

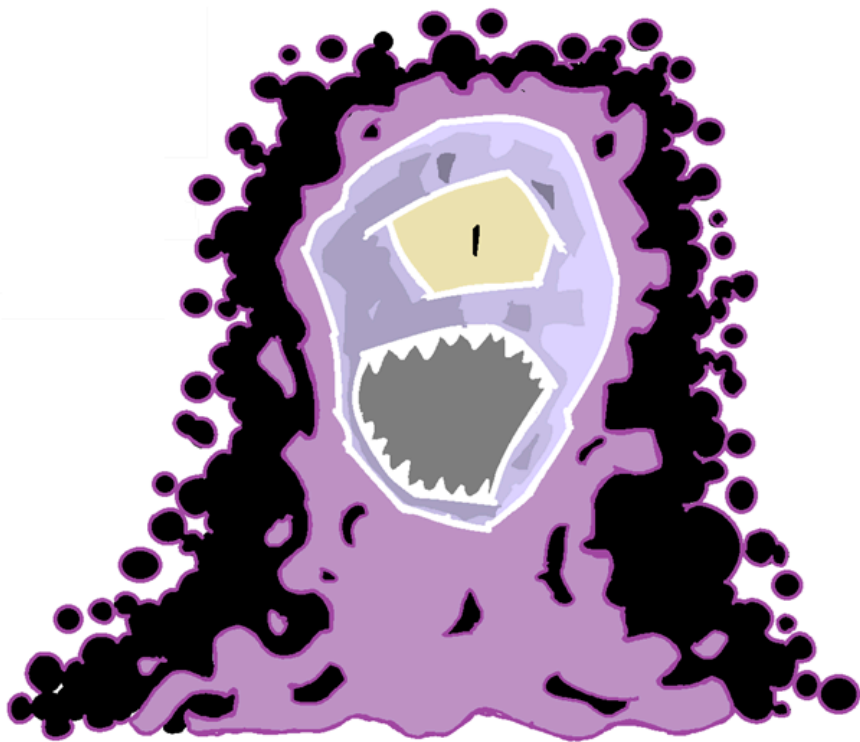
SPLINTERED REALMS PUBLISHING PRESENTS...



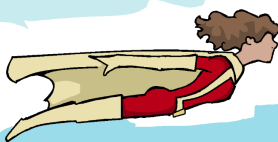
THE WORLD OF STALWART VOLUME I

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FOR THE WORLD'S NIFTIEST SUPERHERO RPG



BY DR. MIKE DESING



The Official Handbook of **The World of Stalwart, Volume I**

For The World's Niftiest Superhero RPG

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Thanks to the enthusiastic players who have supported my work!

Overview

What follows is an alphabetical, encyclopedic living resource for the characters, places, organizations, and important objects of the world of [Stalwart: The Superhero RPG](#). Parts presented in game terms are set off in a text box. This assumes you have both the core rules for [Stalwart](#) and the [Stalwart Companion](#). The World of Stalwart is a retro-modern, art-deco inspired world set in the 1980s. The tone of the world reflects the most popular comics of the mid-1980s. This resource details a comic series that never happened, which has been published in an alternate reality that doesn't exist.

Introduction

He may not be the best-known hero, and his comic adventures may have always paled in sales and brand recognition to household names from the 'big two', but the adventures of Doc Stalwart as published by Stalwart Press (in the 1930s) and New Stalwart Press (from the 1960s onward) have established a superhero universe, and a fervent fan base, that stand on their own.

Optional Use of Hero Points: Sustaining Gifts

The rules assume that any gift you use is going to last for only a few rounds, or possibly a few minutes; however, you may need to sustain a gift over a longer time: you use your true magic to magically seal a doorway to another realm; you use mind control to influence the leader of the U.W.C. for over a year; you set up a force field around a strange element until you can understand it fully... in each of these cases, you can allocate a hero point from your pool to sustaining the gift. The gift stays 'in place' until it is overcome (as it could be normally) or until you intentionally release it. You do not have access to that hero point while the gift is sustained in this way.

Aliens and Alien Worlds

Several other worlds and their people have been discovered. These include:

- **Aquid.** From the planet Aquon, a water-covered planet in the Zalak system. Prince Aquari is the deposed ruler of this savage race of mer-aliens.
- **Balagan.** A barbaric desert world, this planet is famous for its gladiator pits. (First Appearance: *The Mighty Doc Stalwart* #35).
- **Messari.** These squid-headed aliens are advanced conquerors with mental powers and warp-drive starships who pose an existential threat to all others.
- **Nuaru.** From the planet Nua in the Nuaric system. They are a peaceful race of green aliens with antennae, who have allowed industrialization to pollute their planet. They have no means of interstellar travel. (First Appearance: *The Mighty Doc Stalwart* #77)

Alternate Realities

Several heroes, notably Doc Stalwart, have traveled to a variety of alternate earths. These are all part of the **Grand Tapestry**. Alternate realities fall into several categories:

1. **Ruins.** The world is almost completely uninhabited. It has been reduced to waste or is so polluted as to be virtually uninhabitable.
2. **Fallen World.** This world is nightmarish, with only vague resemblance to the one the heroes know. Humans may be hunted as cattle, aliens or machines rule all things, and hope is all but dead. A handful of supers remain to fight against overwhelming odds, and their time is running out.
3. **Dystopia.** Something went horribly wrong. Evil has won the day, and the world has been united under a cruel leader; or, all has fallen into chaos as the world order has completely broken down.
4. **Flawed World.** This world is like the world the supers know, but tyranny and evil have established strong footholds. Fear, oppression, and suffering are common.
5. **Comparable.** Although there are significant differences in the histories of the two worlds, these worlds are largely the same, with an ebb and flow in the battle between good and evil.
6. **Better World.** Good seems to have the upper hand. Governments are strong, and there is plenty for all. However, there are still flaws in the system, and things may not be as good as they appear.
7. **A Grand Design.** People have come close to realizing their potential. Disease and sickness have been nearly eradicated. Poverty and suffering have all but ended. Evil has been pushed to the far corners of the world, and justice prevails.
8. **Utopia.** A perfect world has come. There is no need for supers, since evil has been completely defeated, driven from every corner of the world. All people are fulfilled, and there is never any need.

Americas, The

On Stalwart Earth, the region south of Canada and north of Mexico is known as 'the Americas', or more formally the United Territories of the Americas. There are seven territories, each with an elected governor and senate. The Americas are led by a President, a Senate (of 21 members, three from each of the seven territories), and a High Court, with 7 members (one representing each of the seven territories). The territories include:

- **The Sunshine Belt** (southeast coast).
- **Greater Lakeside** (North). Surrounds the Great Lakes. Echo City is here.
- **New Europa** (northeast coast). Largely industrialized. Gap City is here.
- **Midlands**. The heart of the nation and its agriculture. Both Meridian and Midvale are here.
- **The Rocky West**. The Tomorrow Project was located here.
- **The Deep South**. A place of strong tradition and conservative values.
- **New Pacifica** (west coast). Technology and innovation thrive here. San Helios is here.

Antigen

Sebastian Starr, Reformed Criminal

First Appearance: *The Mighty Doc Stalwart* #172

Paragon (D8[4]2); Hits 14; Move 30'; HP 4

Might D6 (3); Mind D8 (4); Power D12 (6); Reflex D8 (4)

Mimicry; Brawl +1; Dodge +1; Infiltration +1; Stealth +1

A hero with a complicated past, Antigen was suspected by many to be a double-agent working for **Simian Prime**. He sacrificed himself for **Doc Stalwart** in a battle with **Null the Devourer**, clearing his name in the process.

Augury

Victoria Vance-Stalwart, Researcher and Mutant Telepath (Deceased)

First Appearance: *The Mighty Doc Stalwart* #139

Super Hero (D10[5]2); Hits 16; Move 30'; HP 5

Might D6 (3); Mind D10 (6); Power D16 (8); Reflex D6 (3)

ESP; Levitate; Mind Control; Telekinesis; Telepathy

Concentrate +1; Profession (dimensional research) +2; Willpower +2

The woman who would eventually become the wife of **Doc Stalwart** met him in childhood, when they were both recruited into the **Tomorrow Project**. She was slow to take on a superhero moniker, working with the Tomorrow Project as an analyst to better understand superhumans. Her work included research into alternate futures; in the best futures, Doc Stalwart was a long-term champion; in realities where the Americas collapsed, the death of Doc Stalwart was always the catalyst of destruction. She was eventually given a mission: to take on a superhero identity to better protect Doc Stalwart. She soon took on the moniker of Augury and joined the **Liberty Legion**.

She eventually fell in love with and married Doc. Her final mission was into the **Null Zone**, where she was lost (sealing the portal from the other side) and appears to have eventually died of exposure to Null energy. Unbeknownst to Doc, she was pregnant (with the girl who would eventually become **Skye Stalwart**), and she delivered the girl in the Null Zone, protecting Skye in a rogue Null field while supported and nurtured by **Dream Master's Dream Machine**. It was later revealed that she had, under orders as a child, placed mental blocks in Doc's mind to protect him from dangerous truths about his childhood; she used the same blocks to prevent him from realizing that she was pregnant.



-B-

Battle Master

Real Name Unknown, Mercenary
First Appearance: *The Mighty Doc Stalwart #201*
Super Villain (D10[5]2); Hits 20; Move 120'; VP 5
Might D8 (4); Mind D8 (4); Power D8 (4); Reflex D10 (7)
Counter Attacks; Danger Sense; Elite (tier);
Hyperspeed; Invulnerable (4); Melee (battle staff
D10); Nemesis; Prodigy; Running; Utility Belt
Brawl +3; Contacts +3; Dodge +2; Fortitude +2

Battle Master spends as much time recruiting and training members of the **Goonsquad** as he does on his own villainous activities. He has a number of contacts in the criminal underworld, and has established a reputation as a reliable and consistent resource. His only motivation is money. He has battled **Twilight Archer** and **Zealot** several times, often coming out the victor.



Bod, The

Gus Bodowicz, Former Bodybuilder, now Mercenary
First Appearance: *The Mighty Doc Stalwart #223*
Super Villain (D10[5]2); Hits 24; Move 30'; VP 5
Might D12 (6); Mind D4 (2); Power D6 (3); Reflex D8 (5)
Impervious (D12); Jump (150')
Brawl +2; Dodge +1; Fortitude +2; Dependency on 'the juice'

A professional bodybuilder who was exiled from his community for using performance enhancing drugs, he continues to need to use 'the juice' every day or he loses -1 shift from might every day. He serves as a mercenary for hire. He is a frequent enemy of the **Bronze Beacon**.

Boom-R-Ang

Gavin Walburton, Competitive Athlete
First Appearance: *The Mighty Doc Stalwart* #147
Expert Villain (D6[3]1); Hits 12; Move 30'; VP 3
Might D6 (3); Mind D6 (3); Power D4 (2); Reflex D8 (4)
Trick Weapons
Aim +1; Infiltration +1; Stealth +1

Gavin was a world-champion level boomerang thrower. Unfortunately, nobody outside of Australia cares much about your ability to throw the boomerang. Enraged that the boomerang was rejected as an Olympic sport, he embarked on a life of crime, using his talents to prove the 'value' of the boomerang. He's got issues. His satchel of boomerangs includes dozens of standard 'rangs (D6 damage), and specialty weapons including Raz-R-Angs (ignore up to 3 points of imperviousness/invulnerability) and Flame-R-Angs (deal flame damage). He has served as a member of **Faction Nefarious**.



Boondock

Real Name Unknown
First Appearance: *The Mighty Doc Stalwart* #214
Super Villain (D10[5]2); Hits 14; Move 30'; VP 5
Might D4 (2); Mind D6 (4); Power D16 (8); Reflex D4 (2)
Teleport (others only; see below)
Concentrate +1; Contacts +2; Popularity +2

This mutant has only one power: teleportation of a creature or object he touches. He has parlayed this into unparalleled status among the villain community. He cares only for moving among the rich and famous, and he considers villains some of the most desirable celebrities to hobnob with. He has equipped his **Hideaway** with a teleportation multiplier that allows him to instantly teleport the entire location and all of its residents to another place.

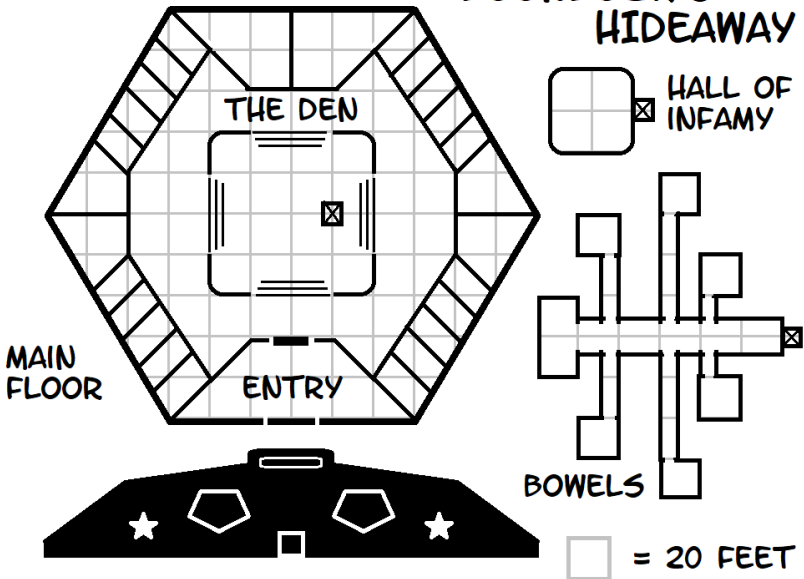
Boondock's Hideaway

First Appearance: *The Mighty Doc Stalwart* #214

Located in the swamplands west of **Meridian**, this supernatural stronghold is linked to the mutant known only as **Boondock**. This is a popular gathering area for supervillains, who meet in this neutral location to forge alliances, divide territories, and share stories and resources. It has been equipped with a device that allows Boondock to project his teleportation power across the entire complex; he can teleport it anywhere in the world as needed.



BOONDOCK'S HIDEAWAY



Bronze Beacon I (Golden Age)

Gabriel Grant, Explorer and Archaeologist

First Appearances:

Astounding Doc Stalwart #4 (golden age);

The Mighty Doc Stalwart #111 (modern age)

Super Hero (D10[5]2);

Hits 18; Move 30' (fly 500'); HP 5

Might D8 (4); Mind D8 (4); Power D12 (6);

Reflex D8 (5)

Energy Bolt (light); Energy Control (light); Flight

Aim +2; Dodge +1; Profession (archaeology) +2

He must say "The Light of Day Must Defeat the

Night!" at the beginning of each combat

sequence to activate his bracers.



Powered by "Ancient Egyptian Bracelets", Bronze Beacon I served in **Freedom's Four**.

Bronze Beacon II

An archeologist who discovered the artifact *Gauntlets of the Bronze Emperor*, he served in the **Liberty Legion** of Stalwart Earth during the Great World's War. It is presumed that he had abilities similar to **Bronze Beacon I** of the golden age, although he never appeared except in flashbacks and mentions of distant times.

Bronze Beacon III

Kira Keller, Curator of the Grand National Museum in Gap City

First Appearance: *The Mighty Doc Stalwart* #179

Paragon Hero (D8[4]2) Hits 14; Move 30' (fly 500'); HP 4

Might D6 (3); Mind D8 (4); Power D12 (6); Reflex D8 (5)

Energy Bolt; Energy Solidification; Flight; Force Field; Healing

Brawl +1; Dodge +1; Profession (museum curator) +2

Gauntlets must be charged with direct exposure to sunlight once per day.

