



**Team Name: THE MANIACAL MONSTER SYNDICATE (MMS).**

A rough digital mock-up of a possible logo design. In the context of the stories, the team will often be referred to as the MMS.

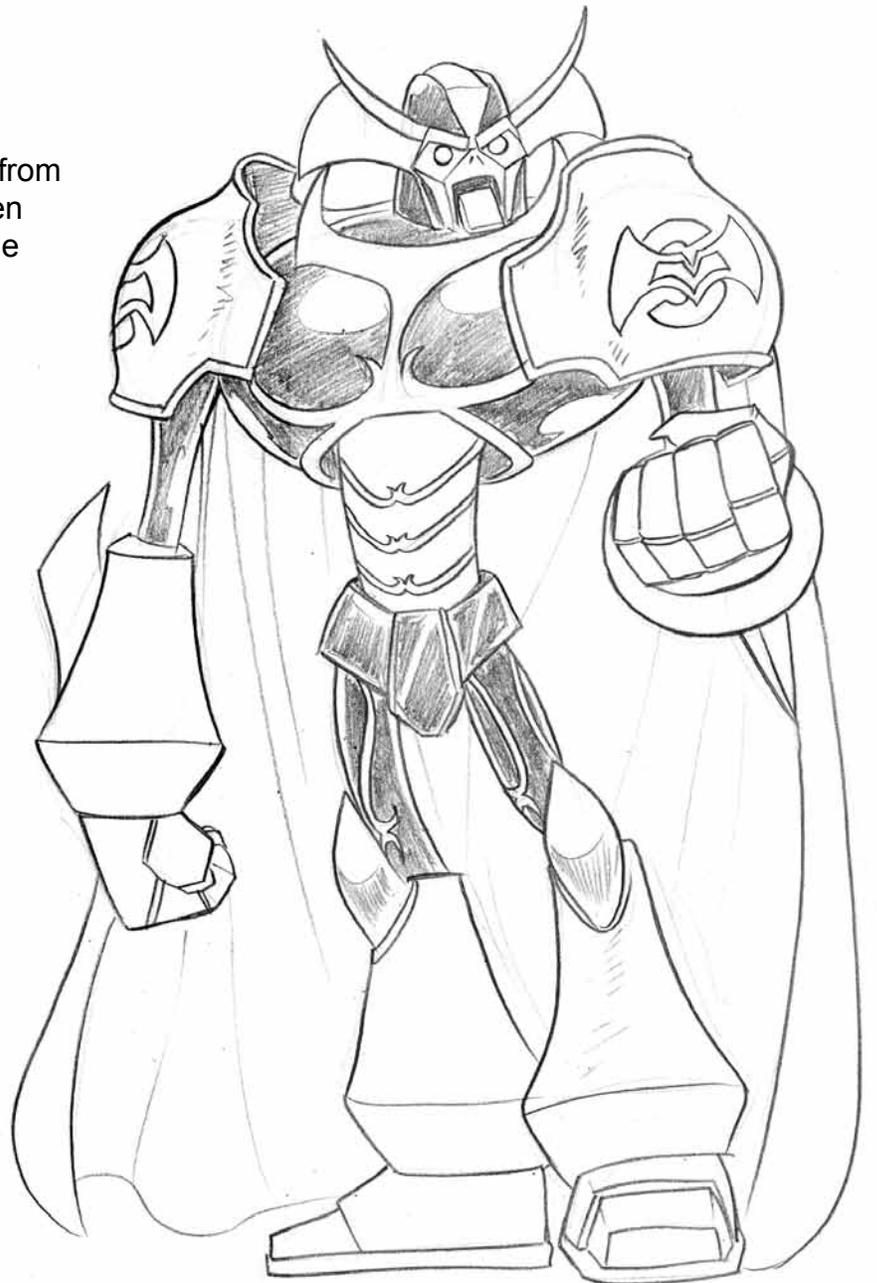
**The Premise:**

CALAMITOUS has recruited monsters from beyond space and time to help him open the Dread Door of Evil to bring about the Age of Monsters and rule the universe!

