



Name: Cosmic Cube

Recommended Rank: 2-6

Category: Narrative

Size: Miniature

Range: N/A

Reach: N/A

Damage Multiplier: None

Effect: The user can use Reality Manipulation. This item grants the user Karma points equal to their rank: These Karma points replenish at the start of their turn, and the user may spend more than 1 Karma point on a single action. For each single Karma point spent, roll 3d6 and take the total of all rolls for this item. When the total reaches 100, the Cube becomes a Rank X character. As a reaction, the user may pay 10 focus to re-roll any check made by any character, replacing the first check entirely. The user may spend 1 Karma and a reaction to create a Giant Hound. The user may spend 3 Karma points and a standard action to create a single Artificial Being.

Description: A cube of glowing light with reality-altering properties.

History: The first known Cosmic Cube was developed by the terrorist organization Advanced Idea Mechanics, but others have been discovered on other planets. The Cubes contain immense cosmic power and can be used to grant any wish. Over time, the cubes eventually develop self-awareness and evolve into a powerful being, with their own motives and desires.

Commentary: This powerful MacGuffin can be a serious presence in combat, ensuring its user accomplishes their goal. Whether used by good or evil, the more one is used, the quicker it becomes sentient. An iconic accessory to Red Skull or Thanos, but applicable to any storyline.



Name: Giant Hound

Rank: 2

Karma: 2

Health: 60	Damage Reduction:- 1
Focus: 90	Damage Reduction:-

Initiative: +3E

Speed: 6

Occupation: None

Origin: None

Traits: Big, Situational Awareness

Tags: Mute

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	12	+2	X3
Agility	1	12	+1	X2
Resilience	2	12	+2	X2
Vigilance	3	13	+3	X2
Ego	1	11	+1	X2
Logic	0	10	+1	X2

Powers:

Basic: Brawling, Mighty 1, Heightened Senses 2, Sturdy 1
Melee Weapons (Sharp): Exploit, Fast Attacks, Vicious Attack

Biography:

During a battle with Spider-Man and Hellcat, Thanos used the Cosmic Cube to summon a giant hound dog. For some reason.

Commentary:

This is the [last piece](#) you need to recreate a story that spawned lots of memes, but could also be a useful tool for many villains, though perhaps a bit hard to take seriously.



Name: Artificial Being

Rank: 4

Karma: 4

Health: 120	Damage Reduction:- 3
Focus: 120	Damage Reduction:-

Initiative: +3

Speed: 6

Occupation: None

Origin: Weird Science

Traits: Battle Ready, Big, Combat Reflexes, Iron Will, Weird

Tags: Extreme Appearance, Mute

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	14	+8	X7
Agility	1	14	+1	X4
Resilience	4	15	+4	X4
Vigilance	3	13	+3	X4
Ego	3	13	+3	X4
Logic	2	12	+2	X4

Powers:

Basic: Anger, Brawling, Mighty 3, Sturdy 3

Elemental Control (Earth): Elemental Barrier, Elemental Blast, Elemental Burst, Elemental Form, Elemental Grab, Elemental Reinforcement, Elemental Suffocation

Super-Strength: Clobber, Crushing Grip, Smash

Biography:

During his first battle with Captain America after being reawakened, the Red Skull acquired the unlimited power of the Cosmic Cube. He used it to create a [suit of golden armor](#), and summoned a creature made out of living earth to battle Captain America. The Sentinel of Liberty was no match for this power, but he had a plan to beat the Red Skull. He pretended to offer a life of servitude in exchange for his life. When the Red Skull gloated over his victory, Captain America kicked the cube out of his hands, taking away the effects of its powers. Thanos summoned similar "Demonic Constructs" when he used the Cosmic Cube against Mar-Vell, creating them from the metal and wires of a spaceship.

Commentary:

This brute doesn't pack much in the brains department, but it's strong and durable. It's a perfect tool for a brainy villain that got their hands on the Cosmic Cube. Of course, they also make great minions for a powerful cube-wielding villain as well.



