

Gangs of Paragon City

1. The Superadine Connection

This coalition lead by the Family is trying to return the drug Superadine to the streets of Paragon City. Their primary base of operations is Talos Island but they have holding areas in Skyway City as well. Recently they have established a strong presence and begun pushing Supes on the streets in the Atlas Park area. Their primary rivals are the Smugglers and the Tsoo.

King's Row The Skulls

Background: King's Row has always been a rougher, darker side of town. Even when the garment factory was at the peak of its production this area had a grittier feel to it. In the present day this shadowy reflection of the brighter parts of the City has become a haven for a gang that call themselves the Skulls.

Initially this group struggled to maintain a foothold. They were few in number and despite their combat prowess and ritual magic they were in danger of being driven out. It was about this time that Sebastian Frost began looking for a gang to be his presence in King's Row. He got word of the Skulls and arranged a meeting with them and the largest other gang in the area, the Shadows. Frost proposed that the gangs merge and become part of his operation. He sweetened the pot by explaining how much profit they could count on when Supes hit the street again. There were dissenters but after several of them were killed by Trolls Frost had brought with him, the rest saw reason. Having the Trolls as allies instead of enemies made a lot of sense to everyone present.

The former Shadows brought numbers and knowledge of the streets of King's Row to the union. The Skulls brought fighting techniques that they began to pass on to the others through training sessions. To this day it is not unusual to find Skulls members on the Streets of the Row in the middle of a combat class.

The Tsoo have recently taken notice of the increased activities of the Skulls and are not pleased by their growth and incursion into Tsoo territory. Tension often erupts between the two groups.

Look and Feel: All the Skulls use skull style face paint. The thugs have outfits that are primarily grey. Lieutenants and bosses tend to black.

Hierarchy: Fatal, Lethal, Baneful, Baleful, Grim, Pernicious, Ruthless, Grave

Elegy, Hymn, Lament, Dirge, Requiem

Powers: Thugs will use knives, bats and guns. Lieutenants and bosses might add powers indicative of mental abilities.

Skyway City The Trolls

Background: Most people are not entirely sure how the Trolls came to exist. Some say that the bridges of Skyway City were built and the Trolls simply came with them, others blame the Rikti Invasion. The truth is rooted on the streets of Paragon City. It has always been public knowledge that Superadine is extremely addictive but no official studies were ever done to determine the effects of the drug over a lifetime. The oldest Trolls are all examples of what can

happen to a longtime Supes addict. They have had their strength and endurance permanently increased, but are twisted and misshapen as well. Their skin has also been tinted green by the process. The leader of this gang is simply known as Grendel. He was once a close friend of Sebastian Frost, the leader of the gang known as the Family. He was dosed with Superadine by a rival within the Family and was transformed into the first Troll. Grendel was like a wild beast for a time. He hunted down and killed the man that drugged him and several other key Family members. As always, Sebastian Frost saw an opportunity where others might have seen a problem. He found Grendel hiding out on the streets in Skyway city and offered him a deal. Frost would back him and give him the opportunity to run his own gang. In return Grendel would cease his attacks on the Family and help Frost with his Supes operation. Grendel grudgingly accepted on one condition. He asked Frost to help him create more beings like him and thus the Trolls were born.

Superadine is the core of this gang. Taking the drug has been turned into dares, rites of passage, and even rituals. They hold the drug in reverence and embrace the changes that it causes within them. New members are often given the "Test of Tolerance". They are given a large dose of the drug and if they cannot remain conscious and functional they are not allowed in. They are taught to spread the drug with an almost religious fervor. Finally there are ceremonies wherein a group of Trolls all take Superadine and go on a rampage together. This willingness to embrace all the effects of the drug both positive and negative makes them deadly in combat.

The Trolls believe strongly in the survival of the fittest. To transition to the leadership of the group one must first serve in the position of Gardvord. All lieutenants in the group are called by this title which is derived from the name of a legendary troll chaser or killer. It is the duty of each Gardvord to test those beneath him and weed out the weak ones.

Look and feel: As previously mentioned the leaders of the Trolls are hulking greenish brutes. The longer they have taken Supes the more it has affected them and the higher up they are likely to rise in the gang. The lower echelons tend to tattoo and modify their bodies to try and emulate their masters.

Hierarchy: The five ranks of thug in the Trolls are as follows: Trollman, Trollkin, Jutal, Joten, Gyger. Lieutenants are Gardvord and bosses have names like Caliban or Morlock.

Powers: The Thug rank Trolls will have minor powers from the Regeneration, Super Strength and Earth Grasp power sets. The Lieutenants and Bosses will add powers from Stone Armor and higher level Earth Grasp powers.

