



The Council

Cryptic Studios, Inc.

Revision 6

Authors

Sean Fish

Jane Kalmes

The Council

1 Revision History

Rev #	Date	Who	Description
1	12 July 2004	Sean Fish	Initial Revision
2	16 July 2004	Sean Fish	Added more Council Villains
3	23 July 2004	Sean Fish	Adjusted Villain levels
4	24 August 2004	Sean Fish	Changed some villain names
5	03 September 2004	Jane Kalmes	Changed name of “Vertex” villains to “Ascendants”
6	01 October 2004	Jane Kalmes	Tweaked background to clarify that the Council is allied only with the Nictus, not the Kheldian Peacebringers
7	16 December 2004	Jane Kalmes	Added list of tasks to doc

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3 The Council

3.1 Design Goal

To create a villain group that can replace the 5th Column as smoothly as possible as well as tying into the latest Prestige Archetype: the Kheldian.

3.2 Success Criteria

This villain group must fit most of the basic function that the 5th Column fulfills and help introduce the new Prestige Archetype. The Council should also begin to introduce the back story for SPIDER as a precursor to City of Villains

3.3 Risks

The most difficult aspect of creating the Council is the need to replace all the 5th Column content. Most of the villain models will have to undergo at least a color swap and insignia change. The mission maps and content will have to be altered as well.

DN: The symbol of the Council should be a stylized letter C that appears to cast a shadow. The primary colors of the Council should be khaki, dark grey and olive drab.

4 Overview

4.1 Background

4.1.1 Fragments of the Web

In the final days of Benito Mussolini's days of power in Italy, the criminal organization known as Arachnos became factionalized. Conflicts in ideology split this powerhouse of terror into multiple fragments. The remnants of Arachnos were all arrested or killed when Mussolini was taken in. Some of the remaining agents moved on to form SPIDER. Another group of forward thinking individuals split off to form a shadowy brain trust known only as The Council.

4.1.2 Chariots of the Kheldian

The Council had several aces up their sleeve when they first broke off from Arachnos. The first was the fact that they had set up several bases of operation all over the globe in preparation for such an eventuality. The second advantage the Council had was a secret alliance they formed with the Nictus, a faction of the Kheldians race - powerful beings from another galaxy.

The Nictus came to our world long ago, fleeing from the Peacebringers, another faction of the Kheldian race. The Nictus set up a small base in Ravenna, Italy, and kept mostly to themselves, converting only a few "appropriate" humans for fusion with members of their race. In the 1920's, they converted Ridolfo Uzzano, the man who would henceforth be known as Requiem. The Nictus became a part of the 5th Column, in the form of converted War Wolves.

At the same time, another Nictus was at work elsewhere in Italy. Her name was Arakhn, and she had found allies in the shadowy group known as Arachnos. When the Council split off from Arachnos, Arakhn sensed an opportunity for power. She went with the Council, and has been a critical part of its sinister plans ever since.

The Kheldian Peacebringers did not arrive on Earth until much later. They have come in pursuit of the Nictus, their ancient enemies.

Arakhn and the Center have an uneasy alliance, though they realize each is beneficial to the other. Each is withholding key information from the other, but for now the balance is holding. The Center is able to place Nictus fused with humans in key positions of power throughout the globe. Using their native talents and with the backing of the Council, they are furthering the Center's goals.

4.1.3 Striga Isle

The primary Council base is currently located on Striga Isle. The most obvious landmark on the island is Port Noble, a haven for assorted cutthroats and grey market traders. This is just the beginning of the danger on Striga Isle, however. The tree covered area to the North of the port is called the Bonney Morass. It is rumored to hold monsters that will tear the flesh from a man's bones.

DN: The monsters in the Bonny Morass will be Warwolves

The other major landmark on the island is Mount Richardson. Within this towering volcano lies the deepest secret of the island, the Council's largest headquarters.

4.1.4 A note on Nictus and how they work:

Like Kheldians, Nictus must merge with a willing host to sustain their lives. They prefer to find hosts whose attitudes match their own, usually meaning someone of surpassing evil.

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Nictus can not force a permanent merger with an unwilling host. They can merge with a host against that host's will, but the Nictus will eventually be forced out. How long they can sustain the forced merger depends on the strength of will of the victim and the power of the Nictus. This can lead to a downspiral for a weakened Nictus, as it has to jump from unwilling host to host unwilling host, each jump becoming shorter and shorter as it loses strength and becomes easier for the host to eject.