Name: Black Vortex

Recommended Rank: 1-5

Category: Narrative

Size: Big

Range: N/A

Reach: N/A

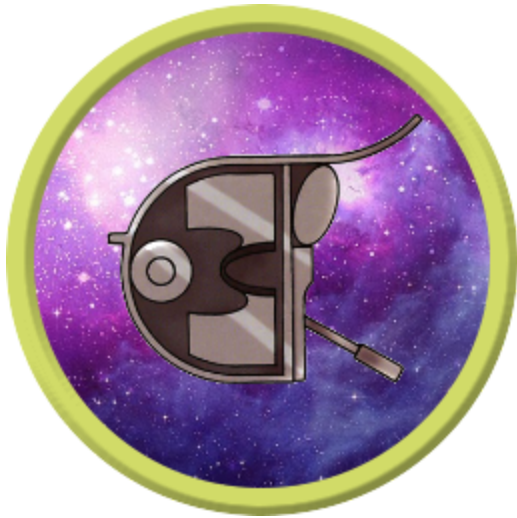
Damage Multiplier: N/A

Effect: The Black Vortex is sentient, and can show anyone who looks into it visions of the future. Anyone who passes through the mirror and “submits” gains 1 rank, Flight 2, and Cosmic Awareness. They do not regain Karma. When the user runs out of Karma, they return to normal.

Description: A tall mirror, with an ebony frame carved to look like a grim humanoid figure.

History: Eons ago, the Viscardi lived on a planet under the surveillance of a Celestial. The Viscardi were a curious and fast-evolving race, and implored the Celestial to allow them to explore the stars. It granted their request, creating a powerful mirror called the Black Vortex. Anyone who looked in the mirror and submitted to the Vortex would be granted cosmic powers. The Black Vortex ended up sparking endless conflicts that ultimately destroyed the Viscardi. In recent years it resurfaced in the collection of the galactic crime lord Mr. Knife. The danger and power it represented drew the attention of the Guardians of the Galaxy and the X-Men, who found themselves divided about whether to exploit its powers or destroy it so nobody else could use it.

Commentary: The Black Vortex has a specific role in a storyline: to cause problems simply by existing. It offers a significant power boost with a significant drawback, and an incentive to use your powers to achieve your goals quickly. It also raises a debate about whether to destroy or hide it, to keep its power out of the wrong hands, or to put its power to use before someone else does.



Name: Ultimate Nullifier

Recommended Rank: 4-6

Category: Ranged Weapon, Narrative

Size: Tiny

Range: Infinite

Reach: N/A

Damage Multiplier: N/A

Effect: The user can use a standard action to fire the Nullifier at a single target. When they do, they user must make a TN 20 Resilience check. If they fail, they are destroyed. If they succeed, the user has their focus reduced to 1 and becomes exhausted. The target is completely destroyed, as is the nearest planet.

Description: A small, metallic handheld device.

History: The Ultimate Nullifier is one of the most powerful weapons in the universe, and one of the only things capable of inspiring fear in Galactus. It is capable of erasing anything from existence, up to and including an entire universe. It was originally created by the Watcher Emnu, who used it to destroy the Proscilican Empire, along with 9/10ths of the habitable universe. The device has been held in safety by Galactus, though it appears more than one such device may exist. Its purpose may be to erase and recreate the entire universe. The device was stolen from Galactus by Johnny Storm, on advice from the Watcher. Reed Richards used it to force Galactus to spare the planet earth. It was also used by the Chitauri fleet in an attempt to invade earth, but Nova (Sam Alexander) stole it and fired it at the fleet.

Commentary: This device has about as big a risk-reward potential as you can imagine. Even attempting to fire it carries a big risk, and even if it works, the collateral damage is incredibly high. Even if it's not used, the presence of this thing alone can dramatically escalate the stakes of a story.



Name: Tactigon

Recommended Rank:

Category: Narrative, Melee Weapon, Ranged Weapon, Shield

Size: Small

Range: 10 Squares

Reach: 2 Squares

Damage Multiplier: +1 Melee, +1 Agility

Effect: The user can use Copy Ability, Clone Moves, Machine Telepathy, and all Ranged Weapon, Melee Weapon, and Shield-Bearer Powers. This item and the powers it grants are Stackable.

Description: A mechanical device that attaches itself to the arm of its wielder, melding with their flesh. It can change form and shape to create new weapons.

History: The Tactigon is a weapon that is adaptive and symbiotic. It attaches to a living being and gives them the power to analyze and exploit any weakness of their opponents. It was created in the distant past by the Prosilicans, but was lost for much of history. It was discovered by the teenager Violet Lightner, who used its power to join the Initiative. She lost control of it and inadvertently killed her teammate, MVP. The weapon was later used by a villainous clone of MVP, known as KIA. The weapon was detached by Tony Stark, and kept in S.H.I.E.L.D. storage. It was stolen by Doctor Doom for use during the Reckoning War.

Commentary: The Tactigon could be used to power up a hero or villain, or can single-handedly turn a civilian into a serious threat. This thing is somewhere between a battlesuit and a symbiote, with the potential downsides that come with both.