The daughter of **Bronze Beacon II**, she is the curator of the Grand National Museum, located in **Gap City**. She inherited her father's gauntlets - and his responsibilities as a costumed hero. She considers herself a 'part-time hero', wielding the gauntlets only when she deems it necessary. Her rogue's gallery includes the **Bod**, **Gloaming the Shadow Bandit**, **Pliant**, **Professor Frosten**, and **Vyperion**.



Brutakus

James “Jimmy” Stalwart, twin brother of Doc Stalwart

First Appearance: *The Mighty Doc Stalwart #257*

Legendary Metahuman (D12[6]3); Hits 31; Move 30' (Jump 2000'); HP 6

Might D16 (8); Mind D2 (1); Power D8 (4); Reflex D8 (4)

Immunity (mind control); Invulnerable (8); Jump; Rage

Brawl +3; Fortitude +3

The twin brother of Doc Stalwart, James suffered from a terrible illness and nearly died at ten years old. Motivated by his love of his brother and science, ten-year-old Nathaniel Stalwart (the future Doc) re-created the legendary Freedom Formula, testing it on his brother. It placed him into a state between life and death, where he lingers in a nearly mindless state with incredible strength and vigor.



-C-

Chronicle, The

First Appearance: *The Mighty Doc Stalwart #251*

The Chronicle is the single mortal who is entrusted with maintaining the One True Story, the story of all of creation. While previously this role was served by the man known as Mr. Silvers, the young mutant Mikah has recently taken on this task, and he now maintains the Files of All Things. While the files are kept in a distant pocket realm, Mikah accesses these through a conduit located at the **Citadel of Tomorrow**, where he maintains his offices.

Citadel of Tomorrow

First Appearance: *The Mighty Doc Stalwart #250*

A massive complex at the north pole, **The Citadel of Tomorrow** is a cooperative effort by members of the **United World Council** to gather their greatest minds in one place. With a staff of thousands, the Citadel conducts experiments in time travel, the occult and mysticism, alien technology, interstellar travel, robotics, cybernetics, DNA manipulation, and a variety of other superhuman research fronts. **Doc Stalwart** personally oversees much of the work done here, although notable unethical and dangerous studies have been done, despite his best efforts to ensure the highest ethical standards. **Project Javelin** provides security, and their methods and aims have sometimes caused friction with the largest scientific mission of the program.

Clockwork Killer

Real Name Unknown (Deceased)
First Appearance *The Mighty Doc Stalwart* #113 (deceased in #250)
Expert Villain (D6[3]1); Hits 11; Move 30' VP 3
Might D6 (3); Mind D4 (2); Power D8 (4); Reflex D6 (4)
Bomb; Dodge +1; Fortitude +1; Resolve +1
Compulsion (to follow the commands of Lord Synchronous)

This villain was a henchman to **Lord Synchronous**, always working on his behalf in this time period. He had been given prescribed events that he was expected to take part in, and was 'programmed' to trigger responses by Lord Synchronous at particular times. His final act was to sacrifice himself in battle with **Null the Vanquisher**, as Lord Synchronous had subliminally manipulated him to do. He activated his bomb, and intentionally spent all of his villain points in a 'final blast' that destroyed a time platform Null was about to take possession of. His 'bomb' would force him to count backwards from 3 to activate it; he would use all of his actions each round to do this (without suffering a penalty to power from multiple actions).

Cybronetix, Inc.

A massive technology company, Cybronetix, Inc. is the world leader in cybernetics and technologically-advanced armor. They have taken contracts with **Project Javelin** (to develop parts of the **Prototype** Battle Suit), and have secret agreements to supply arms to many small nations, **T.E.N.D.R.I.L.**, and even minor street criminals.

Cybron is careful to keep his various business ventures apart, and to hide his trail meticulously.



Cybron

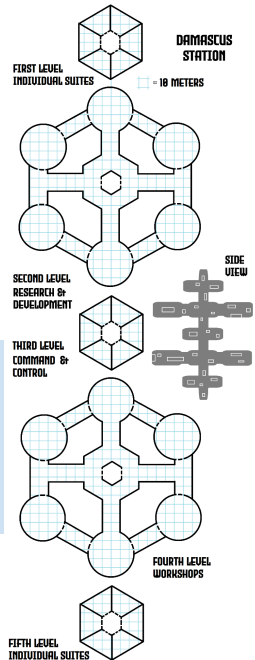
First Appearance: *The Mighty Doc Stalwart* #143
Super Villain (D10[5]2); Hits 22; Move 30'; VP 5
Might D10 (5); Mind D10 (5); Power D12 (6); Reflex D8 (4)
Boost; Communicate with Technology; Concussive Energy Bolt;
Invulnerable (5)
Contacts +2; Profession (inventor) +1; Fortitude +2

A billionaire inventor and investor who was nearly killed in a massive explosion, he used his resources to equip himself with cybernetic parts. He is the owner of **Cybronetix Inc.**, the unofficial leader of **Echo City**, and its most powerful businessman. He runs a mighty criminal cartel, and those who seek to undertake villainy in Echo City must go through him first. In combat, if Cybron can connect to an external power source, he can boost his might and/or power. Cybron is **Zealot's** arch enemy (and was the first villain I ever created - in fifth grade).

Damascus Station

First Appearance: *The Mighty Doc Stalwart #225*

This space station in near earth orbit is the military headquarters of **Project Javelin**. From here, they coordinate all of their spy, interdiction, and supers-monitoring activities. Their chief field agent, **Prototype**, is typically stationed here.



Demagogue the Dark

Real Name Unknown (may include several individuals)

First Appearance: *The Mighty Doc Stalwart #178*

Super Villain (D10[5]2); Hits 20; Move 30'; VP 5
Might D10 (5); Mind D8; Power D12 (6); Reflex D6 (3)
Bolt of Flame; Invulnerable (5); Jump (250'); Shield
Aim +1; Contacts +2; Leadership +2

He (?) is the enigmatic 'leader' of **T.E.N.D.R.I.L.** Statistics are those while wearing the battle suit. Without the suit, it is assumed that this person has relatively typical traits.

Doc's Secret Lab

First Appearance: *The Astounding Doc Stalwart #11* (golden age);

The Mighty Doc Stalwart #3 (modern age)

This specially-equipped laboratory was filled with work benches, tools, and all manner of in-process creations of the Mighty **Doc Stalwart**. At first, this was a 'hidden location near the city', but soon became a levitating base (*The Mighty Doc Stalwart #50*) that hung in the skies over **Meridian**, and later an addition to **Victory Hall**. It eventually was destroyed, crashing into the ocean (*The Mighty Doc Stalwart #218*); its underwater ruins were once used as a base of operations by Lord Lamprey (*the Mighty Doc Stalwart #227*).

Doc Stalwart I (Golden Age)

Doctor Nathaniel Stalwart, Inventor and Adventurer (Alter Earth 1)

First Appearance: *The Astounding Doc Stalwart #1* (golden age);

The Mighty Doc Stalwart #111 (first modern appearance)

Super Hero (D10[5]2); Hits 22; Move 30' (jump 500'); Hero Points 5

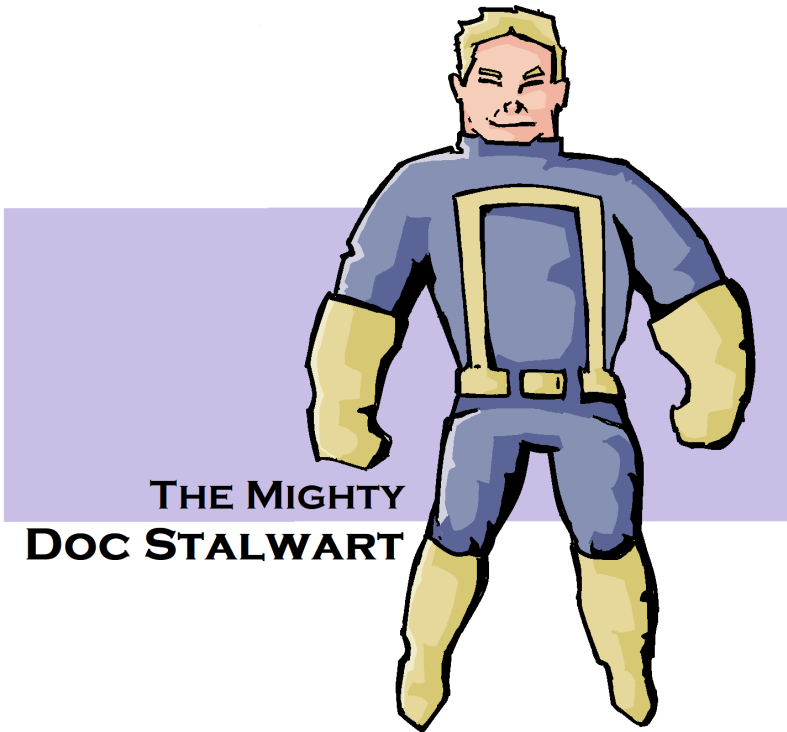
Might D12 (6); Mind D10 (5); Power D6 (3); Reflex D8 (4)

Elite (mind); Gadgeteer; Invulnerable (6); Jump; Prodigy

Brawl +3; Contacts +1; Popularity +3; Profession (Science) +3

Vow: To use science for good

'Earth's first superhero', the Golden Age Doc Stalwart battled an assortment of colorful villains. He continues to defend his own world, Alter Earth 1, which is locked in time to an alternate version of the 1940s, during the Great War.



THE MIGHTY DOC STALWART

Doc Stalwart II (Silver Age)

Doctor Nathaniel Stalwart, Inventor and Adventurer (Stalwart Earth)
First Appearance: *The Mighty Doc Stalwart* #1
Legendary Hero (D12[6]3); Hits 28; Move 30' (fly 60'/jump 2000'); HP 8
Might D16 (8); Mind D12 (6); Power D6 (3); Reflex D8 (4)
Elite (mind); Gadgeteer; Invulnerable (8); Jump; Flight (jetpack); Prodigy
Brawl +2; Popularity +2; Profession (Science) +4; Stalwart +3; Vehicles +1
Vow: To use science for good.

When young Nathaniel Stalwart tried to recreate the Freedom Formula in the third grade, Doc Stalwart was born. The Mighty Doc Stalwart (of Stalwart Earth) has been called (on many occasions) "Earth's Greatest Hero". He is assuredly its most prolific. He holds seven doctoral degrees, 200 patents, and (often) the fate of the world in his hands. In his career, he has battled myriad foes and traveled to innumerable places. Although he has battled many different villains, his most persistent adversary has been **Simian Prime**.

Doktor Voltus



Doktor Hans Voltus, Leader of the Final Reich
First Appearance: *The Mighty Doc Stalwart* #27
Super Villain (D10[5]2); Hits 16; Move 30'; VP 5
Might D6 (3); Mind D10 (5); Power D16 (9);
Reflex D10 (5)

Electric Bolt; Electric Control; Immortality; Immune to Electricity; Teleport
Vulnerable to Water
Aim +1; Concentrate +1; Leadership +1; Profession: (Physicist) +2

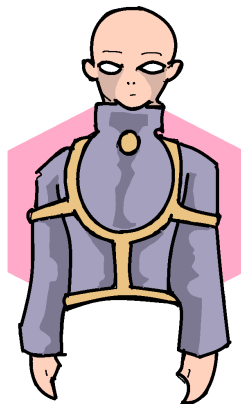
Once a key scientist working for the Great Reich, Doctor Hans Voltus believed that the leaders of the organization had set their sights too low; he led a coup, establishing himself as the leader of the renamed Final Reich. He has challenged heroes for over half a century, first doing battle with **Freedom's Four** during the Great World's War. His teleport only works along electrical systems and networks.

Dream Walker

Real Name Unknown, Mad Mutant
First Appearance: *The Mighty Doc Stalwart* #18
Legendary Metahuman (D12[6]3); Hits 18; Move 30'; HP 6
Might D6 (3); Mind D10 (7); Power D16 (8); Reflex D8 (6)
Dream Control (see below); Sleep; Telepathy
Concentrate +2; Dodge +2; Willpower +2
Fixation on Doc Stalwart

A powerful mutant, Dream Walker puts his targets into a deep sleep, and then enters their dreams to manipulate their experiences. He possesses a child-like demeanor, and views **Doc Stalwart** as his 'hero'; he wants to give Doc a 'perfect life', not able to realize that the worlds he creates for Doc are not what Doc would want. He was instrumental in saving **Skye Stalwart**, since he manufactured a 'dream world' for her to grow up in as she accelerated through growth in a temporal cloud within the **Null Zone**.

dream walker



Dream Walker's Dream Machine

This powerful machine forces those hooked to it to experience incredibly realistic and immersive dreams which can be manipulated by its operator (usually **Dream Walker**). The operator may cause those to experience any situation of their devising, checking mind vs. the target's focus to deceive them into believing this is real. Dream Walker himself uses the machine through his power, receiving a +1 shift (so operating it at D20 vs. a target's focus).

Echo City

First Appearance: *The Mighty Doc Stalwart* #143

One of the 'big three' superhero cities, Echo City - situated on the East Coast of the Americas, has reached infamy for its powerful crime syndicates and corruption. Even **Doc Stalwart** has been flummoxed by fighting crime in Echo City, since many police and city leaders are aligned with the criminal cartels.

Echo City has a population of nearly 4 million, and continues to build its reputation on booming steel and industrial industries. Many 'Echonians' are blue collar workers who generally see the abundance of crime as a necessary evil, and they largely accept it as a part of life. **Zealot** has dedicated his life to fighting crime in Echo City, bringing him into conflict with the influential **Cybron**.

Eldritch the Archmage

Armand Eldritch, Keeper of the Eldest Gate

First Appearance: *The Mighty Doc Stalwart* #44

Titanic Hero (D16[8]4); Hits 22; Move 30'; HP 8

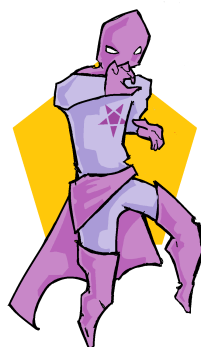
Might D6 (3); Mind D8 (6); Power D20 (10); Reflex D10 (7)

Arcane Bolt; Elite (power); Flight; True Magic

Concentrate +2; Contacts +2; Dodge +2;

Profession (occult lore) +2

Eldritch is the Archmage of Stalwart Earth, its greatest sorcerer. He is the apprentice of the **Keeper of the Mystic Veil**, but he often chafes against his master's wishes. His duty is to help his master maintain the balance of the supernatural world, and this he often does through unconventional means.



ELDRITCH
KEEPER OF THE ELDEST GATE

Emerald Queen

First Appearance: *The Mighty Doc Stalwart* #43

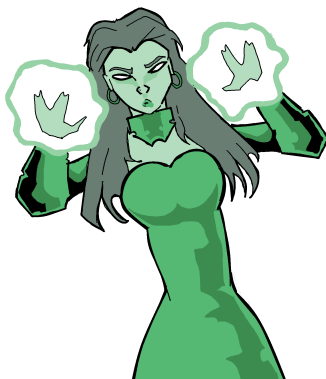
Titanic Ancient (D16[8]4); Hits 26; Move 30'; HP 8

Might D10 (5); Mind D12 (8); Power D20 (10); Reflex D12 (6)

ESP; Mind Control; Regenerate; Telepathy; True Magic

Concentrate +2; Contacts +2; Profession (occult lore) +2; Willpower +2

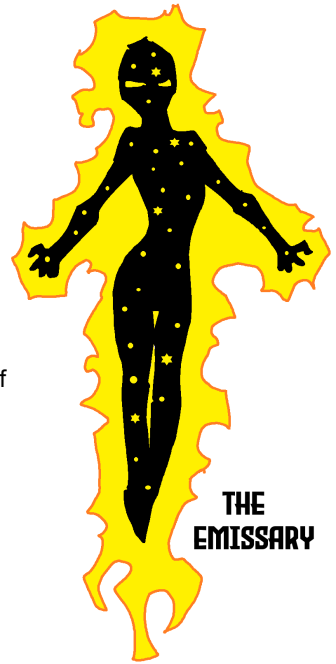
Ruler of the mystical **Island at the Bottom of the Sea**, the Emerald Queen lords over primal, ancient creatures (including dinosaurs and other prehistoric beasts as well as savage neanderthals) that engage in ongoing tribal war, often devolving into chaos. She rules with an iron fist, dispensing unyielding justice. She has been enamored of **Doc Stalwart** and has sought to make him her husband several times.