Independence Port The Family

Background: Sebastian Frost was born in Paragon City during the height of the drug war of the 1970's. His father Harry was one of the chief drug connections on the streets at that time. Harry eluded the grasp of the Regulators for many years. After the attacks by the Regulators and the Dawn Patrol on South American and Central Asian drug fields left a vacuum of narcotics, most of the street dealers panicked. Knowing that something would fill the gap, Harry saw it as an opportunity. He kept his eyes open and his ear to the ground which is how he heard about Superadine. Superadine or Supes as it came to be known was a modified version of the soldier enhancement formulas developed by the US Army during WW II. Harry heard that someone was making enough of it to flood the streets. After some discreet inquiries he managed to get in touch with the mysterious group that was manufacturing the new drug. After some delicate

negotiations Harry became the primary street contact for Superadine. Numerous dealers jumped at the chance to work for Harry and get back on the gravy train.

During this turbulent time Harry tried to keep most of his activities a secret from his son. He wanted a better life for him.

“Someday you will make your mark on this town Sebastian.” He would say.

Most of the boy’s friends worked for his father however and Harry couldn’t hide everything from the lad.

Sebastian was devastated when his father died during an assault by the Back Street Brawler on a Supes warehouse. Shortly after his father’s death, while still grieving intensely, Sebastian found a secret room in their house and it was only then that he discovered the depth of his father’s connection to Superadine. There were notes, a great deal of money and a small reservoir of the original soldier enhancement drug. Among all of this Sebastian also found a letter from his father. In it Harry expressed hope that the boy would never find these things and encouraged him to destroy them if he did. The words entreated Sebastian to make something of his life.

Torn with grief and rage the boy injected almost the entire dose of the enhancement drug into himself. Instead of dying as he might have wished in that moment when Sebastian woke up he was...different. The drug had made him stronger, faster and most definitely tougher. He also found that his grief was replaced by a burning sense of purpose. He would do something with his life. He would build the strongest criminal organization that Paragon City had ever seen. Sebastian gathered his friends from the streets to him and formed the Family.

The first step was finding a way to create a close approximation of the soldier enhancement formula. Sebastian hired top chemical engineers who, after a great deal of work, were able to do so. The process was extremely expensive however. The pure drug would have to be saved for Family members only. From there Sebastian instructed his scientists to cut the drug and make enough of the much more addictive Superadine to satisfy the users in Paragon city.

To assist him in spreading this vile substance Frost has made deals with two other Paragon city gangs. The first is the Trolls. The inner circle of the Trolls were all used as test subjects for the various incarnations of Supes that Frosts scientists were creating. They were made more powerful by these tests but were also twisted by them. Most importantly for Frost they became addicted to the drug. He uses that addiction to keep them in line. The other gang that Frost is using is known as the Ronin. Frost forged two gangs together to form a stronger gang to represent him in King’s Row.

With the help of these allies Frost has been able to begin making Supes readily available on the street again.

Look and feel: The Family has become roughly equivalent to an enhanced version of the Mafia. Positions in the group are often given to family members or close friends and passed down thorough the generations. The upper echelon dress in suits and even the low level members never look ratty. Every member of the Family has been given small doses of the soldier enhancement formula and is therefore stronger and tougher than the average thug. Upon promotion to Lieutenant the dosage is increased and when a Lieutenant is made a boss he becomes almost as powerful as Sebastian Frost himself. This edge has kept the Family at the top of the food chain for years.

Hierarchy: The five ranks at the bottom of the Family are Tough, Runner, Dealer, Cleaner, and Consultant. Lieutenants are addressed by the title Foreman and their last name. Some examples would be Leland, Marko, or Pierce. (Note: These names will all reference the Family of Evil Mutants) Leaders of the Family simply go by their names such as Sebastian Frost, Erik Cassidy or Black Tom. (These will reference Evil Mutant Leaders.)

Powers: The Family thugs will have powers from the Invulnerability, Weapon Master and Firearms sets. Lieutenants and bosses will add powers from the Kinetic Boost, Super Reflexes and Empathy sets.

2. Smugglers Run

This group is dedicated to distributing art treasures and antiquities throughout Paragon City for fun and profit. There is a darker side to their operation that only the leadership of the Warriors, the gang at the top of this particular food chain, is aware of. Their primary rival is the Superadine Connection who they are fighting with for control of Too Dark Park. Recently they have also garnered the attention and hostility of the Circle of Thorns.