**CALAMITOUS:**

He sees himself as the leader of a team of freedom fighters, and like many petty dictators, he has a penchant to act a little on the dramatic side. CALAMITOUS prefers to focus on his performance as evil overlord more than his responsibility as the chief tactician and leader of the MMS. He is prone to violent outbursts of temper when his plans go awry.

CALAMITOUS is physically as strong as our hero. His armor is nearly impenetrable. He can fire bolts of energy from his eyes and hands. CALAMITOUS also has the ability to teleport, though it causes an excessive drain on his resources, so he only uses it in the direst need.





## **HEINOUS**

HEINOUS is the sister of CALAMITOUS and his second in command of the MMS. Like her brother she has a flair for the dramatic, however, she cannot distinguish between performance and reality. She is a Shakespearean actress who is always performing for the back row. This intensity of personality makes HEINOUS an intimidating opponent, but it also makes her a lot for her teammates to handle.

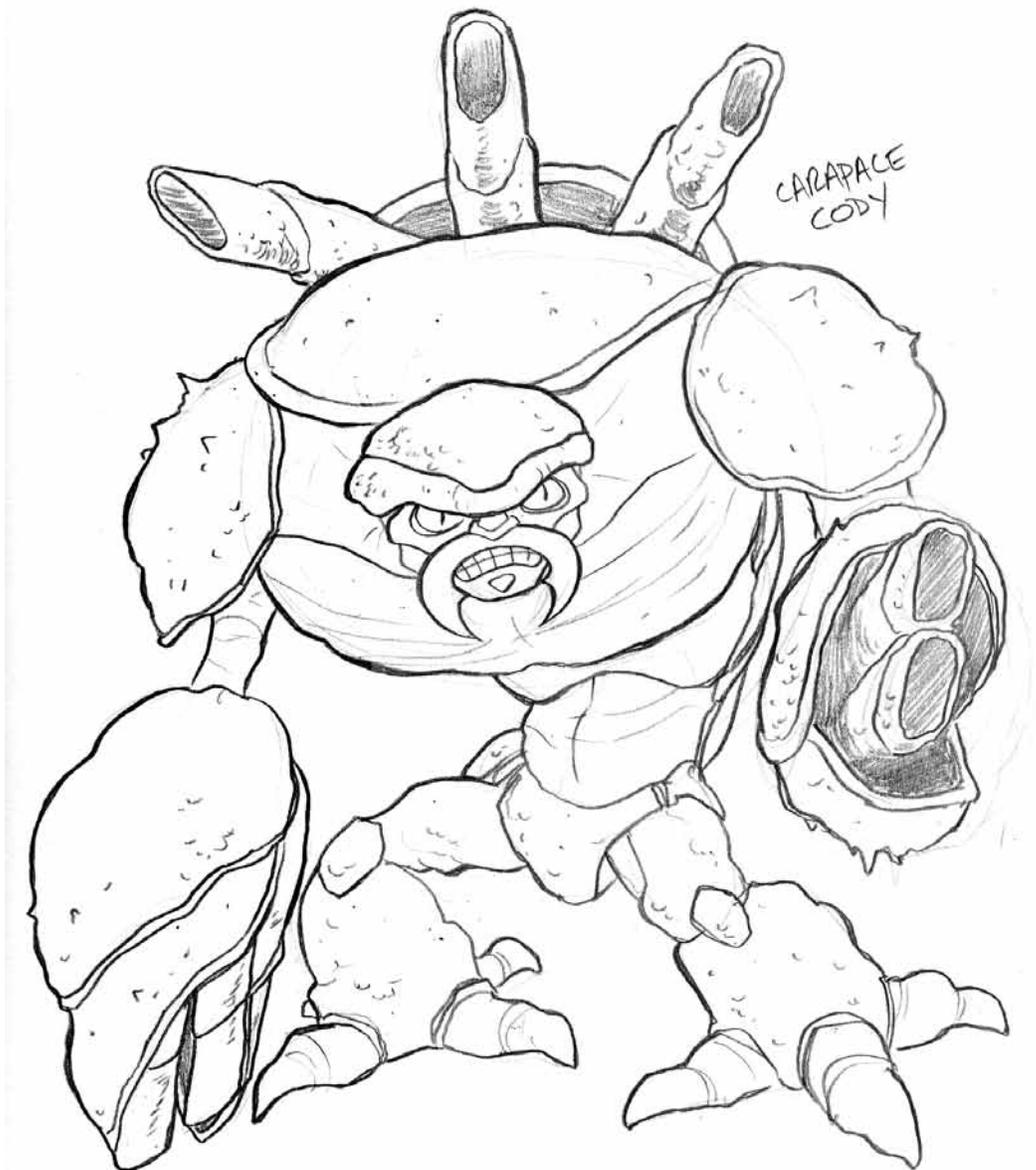
HEINOUS is an energy vampire. She can absorb any form of energy and redirect it as destructive energy bolts from her hands and shoulder-mounted cannons. She can also store the energy for later use, or pass it on to her brother CALAMITOUS.



