based Traits)
ANCIENT TEMPLE 5
PIT TRAP 5
HIDDEN STAIRWAY 4
LASER CANNON 3 (Area)
STAIR-LIKE ENTRANCE 3

KRANEUM'S WORKSHOP

TRAITS

CRANE 5 (Action Feature)
ROBOT CONSTRUCTION LAB 7* (Fickle, Companion)
LARGE 6
WORK TABLES 4 (+2 to Repair)
SCIENTIFIC ACCESSORIES 4
CYBERNETIC ENHANCEMENT 2** (One-Shot)
TOOLS 2 (Accessory)

*If Players make a Fickle Roll, they can create a Robot as a Companion and distribute the Points as they please. If a character fails a check with this Companion, as a Primary or Linked Trait, the Companion breaks down, and is no longer functional.

**Players may enhance their characters or vehicles or playsets with this One-Shot Trait.

COMPILED PLAYSETS

MASTER GOROT'S LAIR

TRAITS

SUMMONING CIRCLE 6 (Action Feature;
Oomph Powered)
GOROT'S INNER SANCTUM 7
TOME-FILLED SHELVES 3 (+2 for any magics;
Fickle)
LIVING QUARTERS 3
THE LODGE 3

MONSTRO'S FOREST LAIR

TRAITS

ENTANGLING VINES 4 (Action Feature)
GHASTLY TREES 7
ROLLING LOGS 6 (Area; Situational Setback –
DN raised by +2 if used rapidly without prep)
BOGGY PATCH 5
TREEHOUSE HIDEOUT 5
MOSSY ROCK 4 (+2 if used to block a way, weigh
down an opponent; +2 if thrown by Bouldarr)
LARGE THORNBUSH 4
SPORE-STORM PLANT 4
TOADSTOOL TRAMPOLINE 3
ROOTS TO TRIP OVER 2
WASPS' NEST 2
SPIDER WEBS 1

PALACE OF JUSTICE

TRAITS

ELEVATOR 3 (Action Feature)
BEACON OF HOPE 9
GIGANTIC TOWER 6
IMPENETRABLE WALLS 6
WALLED RAMPARTS 5
ARMOURY CHAMBER 4
SORCEROUS SANCTUARY 4 (+2 for
Divination Magics)
DUNGEON CELL 4

PATTY WAGON'S BASE

TRAITS

CROSSBOW 5 (Action Feature)
JAIL CELL 4
PERSONAL STRONGHOLD 4

COMPILED PLAYSETS

WARRIOR WOMEN'S CITADEL

TRAITS

LARGE 6

STABLES 5

BEAUTY SALON 4

GLITTERY 4

ADIN 3 (Companion: MANIPULATE 3,
MOVE 1 [Jump], THINK 1)

CANOPY BED 3

KITCHEN 3

SCALED SMALL 3

SPIRAL STAIRCASE 3

WALK-IN CLOSET 3

WEEZLOR'S VILLAGE

TRAITS

ACTIVITIES PLATFORM 5 (Action Feature)

GROUND CREATURE 6 (Companion: MANIP
ULATE 3, COMBAT 3, MOVE [Stumpy Tentacles] 2)

FIRE PIT 4

SWINGING ROPE BRIDGE 4

TREES 4

TREETOP HIDING SPOT 4

WOODEN WALKWAYS 4

HUT 3

HUT 3

HUT 3

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AFTERWORD

With *The Complete Guide to Warriors of the Cosmos* now wrapped up, I feel an odd sense of loss. Don't get me wrong, I'm extremely proud of the product and of all the work we put into it. The feeling of loss comes from the knowledge that we've now offered every major hero, villain, vehicle and playset that supposedly appeared in this cartoon series and toy line. That's the cost of publishing something that aims to be a definitive source on a particular subject. It leaves little room for further development. And that makes me sad.

More than any other *Cartoon Action Hour* series I've created, this is the one I've grown most attached to. It's easy to say that my attachment is a result of it being the first series for the game, but that would be entirely inaccurate. The truth is that, while I was always fond of the setting and its characters, it wasn't until well after I started writing this book that I absolutely fell in love with the series. The more we delved into it, the more enamored I became. By the end, I was in love.

I was able to have a lot of fun with the series and it was cool after all these years to sit down with the Spectrum crew on Skype and in emails to figure out what the remaining four seasons had to offer. The first two seasons had already been fairly well defined in the first two editions of *Cartoon Action Hour*, but everything beyond that was a great big unknown... a blank canvas. That was exciting. We knew right away that we wanted each season to have its own distinct flavor, which was harder to do than it might sound. Season 3 would be the show at the height of its popularity, which led to more intricate character concepts and action features. Season 4 saw the franchise become overexposed, a victim of its own success. The poorly-conceived backdoor pilot was the byproduct of this. Season 5 was all about desperation; the saturation had taken its toll and the line was in severe danger, resulting in a major shake-up that proved to be disastrous. Season 6 represented the series' painful-to-see death throes, where hardly any new toys were released and the powers-that-be attempted a return to the old formulas that once worked for the show.

We came to the conclusion early on that we wanted to blur the line between reality and fiction even more than we've done in the past. The meta story behind the rise and fall of the original franchise is an important part of this product. It tells that story from beginning to end, often through the eyes of those who were supposedly in the thick of things. It's all about perspective and opinion. Was Gerald Peevey a creative genius driven to see his vision come to fruition? Or was he a jerk-ish control freak who thought he always had to have his way? Should Kilamir have stayed true to their promise to end the series with an animated movie at the end of Season 4? Or did they make the right call by continuing the series? We let the readers decide these things for themselves. Either way, we hope you find that it adds a layer of immersion to the experience of reading the book.

We also wanted to include some social commentary. A prime example of this is the *Warrior Women of Iconia* spin-off, highlighting the way society often tries to shove everything into blue or pink boxes, especially when it comes to cartoons and toys. The degree of labelling has been taken to ludicrous levels at times and we wanted to highlight that. That's where elements such as the Warrior Women's Citadel, the Conversatile and star flour came from. The notion that all little girls like ponies, glitter, unicorns and pastel colors has always baffled me. Do some girls like those things? Of course. So do some boys. The same can be said of the assertion that all little boys like action and fighting. But not everything has to wallow in stereotypes in order to be appealing to kids.

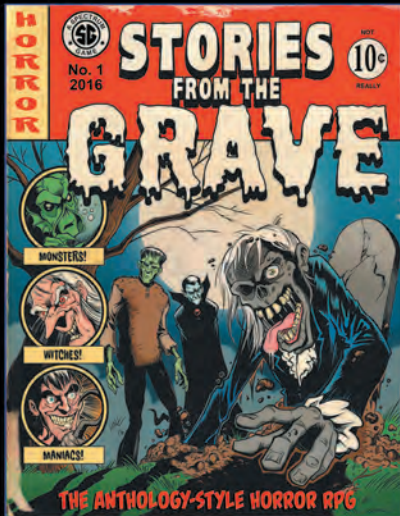
Social commentary aside, our main goal was to create a product that's fun to read and offers a lot of material for the *Cartoon Action Hour: Season 3* roleplaying game. There was a certain amount of built-in pressure though, considering *Warriors of the Cosmos* has been around for fifteen years and has fans of its own. Had we phoned this book in, I'm sure we'd have been inundated with unpleasant emails and messages from those fans. That's why we dug in and put so much of our time and energy into the project. We had to honor what had already been established while adding new goodies to the mix.

Hopefully, we've accomplished that. Enjoy your stay in Iconia and tell the gang we said hello.

Cynthia Celeste Miller
May 18, 2017

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