Atlas Park The Hellions

Background: Once upon a time there was a second rate gang called the Hellions in Atlas Park. Their leader was called Nick Pocker. Pocker had always wanted the Hellions to be power players in the Paragon City gang scene but in a town filled with tech, magic and supers they just couldn't get off the ground. Then along came Odysseus. He offered Pocker the deal of a lifetime. He would make certain that the Hellions could not only defend their turf but increase the size of it. He would see that their ranks stopped shrinking and started growing. He would give them everything they ever wanted and all of it would come through the power of a little idol. He told Pocker it would bring them good fortune.

Nick was skeptical at first, even derisive but Odysseus remained resolute. He told the ganger that he was going to leave the idol and let Nick decide. If it helped the Hellions he would be back to talk about the future. In the face of this wealthy mans determination and never being one to look a gift horse in the mouth Pocker figured he might as well give it a try. After accepting Odysseus' "gift" things changed almost immediately. That night the Hellions attacked a rival gang and defeated them utterly. The rival members still alive promptly joined up and literally overnight the Hellions turf and numbers almost doubled. The trend continued for a week and at the end of that time the Hellions owned Atlas Park.

Odysseus came back at that time and offered the gang a new deal. He would let them keep the idol and give them the opportunity to get their hands on more objects like it. In return they would have to help him distribute certain items on the black market and one other request that he would name later. Intoxicated by his new found position and power Pocker jumped at the deal. Since that time Pocker has realized that no gift is without a price. The Hellions have had great fortune but all their members are darker and more sinister than they used to be. Nothing seems to matter to them anymore other than accumulating and passing on the items that are passed to them through Odysseus' organization. Pocker knows that his people are being twisted, he knows that he is likely the most twisted of all. The kicker is that he just doesn't care.

Recently the Circle of Thorns has begun to suspect that the mystical backing the Hellions are receiving is the work of their ancient Demon enemy. They have no proof, just a cold fear that is slowly forming in their stomach. They are starting to investigate the Hellions and the Warriors. It could be some time before they find anything concrete. In the meantime they should take that most basic of advice, always trust your gut.

Look and feel: The Hellions have taken to wearing vests similar to the ones the Warriors use but theirs are darker. The Lieutenants vests are marked with arcane symbols. The bosses wear demonic masks in addition to the other regalia.

Hierarchy: Seeker, Fallen, Imp, Initiate, Acolyte, Destroyer, Serpent, Snake, Deceiver, Trickster, Tempter,

Powers: Thugs will have Weapon Master and Firearms. Lieutenants and/or bosses will add powers from Dark Cast and Dark Armor.

Steel Canyon The Outcasts

One of the more common manifestations of powers in Paragon city is the manipulation of the elements. One example of this was a young man named Leonard Calhoun. Leonard only ever wanted one thing in life. His dream was to be a hero. At an early age he developed the power to generate intense blasts of heat and cold. He grew up admiring the heroes of Paragon City and was determined to be like them one day.

When Leonard was in his teens he thought he had found his chance to prove himself. He was at the local convenience store when a man with a gun rushed in to rob the place. Leaping into action Leonard attempted to disable the thief with his powers. Unfortunately in his excitement the young man lost control. He not only froze the robber in place but caught the store clerk too. When he attempted to free the clerk with his flame a fire broke out. In the resulting chaos the building burned down and several people were killed. All of this occurred during a time when public opinion on supers was very low. Leonard placed himself in the hands of the justice system convinced he would be exonerated. Much to his chagrin however he was convicted and sentenced to prison. Leonard was stunned at first, not knowing what to do. The dream of a lifetime had turned into a nightmare. Then, while being transported to the Ziggurat something inside him snapped. If he was going to be treated like a criminal he would start acting like one. Quickly overpowering his guards Leonard escaped.

Adopting the identity Frostfire, he began a crime spree. During that rampage he was robbing a bank when someone else burst through the door in a flash of electricity. Leonard thought it was a hero at first and prepared for a fight. It turned out that the newcomer was a petty criminal known as the Spark who was there to rob the bank as well. The two teamed up to defeat the police officers who arrived on the scene a moment later and the Outcasts had begun. Frostfire and the Spark soon realized there were many individuals who had powers in the city similar to theirs. Some were hopeful heroes like Leonard whose dreams had also been shattered. Some had larceny in their heart and were hoping to get noticed by one of the big players in Paragon City. All of them had something in common. They had a small amount of power and they wanted more. Since then the Outcasts have rapidly become a powerful force in Paragon City. They have taken over Steel Canyon and are just starting to get noticed by the city's heroes as a serious threat.

Their alliance with the Warriors is a development that both groups would prefer to keep secret.

Look and feel: The Outcasts all have outfits that imply costumes. The lower level members might simply be color coordinated or have a symbol on their outfit. The further up they get the more they look like full fledged super villains.