Name: Tablet of Life and Time

Recommended Rank: 1-6

Category: Narrative

Size: Small

Range: N/A

Reach: N/A

Damage Multiplier: N/A

Effect: The user can use Healing Factor, Healing Hands, Resurrect, and Instant Evolution. Double all healing within 5 squares of this item.

Description: An ancient stone tablet with writing in an unknown language carved into it.

History: The Tablet of Life and Time was created in ancient Atlantis. Carved into it is the instruction for creating the Lifeline Formula, which can heal any injury. It also allows the potential to unlock the full potential of evolution. The Tablet has been the target of various organized crime figures in New York, notably the Kingpin, Hammerhead, and Silvermane.

Commentary: Arguably the least powerful item in the document, though one that shouldn't be underestimated. The power it grants is significant enough to attract those with power, but down to earth enough to fit in with a more street-level campaign.



Name: Evil Eye of Avalon

Recommended Rank: 3-5

Category: Narrative

Size: Miniature

Range: 10 Squares

Reach: N/A

Damage Multiplier: +1 Ego, +1 Agility

Effect: The user can use Elemental Burst, Elemental Blast, Elemental Barrier, Elemental Protection 2, all Omniversal Travel powers. This item ignores Elemental or Telekinetic Barriers. The Evil Eye must be “charged” between uses, but has a "safety" setting that keeps it from gaining power until it explodes. At the start of their turn, the user must make a TN: 14 Resilience check. If they fail, the Evil Eye explodes, treated as a Frag Grenade with a 10 square radius and a X6 damage multiplier.

Description: A short, rod-like device with a cupped end.

History: The Evil Eye was forged by alchemists in Avalon, as a weapon against the Fomorians. It has the power to manipulate matter and energy. It can fire destructive blasts, create or nullify energy fields, and travel through dimensions. It absorbed too much power for its creators to control, and destroyed them. It was discovered by the ancient explorer Prester John, who was himself discovered by the Human Torch in a state of suspended animation. When Johnny learned of the Eye's power, he sought to use it to free the Inhumans trapped in Attilan. Unfortunately, in his haste he did not learn about the need to use the “safety” mechanism that prevents the device from overloading. It exploded and was split into six pieces and scattered around the globe. The power of the Eye was sought by Dormammu and Loki, who put in motion a scheme to pit the Avengers and Defenders against each other in competition for the fragments. Eventually Dormammu obtained all of the pieces and attempted to use the Eye to merge Earth and the Dark Dimension. He was stopped by the combined efforts of the Avengers and Defenders, with some aid from a last-minute betrayal by Loki.

Commentary: A powerful item with a pretty big risk. You might get some use out of the dilemma of how to use its power, or from a risky maneuver taking advantage of a potential explosion.



Name: Abundant Glove

Recommended Rank:

Category: Narrative

Size: Small

Range: N/A

Reach: N/A

Damage Multiplier: +1 (All)

Effect: At the start of their turn, the user may spend 20 focus (regardless of rank) to receive an edge on all checks for one round, and to give all attacks against them trouble for 1 round. The user gains the Heroic and Villainous tags, plus Karma and Sinister Plot Points equal to their rank, as well as all Basic powers that do not have other powers as prerequisites. The user may spend 10 Focus and a standard action to create an Abundant Warrior.

Description: A glove embedded with 5 glowing gemstones.

History: Just as the Infinity Gauntlet combines the powers of the Infinity Gems to grant unlimited power, the Abundant Glove combines 5 gems to grant limited, but substantial power. It uses the powers of 5 stones: The Compassion Gem, the Laughter Gem, the Dance Gem, the Respect Gem, and the Second Dance Gem. It was obtained by Talos the Untamed, who hired Howard the Duck to track down the Respect Gem. When his plan was revealed, Howard defeated the villain (with the help of a lot of powerful heroes.)

Commentary: This item is a bit sillier and a bit less flashy than the others, but it's useful and can achieve (moderately) impressive things. The powers it gives can elevate the ordinary into the extraordinary, and the extraordinary slightly higher.





Name: Abundant Warriors

Rank: 2

Karma: 2

Health: 60	Damage Reduction:-1
Focus: 60	Damage Reduction:-1

Initiative: +1

Speed: 5

Occupation: Outsider

Origin: Weird Science

Traits: Battle Ready, Combat Reflexes, Connection: Outsiders, Fresh Eyes, Stranger, Weird

Tags: Chaotic, Extreme Appearance, Mysterious, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	12	+3	X3
Agility	2	12	+3	X3
Resilience	1	11	+1	X2
Vigilance	1	11	+1	X2
Ego	2	12	+3	X3
Logic	2	12	+3	X3

Powers:

Basic: Accuracy 1, Brilliance 1, Combat Trickery, Discipline 1, Flight 1, Mighty 1, Sturdy 1, Uncanny 1

Magic (Chaos): Powerful Hex

Biography:

The Abundant Warriors are energy constructs created by the Abundant Glove, which were used by the Skrull warrior Talos the Untamed to defeat earth's mightiest heroes.