Emissary II

Madelyn Monroe, Dimensional Researcher
First Appearance: *The Mighty Doc Stalwart* #250
Titanic Hero (D16[8]4); Hits 28; Move 30' (fly 500');
HP 8
Might D12 (6); Mind D10 (5); Power D20 (10);
Reflex D12 (6)
Cosmic Energy Bolt; Cosmic Energy Control; Flight;
Invulnerability (6); Resist Cosmic Energy
Aim +2; Fortitude +2; Profession
(dimensional research) +2; Willpower +2

When the first Emissary (a villain who redeemed himself in his last moments) died, his power was transferred to the researcher who had helped him find his own humanity. She became the Emissary, and set out from earth to travel the stars and find her own purpose.



Eutonium

First Appearance: *The Mighty Doc Stalwart* #63
A rare metal native to the Null Zone, Eutonium is incredibly strong (D20) and has remarkable energy conduction properties; it can be 'charged' to store, reflect, or neutralize various energies. The process of charging it is an incredibly complex (DT 12) task.

From the Vault: *Astounding Doc Stalwart* #1 (Jan. '37)



Summary: Doc Stalwart appears just in time to foil a bank robbery of the First National Bank's gold reserves. Reporter Jessica Darrin arrives to interview him, but he leaves quickly because "crime never rests, so neither can I." She remarks how "dreamy" he is, but is interrupted by Professor Finro, who asks if she wants to interview him about his new 'laser cannon'. She declines, following Doc. Finro also follows Doc to his next encounter, where he is stopping a train robbery. Finro attacks suddenly with his 'laser cannon', but is defeated by Doc after a short battle where Doc lifts a train car overhead, creating an iconic image of Doc. The story ends with Jessica going out to dinner with Doc ("well, maybe even heroes can take a night off once in a while!") while Finro sits in prison, plotting revenge.

Faction Nefarious

First Appearance: *The Mighty Doc Stalwart* #170

This huge group of minor villains was assembled by **Vyperion** to take on the **Victory Legion**. They successfully conquered the **Hall of Victory**, and have managed to defeat several heroes (at least in the short term). Members include: **Vyperion** (leader), **Boom-R-Ang**, **Faun**, **Floret**, **Foxy Loxy**, **Killer Cockroach**, **Lab Rat**, **Lord Lamprey**, **Professor Frosten**, **Pschysm**, and **Trash Talker**.

Faun

Cooper Wilde, College Student
First Appearance:
The Mighty Doc Stalwart #163
Paragon Villain (D8[4]2); Hits 14;
Move 30'; VP 4
Might D6 (3); Mind D6 (3);
Power D10 (5); Reflex D8 (5)
Shape Change (Animal Forms);
Melee (claws D8)
Brawl +1; Dodge +1; Infiltration +1;
Stealth +1

Floret

Cassie Wilde, College Student
First Appearance:
The Mighty Doc Stalwart #163
Paragon Villain (D8[4]2); Hits 12;
Move 30'; VP 4
Might D4 (2); Mind D8 (4);
Power D10 (5); Reflex D6 (5)
Animate Plants; Communicate with
Plants; Control Plants
Dodge +2; Infiltration +2; Stealth +2

These twin mutants have animal and plant powers, respectively. They fight against corporations that harm the natural world, often resorting to violence and terror. Faun is more wild and untamed than his more calculating sister Floret.



Foxy Loxy

Foxy Loxy II

Jessica Darin, Reporter
First Appearance: *Astounding Doc Stalwart* #1 (golden age);
Mighty Doc Stalwart #1 (modern age, as Jessica Darin);
Mighty Doc Stalwart #60 (as Foxy Loxy)
Paragon Villain (D8[4]2); Hits 16; Move 30'; VP 4
Might D8 (4); Mind D8 (4); Power D10 (5); Reflex D10 (5)
Emotion Control; Melee (claws D10)
Infiltration +2; Stealth +2

The original Foxy Loxy was a burglar who prized valuable jewels; Foxy Loxy II is Jessica Darin, a reporter who had been covering Doc's adventures his entire career, who embarked on a life of crime when she found the *Cat's Eye Talisman*.

Fragment

Ivan Vess, Occult Researcher

First Appearance: *The Mighty Doc Stalwart* #51

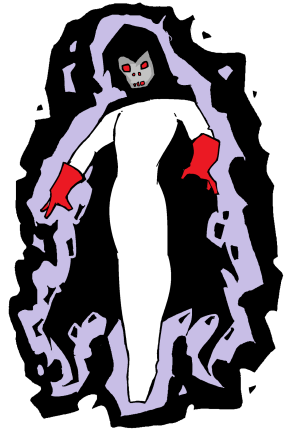
Titanic Villain (D16[8]4); Hits 26; Move 30' (fly 1 mile); VP 10

Might D8 (4); Mind D8 (5); Power D20 (10); Reflex D10 (5)

Arcane Bolt; Flight; True Magic; Mantle of Shadow (see below)

Aim +2; Profession (Occult Lore) +2; Stalwart +2; Fortitude +2

Ivan was once the servant of the **Keeper of the Mystic Veil** (the role now taken by **Eldritch**), but he betrayed his master when he slew the Raven Queen and stole her **Mantle of Shadow**. Although he has mastery of death (and can resurrect or slay with a word), his mastery is incomplete; every time he wields the power of the Mantle, he must check tier (DT 8); failure puts him one step closer to losing his own soul forever. After three failures, he will cease to exist, consumed by the power of the cloak he wears. As a result, he is hesitant to wield his full power, and seeks knowledge that will allow him to use it without restriction. He believes that **Vesper**, daughter of the Raven Queen, is the key to this power.



Freedom's Four

First Appearance: *The Mighty Doc Stalwart* #27 (modern)

In Golden Age continuity (Alter Earth 1), this was the team that **Doc Stalwart I** put together over the course of the *Astounding Doc Stalwart*. It consisted of **Doc Stalwart I**, Heartland, Condorian, and **Bronze Beacon I**.

In Silver Age and Modern continuity (Stalwart Earth), Freedom's Four have largely been relegated to world history, mentioned several times as the original team of supers who served during the Great World's War. Three of the original members - Heartland, Condorian, and Bronze Beacon I, were part of this team, but Doc was replaced in this continuity by Liberty Lass. They notably fought against the Final Reich and **Doktor Voltus**, who has repeatedly been mentioned as their primary antagonist.



Gap City

First Appearance: *The Mighty Doc Stalwart* #53

This is a medium-sized northeastern city with a large population of criminals. The **Messenger** is originally from Gap City, and continues to keep this as his base of operations. Relatively recently, **Bronze Beacon III** moved here as well, and she is the most active hero currently serving Gap City, operating from the Grand National Museum located here.

Gladius the Grim

First Appearance:

The Mighty Doc Stalwart #225

Ultimate Villain (D20[10]5);

Hits 45; Move: 30'; Fly (1 mile); VP 10

Might D20 (10); Mind D12 (8); Power D20 (10);

Reflex D16 (8)

Bolt (Eye Beam); Flight; Hyperspeed;

Invulnerable (10); Mind Shield (8)

Brawl +3; Concentrate +2; Fortitude +5

GLADIUS
THE GRIM



Gladius travels the stars, seeking to defeat the 'champion' of each world he encounters. He claims to have defeated the greatest warrior of a hundred worlds, and there has been little done to challenge this claim. He has never fallen in single combat. He is so powerful that he could theoretically survive an atomic explosion.

Gloaming the Shadow Bandit

Max Milton, Mutant Criminal

First Appearance: *The Mighty Doc Stalwart* #179

Paragon Villain (D8[4]2); Hits 14; Move 30'; VP 4

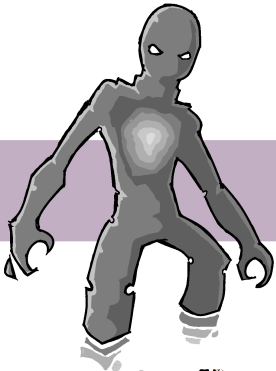
Might D6 (3); Mind D6 (3); Power D10 (5);

Reflex D8 (4)

Invisibility; Phasing

Infiltration +2; Stealth +2

Fear of violence (check mind DT 4 or flee)



GLOAMING
THE SHADOW BANDIT

Max was a petty criminal at a young age. When he developed mutant powers, he decided to take on more and more daring heists. He is averse to violence and will likely flee if he faces actual danger.

Goonsquad

First Appearance: *The Mighty Doc Stalwart* #201

Formed by **Battle Master**, the Goonsquad provides hired muscle for other villains. The Goonsquad recruits members in most major cities, and maintains hidden training facilities. Super villains contract out workers from the Goonsquad, and Battle Master has parlayed this into a considerable money maker.

Gorillo

Captain Roger Stevens (Heartland)

First Modern Appearance: *The Mighty Doc Stalwart* #250

Legendary Creature (D12[6]3); Hits 35; Move 60'; VP 0

Might D20 (10); Mind D4 (2); Power D4 (2); Reflex D8 (4)

Edge (might); Running; Brawl +3; Fortitude +3

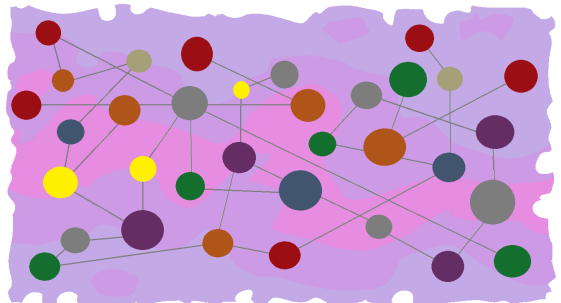
Impaired mind; no hero or villain points

Roger Stevens was the first superhero, the patriotic icon called Heartland, who during the Great War became the symbol of the Americas. After the war, he went missing, transformed by **Simian Prime** into the 30' tall gorilla called Gorillo. He has since been transformed back by **Doc Stalwart**, now living as a man among the tribal people of a lost island. Theoretically, anyone transformed using Simian Prime's Massive Monkey Machine would become the next Gorillo, with comparable abilities.



Grand Mosaic

There is not a single universe, but many alternate realities and other dimensions that make up what is known as the **Grand Mosaic**. Few creatures are able to comprehend, much less traverse, the full scope of the Grand Mosaic. In most models of the mosaic, earth is seen as some sort of cosmic cornerstone to all of creation. There are a variety of alternate earths, a number of adjacent realms, and many far realms. Tendrils link these realms, forming connective tissue that some are able to manipulate. One of the beings most deeply attuned to the Grand Mosaic is **Vesper**. In all alternate earths, her fate determines the larger fate of that world. In some worlds she has become a benevolent queen, in others a vengeful tyrant. In some she is still an innocent child, and in others a wrathful, petty teen. All realities and realms, all pasts and all futures, are linked to the Grand Mosaic.



Harvyst

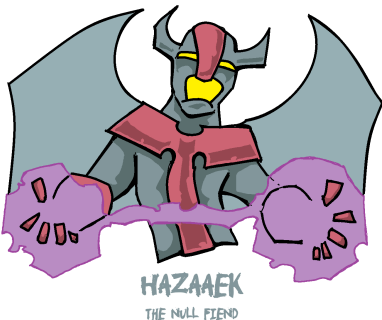
First Appearance: *The Mighty Doc Stalwart* #199
Super Villain (D10[5]2); Hits 20; Move 30'; VP 5
Might D8 (4); Mind D8 (4); Power D12 (6); Reflex D8 (4)
Possession; Teleport; Weapon (scythe D10); Fortitude +2
Only appears at Halloween

A fiendish entity from the **Shadow Lands**, Harvyst takes possession of a mortal for 24 hours every Halloween. He will create a supernatural haunted house, luring others into a death trap to inflict as much fear as possible. While he typically takes possession of a normal (reflected in the stats above), he has taken over more powerful creatures before. Once per minute, he may attempt to change bodies to a more powerful form, often trying to possess one of the heroes he fights; he then carries over his persona (as Harvyst) into the new body; he keeps all his abilities and assumes those of the host as well; his scythe magically appears in the hands of whatever host he possesses. By using a Villain Point, he may attempt to change bodies before his minute is up.



Hazaaek the Null Fiend

First Appearance: *The Mighty Doc Stalwart* #50
Titanic Villain (D16[8]4); Hits 30; Move 30' (fly 2000'); VP 8
Might D12 (6); Mind D10 (5); Power D16 (8); Reflex D10 (5)
Dimension Travel (to Null Zone only); Flight; Invulnerable (6); Life Tap;
Null Energy Control; Nullify; Reflection; Telepathy; Weapon (claws)
Aim +1; Brawl +3; Contacts (in Null Zone) +2; Fortitude +2
Complex: Paranoia that Null will abandon him



A powerful servant of **Null the Devourer**, Hazaaek has been specially empowered to travel between realms, crossing into the lands of Stalwart Earth to undertake missions on behalf of Null himself. He sees **Lord Wrack** as a competitor for the favor of Null the Devourer, and Null has pitted the two against each other to prove their value to him.

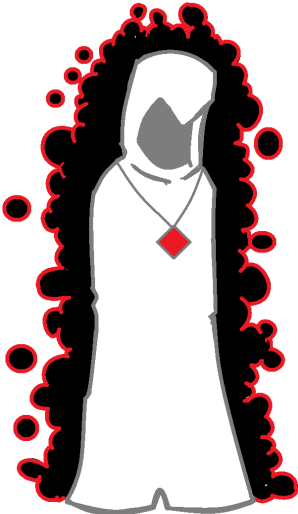
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Island at the Bottom of the Sea

First Appearance: *The Mighty Doc Stalwart* #43

The mystical island referenced in Shakespeare's *The Tempest*, this is located in the distant Pacific Ocean, at the 'bottom' of a supernatural valley of water six miles deep. This island is inhabited by a wide range of creatures, including many primal beasts and dinosaurs. The powerful creature known as the **Emerald Queen** rules this wild land, having claimed it from the foul witch Sycorax.

-K-



KEEPER OF THE MYSTIC VEIL

Keeper of the Mystic Veil

First Appearance: *The Mighty Doc Stalwart* #51

An entity of tremendous power, the Keeper of the Mystic Veil is tasked with maintaining the balance of all things supernatural and magical across both time and space. Sometimes, this balance requires the Keeper to take the side of heroes... at other times, the Keeper must align against them.

The Keeper is assisted by **Eldritch the Archmage**, who is its chosen apprentice in the realm of Stalwart Earth. At times, Eldritch has rebelled against his master, and the two are more often at odds than they are aligned in their purposes. Eldritch has learned to act in such a way as to restore the balance while satisfying his liege for a time. At one time, the Keeper was the mentor to **Fragment**, but has since disavowed Fragment for his crimes against the supernatural order.