A Nictus that finds itself merged with an unwilling host will usually try to mentally seduce the host to it's way of thinking. It will promise unending life and power, magnify slights and present opportunities to use it's powers for vengeance. It will constantly tempt the host to do bad things and break down the host's identity until the host is no longer an unwilling victim, but a partner in the union. At that point, the merger becomes a willing one, and the Nictus is no longer in danger of being ejected.

Nictus are working on methods to force a merger on even an unwilling host. Early experiments with Fragments from dissipated Nictus have resulted in successes like the War Wolves and Void Hunters, who can even be created using an unwilling host. (Maybe they need a new process for every new species they find?) They still prefer to make War Wolves and Void Hunters out of willing subjects, though, as that helps them retain control.

There are a few spots where the Nictus have found natural formations or created special conditions where they can stay in their natural forms without deteriorating. They can even set up ways to travel from one of these places to another through a kind of wormhole gate. A number of Nictus can even work together to form a "cyst", transforming themselves into a kind of shadow-matter that won't degrade over time, but is insensate to all but the most potent energies or the working of another Nictus. (This is to explain locations like Ravenna, and the events of the Shadow Seed Arc

4.2 The Legions of the Council

4.2.1 The Outer Bands

- **Nebula**

Description: This band of the Council is comprised of former 5th Column Fog/Nebel Soldiers.

- **Penumbra**

Description: This band of the Council is comprised of former 5th Column Nacht/Night Soldiers.

- **Vortex**

Description: This band of the Council is comprised of former 5th Column Raserei/Fury Soldiers.

- **Zenith**

Description: This band of the Council is comprised of former 5th Column Mek Men and Hoverbots.

- **Equinox**

Description: This band of the Council is comprised of former 5th Column Vampyri.

- **Eclipse**

Description: This band of the Council is comprised of former 5th Column Nightwolves.

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4.2.2 The Inner Bands

- **Helix**
- Rank: Minion, Lt., Boss
- Levels: 20-50
- Powers: Repeating Sonic Rifle, Rifle Strike, Sonic Rifle AOE knockdown burst, Sonic Beam attack
- AI:

Description: Overall the Council does not have many frontline troops. The Helix Band provides the bulk of them. They are all equipped with a Sonic Rifle that was developed by Council scientists using Maestro's abilities as a template.

They wear military style jumpsuits in the colors of the Council.

- **Galaxy**
- Rank: Minion, Lt., Boss
- Levels: 20-50
- Powers: They should draw from powers the Warshade Kheldians have.
- AI:

Description: The Galaxy Band of the Council has been trained by Arakhn in stealth and infiltration. They have also been conditioned by Kheldian mind control techniques to be loyal to her above all others.

The Galaxy wear tight charcoal body suits with stylized fangs on their masks, similar to Arakhn's costume.

They carry their short swords on their back underneath a quiver full of arrows.

- **Ascendants**
- Rank: Minion, Lt., Boss
- Levels: 30-50
- Powers: Healing, Shield Self, Shield Others, Energy Blast, HTH Attacks
- AI:

Description: The personal guard of the Center, these crack soldiers are highly trained for protection and defense. Their equipment is geared toward healing and shielding their charge.

The Vertex wear khaki and charcoal suits of power armor.

4.2.3 The Outer Chamber

- **Requiem, Nosferatu, and Vandal will fall within this group**

4.2.4 The Inner Chamber

- **Maestro**
- Rank: Arch-villain
- Levels: 20-24
- Powers: Sonic Cage, Sonic Blast, Sonic Servant, Sonic Barrier, Flight, Sonic Stun
- AI:

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Description: Vincenzo Alferi loved music even before he was born. When he was still in his mother's womb she played music of all types for him. Classical symphonies, jazz improvisations and big band blasts all caused Vincenzo to kick and squirm. While he was growing up Vincenzo continued his absorption of music and musical theory. He had a brilliant mind and seemed destined for greatness. He dreamed of a career as a composer but a car accident left him with minor brain damage and tone deafness. He could no longer fully appreciate music and trying to compose was extremely difficult.

His family visited many doctors and he had several surgeries to try and correct the problem but nothing worked. Vincenzo became despondent and increasingly desperate. That is when his family was contacted by an agent of the Council and offered the chance to try a radical experimental process. The Alferi's were hesitant but Vincenzo overruled them. He would try anything to return things to the way they were.