The Outcasts are more powerful than the average gang but they are smaller in number and not very well organized. Frostfire is nominally in charge but most of the other members, particularly the Spark chafe upon occasion. The Spark was primarily responsible for brokering the deal with the Warriors which is not altogether pleasing for Frostfire.

Hierarchy: The lower echelons of this gang are separated into groups based on types of powers. Their titles are: Shocker, Pyron, Terran, Borealis, and Freon. The lieutenants and

bosses will all have code names like Coldsnap or Cumulous. (Alternatively the Lieutenants names could be drawn from the Flash's Rogues Gallery like Leonard Calhoun)

Powers: Thugs will have one ranged power chosen from Electricity, Fire, Earth, Air or Ice. Their melee attack will be either Super Strength or an appropriate elemental attack such as a power from Fiery Fray. Lieutenants and bosses will have more potent elemental attacks.

Talos Island

The Warriors

Background: David Odysseus Hill was everything that his father Walter could hope for. He was strong, healthy and above all else, clever. Walter began grooming him from an early age to take over his import/export empire. Walter specialized in moving rare and exotic items from place to place at a huge profit. David received the best classical education and physical training that money could buy. His father constantly sent him abroad to learn the business. Eventually Odysseus began assisting with the operations and even initiating some of his own. It became clear to Odysseus, as he liked to be called, that simply continuing his fathers business would not satisfy him. Wanting more, he began looking into the acquisition of items that were legally questionable. One of these dealings changed his life forever.

Odysseus was following the trail of an ancient Greek urn that was purported to have mystical powers. In the course of his investigation he stumbled across a cult that worshiped the demon prince enemy of the Circle of Thorns. Odysseus tracked the cult to their lair in a series of caverns near the sea. He snuck in to the caverns and found himself on a rock ledge overlooking the cultists in the midst of a ritual to the demon prince. Moving to get a closer look Odysseus made a critical misstep. The rock of the ledge crumbled beneath him and he fell into the midst of the cultists. They seized him and were about to kill him when the prince himself intervened. For many years the prince had been searching for ways to gain a stronger foothold on the earth. In David Odysseus Hill he saw such an opportunity. The demon bargained with the young man. He would spare Odysseus' life, remove all obstacles to the power than he had always dreamed of, and through the ancient urn unlock the full potential of his mind. In return the prince simply asked that Odysseus distribute certain objects that the demon wanted "found". Seeing no downside to the bargain the young man accepted and a pact was sealed that would affect Paragon City for years to come.

Carrying the urn with him Odysseus returned home immediately and found out the first obstacle to his climb to power had already been removed. His father had died under mysterious circumstances on the very same day that Odysseus was in the caverns. Steeling himself to the conflicting emotions he was feeling Odysseus began to create the plan he would need to keep his end of the bargain he had made with the demon. His first step was recruiting for his cadre of Warriors. He knew that he would need a force to back his rise to power. Odysseus knew that the urn was the key. All Warriors have some exposure to the urn through their training. The higher a soldier is in the organization the more exposure they get. This boosts their martial skills. Of course Odysseus takes many precautions to make certain that none of his men will ever have the direct connection to the urn that he does.

With the Warrior training regime in place he began to look at what other groups in the city could assist him. There were two obvious choices to his mind, the Outcasts and the Trolls. They had power to be used and were waiting for direction. The Outcasts happily accepted his offer but his meeting with Grendel did not go well. The Troll rejected him out of hand, a rebuff that Odysseus would not soon forget. Determined to make the Troll Lord pay Odysseus began to use one of the "trinkets" that the demon prince was providing to bolster the strength of a small time gang called the Hellions. This demon influenced power allowed them to become the top gang in Atlas

Park almost overnight. Eventually Odysseus hopes to use the Hellions to drive the Trolls out of Skyway City.

Look and feel: The Warriors is currently one of the largest gangs in Paragon City. Its members are recruited from all over the city but they must have one common trait, the ability to fight and fight well. From there they are trained to be superb soldiers. Discipline and skill are clear in all their actions. The foot soldiers all wear leather vests. Lieutenants will add helmet style headgear and the bosses will have stylized mask/head coverings.

Hierarchy: The new members are organized into groups that are named for ancient Greek city-states. Members start as Minoan Warriors and grow through Megarian, Corinthian, Athenian and finally become Spartan Warriors. Lieutenants in Odysseus gang take the names of Greek warriors such as Achilles, Ajax or Patroclus. The bosses are named for Greek leaders and Kings like Theseus or Agamemnon.

Powers: Thugs in the Warriors will have higher level Weapons Master and Firearms powers as well as Invulnerability. Lieutenants and bosses will add Psychic blast and Mental Control.