Killer Cockroach

Ezekiel Salavik, Petty Criminal

First Appearance: *The Mighty Doc Stalwart* #163

Paragon Villain (D8[4]2); Hits 17; Move 30'; VP 4

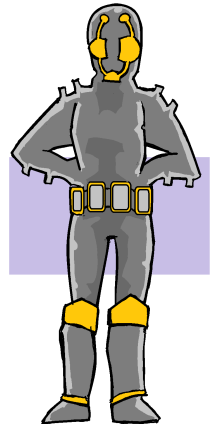
Might D8 (4); Mind D8 (4); Power D8 (4); Reflex D8 (4)

Bolt of Concussive Energy; Invulnerable; Jump (250')

Fortitude +1; Infiltration +1; Profession (engineering) +1;

Stealth +1

Ezekiel always admired cockroaches, and he won his 9th-grade science fair by building a robotic cockroach. He later fashioned his suit after being fired from a technology firm for unethical behavior, embarking on a life of crime. Outside of his suit, he has might D6, power D4, and reflex D6.



Lab Rat

Mortimer Quivens, Rat Researcher
 First Appearance: *The Mighty Doc Stalwart* #138
 Paragon Villain (D8[4]2); Hits 16; Move 30'; VP 4
 Might D8 (4); Mind D8 (4); Power D6 (3); Reflex D8 (4)
 Communicate (rats); Gadgeteer; Melee Wpn. (Claws)
 Infiltrate +1; Profession (science) +2; Stealth +1

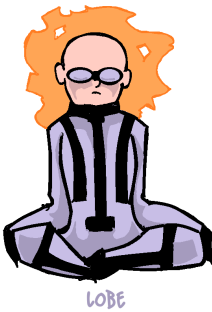
Mortimer worked with lab rats, and grew more and more angry at the way they were treated. He turned himself into a rat, and now leads packs of normal and huge rats: **Bio-Engineered**

Rats: (D4[2]1); Hits 8; Might D4 (2); Reflex D6 (3); Bite (D6)



Lobe

Real Name Unknown, Mutant Student
 First Appearance: *The Mighty Doc Stalwart* #215
 Paragon Villain (D8[4]2) Hits 12; Move 30'; VP 4
 Might D4 (2); Mind D6 (5); Power D10 (5); Reflex D4 (2)
 Levitate; Mind Bolt; Mind Control; Mind Shield (5);
 Telepathy; Concentrate +2



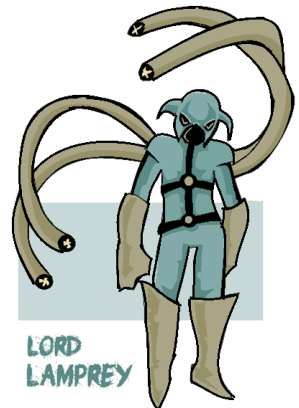
LOBE

A young mutant born to a wealthy family, the boy who would become Lobe suffered from bullying before his powers surfaced. He has used his powers to seek vengeance against those who bullied him, and those like them. He is a quiet, angry boy.

Lord Lamprey

Raymond Rosen, Mutant Mastermind
 First Appearance: *The Mighty Doc Stalwart* #79
 Super Villain (D10[5]2); Hits 22; Move 30'
 (swim 500'); VP 5
 Might D10 (5); Mind D8 (4); Power D12 (6);
 Reflex D8 (4)
 Amphibious; Hyperspeed; Tentacles (D12 damage)
 Brawl +2; Profession (sealife) +1; Fortitude +2
 Exposed to salt water daily or -2 overall shift.

A brilliant inventor whose mutant powers require him to constantly be exposed to salt water, Raymond Rosen constructed a suit that would continually cycle saltwater to him. Driven mad with hatred for the ocean that he needs to survive, he seeks a cure for his 'curse', believing that one of the denizens of the deep holds the secret. He doesn't care what damage he enacts as long as he can find normalcy for himself. He can only use the hyperspeed with his tentacles, attacking four times per round with them. He is the arch enemy of **Prince Aquari**.



From the Vault: *Astounding Doc Stalwart* #3 (Mar. '37)

Summary: In the lead story, Doc appears at the Midvale Zoo for the grand opening of a new ape exhibit. Professor Finro, jealous that local reporter Jessica Darin has expressed her attraction to Doc Stalwart, devises a plan to control an ape with radio technology to kill Doc and win her heart. The plan goes awry, and Doc saves the day. The story ends with Doc leaving for a date, and Finro arrested - vowing revenge.

Historical Notes: Simian Prime would evolve over these seventeen issues, the only recurring villain other than Professor Finro. Prime appears again in issues 7 and 12. Jessica Darin was a recurring character, but appears in the Silver Age as a background character, never a serious love interest. She has since assumed the identity of Foxy Loxy II.



Lord Wrack

Dominick Wallace; Researcher and Disciple of Null the Devourer
First Appearance: (as Dominick Wallace) *The Mighty Doc Stalwart* #250;
(as Lord Wrack) *Skye Stalwart: The Girl Who Fell To Earth* #4
Legendary Villain (D12[6]3); Hits 25; Move 30'; VP 6
Might D10 (5); Mind D12 (6); Power D16 (8); Reflex D10 (5)
Bolt (null energy); Disintegrate (touch only); Energy Form; Invulnerable (5)
Profession (Null Researcher) +3; Fortitude +3

Dominick Wallace was a researcher at the **Citadel of Tomorrow**, working on research into the **Null Zone**. He became enamored of his work, and eventually came to revere Null as a god. For this service, Null granted him tremendous powers, but Dominick needed to fashion a suit of **Eutonium** armor to contain this energy. The suit siphons off Null energy in a field around him at all times, dealing damage to those who fight him in melee combat. He may only attempt to disintegrate once per minute (with a touch), and must spend two Villain Points in the attempt. Now infused with null energy, he believes that **Skye Stalwart** may hold the key to making him truly immortal, proving himself a worthy acolyte to his master. He is in competition with **Hazaak the Null Fiend** for the favor of **Null the Devourer**.



Meridian

First Appearance: *The Mighty Doc Stalwart* #50

"Largest City in the Americas", this sprawling metropolis is located on the western shores of the Great Lakes. Meridian has served as **Doc Stalwart's** home base for much of his career. Research at the **Citadel of Tomorrow** has revealed that Meridian rests on a 'conflux line', a point where many parts of the **Grand Tapestry** intersect. This has turned Meridian into a hotbed of all manner of superhuman activity, and has caused numerous rifts in time and space to open in and about the city over the years.

Messenger

Parker Peters, Message Delivery Rider

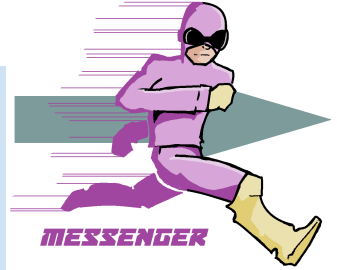
First Appearance: *The Mighty Doc Stalwart* #53

Legendary Hero (D12[6]3) Hits 20; Mv. 2000'; HP 6

Might D8 (4); Mind D6 (3); Power D16 (8);

Reflex D16 (10)

Boost (Power); Hyperspeed; Regenerate; Running
Brawl +2; Dodge +2; Stalwart +2



Parker is a college grad student and professional messenger, hand-delivering missives (his employer assumes using his bike); he typically gets a full day of messages delivered in a few minutes. Messenger's powers are somewhat unstable. On any action result of 1, he loses control of hyperspeed for 1D4 rounds; he does everything at maximum speed and cannot slow down until his powers stabilize. His metabolism is so fast that he heals at incredible rates, and even deadly wounds can heal over in a matter of minutes. 'The world's fastest hero', the Messenger has a soft spot in his heart for those who cannot help themselves. He uses 1 action to 'boost' his power up one rank, increasing his power to D20 for 6 rounds once per minute.

Microbe

Fredrick Freeman, Scientist

First Appearance: *The Mighty Doc Stalwart* #138

Paragon Hero (D8[4]2); Hits 12; Move 30'; HP 4

Might D4 (2); Mind D10 (5); Power D10 (5); Reflex D8 (6)

Gadeteer; Shrinking (1 cm tall)

Dodge +2; Profession (atomic physicist) +2

A hero with shrinking abilities, Microbe is the 'second smartest' member of the **Liberty Legion**, and has often assisted **Doc Stalwart** with scientific problems.



Midvale

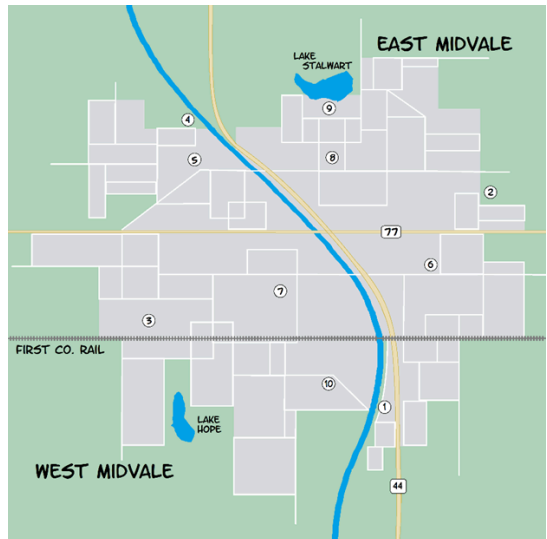
First Appearances: *Astounding Doc Stalwart* #1 (golden age);

Mighty Doc Stalwart #1 (modern age)

“The Home of Doc Stalwart”, this medium-sized midwestern town is very conservative and traditional. While **Doc Stalwart** grew up here and this served as his base of operations for the early part of his career, he eventually moved to **Meridian**, since that city was more centralized in allowing him to help more people. He still considers this his first home, and visits to find peace of mind and to remember his childhood. Midvale has several monuments dedicated to Doc, as well as a park and a museum.

Locations in Midvale

- 1. Kinkaid Sculpture Park.** The sculpture park covers a vast expanse along the Eastern banks of the Echo River, a place for families to spend a Saturday afternoon. The southern end of the park has a small amusement park with traditional rides and carnival attractions. Sculptures include robots, automatons, and vehicles that were used by villains against Doc Stalwart early in his career. These have been rendered inert, put on public display. The oddities include a giant animatronic dinosaur, an alien-inspired (or possibly actual alien) battle walker, and a tank-like machine used to bore holes in the earth.
- 2. The Botanical Gardens.** These massive gardens house a butterfly garden, an aviary, and a vast floral exhibit, each nestled among hundreds of unique and exotic plants from around the world.
- 3. The Midway Zoo.** This medium-sized but modern zoo has hundreds of exotic animals. It has been cited several times for illegal experimentation, and rumors abound that rogue bioengineering is happening in the zoo’s underground labs.
- 4. Bludrus Castle.** Built by the founder of Midvale, Bludrus Castle has stood for 215 years atop a bluff at the northern banks of West Midvale, an imposing sight against the night sky. It is mostly closed off, but hosts regular tourist visits. Rumors claim parts of it are haunted, and that Lord Bludrus built a series of catacombs beneath the castle. Such also claim that during the full moon, you can see Lord Bludrus in his bedroom at the window.



- 5. Midvale Stadium.** Home to the Midvale Mud Dogs, a professional baseball team, this hosts the only professional sport in Midvale - and baseball is, far and away, the most popular sport in the city. While minor league football shares the stadium, and minor league basketball is played at the nearby 2,000 seat Midvale Arena, these are nothing compared to a summer day at Midvale Stadium. This is also where the big concerts happen – large acts only come to town when it is warm enough for a concert (and the Mud Dogs are playing an away game).
- 6. The Midvale Sentinel Building.** At 44 stories and nearly 600' tall, this is the tallest building in the city (by nearly 200'). Its top floors house the Midvale Sentinel, a powerful newspaper with a global reach.
- 7. The World's Fair.** A relic of the distant past, Midvale hosted the World's Fair several decades ago. The building is largely preserved as it was, now a destination for tourists who want to see how our life was supposed to have turned out. This is where the idea for Doc Stalwart was born.
- 8. Midvale Medical Center.** Comprising a city block, the new Medical Center was funded, researched, and designed by Doc Stalwart. It hosts a world-class trauma and stroke center, next-generation cancer and brain damage treatment facilities, and one of the top ten children's hospitals in the world.
- 9. Midvale University** has become a medical powerhouse, feeding the next generation of medical professionals into the new Midvale Medical Center. It has benefited from generous endowments from Doc Stalwart, transforming it from a general arts school to a standard bearer of research, science, and medicine. The Midvale University Raiders have become a top-25 college football program.
- 10. The Emerson Playhouse.** A relic of the early city, this theater houses the Midvale Players, a professional acting company. The playhouse has an extensive series of old tunnels beneath, many holding old secrets.

Mongrel

Real Name Unknown, Tourist
 Expert Villain (D6[3]1); Hits 18; Move 60'; VP 3
 First Appearance: *The Mighty Doc Stalwart* #217
 Might D8 (4); Mind D4 (2); Power D6 (3);
 Reflex D8 (4)
 Enhanced Senses; Melee (Claws D8);
 Regenerate (3); Running
 Stealth +2; Fortitude +2; Impaired Mind



A tourist who ate some bad street hot dogs, this poor fellow was transformed into the strange creature known as Mongrel. He now scavenges the streets, preying upon the weak and innocent. He has battled **Zealot** on several occasions.

Monument III

Synthesis of three identities (see below)

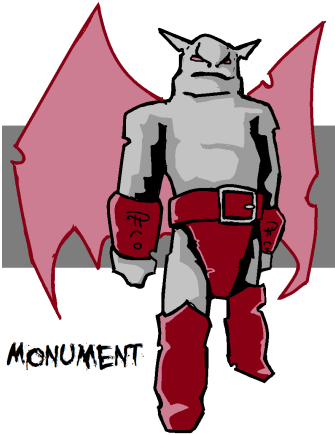
First Appearance: *The Mighty Doc Stalwart #258*

Super Hero (D10[5]2); Hits 22; Move 30' (Fly 500'); HP 5

Might D12 (6); Mind D6 (3); Power D12 (6); Reflex D10 (5)

Arcane Bolt; Detect Evil; Flight; Invulnerable (6); Weapon (claws D16)

Aim +1; Brawl +2; Profession (occult lore) +2; Monstrous



Monument is the synthesis of three persona: an acolyte named Ted Warren (who seeks justice and goodness), the arcane spirit Galanax (who seeks power), and the Imp Jynx (who seeks chaos). These three vie for dominance, with Ted usually in control. Under extreme duress, Monument must check mind (DT 4); if failed, either Galanax or Jynx assumes control of Monument for the rest of the turn. The gauntlets that Monument wears bind the three together. The previous incarnations of Monument were Monument I (a golden age villain) and Monument II (a modern age hero who often was mistaken for a villain). Both had similar abilities.

From the Vault: *Mighty Doc Stalwart #244* (July, '83)



Summary: Picking up where last issue left off, Doc Stalwart and the Victory Legion are doing battle with Fragment and the hordes of the Shadow Lands at the edge of the Shadowrift. Fragment calls out, "Die, Doc Stalwart - die!" Doc's soul leaves his body and falls into the Shadow Rift as Doc's body falls backwards, collapsing. The rift closes, and the heroes gather around Doc. We cut to the next morning, as a news report tells of the death, and walks the reader through the funeral, following the procession and showing the tens of thousands gathered along the route. Doc is interred. On the final page, Doc's soul awakens in the Shadow Lands next to Seymour the teddy bear who tells him, "Get up. We have work to do."