Using a combination of sonic stimulation and laser surgery the procedure was supposed to restore Vincenzo to the way he was before. Things did not go according to plan however. An attack on the facility by SPIDER during the surgery resulted in a power surge at the worst possible moment. Instead of restoring him to the way he was, the resulting explosion created a permanent resonance in Vincenzo's body. The blast also killed both his parents. Vincenzo agreed to join the Council if they would give him the opportunity for vengeance against SPIDER.

Maestro wears a green and midnight blue costume with a stylized representation of a sound wave on the chest.

- **Arakhn**
- Rank: Arch-villain
- Levels: 25-30
- Powers: Warshade powers
- AI:

Description: Very little is known about the mysterious figure known as Arakhn. She is a deadly assassin and is the last thing seen by many enemies of the Council. What most of the Council is unaware of is that Arakhn is a member of the Nictus Kheldians.

Arakhn wears a skin tight brown bodysuit with black lines running from the torso out the arms and legs. She also wears a face mask with stylized fangs.

4.2.5 The Center

- Rank: Arch-villain
- Levels: 48-50
- Powers: Mesmerize, Levitate, Mass Hypnosis, Transfusion, Siphon Power, Siphon Speed, Personal Force Field
- AI:

Description: Paolo Tirelli's parents doted on him throughout his childhood. He was told from an early age that he would be something special. In retrospect it is difficult to determine if Paolo's powers were already at work or if the encouragement he received as a child caused them to manifest in the manner that they did. Simply put Paolo was a very powerful mutant telepath. As he grew into his powers it became clear to him that he was destined for greatness. In his late teens he took a position as an aide to a minor politician and began puppet mastering him. It was a few years later, after Paolo had maneuvered his "superior" to a place of power and prestige within the Italian government that Arachnos first entered his life.

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Il Recluse, who at that time was recruiting for Arachnos, spotted Paolo as the real power behind this rising politico. He offered the young man the chance to continue his activities but with the weight of Arachnos behind him. Sensing the opportunity he had been looking for, Paolo accepted. It wasn't long before the young man was put in charge of his own group within Arachnos.

Paolo primarily operated behind the scenes in Arachnos. He advised Il Recluse and investigated ways to increase their power base. It was during this time that he first encountered the Kheldians. Paolo had always been fascinated with Astronomy and detected a Kheldian observation team on one of their visits to Earth. He decided to make first contact. Once again fate had stepped in; he was speaking to the rogue Kheldian known as Takar. Takar was part of the Kheldian group that felt humans should not be left to their own devices. Sensing a mutual opportunity the two made a dark pact. Paolo would open up key positions throughout the world for Keldians from the rogue faction to occupy. This would slowly build a power base for the Kheldians. In return Paolo asked for the Kheldians to boost his already significant mental powers. All of this, Paolo kept to himself.

As things began to look dire for Arachnos in the early 1940's, Paolo advised Il Recluse to change courses but the old man stubbornly clung to his support of Mussolini. Paolo subtly began to pull his group out of Arachnos' operations at that time. When Mussolini fell most of the Council, as Paolo's group had become known as, were already elsewhere.

By this time Paolo had sequestered himself on a small island in the Atlantic, called Striga Isle. He was known only as the Center. The last person that could connect him to Paolo Tirelli, Il Recluse, was dead. Everything was in place for the Council to begin its new agenda...subsuming other villain groups and becoming the dominant force on the earth. The first step in this plan is for the Council to absorb the 5th Column. They have agents, both human and Kheldian scattered throughout the Column's forces. Their key advantage is that Requiem of the 5th Column is one of those agents. Unbeknownst to the Council, however, Requiem is also working as an agent of SPIDER.

The Center wears a charcoal grey suit in the style of Blofeld from the James Bond films. The high collar should have a pin on it bearing the Councils symbol.