## **PROFESSOR NASAL MUCOSA**

PROFESSOR MUCOSA nurtures and cares for germs the way others do for their dogs or cats. He believes their simple and elegant structures are far superior to more complicated life forms like humans. A laboratory accident has mutated MUCOSA so that now he himself is a walking germ colony. He relishes in this development, however, as it has brought him closer to his beloved creatures.

MUCOSA's very touch can cause sickness in all but the stoutest creatures. Once infected, the victim may also respond to simple mental commands from MUCOSA. He is a poor hand-to-hand combatant, but this doesn't often matter considering how dangerous it is to even touch him.



## **CARAPACE CODY**

CARAPACE CODY is pure mercenary. He has no loyalty to the MMS or what it stands for, but the pay is good and they've hired him to do what he feels is his specialty; to rough up those weaker than him. He claims to be the fastest gun this side of the oceans of Europa, and prides himself on never having lost a showdown. He has little patience for CALAMITOUS' theatrics, but since he charges by the hour he doesn't complain too loudly.

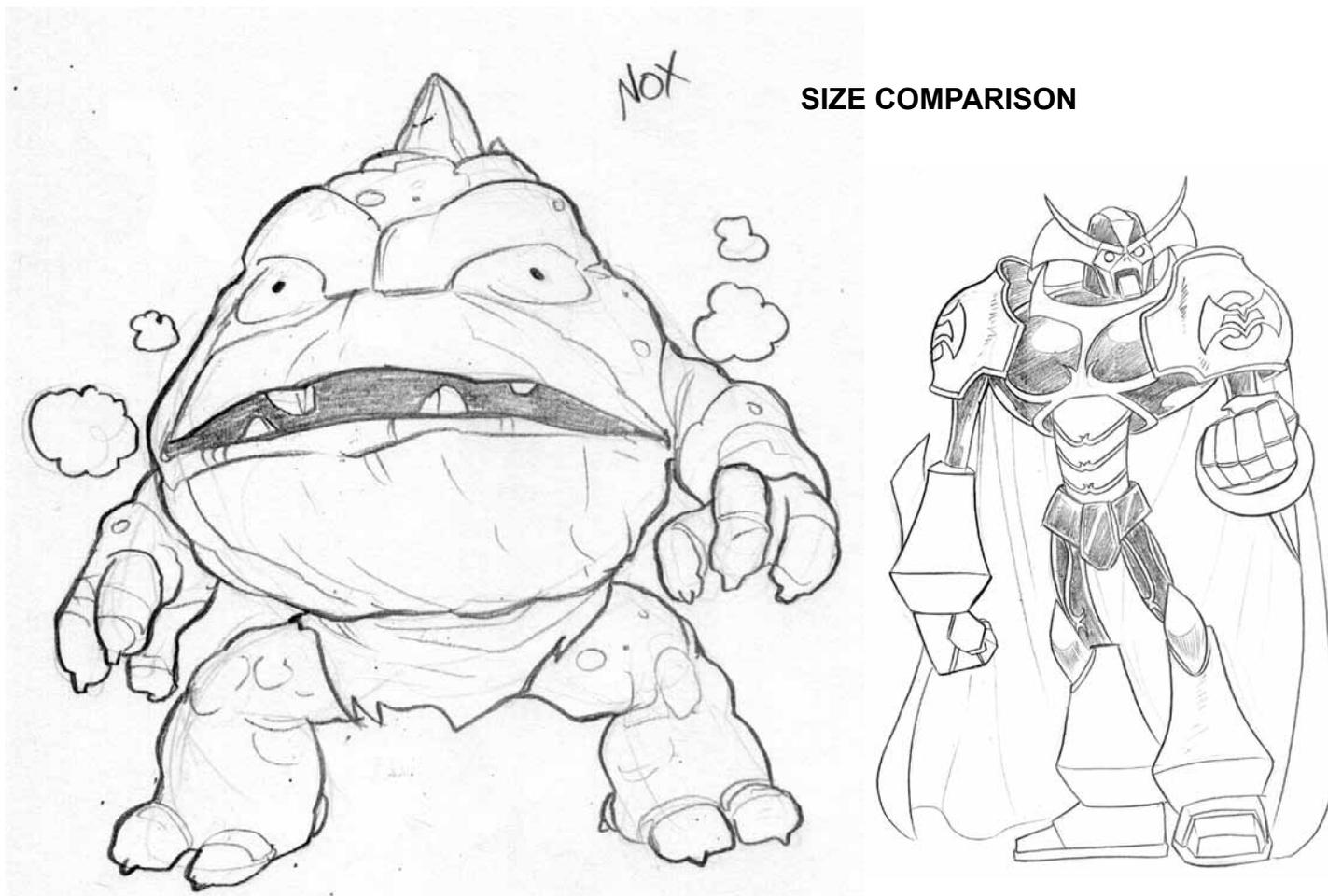
CARAPACE CODY is a walking arsenal. His back-mounted cannons can fire incendiary blasts with a range of 600 yards. His arm cannons can fire concussive blasts or pellets of highly concentrated acid. His dense hide can withstand intense attacks. He can collapse his body to half its size for stealth and infiltration.