Null the Devourer

First Appearance: *The Mighty Doc Stalwart* #50

A cosmic entity of supreme power, Null the Devourer rules the **Null Zone**, but seeks always a means to absorb other worlds into his realm, to be corrupted by null energy and brought under his authority.

Game Note: As a supreme cosmic entity as big as a skyscraper, Null cannot truly be measured in mortal terms. Anything he does is at, minimally, 2D20. If he crosses over into our realm, there may be a way to drive him back, but it is not by hitting him with laser beams or punching him. In his native realm, he is truly immortal and nearly omnipotent.



Null Zone

First Appearance: *The Mighty Doc Stalwart* #50

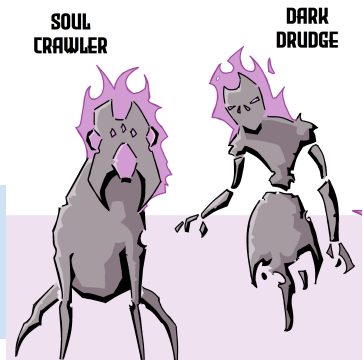
A realm of negative energy, this dimension is ruled by **Null the Devourer**. The laws of this place often defy the laws of physics, and everything appears in a hollow, incorporeal form, as fragments of rock, buildings, and chunks of debris float about in seemingly random orbits, revolving around a black sun. Various strange energy fields reverse gravity, slow or hasten time, or cause fundamental changes to the DNA of those who enter these fields, some several miles wide. Dr. Madelyn Munroe (now the **Emissary II**) has theorized that there was once another universe that was consumed by Null and absorbed into the Null Zone, but this proved too much energy for him to contain, resulting in the Big Bang and the creation of the **Grand Tapestry**.

There are aberrations within the Null Zone called *temporal clouds*; within these strange energy fields, time moves at different rates, and theoretically these could be manipulated to travel through time. One of these temporal clouds was used to accelerate the growth of **Skye Stalwart**, allowing her to mature 18 years in only a few months.

Null Fiends

These creatures populate the Null Zone. Typical of such creatures are the **Soul Crawler** and **Dark Drudge**.

Expert Fiends (D6[3]1); Hits 15; Move 60'
Might D8 (4); Mind D6 (3); Power D8 (4);
Reflex D6 (3); Attack (D10); Null Bolt
Aim +1; Fortitude +1; Stealth +1



Oberion, Deposed King of the Sprites

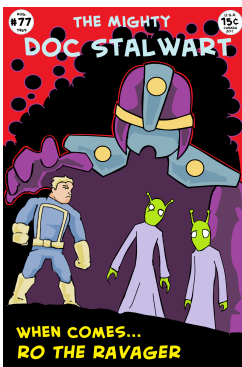
First Appearance: *The Mighty Doc Stalwart* #13
Ultimate Entity (D20[10]5); Hits 31; Move 30'; VP 10
Might D6 (3); Mind D8 (8); Power D20 (10); Reflex D12 (8)
Cause Chaos (see below)
Dodge +2; Fortitude +4; Concentrate +4

Oberion wants to rule all things. He also wants to eat ice cream and play console games. And what does that button do? He is a cosmic entity with the attention span of a gnat. He appears during a Lunar Occultation (when the moon eclipses one of the other planets in the solar system). He appears at the Occultation and remains for up to 24 hours. He can only be banished by waiting out the 24 hours, or by getting him to be felled by his own chaos. You can damage him, but he will stay at 1 hit until he suffers damage from his own machinations. He must roll a 1 on a chaos attempt, and suffer damage reducing him to below 0 hits, to be banished. Otherwise, he's here for 24 hours, causing all sorts of mischief.

Any time Oberion attempts to cause chaos, he may emulate any other gift as a power check, with a default DT of 10. If successful, he gets the desired outcome. If failed, something random (and very strange) occurs instead. On a natural 1, he becomes vulnerable for 1d6 rounds; during this time, if reduced to 0 hits or below, he will be banished to his home realm until the next Lunar Occultation.



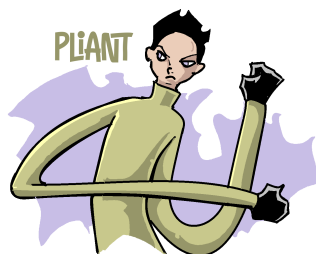
From the Vault: *Mighty Doc Stalwart* #77 (Aug. '69)



Summary: While working in his Secret Lab, Doc captures an alien distress signal; the Nuaru cry out for help. Doc travels to their planet where he battles an alien monster and encounters Ro the Ravager. Ro is going to destroy the Nuaru home world, since the Nuaru have been polluting their own planet - the monster Doc fought was created through their carelessness. Doc makes the case that they can change, and he will help them. Ro agrees to give them one century to fix their planet; Doc helps them to set up a system to reduce pollution on their world.

Pliant

Real Name Unknown, Petty Crook
First Appearance: *The Mighty Doc Stalwart* #207
Paragon Villain (D8[4]2); Hits 16; Move 30'; VP 4
Might D8 (4); Mind D4 (2); Power D10 (5);
Reflex D10 (5)
Invulnerability (4); Stretch
Brawl +1; Infiltration +2; Stealth +1



A common burglar who was exposed to a chemical that gave him stretching powers, Pliant has used his powers to commit more and more challenging heists. He is a frequent enemy of the **Bronze Beacon**.

Prince Aquari

Prince Aquari of Aquon
First Appearance: *The Mighty Doc Stalwart* #40
Legendary Hero (D12[6]3); Hits 24;
Move 30' (swim 250'); HP 6
Might D12 (6); Mind D8 (4); Power D10 (5);
Reflex D8 (4)
Amphibious; Hyperspeed (underwater only);
Invulnerable (6); Regenerate (underwater only);
Telekinesis (underwater only)
Brawl +2; Leadership +2; Resolve +2



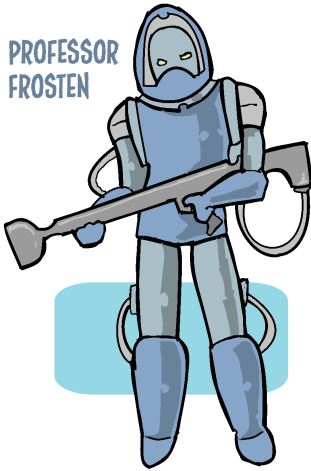
Prince Aquari is an alien; he fled the water-covered planet of Aquon when his advisors tried to force him to rule with an iron fist as his father had. His people seek him and plan to compel him to return, but he wants only to live in peace in the vast oceans of our world. He constantly finds himself having to defend his adopted home. He receives a +1 overall shift while underwater, and his 'telekinesis' allows him to move and shape water to his will.

Professor Finro

First Appearance: *The Astounding Doc Stalwart* #1 (as Professor Finro of Alter Earth 1); *the Mighty Doc Stalwart* #3 (as Professor Finro of Stalwart Earth); *The Mighty Doc Stalwart* #217 (as Matter the Grey)
Expert Villain (D6[3]1) Hits 10; Move 30'; VP 3
Might D4 (2); Mind D8 (4); Power D4 (2); Reflex D4 (2)
Gadgeteer; Contacts +1; Profession (inventor) +2
Compulsion: Petty jealousy of Doc Stalwart

A relatively minor villain, Professor Finro was an inventor who decided to use his natural intellect for personal gain. While he only ever presented a minor threat to **Doc Stalwart**, he is more of a threat as **Matter the Grey** (see the core rules).

PROFESSOR FROSTEN



Professor Frosten

Professor Phineas Frosten, Mad Researcher
First Appearance: *The Mighty Doc Stalwart* #137
Super Villain (D10[5]2); Hits 22; Move 30'; VP 5
Might D10 (5); Mind D8 (4); Power D10 (5);
Reflex D6 (3)
Bolt of Cold; Control Cold; Invulnerable (4)
Aim +1; Fortitude +2; Profession (cryogenics) +2
Susceptible to flame; -1 shift if not in cryo-suit.

A leader in cryogenics, Professor Frosten intentionally gave himself powers to better understand the cold he so loved. Driven to madness, he wants to cover all things in the cold he finds so beautiful. He often uses his control cold to emulate snare. He is a frequent enemy of the **Bronze Beacon**.

Project Javelin

First Appearance: *The Mighty Doc Stalwart* #53

An international paramilitary force under the authority of the **United World Council**, Project Javelin has set its focus primarily towards superhuman and alien activity. Javelin Agents monitor superhumans, intervene as necessary, and provide support for allied supers. There is some debate about whether Project Javelin should officially sanction superhero teams, but they have yet to provide such official public support. However, this does not prevent Project Javelin from providing support or sharing information with supers that may be able to help further their aims while bypassing some of their rules and bureaucracy. Project Javelin is headquartered at **Damascus Station** and maintains significant research facilities at the **Citadel of Tomorrow**. **Prototype** is their chief field agent, and he often serves as the public face of the organization.

Typical Javelin Agent

Expert (D6[3]1); Hits 14; Move 30'
Might D6 (3); Mind D8 (4); Power D4 (2); Reflex D8 (4)
Concussion pistol (D8)
Aim +1; Martial Arts +1; Profession +2

Javelin agents are highly-skilled in not only combat, but an area of knowledge or research that makes them significant contributors to the organization.

Prototype

Captain Chi Chao Lin, Field Leader of Project Javelin
First Appearance: *The Mighty Doc Stalwart* #53
Expert Javelin Agent (D6[3]1); Hits 12; Move 30'; HP 3
Might D6 (3); Mind D8 (4); Power D4 (2); Reflex D6 (3)
Aim +1; Brawl +1; Profession (military) +1

A decorated military veteran, Captain Lin holds both Chinese and American citizenship. Prototype is the 'first generation of the next soldier', wearing a state-of-the-art battlesuit as the primary field agent for Project Javelin. He is adamant about following orders and the chain of command, and he respects rank and honor above all else.

Prototype Suits: Legendary (D12[6]3)

Prototype has 6 hero points in each variation of suit.

Interceptor Suit (+10 might; +12 power; +2 reflex)
Hits 30; Might D16 (8); Power D16 (8); Reflex D8 (4)
Bolt of Energy; Invulnerable (8); Flight (2000')
Aim +1 (+2 total); Fortitude +2

The 'standard' suit, this is his most common choice, and the most versatile suit.

Intervention Suit (+14 might; +8 power; +2 reflex)
Hits 35; Might D20 (10); Power D12 (6); Reflex D8 (4)
Bolt of Energy; Flight (500'); Invulnerable (10)
Fortitude +3

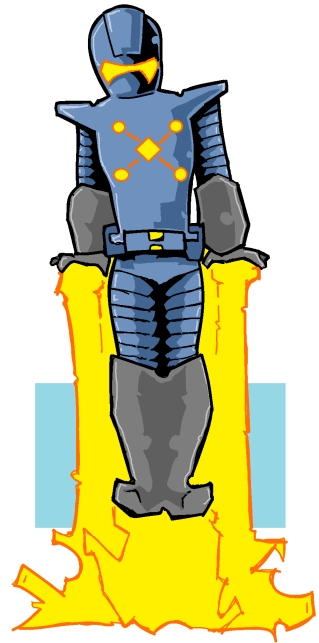
This heavier suit is designed for ground combat.

Infiltrator Suit (+6 might; +8 power; +10 reflex)
Hits 24; Might D12 (6); Power D12 (6); Reflex D16 (8)
Bolt of Energy; Flight (500'); Invisible; Invulnerable (6)
Infiltration +2; Stealth +1

This lighter suit is designed for stealth operations.

Interstellar Suit (+10 might; +16 power; -2 reflex)
Hits 31; Might D16 (8); Power D20 (10); Reflex D4 (2)
Bolt of Energy; Flight (1 mile); Invulnerable (8);
Resists (cosmic energy; heat; cold; radiation);
Fortitude +3

This cumbersome suit is designed to withstand the rigors of deep space.



Pschysm

Alyson Slade, Mad Mutant

First Appearance: *The Mighty Doc Stalwart* #170

Paragon Villain (D8[4]2); Hits 16; Move 30'; VP 4

Might D6 (3); Mind D4 (2); Power D12 (6); Reflex D8 (6)

Mind Burst (see below); Telepathy

Dodge +2; Fortitude +2

Lack of Control (see below)



A mutant whose telepathic powers drove her mad, Pschysm is able to (once per round), emit a psychic pulse affecting all in a 30' radius. She checks power (at -1 shift) vs. the focus of all in the area of effect. If successful, she deals D10 hits and stuns for 1 round. Any time she fails a power check with a natural 1, her telepathy goes into overdrive, causing her to 'hear' the thoughts of all creatures within 100', effectively stunning her for 1D6 rounds; she will automatically emit a psychic pulse as her only action each round, trying to get the voices out of her head.

-R-

Ro the Ravager

First Appearance: *The Mighty Doc Stalwart* #77

One of the most powerful beings in all of creation, Ro is the judge of all civilizations in the Milky Way. When a civilization is charged (accused of collective crimes against the galaxy), Ro intervenes, judging the merits of the case. If he decides guilt, he enacts a cataclysm that wipes out the civilization. His voice emits a shockwave that is 1D20 miles long. This he will use to cause volcanic eruptions, earthquakes, and monsoons that wreak havoc. "Ro speaks" are the two most feared words in the galaxy. He is assisted by a powerful herald, the **Voice of Ro**, who speaks on his behalf in presenting the case. Civilizations are often allowed to present a defense, and Ro will appoint (through his Voice) a representative defendant.



Rochambeau

Jacques Je Ne Sais Quoi, Food Critic and Mutant Villain (you *can* do both)

First Appearance: *The Mighty Doc Stalwart* #205

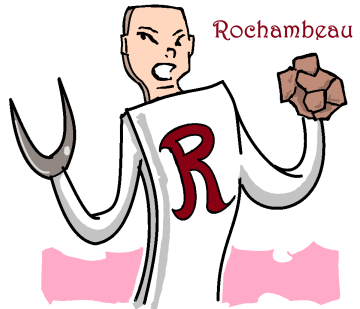
Super Villain (D10[5]2); Hits 18; Move 30'; VP 5

Might D8 (4); Mind D8 (4); Power D8 (4); Reflex D8 (4)

Melee (Rock Hand D10); Melee (Scissor Hand D10); Stretch

Profession (Food Connoisseur) +2; Popularity (France only) +1; Fortitude +2

Rochambeau has a very thick (some might say overdone) French accent, and three distinct powers; he can use his paper-thin body to slide under doorways and reach distances (his stretch gift); he can attack in melee with his rock hand; and he can attack in melee with his scissor hand. On a critical hit, his rock hand forces foes to check might or be stunned for 1 round. On a critical hit, his scissor hand forces foes to check might or suffer 1 hit per round of bleeding damage for 5 rounds. He can use 1 action to slide against someone; on a successful hit, he deals no damage, but forces targets to check power or suffer -1 edge to their next check because it *really, really* hurts.



-S-

San Helios

First Appearance: *Skye Stalwart: The Girl Who Fell to Earth* #1

A city of over two million on the western coast of the Americas, San Helios is two distinct cities: an upper city of wealth, privilege, fashion, and fame; and a lower city of crime, corruption, addiction, and filth. **Skye Stalwart** has made it her home.

Seymour

First Appearance: *The Mighty Doc Stalwart* #244

Expert Guardian (D6[3]1) Hits 12; Move 20'; HP 3

Might D6 (3); Mind D6 (3); Power D6 (3); Reflex D8 (4)

Danger Sense; Immortal; Melee (sword D8)

Brawl +1; Profession (lore) +1; Sneak +1

Bound to the Shadow Lands

Seymour is a mystically-animated teddy bear created by **Vesper** as an infant to serve as her protector. He is bound to the **Shadow Lands**, serving the aspect of Vesper that now holds the throne of that realm. It is presumed that he is now immortal, since his essence is connected to the **Shadow Lands**.



