The Entity

*“I felt its presence when I traveled through time; a being of immense power that exists in the dark void between realities. I don’t know why or how, but it is coming here, and it will destroy everything” –* Visionary describing the Entity

The Entity is a force that lives outside of space and time. It feeds off of the potential futures of the different universes and realities. Normally it is in a passive state, feeding off the natural energy around it. Sometimes however, it gets hungry and chooses to end a universe and consume all of its energy.

Phase 1 – The Swarm

*“What are those things?”*

*“Don’t know but they are ugly and hurting people so they need to be stopped!” -*Tachyon talking to Unity about the Swarm

When the Entity turns its thoughts to a place, aspects of the Entity’s thoughts appear at that place. They immediately begin turning everything around them into pure energy. The destructive psychic energy suddenly appearing on our plane of existence causes weak-minded people to go insane. These thoughts come in all shapes in sizes, with some of the bigger ones seeming to direct the others to areas with higher resistance.

*“Fellow Citizens, hold fast! We will survive this Armageddon while the weak will fall, and after we will rise like the Dawn to take our rightful place as masters of the new world”* –Citizen Dawn rallying her troops

Gameplay: My thoughts on the swarm phase were basically an endurance test, with the Heroes being swarmed until the Entity itself makes an appearance. Only minions should be in the villain deck, with the ability cards put off to the side until the flip effect. The creatures should be able to muck about with the heroes, like making them use power against each other, or making them play random cards, in addition to dealing damage. Because it is a swarm, by the end there should be a ludicrous (not the rapper) amount of creatures on the field by the time the villain card flips. In order to emulate the reality warping powers of the Entity, there should be a card that is played at the beginning of the game. At the beginning of the villain turn the top of the environment deck gets sucked underneath it, and at the end of the villain turn an environment card in play gets sucked in. If no cards are sucked underneath that turn, the villain card flips to…

Phase 2 – The Emergence

*“I found a way to exploit the temporal energy of whatever is attacking us and use it to power a device that can loop power back and hopefully sate this being. Unfortunately I need a genetics sample to tune it to the correct power frequency”*

*“What does that mean in English?”*

*“See that giant tentacle burrowing into the Earth? Bring it to me and I can save us”* –Baron Blade describing his plan to Expatriette

Despite all of the Heroes’ hard work, the Entity has begun to erase the universe from existence. A tear in the fabric of reality appears in the exact center of its target, with millions of tendrils spreading in all directions, draining the cosmos of its energy. The more energy the tentacles absorb, the bigger they get until they meld together, replacing the old universe with void. When the final two tendrils are combined, the spark of the potential of that universe is released, which is then eaten by the Entity.

However someone in our universe has found a way to stop this process. The problem is that we somehow need a chunk of the Entity itself.

*“I don’t think I have anything in my arsenal that could take a chunk of that out”*

*“CONLUSION; NEITHER DO I” –*Bunker and Omnitron confronted with a tentacle of the Entity

Gameplay: The second side of the villain card is an actual extension of the Entity. It is one of the tendrils that has hit nearby. At this point the Heroes have proven themselves to be real threats, so the creatures have taken an interest in them. They should be buffed up, but shouldn’t come out as quickly as the swarm phase. The abilities should be added back into the deck, and should up the ante when it comes to mind screw. Things like hallucinations, random cards being played, players drawing from the environment or villain deck, ect. Over all, the players should have limited control over their heroes. Heck, you can even have a card that changes the environment deck! This villain should be fun to play against due to all the crazy things that could happen, but should be extremely hard to actually defeat, and should have an enormous sense of accomplishment attached to beating it. After all, they just set back a reality devouring monster!

Final Thoughts

Looking back it seems like I have made a combination of Galactus, an Old God, and the House planet from Doctor Who. I think that’s a good mix, considering I wanted a villain that was so big it forced Villains and Heroes into working together for survival. That’s part of the reason I included quotes; I wanted to drive home the fact that everyone in this universe know that without cooperation, everything they know ends (except for Dawn, but I always saw her as the most delusional villain). I fear that I may have made the Entity to powerful because it took me awhile to come up with a legitimate reason to drive it off. In the end I figured that like kills like, so someone (Tachyon, Baron Blade, Wraith, whoever) created a feedback machine to send the energy of the Entity back to the Entity. Obviously you can play with it as you would like, I just couldn’t think of any other legitimate way to beat it. Hope you enjoyed reading this!

“*But if Visionary is to be believed, this being, this Entity, exists at every point in time. What is stopping it from simply going further back and devouring us then?”*

*“Don’t over analyze. Just be thankful that tomorrow our universe will still be there.”* –Wraith and Legacy talking after the battle