Intro Tasks

ELITE_Intro.1	Find missing people who were being recruited by the Council
ELITE_Intro.1 (GC)	Find missing people who were being recruited by the Council

Stature Level 1 Missions

L1_P_Council_Compound1.1	Stop Council from stealing a painting rumored to obscure a map to a load of treasure
L1_P_Council_Compound2.1	Stop Council from getting their hands on an artifact
L1_P_Council_Compound1-GC	Find file of Council ciphers
L1_P_Council_Compound2-GC	Recover stolen weapons from Council

Stature Level 2.5 Missions

SL2_Council_Mission1.1	Shut down recruiting center.
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SL2_Council_Mission2.1	Shut down Council cell that planned bombing
SL2_Council_Mission3.1	Rescue kidnapped physicist. The Council had him working on some sort of small power source.
SL2_Council_Errand1.1	Killtask to use Cryoprojection Bracers on Council
SL2_Council_Errand2.1	Killtask to stop recruiting
SL2_Council_Errand3	Killtask to stop sabotage of tech businesses
SL2_Council_Mission4.1	Break up Council cell and find leads to other cells

Stature Level 3 Missions

SL3_Council_Mission1.1	Find Council terrorist before he flees the country. Also find the Council's extraction plan
SL3_Council_Mission2	Save citizens held for re-education REEVEALED: The Council has very effective brainwashing techniques
SL3_Council_Errand1	Killtask to learn about Council's targets
SL3_Council_Errand2	Killtask to recover new ciphers
SL3_Council_Errand3	Killtask to stop destructive training exercises

Stature Level 4 Missions

SL4_Council_Mission1	Break up cell and gain data on other training facilities
SL4_Council_Mission2	Save kidnapped scientists and their deadly explosive compound from Council
SL4_Council_Errand1	General killtask
SL4_Council_Errand2	Killtask to stop fighting between villain groups
SL4_Council_Errand3	Killtask to stop recruiting

Stature Level 5 Missions

SL5_Council_Mission1	Save politician from attempted assassination
SL5_Council_Mission2	Stop Council and Sky Raiders from stealing Rikti tech from a lab
SL5_Council_Compound1	Find and destroy secret research base developing new Cor Leonis
SL5_Council_Errand1	General killtask
SL5_Council_Errand2	Killtask to stop Council fighting Family

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SL5_Council_Errand3	Killtask to forestall gang war
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Stature Level 5 Story Arc: The Mysterious Ubelmann

Stop a time traveler from the 40's from collecting data and returning to his time to change the outcome of WWII. You're led along the way by an anonymous informant who turns out to be none other than Requiem

REVEALED: Requiem is plotting to overthrow the Center

Stature Level 5 Task Force Story Arc: Bastion's Children

Stop production of new Mechs developed from Bastion's technology

Stature Level 6 Missions

SL6_Council_Mission1	Collect robot parts for analysis
SL6_Council_Mission2	Stop Council from purchasing illegal weapons from Crey REVEALED: Crey will sell weapons to Council
SL6_Council_Mission3	Prevent Council from accessing Council Empire's dimension
SL6_Council_Compound1	Rescue a Council defector before he's converted into a vampyr
SL6_Council_Compound2	Several Council robots have become self-aware. Ascertain their motives (Replace humanity).
SL6_Council_Errand1	Killtask to scare new Council recruits
SL6_Council_Errand2	General killtask
SL6_Council_Errand3	Killtask to provide distraction so some other heroes can hit a base

Stature Level 6 Story Arc: The Mysterious Ubelmann

Stop Council from producing a new Vampyr that can breed true

Stature Level 7 Missions

SL7_Council_Mission1	Stop Council from reanimating dead Council leaders
SL7_Council_Mission2	Save newspaper office from Council strike after an unflattering article
SL7_Council_Mission3	Stop Council from destroying art that depicts the Center
SL7_Council_Mission4	Rescue district attorney after he refuses to prosecute a Council

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	defector on trumped up charges
SL7_Council_Compound1	Go after a Rikti base that's developing a paralyzing toxin to infect all the city. Find the Council already there. It turns out they are trying to replicate the toxin
SL7_Council_Compound2	Rescue sons of Council members who underwent genetic alteration to make their children good candidates for fusion with the Nictus fragments that produce War Wolves.
SL7_Council_Errand1	Killtask to stop harassment of Zig guards
SL7_Council_Errand2	Killtask to discourage folks from aiding the Council
SL7_Council_Errand3	Killtask to prevent the Council from targeting you

Stature Level 7 Story Arc: A Path into Darkness

Stop Council from planting a Shadow Seed that would begin a new Path of the Dark in Paragon City.

REVEALED: The Nightwolves are created by the Path of the Dark

REVEALED: Requiem got his powers by fusing with a Nictus