Shadow Lands

First Appearance: *The Mighty Doc Stalwart* #137

A realm of eternal darkness, the Shadow Lands is believed by some to be the same place as the glooms of Hades of Greek Myth. The god Hades himself keeps a stronghold here, although he is often moving about other realms. In the Stalwart reality, the shade of **Vesper** has assumed the throne of the Shadow Lands, served by the teddy bear **Seymour**.

Sibilance

Andrea Aldridge, Mutant (Deceased)
First Appearance: *The Mighty Doc Stalwart* #139
Paragon Hero (D8[4]2); Hits 15; Move 30'; VP 4
Might D6 (3); Mind D6 (3); Power D10 (5); Reflex D6 (5)
Sound Control; Sonar; Blind (see below)
Dodge +2; Fortitude +1; Stealth +1



A sound-using mutant who had been in love with **Doc Stalwart** since she was a teen, she was jealous of **Augury**, and this jealousy prompted a turn towards villainy. She tried to take Augury's place after Augury's death, but was rejected by Doc. In her final tragic act, she died trying to protect Doc from . Sibilliance was blind (suffering -1 to all checks requiring sight), but used sonar to 'see' (neutralizing this penalty once sonar is activated; it remains active from round to round, and Sibilliance always used an action to maintain it).

Simian City

First Appearance: *The Mighty Doc Stalwart* #37

Located in the deepest jungles of South America, the treetop complex known as Simian City is populated by intelligent super-apes led by **Simian Prime**. They have refused to consider joining the **United World Council**, and have declared war upon all of the world. **Doc Stalwart** has repeatedly petitioned the UWC not to undertake a strategic military strike against the city, believing that many of its apes can still be redeemed, and that the loss of life in a ballistic strike would outweigh the benefits. Despite the declaration of war, the citizens of this city largely keep to themselves, except when Simian Prime decides to undertake one of his crusades.

Typical Ape of Simian City

Expert Intelligent Ape (D6[3]1); Hits 14; Move 60'
Might D8 (4); Mind D4 (2); Power D6 (3); Reflex D6 (3)
Jump (120'); most of the apes have one additional gift; roll randomly.
'Smarter' apes will have D6 mind and D4 power.

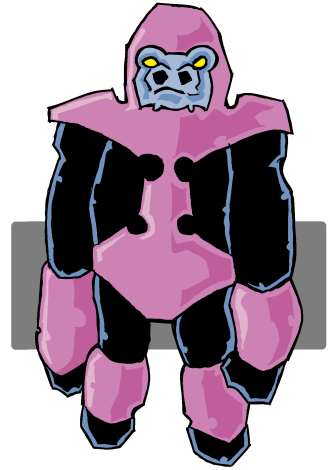
Simian Prime

First Appearance: *The Astounding Doc Stalwart* #3 (golden age); *The Mighty Doc Stalwart* #1 (modern age)

Legendary Villain (D12[6]3); Hits 27; Move 30'; VP 9
Might D12 (6); Mind D16 (8); Power D16 (8);
Reflex D12 (6)

Communicate (apes); Gadgeteer; Hyperspeed;
Invulnerable (6); Jump (500'); Kinetic Energy
Solidification; Prodigy; Utility Belt

Brawl +3; Fortitude +3 ; Profession (inventor) +3;
Stalwart +3



Simian Prime is **Doc Stalwart's** oldest – and most persistent – foe. He commands an army of bio-engineered apes, wears a battlesuit of tremendous power, and possesses an intellect rivaling that of Doc Stalwart himself. He is a foe not to be taken lightly. Simian Prime owns a variety of battle suit variations, and he is constantly refining and upgrading his suit. His suit's kinetic energy solidification allows him to form temporary solid objects from kinetic energy.

Sludge

Real Name Unknown, Pariah

First Appearance: *The Mighty Doc Stalwart* #172
Paragon Villain (D8[4]2); Hits 18; Move 30'; VP 4
Might D10 (5); Mind D4 (2); Power D10 (5);
Reflex D8 (4)

Hyperspeed; Invulnerable (5); Stretch
Brawl +2; Stealth +2
Monstrous

A custodian working for **Cybronetix Inc.**, the man who became Sludge fell into a vat of experimental chemicals and was transformed into a horrid slime creature. He seeks vengeance against **Cybron**, while also hating beauty in any form.



Sudoku

Real Name Unknown, Mystical Guru

First Appearance: *The Mighty Doc Stalwart* #211
Paragon Villain (D8[4]2); Hits 14; Move 30'; VP 4
Might D6 (3); Mind D8 (4); Power D12 (6); Reflex D8 (4)
Ki; Quarterstaff (D8)

Brawl +1; Infiltrate +1; Martial Arts +2; Stealth +1
Obsession with creating math puzzles for others to solve.

Enigmatic leader of the Crimson Blade ninja clan, Sudoku fixates on mathematical puzzles. He took on **Zealot** as a secret protege when Alex was recovering from his trauma at the hands of Cybron. He now acts as one of Zealot's most persistent adversaries.

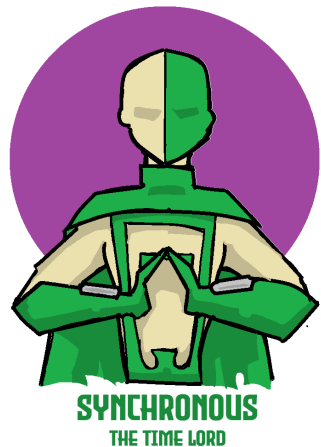
Special: Sudoku often presents a mathematical challenge to those about to face him. If successful, foes receive +1 shift against him for 1 minute; if they fail, Sudoku receives +1 shift against them for 1 minute.



Synchronous the Time Lord

Chesterfield “Chet” Stalwart; Inventor and Conqueror (former hero)
First Appearance: *The Astounding Doc Stalwart* #4 (golden age - as the “the Stalwart Kid”); *The Mighty Doc Stalwart* #111 (modern age)
Titanic Villain (D16[8]4); Hits 32; Move 30; VP 8
Might D16 (8); Mind D16 (10); Power D20 (10); Reflex D12 (6)
Flight; Gadgeteer; Invulnerable (8); Kinetic Energy Bolt; Telekinesis;
Time Travel
Aim +2; Brawl +2; Concentrate +2; Profession (Engineer) +2

The “master of all times” has crossed the expanse of history in order to control it. As the original Stalwart Kid of Alter Earth 1 (and **Doc Stalwart I's** nephew), he discovered time travel while Doc's sidekick, and used it to amass power. He has challenged Doc repeatedly, and has now begun a campaign against Doc's daughter, **Skye Stalwart**, since her actions have a direct bearing on preventing him from achieving mastery over all time, in some way yet to be revealed. His futuristic gauntlets give him an array of advanced computer systems, including the gifts of flight, a kinetic energy bolt, telekinesis, and (most importantly) time travel.



T.E.N.D.R.I.L.

First Appearance: *The Mighty Doc Stalwart* #178

The *Terror Enclave of Nihilists, Dissenters, Radicals and Insurrectionist Liberators* is a social and political organization that has infiltrated governments around the world. They seek disorder, chaos, and the fall of the **United World Council**. They believe that a free world will be one with only local leadership; to them, any leader who cannot shake hands with every one of their constituents is a bad leader. Their 'leader' is the masked figure **Demagogue the Dark**, who may or may not be a shared identity among several leaders.

Typical T.E.N.D.R.I.L. Agent

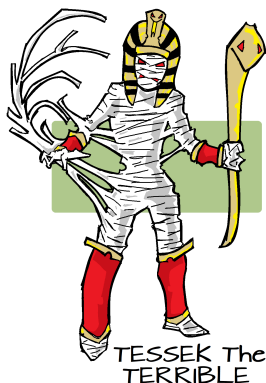
Expert (D8[4]2); Hits 14; Move 30'
Might D8 (3); Mind D8 (4); Power D4; Reflex D8 (4)
Concussion pistol (D8); Aim +2; Profession +2

T.E.N.D.R.I.L. agents are highly-skilled in not only combat, but an area of knowledge or research that helps them contribute to the organization. Many are sleeper agents, infiltrating corporations and governments around the globe.

Tessek the Terrible

First Appearance: *The Mighty Doc Stalwart* #179
Legendary Villain (D12[6]3); Hits 24; Move 30'; VP 6
Might D10 (7); Mind D10 (7); Power D12 (6); Reflex D10 (5)
Bolt of Necrotic Energy; Regenerate; True Magic
Concentrate +2; Fortitude +2; Resolve +2

The remains of an ancient king, Tessek has found a path to immortality through ancient, dark magic. While always a fearsome foe, he increases in power as he gathers his items: his *memorial garb* and his *totem*. When he has either, he receives a +1 shift to power (to D16) as *Tessek the Tyrant*; when in possession of both, he receives a +2 shift to power (to D20) as *Tessek the Transcendent*. His necrotic energy bolt forces those suffering damage to check might (DT 6) or have all healing (including regeneration) disrupted for 1 minute; an affected creature cannot recover hits by any means for 1 minute.



From the Vault: Mighty Doc Stalwart #179 (Feb. '78)



Summary: Archaeologist Kira Keller is overseeing the opening of a new mummy exhibit at the Meridian Museum of History and has invited Doc Stalwart as a guest. Doc mentions that he had worked with her father, and asks if she has anything else from him beyond a love of archaeology. She plays coy, saying she doesn't know what he could mean. When the custodian falls under the sway of Tessek's power, he opens the casket and Tessek is reborn. As Doc chases Tessek around the museum, Tessek gathers his garb and totem, becoming increasingly more powerful. Finally, Kira dons the gauntlets her father had left her, becoming the Bronze Beacon. She and Doc, working together, are able to defeat Tessek.

Tomorrow Project

First Appearance: *The Mighty Doc Stalwart* #1 (destroyed in #246)

Started in the 1950s in a complex hidden among the mountains of the Rocky West, the Tomorrow Project was an effort on the part of the Americas to better understand and manage the emergence of metahuman abilities. This was where **Doc Stalwart** was taken as a youth, and where many young metahumans first learned how to use their abilities. Over time, this became a world-class research facility and the headquarters of **Project Javelin**. It was eventually invaded and ransacked by **Simian Prime** and his cadre of super-powered apes. The complex is largely abandoned now, with a new facility, The **Citadel of Tomorrow** at the north pole, taking its place.

Trash Talker

Real Name Unknown, Gym Rat

First Appearance: *The Mighty Doc Stalwart* #139
Paragon Villain (D8[4]2); Hits 22; Move 30'; VP 4
Might D12 (6); Mind D4 (2); Power D4 (2);
Reflex D8 (4)

Cause Frustration (DT 4); Invulnerable (6)
Brawl +2; Fortitude +2

Trash Talker is a punk and gym rat who took a strange cocktail of muscle-building 'supplements' that gave him incredible strength. He runs his mouth constantly, forcing those who fight him (at the end of the second round) to check mind (DT 4) or feel frustration, suffering a -1 overall shift for 1 minute.



Twilight Archer

Arik Pryce, Professional Adventurer

First Appearance: *The Mighty Doc Stalwart* #137

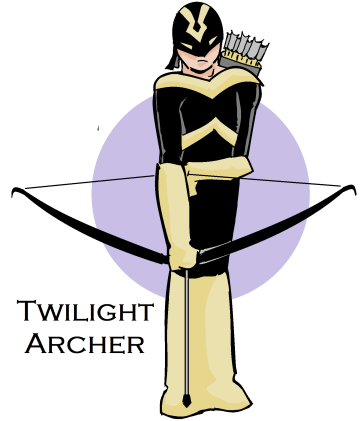
Super Hero (D10[5]2); Hits 16; Move 30'; HP 7

Might D6 (3); Mind D8 (4); Power D6 (3); Reflex D10 (5)

Elite (tier); Prodigy; Trick Weapon (Bow D10)

Aim +4; Infiltration +1; Leadership +2; Stalwart +2; Stealth +1

Arik is the half brother to **Vesper**, the son of a heroic longbowman who lived during the Middle Ages and eventually became consort to the Raven Queen. Arik lived his early days in the 1400s, but spent 6 centuries in a dreamlike state in the **Shadow Lands**. Now a hero in the modern day, Twilight Archer has assumed a role as mentor to younger heroes, coordinating the efforts of others. He does not trust **Project Javelin**, and maintains his own monitoring systems for both heroic and villainous activity. He currently resists forming an official team of heroes, preferring to work with others as circumstances dictate. A secret benefactor provides him with considerable financial support, and Twilight Archer operates from a high-tech, state-of-the-art bunker in an undisclosed location.



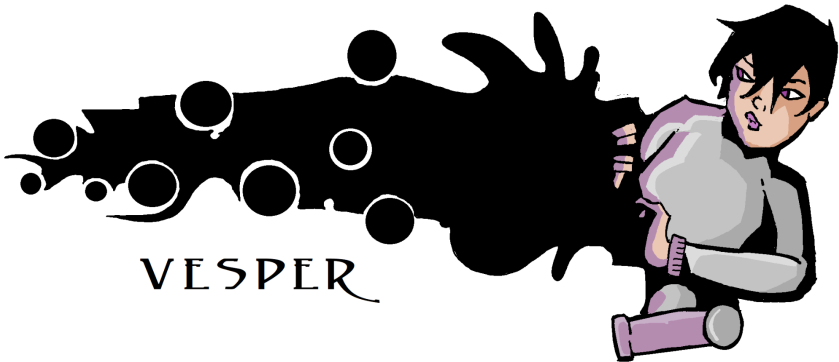
-U-

United World Council

First Appearance: *The Mighty Doc Stalwart* #53

The United World Council (UWC) is a collaborative enterprise among most of the first-world countries of the world. The UWC member countries pool resources and information, attempting to create a more unified and just world. They have sanctioned **Project Javelin** as a paramilitary police force with worldwide jurisdiction. They have passed a number of edicts (global laws) that impact supers directly. The United World Council has become more and more concerned with **T.E.N.D.R.I.L.**, beginning to actively work against this organization.





Vesper

Skylar Pryce, Student (and Child of the Raven Queen)
First Appearance: *The Mighty Doc Stalwart* #137
Paragon Hero (D8[4]2); Hits 12; Move 30'; HP 4
Might D4 (2); Mind D6 (5); Power D12 (6); Reflex D8 (6)
Bolt of Darkness; Control Darkness
Concentrate +2; Dodge +2
May become Unleashed (see below)

The half sister to **Twilight Archer**, Vesper is the daughter of the Shadow Queen and rightful heir to the throne of the **Shadow Lands**. Her mother was assassinated by the villain **Fragment**, and the Raven Queen's cloak has fallen into his hands. The fate of the world is believed to rest on Vesper's choices, and alternate realities have emerged where she has followed different pathways. In some, she is an entity of terrible might, poised to destroy all things. Many in this reality work to prevent that from happening here as well. It is expected she will gain new powers as she grows in confidence and strength. Recently, her brother Arik found a way to disentangle her shadow self, and an immortal aspect of her identity sits on the throne of the **Shadow Lands**, with the young mortal Vesper living in blissful ignorance that part of her has ascended to her mother's seat.

If Vesper is felled, she must check mind (DT 4) or she will become unleashed; she is immediately restored to full health with power D20, hyperspeed, invulnerability (6) and hits 20. She enters a frenzied state, attacking all near in a fit of hatred fueled by pure darkness. When defeated, she will leave this state, and will only remember having lost control on a DT 6 mind check.