Commentary:

Like the Abundant Glove, these aren't the fanciest characters in the world, but they can do almost anything they need to in a fight.



Name: Casket of Ancient Winters

Recommended Rank: 4-6

Category: Magic Item, Narrative

Size: Tiny

Range: N/A

Reach: N/A

Damage Multiplier:

Effect: The user can use Control Weather 1-4, and Elemental Burst, Blast, Push and Barrage (Ice, Air). When the user uses a Weather Control power that mentions an Elemental Control power, they may use Ice or Air.

Description: A small wooden chest. When opened, it unleashes the cold of endless winter.

History: The Casket contains the Fimbulwinter of [Ymir](#), the endless blizzard that heralds the beginning of Ragnarok. Several villains have attempted to use this powerful item to gain power over the Ten Realms. It was used by Surtur in an invasion of Midgard, who was stopped by Thor and the Avengers. It was later sought by Malekith, who used it in several campaigns against Asgard.

Commentary: This item is best used in Asgardian storylines, either in the hands of a major villain or a meek mortal who stumbles across it. The Casket can have a debilitating effect on combat, greatly restricting movement.



Name: Gems of Merlin

Recommended Rank: 1-6

Category: Magic Item, Narrative

Size: Tiny

Range: N/A

Reach: N/A

Damage Multiplier: N/A

Effect: Anyone who touches one of the stones has Energy Absorption and Health and Focus Damage Reduction: 6 for the next 24 hours. During this time, they do not have to pay the Focus Costs for Magic (Sorcery) powers.

Description: Six glimmering gemstones

History: These gems were imbued with mystical power by the ancient wizard Merlin in Otherworld. They enhance sorcery and can make their owner invincible. They were sought by Doctor Doom in his first encounter with the Fantastic Four. He forced the four to use his time machine to hunt down the gems in the age of piracy. During the

adventure, the Thing inspired the legends of Blackbeard. Despite finding the prospect of life as a notorious pirate more appealing than the modern world, but

Commentary: This item is really only known for being the MacGuffin in Doctor Doom's first appearance, which is an odd but highly memorable debut for Marvel's best villain. It's well-suited to mystical or time travel adventures.



Name: Serpent Crown

Recommended Rank: 3-6

Category: Magic Item, Narrative

Size: Tiny

Range: N/A

Reach: N/A

Damage Multiplier: N/A

Effect: The user can use Bolts of Balthakk and all powers from the Illusion, Telepathy, and Telekinesis Power sets. The user may spend 1 point of Karma instead of Focus for using any of these powers. At the start of their turn, the user must spend 1 Sinister Plot Point or make a TN: 18 Ego check. If they fail, they become controlled by Set for the rest of the battle.

Description: A crown of jade carved in the shape of seven snake heads.

History: The Serpent crown was created in ancient Lemuria by worshippers of the Elder God Set. The Crown granted mystical and psionic powers, but turned the wearer into a vessel for Set. In modern times the Crown has been guarded by Namor, who has fended off attempts by Lemurian sorcerers and Deviant armies to acquire it and deliver the world to Set.

Commentary: The Serpent Crown probably isn't an appealing item unless you're a villain. It fits nicely in Atlantean and mystical storylines, or any involving tempting or corrupting a hero.



Name: Gorath Stone

Recommended Rank: 1-4

Category: Magic Item, Narrative, Melee Weapon

Size: Miniature

Range: N/A

Reach: 1

Damage Multiplier: N/A

Effect: The user can use Hex Bolt, Telepathic Link, Command, Mind Reading, Precognition 2, and has the Villainous Tag. They may make an Ego attack on a target within 10 squares. If successful, any Narrative Item the target wields becomes unusable for 24 hours. The user may use a Standard action and spend 5 Sinister Plot Points to summon Nyarla-Gorath.

Description: A small jagged crystal that emits an ethereal green light.