## **INFINITE MONKEYS**

A hive mind with the savage force of a wild animal, INFINITE MONKEYS are one of the more dangerous elements of the MMS. They speak and act in unison without any clear leader, and they can overcome an opponent through sheer numbers alone. They are the most staunch supporters of the MMS' goal to bring about the Age of Monsters. Though they speak with one mind, their fondest wish is to live in a world of pure chaos.

INFINITE MONKEYS possess no super powers between their component monkeys. Their only strength lies in the fact that they are indeed infinite; there is literally no end of monkeys that can rise from the horde. Because they share a hive mind, there is no "head of the snake" with which one may disable the group. Though they are extremely intelligent, they are prone to outbursts of animalistic rage consisting of loud, intimidating, but ultimately ineffective screaming.



## NOX

NOX doesn't mean to be such a destructive and foul creature; that's just the way he was made. He is a dim witted, bungling creature who annoys everyone around him. What is possibly even more annoying to his comrades is that he isn't actually evil, and he often apologizes for his bad smell or for breaking one of CALAMITOUS' prized possessions. Despite his appearance, clumsiness, and odor, NOX is a cheerful fellow who just wants to help out.

NOX secretes an oily substance on his skin that smells terrible. So terrible, in fact, that it can cause nausea and dizziness in even the mightiest of opponents. He also belches toxic fumes that can render a victim unconscious. NOX's size and strength are also a tremendous asset to the MMS, and perhaps one of the only reason CALAMITOUS keeps him around.