Note: Since her shadow form assumed the throne of the Shadow Lands, she has not entered this frenzied state, and it is possible she will not while her shadow form is apart from her.

Victory Legion

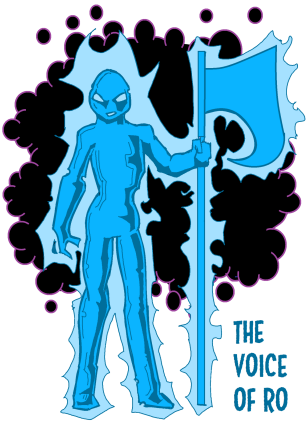
First Appearance: *The Mighty Doc Stalwart* #151

Most would consider this team to be the most powerful and successful team of supers in world history, although it is largely defunct at this point. At various times, its members have included: **Augury**, **Bronze Beacon III**, **Doc Stalwart**, **Messenger**, **Microbe**, **Monument II**, **Prince Aquari**, **Prototype**, **Twilight Archer**, and **Vesper**.

Legion of Vice

First Appearance: *The Mighty Doc Stalwart* #231

In one alternate reality (Earth D), Vesper became a dark form of herself, corrupting that world's heroes; the Legion of Vice consists of Dark Stalwart, The Beacon of Shadows, Messenger of Pain, Aquari the Cruel, and Vesper. The Twilight Archer of that world had died opposing them, and the Twilight Archer of Stalwart Earth was key to defeating them and sending them back.



Voice of Ro

First Appearance: *The Mighty Doc Stalwart* #77

Titanic Herald (D16[8]4); Hits 28; Move 1 mile; HP 8

Might D12 (6); Mind D8 (4); Power D20 (10); Reflex D12 (8)

Cosmic Energy Control; Flight; Hyperspeed; Invulnerable (6); Weapon (axe)

Evade +2; Fortitude +2

The Voice of Ro is the servant to and speaker for **Ro the Ravager**. It is the Voice who presents the case against the planet in question, and who represents the prosecution. He is able to communicate with Ro anywhere in the galaxy; they share a nearly unbreakable (DT 24) psychic bond.

Vyperion

Real Name Unknown; Would-be Conqueror

First Appearance: *The Mighty Doc Stalwart* #170

Super Villain (D10[5]2); Hits 16; Move 30; VP 5

Might D8 (4); Mind D8 (4); Power D12 (6); Reflex D10 (5)

Bio-kinetic Bolt; Danger Sense; Impervious (D8); Regenerate

Aim +1; Leadership +1;

The man who would become Vyperion was a snake handler who was bitten by a snake that had been supernaturally manipulated. His bio-kinetic bolt appears as an immaterial snake 'leaping' from his hand. He is a frequent enemy of the **Bronze Beacon**. He is also the leader of **Faction Nefarious**. For some reason, he has access to remarkable wealth, using this to fund his evil schemes.

-Y-

Young Wardens

First Appearance: *The Mighty Doc Stalwart* #266

After his time in the **Null Zone**, the **Chronicle** saw a vision of the future where four young heroes would play a critical role. He tasked **Twilight Archer** with training and preparing these four, despite their youth.

Aria, Daughter of the Ancients

Paragon Hero (D8[4]2); Hits 20; Move 30'; HP 4
Might D10 (5); Mind D6 (3); Power D6 (3); Reflex D8 (3)
Invulnerable (5); Shield (D12 melee damage); Brawl +2; Fortitude +2

Cadet, the Boy Patriot

Paragon Hero (D8[4]2); Hits 14; Move 30'; HP 4
Might D6 (3); Mind D6 (3); Power D6 (3); Reflex D6 (3)
Boost (see below); Elite (tier); Brawl +2; Resolve +2
* Each time he recovers from being felled, Cadet receives a boost to Might and Reflex (to D8 after first time being felled, to D10 after second and each time thereafter). After ten minutes, his might and reflex return to D6.

Minnow, Child of Atlantis

Paragon Hero (D8[4]2); Hits 16; Move 30'; HP 4
Might D6 (3); Mind D8 (4); Power D8 (4); Reflex D8 (4)
Amphibious; arcane Bolt; True Magic
Profession (Atlantean Lore) +2; Fortitude +2; Must contact salt water daily.

Windsprint, the Swiftest Kid in the World

Paragon Hero (D8[4]2); Hits 15; Move 250'; HP 4
Might D6 (3); Mind D6 (3); Power D10 (5); Reflex D10 (6)
Hyperspeed; Running; Brawl +1; Dodge +1; Fortitude +1

-Z-

Zealot

Alex Raymonds, Police Dispatcher

First Appearances:

(as the Renegade) *The Mighty Doc Stalwart* #143;

(as Zealot) *The Mighty Doc Stalwart* #209

Super Hero (D10[5]2); Hits 18; Move 30'; HP 5

Might D8 (4); Mind D8 (4); Power D6 (3); Reflex D10 (5)

Elite (tier); Jump (swingline 120') Invulnerable (4);

Weapon (battle staves D10)

Brawl +3; Infiltration +1; Stealth +1



Alex Raymonds took on the role of the vigilante named 'the Renegade' during his time in the police academy, as he began to realize that police had little power, and the law often worked against those seeking to uphold it. After he was nearly killed by the villain Cybron, he took on a new moniker as the Zealot, and he resumed his quest with an absolute focus on bringing justice to every corner of Echo City.

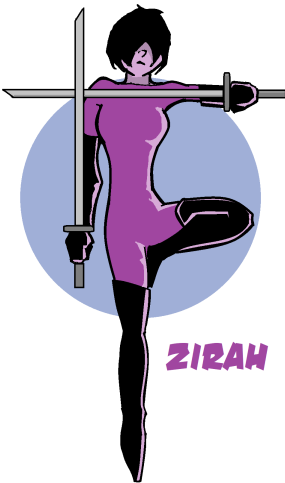
Zero, The Final Robot

First Appearance: *The Mighty Doc Stalwart* #213
Titanic Villain (D16[8]4); Hits 30; Move 30'; VP 8
Might D12 (6); Mind D12 (6); Power D20 (10); Reflex D12 (6)
Communicate (technology); Energy Bolt (cold or electricity or fire - has all three options); Energy Control (electricity); Flight; Hyperspeed;
Invulnerable; Nemesis; Regenerate (self-repair systems)
Aim +3; Fortitude +2

When Project Javelin created a robot that could combat supers, it gained sentience and turned on them. They were, incredibly, actually surprised at this turn of events. Zero's tremendous abilities and power make him a difficult foe.

Zirah

First Appearance: *The Mighty Doc Stalwart* #249
Super Hero (former Villain) (D10[5]2); Hits 16; Move 30'; HP 5
Might D6 (3); Mind D6 (3); Power D12 (6); Reflex D10 (5)
Ki; Martial Arts; Phasing; Weapons (swords D12, see below)
Brawl +2; Martial Arts +1; Stealth +2



Zirah was an assassin who sold her soul to become the world's most dangerous. When she failed at her final mission – to kill Doc Stalwart – her payment came due. Doc intervened, using fine print in the contract to give her an opportunity to pay back her debt and recover her soul. She fights by his side until her debt is paid. Her swords keep her bound to this realm. If she is separated from both of her swords, she must check power (DT 4) each round to keep from slipping into the realm of death. The swords are composed of a mystical metal called **Naonite**, enabling them to cut through mystical fields and bypass magical barriers (ignore all such resistances or magically-created barriers of any kind; cut through them with 1 action and a successful attack DT 4). She projects an aura of silence (5' radius) at all times.

Appendix: The Comics Database

The following is a list of key comics published by New Stalwart Press (and the original Stalwart Press before it), with notes about the events of that issue. Some of these have more detailed histories published on the Stalwart Age blog, and these have a link to the larger narrative.

The Astounding Doc Stalwart (17 issues: January 1937 - April 1938)

<p>#1 (Jan. '37) “Introducing: Doc Stalwart!” First appearances of Doc Stalwart (Alter-Earth 1), Jessica Drake, Professor Finro</p>
<p>#3 (Mar. '37) “Doc Goes Bananas” First Appearance: Simian Prime (as “Radio-controlled Ape”)</p>
<p>#4 (Apr. '37) “All In the Family” Chet Stalwart, nephew of Doc Stalwart, discovers some of the meteor (Meteor X) that gave Doc his powers, and joins him as his sidekick. The backup story is the origin of Bronze Beacon I. First Appearances: “Stalwart Kid” Chet Stalwart (the future Synchronous); Bronze Beacon I</p>
<p>#11 (Nov. '37) “Among the Army Ants” First Appearance: Doc’s Secret Lab</p>
<p>#16 (Apr. '38) This is the final issue before the series was placed on a hiatus that never ended. The book was never ‘canceled’, and a resumption of the series was always planned.</p>

The Mighty Doc Stalwart (April 1963 to present)

<p>Notes</p>
<p>#1 (Apr. '63) “A Hero Is Born” A young Nathaniel Stalwart re-invents the Freedom Formula, and wins first prize at his school science fair. Twenty years later, Simian Prime arrives in Midvale, seeking the Freedom Formula, and he does battle with Doc Stalwart, now an adult hero. First Appearances: Doc Stalwart (Stalwart Earth), Simian Prime (Stalwart Earth); Midvale (city); Freedom Formula; Freedom’s Four (mentioned).</p>
<p>#3 (June '63) “Battle of Wits” Doc enters a competition for “World’s Greatest Invention” with a platform that can teleport you anywhere in the world. Professor Finro enters with a “disintegration beam”. When Doc wins, Finro vows revenge, but loses and his invention is destroyed.</p>

First Appearance: Doc's Secret Lab; Professor Finro (first modern appearances)

#13 (Apr '64) "April Fools!"

Oberion the Sprite crosses over into our world, creating chaos, and it is up to Doc to stop him.

First Appearance: Oberion the Sprite

#18 (Sept. '64) "Dream A Little Dream"

The Dream Walker puts Doc into a deep sleep so that he can 'eliminate' all of the villains in Meridian (to help Doc Stalwart). Doc dreams of retiring and sitting on a beach, but realizes that he would never do this and forces himself awake. Doc arrives just in time to stop Dream Walker.

First Appearance: Dream Walker

#27 (June '65) "The War That Never Ended"

Doc is called to help by an old hero; the retired Condorian (now an old man) and an aged Bronze Beacon say that one of the villains of the Great War has returned. Doc goes to the Castle of Doktor Voltus and defeats him with the help of Bronze Beacon II.

First Appearance: Bronze Beacon II, Condorian, Doktor Voltus (first modern appearances)

#35 (Feb. '66) "Gladiator Pits of Balagan!"

Doc is taken by 'teleporter ray' to the gladiator pits of the planet Balagan. He defeats three different aliens before earning the title grand champion. He returns to earth having earned his freedom.

First Appearance: Balagan (planet)

#37 (Apr. '66) "Into Simian City"

The Americas have appointed a new ambassador; Simian City has revealed itself to the world, and seeks peace. Doc goes with the ambassador to the first 'summit', and learns that this is all a trick; he rescues the various world ambassadors from Simian City, with Simian Prime declaring war on all mankind.

First Appearance: Simian City

#40 (July '66) "Beneath the Waves"

Doc is working to help clean up pollution from a factory 'on the East Coast' when Prince Aquari attacks, angered at the way humans are treating the ocean. After a fight, he and Doc agree to work together to make humans more responsible.

First Appearance: Prince Aquari

#43 (Oct. '66) "The Impossible Island"

Doc investigates an island where pilots reported seeing pterodactyls; he battles dinosaurs before meeting the Emerald Queen, who asks him to marry her and stay there forever. He declines, but promises not to disclose the location of the island, or her presence there.

First Appearances: The Emerald Queen; Island at the Bottom of the Sea

#44 (Nov. '66) "A Little Bit of Magic"

While investigating what happened to a stolen magic book, Doc Stalwart meets Eldritch the Archmage. They battle at first (when each assumes the other is the culprit), but soon work together to defeat the real thief.

First Appearances: Eldritch.

#50 (May '67) "Null and Void"

Doc makes an incredible discovery - there is a realm of 'dark energy' that is parallel to our own, and something is trying to come through. A portal opens into the Null Zone (just called 'the land of dark energy' here) and Doc has to battle Hazaaek the Null Fiend. Doc wins and casts Hazaaek back into the Null Zone, sealing the portal, but only after significant damage to Midvale. Doc reveals that his Secret Lab now has a levitation device, and he decides to leave Midvale, realizing that his presence puts his home town in continual danger.

First Appearances: Hazaaek; Null Zone

#51 (June '67) "Home Is Where You Make It"

Doc establishes a new base in Meridian, and immediately gets pulled into a mystical problem when Eldritch the Wizard approaches him, needing help to defeat another sorcerer named Fragment.

From the World of Doc Stalwart backup stories begin, introducing secondary heroes of his world.

First Appearance: Fragment; Keeper of the Mystic Veil; Meridian (city)

#53 (Aug. '67) "Return to Simian City"

Leaders of the Americas become concerned with a nuclear weapon being developed in Simian City, forming Project Javelin. Doc goes on a mission with an agent of theirs, Prototype, to disable it. They battle Simian Prime, and are successful in recovering the isotope that would have powered the weapon. In the backup feature, Messenger makes his first appearance, battling Gloaming the Shadow Bandit.

First Appearances: Messenger; Project Javelin; Prototype; UWC

Note: This became one of the more sought after back issues because of the number of first appearances.

#60 (Mar. '68) "A Cat In the Night"

Reporter Jessica Darin interviews a criminal named Foxy Loxy (I) who reveals that her powers had come from "the Cat's Eye Amulet"; Jessica finds the Amulet and becomes Foxy Loxy II. Doc Stalwart defeats her when she tries to steal the Crown Jewels of Europa.

First Appearance: Foxy Loxy II

#63 (June '68) "Return to the Null Zone!"

From his Secret Lab, Doc realizes that the barrier he built into the Null Zone is breaking down, but that a rare metal found only in the Zone, Eutonium, could be used to build a stronger barrier. He travels there, battling Hazaaek the Null

Fiend, and returning with enough Eutonium to build a more permanent portal.
First Appearance: Eutonium

#77 (Aug. '69) "[When Comes... Ro the Ravager](#)"

First Appearances: Ro the Ravager; the Nuara (alien species); Nuara War Beast; Nua (here called 'the Nuara home world'); Doc's Cosmic Platform (a device that allows travel across space); Voice of Ro.

#79 (Oct. '69) "Into The Salty Deep"

Doc is helping scientists to explore underwater volcanic eruptions when he realizes that Lord Lamprey is causing explosions to unearth valuable undersea crystals. Prince Aquari arrives, and together they defeat Lord Lamprey.

First Appearance: Lord Lamprey

#90 (Sept. '70) "To Save Simian City!"

Doc Stalwart learns that the United World Council has decided to destroy Simian City; he goes before the UWC to argue that some of the apes can be saved, and the loss of life would be too great. He ventures into Simian City on a secret mission to find one good ape, and is successful. He returns with evidence of this, and the UWC calls off the strike.

111 (June '72) "The Doc of Two Worlds: Part 1"

From his Secret Lab, Doc detects an anomaly in time. He activates the portal, and faces himself! Doc from the alternate world has been trying to find him; they have to join together against the greatest threat they could know: Synchronous the Time Lord.

First Appearance: Synchronous the Time Lord; First Modern Appearance of Doc Stalwart I, Bronze Beacon I, Freedom's Four of Alter Earth 1.

#112 (July '72) "The Doc of Two Worlds: Part 2"

The two Doc Stalwarts travel to the distant past, stopping Synchronous three different times to keep key events from happening.