History: The Gorath Stone is a gem that was imbued with chaos magic in ancient Atlantis. It has been encountered at various points in the past and future, always in the presence of members of [Avengers Academy](#), after being displaced by the M’Kraan Crystal. The Stone is a beacon for the Many-Angled One Nyarla-Gorath. It played a notable role in the modern formation of Hydra. It was one of many artifacts hoarded by the Supreme Hydra, in his base in occupied Korea. The Supreme Hydra was defeated by a group of soldiers led by Arnie Roth (including the time-displaced Kid Juggernaut and Aaron Fischer.) [Baron Strucker](#) usurped the position of Supreme Hydra after this defeat, stabbing his predecessor with the edge of the Gorath Stone.

Commentary: This is a great way to introduce a Lovecraftian element to a campaign, as well as another artifact that has an odd presence in time-travel stories. It has a connection to Cyttorak, Hydra, and Asgard, all of which recognize it as a mystical element in a class by itself.



Name: Nyarla-Gorath

Rank: 5

Karma: 5

Health: 120	Damage Reduction:-2
Focus: 120	Damage Reduction:-2

Initiative: +4E

Speed: 5

Occupation: Outsider

Origin: Magic (Chaos)

Traits: Combat Reflexes, Connections: Outsiders, Fresh Eyes, Presence, Signature

Attack: Coiling Crush, Situational Awareness, Unusual Size: Gigantic

Tags: Chaotic, Cursed, Extreme Appearance, Villainous, Supernatural, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	6	13	+6	X9
Agility	3	10	+3	X5
Resilience	4	14	+4	X5
Vigilance	4	14	+4	X5
Ego	4	14	+6	X7
Logic	4	14	+4	X5

Powers:

Basic: Additional Limb, Discipline 2, Uncanny 2

Magic (Demonic): Penance Stare, Possession, Sense Sins

Magic (Chaos): Probability-Manipulation Hex, Protection Hex

Plasticity: Coiling Crush, Extended Reach 1, Flexible Bones 2, Reverse Punch

Sixth Sense: Cosmic Awareness, Microscopic Awareness

Telepathy: Astral Form, Telepathic Blast, Telepathic Link

Biography:

Nyarla-Gorath is a being of pure chaos. It dwells outside this universe, in the Unspeakable Realms of Qual-Hra-Kresh. It is described in ancient Shi'Ar legends as an opposing force of the M'Kraan Crystal. It was encountered by several members of the Avengers Academy when they were scattered across time. It appeared in Asgard, during Loki's Childhood, in 1700's New York, in Korea during World War II, in the modern era (summoned by [Kid Squid](#)) and in a dark future ruled by the Hexus Corporation. In each era it used the Gorath Stone as a medium to contact followers who would summon it in exchange for power. Perhaps this was part of a larger cosmic duel between it and the M'Kraan.

Commentary:

A smaller and more copyright-friendly counterpart to [Shuma-Gorath](#), this eldritch abomination can be an antagonist in its own right or a side effect of the Gorath stone. In any case it brings a combination of magic, telepathy and giant tentacles that make it a deadly foe. I think it pairs best with a party of lower-rank characters, like in the Avengers Academy storyline it originates from.



Name: All-Blood the Necrospear

Recommended Rank: 4-6

Category: Narrative Item, Melee Weapon (Spear)

Size: Average

Range: 5

Reach: 1 square

Damage Multiplier: Melee+2

Effect: Returns when thrown. The user has the Symbiote: Knull and Mythic origins. The user loses any Anathema traits that come from Symbiote origins. When the user hits with a melee attack, they may spend a Sinister Plot Point to choose one of the following effects:

- this attack ignores Damage Reduction
- the hit character(s) can't heal for 24 hours
- steal a power a hit character can use for the rest of the battle.

If the attack is a Fantastic Success, they may choose all three.

Description: A bident covered with Klyntar symbiotic mass.

History: All-Blood was the result of the Carnage Symbiote's quest for godlike power. It snuck into Niflheim and found Malekith imprisoned in Hel. Carnage extracted the Symbiote Codex Malekith acquired in the War of the Realms. Carnage then went to Nidvallir, forcing a dwarf to forge a spear and soaked it in the blood of dwarves killed by the [God of Hammers](#). Then Carnage reunited with Cletus Casady and the two re-bonded, and rampaged across the Multiverse. They used the Necrospear to hunt multiversal variants of Venom. Carnage lent the weapon to [Meridius](#) in his war against Eddie Brock, using it to control the horde of [Zombiotes](#). Dylan Brock dueled Meridius and destroyed him with All-Blood, and then went on to destroy All-Blood as well.

Commentary: This item is another great connection between Asgard and Symbiotic storylines. It can work great in the antagonist of either, and might be best in an adventure using both elements to their fullest extent.