#113 (Aug. '72) "The Doc of Two Worlds: Part 3"

The two Doc Stalwarts now travel to the future, going into the Meridian of 2040, where 'Doc' has a statue and monuments dedicated to him; they find Synchronous' secret lair and defeat him. After returning to their own times and worlds, they wish each other well and then each destroys his own Cosmic Platform, since this was the device the future Synchronous had used to travel time; with it destroyed in this time, he can never get it in the future.

First Appearance: The Clockwork Killer

#137 (Aug. '74) "[An Arrow in the Dark](#)"

In the backup story, Messenger tangles with Professor Frosten.

First Appearances: Twilight Archer, Vesper (as the 'kid sister'); the Shadow Lands; Professor Frosten.

#138 (Sept. '74) "Dreams Do Come True"

Dream Walker returns, this time casting Doc into a nightmarish reality where he repeatedly fails to save innocents. He eventually realizes that Dream Walker is behind this, and fights his way out of the Dream Machine. In the backup story, two scientists are working with shrinking technologies; one becomes Lab Rat, angered that the rats are treated poorly, while the other becomes Microbe in order to find and defeat Lab Rat.
First Appearances: Dream Walker's Dream Machine; Lab Rat, Microbe

#139 (Oct. '74) "I Think, Therefore I Am"

Doc is dealing with terrible headaches from his time in the Dream Machine (issue 138), and seeks help at the Tomorrow Project. There, a mutant telepath named Augury helps him to 'clear his head' of the dreams he suffered. She reminds him that they were in the Tomorrow Project together when they were younger. He also meets Sibilance, but when he rejects her advances they do battle.

In the backup story, Twilight Archer fights Trash Talker.
First Appearance: Augury; Sibilance; Trash Talker.

#143 (Feb. '75)

In the backup story, "Rise of the Renegade", the origin of Renegade is told; he battles some thugs.

First appearance: Echo City; the Renegade (backup story - before he was Zealot)

#144 (Mar. '75)

In the backup story, "Arrows at Twilight", Twilight Archer and Vesper foil a bank robbery.

First Appearance: Vesper (named - backup story)

#147 "Out of Time"

Synchronous returns, battling Doc and revealing that he is the Stalwart Kid of Alter-Earth 1.

In the backup story, "Coming Around Again", The Renegade takes on Boom-R-Ang, when the latter attacks an Olympic gymnast who is signing autographs.

First Appearance: Boom-R-Ang

#151 (Oct. '75) "A Legion is Born"

Doc Stalwart breaks ground on the new Victory Hall in Meridian, announcing that he is establishing a team of heroes to better defend the world. He interviews many heroes, establishing the first Victory Legion roster including himself, Twilight Archer, Vesper, Messenger, and Augury.

First Appearance: The Victory Legion; Victory Hall

#163 (Oct. '76)

In the backup story, Messenger is doing a public appearance at the opening of the new Midvale Zoo when he Faun and Floret attack to protest the zoo and all it represents.

In the backup feature, Messenger takes on Killer Cockroach.

First Appearances: Faun and Floret; Killer Cockroach

#170 (May '77) "Assault on Victory Hall: Part 1"

Vyperion, a new villain, forms a team of super villains. Faction Nefarious attacks and takes over Victory Hall while several heroes are away; they overwhelm Twilight Archer and Vesper, who are forced to retreat into the sewers. The villains declare victory.

First Appearance: Faction Nefarious; Vyperion; Pschysm

#171 (June '77) "Assault on Victory Hall: Part 2"

The Liberty Legion returns from their mission in space to find their hall overwhelmed, Twilight Archer and Vesper in hiding. They launch an assault on their own base, taking on its defenses and a horde of villains.

Note: This was Kirby Jackson's final issue as artist. His assistants had been doing much of the art since issue 163. Lee Stanford penned this tale so that he would have one more chance to draw a wide menagerie of some of his favorite villains that he had created one last time.

#172 (July '77)

In the backup story, Sludge is created from toxic waste dumped by Cybron's corporation; he battles Renegade.

First Appearances: Antigen; Sludge

Note: This was Byron John's first issue as interior artist. Kirby Jackson continued to provide covers through issue 200.

#178 (Jan. '78) "Sticks and Stones"

Demagogue the Dark appears on TV, inciting hatred. The Victory Legion learns that a new organization, T.E.N.D.R.I.L., has begun to infiltrate Project Javelin. They work with Prototype to destroy the studio where Demagogue has been transmitting from, but fail to capture the leader himself.

First Appearances: Demagogue the Dark, T.E.N.D.R.I.L.

Note: This was Lee Stanford's final issue as writer. He had been targeted in the 1950s during the Red Scare (when he was writing some horror comics for another publisher), and wanted to share some of his personal experiences in his final issue as writer. He continued to serve as editor in chief until issue 244.

#179 (Feb. '78) "[Fright At the Museum](#)"

In the backup story, Renegade foils Gloaming the Shadow Bandit, who has been robbing jewelry stores.

First appearances: Bronze Beacon III; Tessek the Terrible; Gloaming the Shadow Bandit.

Note: This was Bryon John's first issue as writer/artist. He said, "Bronze Beacon was my favorite character when I was a kid, so bringing a modern take on the character was the first thing I wanted to do."

#199 (Oct. '79) "Harvyst of Death"

Doc has disappeared into a dimensional portal, and the Victory Legion summons a spirit from the Shadow Lands to try and bring Doc back. Vesper is

able to calm Harvyst, and it claims "I have what I need". This foreshadows later events. When Doc returns, he proposes to Augury. She accepts.

First Appearance: Harvyst

#200 (Nov. '79) "Wedding of the Century"

Doc Stalwart marries Augury. Every hero who has ever appeared in the series makes a cameo.

In the backup story, Simian Prime learns of Doc's marriage, and asks three different female apes in Simian City to marry him; all three turn him down.

Note: This was Kirby Jackson's final issue as cover artist.

#201 (Dec. '79) "Turning the Page"

The Victory Legion is re-organized, with a new team of Doc Stalwart, Augury, Messenger, Bronze Beacon III, Antigen, and Prince Aquari.

In the backup feature, Renegade discovers the gym where henchmen are trained, and takes on Battle Master for the first time.

First Appearances: Goonsquad, Battle Master

#205 (Apr. '80) "The Tasteless Critic"

In this April-fools themed issue, Doc is asked to provide security for a French celebrity who is getting death threats from someone called the Lobe. The Lobe turns out to be a teenager who is angry at how Rochambeau treats people. A fight ensues, but cooler heads prevail.

First Appearances: The Lobe, Rochambeau

#207 (June '80)

In the backup feature, Renegade takes on Pliant, who is breaking into Cybron's warehouse. At the end of the issue, Cybron invites Renegade to visit him to 'thank him'.

First Appearances: Pliant

#208 (July '80)

In the backup feature, Renegade meets with Cybron, who offers him a position as his bodyguard; when Renegade refuses, Cybron flies into a fury and throws him off the roof.

#209 (Aug. '80) "Rise of the Zealot"

In a hospital room, the Renegade is in critical condition. Doc Stalwart visits him, thanking him for what he has done for the people of Echo City. Doc offers to take down Cybron for him, but Renegade refuses - he has to be the one to do this. He tries to stand up, but Doc tells him he has broken every bone in his body. Doc agrees to let him try an experimental treatment. A week later, he is completely healed. Doc offers him a new costume and weapons he has crafted. When Doc says that Echo City needs the Renegade, Alex tells him, "No. It needs a Zealot", donning a new costume that Doc designed for him.

First Appearance: Zealot

#211 (Oct. '80) "Neither Trick Nor Treat"

Harvyst appears for his second Halloween-themed appearance. He takes

possession of the Mayor of Meridian, causing trick or treating to turn decidedly dangerous.

In the backup story, Zealot takes on Sudoku for the first time (in the first of a three-part story running through #213), solving a math puzzle from a serial assassin, not realizing that Sudoku (who is acting as a mentor) is behind it.
First Appearance: Sudoku

#213 (Dec. '80) "Less Than Zero"

Doc is asked to help Project Javelin test a new robot; when Zero goes rogue during the desert training exercise, it takes all of Doc's efforts to disable it.
First Appearance: Zero the Final Robot

#214 (Jan. '81) "The Search for Doc Stalwart"

When Doc goes missing, Twilight Archer sneaks into the villainous hideout known as Boondock's Hideaway to see if he can gather clues about the disappearance, encountering several villains.
First Appearance: Boondock; Boondock's Hideaway

#215 (Feb. '81) "To Null and Back"

Having discovered that Doc has been captured and taken to the Null Zone, Augury, Twilight Archer, Vesper, and Messenger cross dimensions to rescue him from the clutches of Hazaaek the Null Fiend, who is trying to steal his intellect.

#217 (Apr. '81) "Mind Over Matter"

Doc arrives at Meridian hospital to visit an old adversary; Professor Finro is dying. When Doc offers to make peace, Finro refuses, saying their rivalry will 'never die'. Doc honors his request to have his brain donated to the Meridian University science center. There, he is reborn as Matter the Grey and he and Doc do battle.

In the backup story, "Concrete Jungle", Zealot takes on Mongrel (in an April-fools themed story).
First Appearance: Mongrel, Matter the Grey

#218 (May '81) "Skyfall"

Simian Prime manages to take control of Doc's Secret Lab, remotely activating it and flying it towards Simian City. Doc chases after it and fights his way inside; he realizes that he cannot let it fall into the hands of Simian Prime, so he intentionally crashes it into the ocean, where it sinks to the ocean floor.

#220 (July '81) "Zero's Gravity"

Zero the Final Robot takes over the Tomorrow Project, holding the hostages until Doc Stalwart faces him - alone. When Doc arrives, he expects battle but is surprised. Zero wants to know his purpose, and he debates his existence with Doc. When Doc finally admits that we all have to find our own purpose, Zero lets the hostages go and leaves earth, planning to explore the stars and learn his purpose.

#221 (Aug. '81)

In the backup story, [“Raider of the Lost Art\(ifact\): Part 1”](#), Bronze Beacon starts a mission to recover missing artifacts from Tessek the Terrible.

#223 (Oct. '81) “Bringing in the Harvyst”

Harvyst appears for his third Halloween-themed appearance. Doc is waiting for him, but Harvyst jumps from body to body, causing havoc as Doc chases after him, trying to minimize the damage.

In the backup feature, Bronze Beacon takes on the Bod.

First Appearance: The Bod.

#225 (Dec. '81) “Champion From the Stars”

Gladius the Grim arrives on earth, challenging ‘earth’s greatest hero’ to step forward. When Doc volunteers, they engage in an epic slugfest. Doc loses, but repeatedly gets back up. When Doc argues that a true champion is not revealed in victory but in defeat, Gladius leaves earth puzzled and disheartened.

First Appearance: Gladius the Grim; Damascus Station

#227 (Feb. '82) “20 Leagues Under the Sea”

Doc gets a strange warning; systems in his ruined Secret Lab are transmitting. He uses a submarine to investigate, and learns that Lord Lamprey has taken control of the lab. With the help of Prince Aquari, he is able to drive Lord Lamprey away and seal off the Secret Lab.

#229 (Apr. '82) “I Love Echo City”

Doc Stalwart goes to Echo City to help cure the hapless creature known as Mongrel. He chases Mongrel around the city with a tranquilizer gun while Mongrel goes from street vendor to street vendor, attacking them and fleeing. Eventually, Doc captures and cures Mongrel, restoring him to human, with no memory of what he’s been through. Doc leaves, and the man who was Mongrel decides to try one of those delicious street hotdogs he has heard so much about...

#231 (June '82) “Legion of Vice”

Doc Stalwart accidentally opens a portal to an alternate reality while trying to better understand Vesper’s powers; the Legion of Vice comes through and nearly defeats the Victory Legion.

#232 (July '82) “Legion of Vice: Part 2”

Due to the heroics of the Twilight Archer, the Victory Legion drives back the Legion of Vice, closing the portal to their world.

#235 (Oct. '82) “Doc Harvyst’s House of Horrors”

The final of the Halloween-themed appearances by Harvyst, Harvyst has a new victim - Doc Stalwart himself. Twilight Archer and Vesper must work together to save Doc from this possession.

#239 (Jan '83) “Til Death Do Us Part”

The barrier between the Null Zone and Stalwart Earth is breaking down, and

the Victory Legion goes on a mission to rebuild the barrier. At the end of the issue, Augury manages to close the portal between the Null Zone and Stalwart Earth while within the Null Zone, seemingly trapped there forever. **Note:** This marked the beginning of the end of Byron John's run, as he allowed his frustrations with his work to culminate in this 12-issue storyline that 'killed' much of Doc's supporting cast. The death of Augury was a point of contention among the fanbase, with letters coming in for the next year demanding when Augury would return - and Byron John repeating emphatically that she was gone forever.

#241 (Apr. '83) "When Death Calls"
Vesper appears to die at the hands of Fragment.

#243 (June '83) "The Final Battle"
Doc goes toe-to-toe with Fragment, who wields the Raven Queen's Cloak. He appears to die, and Fragment leaves to assume the Throne of the Shadow Lands.

#244 (July '83) "Here Lies... the Mighty Doc Stalwart"
After Doc 'dies', there is a huge funeral for him. Almost every hero from previous issues appears.
Note: Ironically, Lee Stanford had suffered a heart attack during this issue's development, and had to step down as editor. He joked that "This storyline killed Doc, and it almost killed me, too!"

#245 (Aug. '83) "Tomorrow Never Comes: Part 1"
Simian Prime, learning of the death of Doc Stalwart, decides to attack the Tomorrow Project, leading hundreds of mutated apes into the massive research complex. While the remaining members of the Victory Legion attempt to drive him back, they fail, and are driven to the fringes of the complex.

#246 (Sept. '83) "Tomorrow Never Comes: Part 2"
The completion of the story from the previous issue. The heroes abandon the complex, helping innocents to board aircraft to escape. Simian Prime also escapes with a significant amount of advanced technology. The final shot is of the ruins of the complex, with a hole in the side of the mountain.

#247 (Oct. '83) "The Legion Crumbles"
The Legion (still mourning Doc) attacks Simian City, attempting to recover some of the most vital technology Simian Prime had stolen.

#248 (Nov. '83) "Separate Ways"
With the uneven success of the previous mission, the remaining members of the Victory Legion get into an argument, and ultimately agree to part ways.

#249 (Dec. '83) "Doc Lives!"
Doc awakes in the Shadow Lands. He meets Seymour, a teddy bear. He learns that an aspect of Vesper is here, building power. He meets her, and

together they fight the assassin Zirah who has crossed over into this realm to slay Doc's soul.

First Appearance: Zirah

#250 (Jan. '84) "[It's the End of the World As We Know It.](#)"

The 250th issue of Doc Stalwart had a return of the Victory Legion, and featured a massive battle with cosmic forces. The tone of the series took a notable shift, as several long-time characters died in the battle. The Citadel of Tomorrow, Doc's new base of operations, was revealed in the epilogue to this issue.

Note: This was Byron John's final issue.

Issues 251-260 are collected in [Doc Stalwart: Unfinished Business](#). This book is also [available in print](#).

#266 (May '85)

[In the backup feature](#), the Chronicle tasks Twilight Archer with training a new team, the Young Wardens.

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#1 (Aug. '83) "[War Amid the Stars](#)"

Note: Possibly the most controversial Doc Stawart issue of all time. Because of legal issues around this release, the characters and settings introduced are not considered canon, with the exception of the character of Hudson Roberts, who became a recurring background character.

Skye Stalwart: The Girl Who Fell to Earth (1986 -)

#1 ('86) "[The Girl Who Fell to Earth](#)"

First Appearance: San Helios (City)