

THE ANARCHISTS

Many years ago, as the Xelphos homeworld exploded, from the only surviving mothership, 7 sets of twins were sent on a voyage to scout out different hospitable worlds for Xelosi domination. Wandara'h and Gental'uum were sent to the Milky Way Galaxy, but their ship's trajectory had a malfunction, missing their attended target, Mars. So they landed on the next closest planet - Earth. And so they began their plan for domination on this new planet all the same. But as they begin to live among Earth's inhabitants, Wandara'h becomes enamoured with the world. Soon they try to convince their brother to work with the humans rather than against them. But he is out for blood. He calls them a traitor to the Xelphosi people, and casts Wandara'h out, as he tells them he will stop at nothing to reach his goal and bring the Xelosi another world to call their own. And so the two part ways, and the conflict begins.

The story starts in Wanderer's dreams; they see a premonition of what's to come.

Wandra'h vision starts with a view from overhead, as a Xelphosi armada ship flies above New York, as a plasma beam drills deep into the Earth's core. The XYX deaths-quad fly closer, destroying and killing all that stand in their path. Wanderer tries to fight the killers off the best they can, taking off the head of a glowing being and injuring the red mage, but to no avail. Wanderer falls to a psychic vampire, as she drains the life from their form. A white haired man and a tattooed fiend, along with the injured red mage, watch gleefully. As they take their last breath they see the Xelphosi mothership descending from behind the clouds of the burning atmosphere.

Wandara'h wakes with a scream, but they know what they need to do. The Xelosi are coming. Their brother has begun his plan. They must gather allies to fight with them against the end of the world.

Wanderer goes first to visit an old friend - Dr. Devon Smith. Now living in a small cabin in the far north of Canada where he has become a hermit. Choosing to retreat from life and technology was his choice, after barely escaping New York with his life years earlier, days before the rise of DevTech. The friends catch up for hours, but a long conversation needs to be had about the future and the Xelosi threat. Wandara'h recounts their dreams, and the two recall Gental'uum's

true motives. They can't predict what DevTech will do, or when the Xelphosi mothership will arrive.

After they argue for a while, Devon concludes the results of his and Wanderer's involvement, or impact, is unknowable. Not wanting to risk his sanity, Wanderer is unable to convince Devon to don his flight boots again; but he does agree to help nonetheless. He sends out a distress call on an encrypted line, exposing the biotech enhancements on his arm. Less than an hour later, an immaculately armoured warrior-woman flies down towards the cabin. Without knocking, she walks in and hugs Devon, laughing as both thought the other was dead. She then turns to Wanderer, introducing herself as Dr Maysa Khalaf, also known as Zenobia.

After the rise of Devilon, she flies to a seaside town in California, seeking refuge. Two months ago her museum was randomly ransacked by thieves after the Palmyran treasure. Since the robbery she had been flying over the American south west in search of other stolen Palmyran items. Zenobia had just finished a raid on a third compound when she'd heard the encrypted code frequency. Shocked to hear Devon on the other end, she rushed to investigate.

Wanderer, now convinced of her legitimacy, and Devon then fill her in on the future and the Xelphosi. After some convincing, and a lesson on the permanence of Palmyran artifacts after the end of the world, she agrees to help the cause. Devon says he's picking up chatter of a strange occurrence at a New Mexico DevTech Facility, and suggests that's where the two of them start their search.

As they start to leave Devon and his cabin, there is a rustle in the trees across the yard from the front of the house. Out from the underbrush crawl the DevTech goons Melissma and RIOT!, flanked by four genetically spliced attack animals, called DevBeasts. The villains charge, launching a fierce surprise attack on the heroes.

Estienne sits in his desk outside the large office doors, as he tries to listen best he can to the slyly-handsome alien, screaming at a contact from the Xelosi armada in their native language. But despite his many years and decent exposure to Xelosi culture, he still has a difficult time deciphering the conversation. From his limited understanding, he makes out something about a timeline, and a new threat, but beyond that he doesn't understand anything. The existence of a threat that could make Gental'uum this nervous excited the Frenchman nonetheless. Hanging

up the phone with a slam, the alien billionaire screams for his Parisian assistant's help. As he walks into his dark office carrying some new files and a bottle of water, Estienne smiles with a knowing expression.

Over 5000 miles away in Argentina, The Nun responds to a violent attack on a nuclear power plant outside Buenos Aires - a city known to her as the chosen haunt of a coven of vampires she'd had problems with in the past. Last time she'd come across this particular group on the hunt, she'd had to fight for the lives of a little girl, after the savage coven of Nightcrawlers had laid waste to her family. Expecting a bloodbath, she arrives to find the facility ripped apart by giant vines and trees. Surprised, she turns to see the workers hanging from vines above her on the tree line, barely alive. A horned, green-skinned woman floats out into the light from behind the green, standing calmly on a vine as her hands move towards her. The Nun draws her enchanted silver blade, Crucifix, and prepares for battle. But as the break vine gets closer, the vampire can see the nature spirit is extending her hand in peace.

She introduces herself as Dryad, and explains this power plant was actually just a cover, revealed to be a scientific facility researching ways of terraforming. She felt the imbalance in nature and the threat to Mother Earth, and so she discovered that it was her duty to protect the world from the threat of technology and the advancement of the evil of Devilon. On her travels through mainland South-America, The Nun had also been hearing more and more of the threat that was DevTech. Impressed by Dryad's power and apparent lack of morality, suggests they work together to understand more about the threat of Devilon, and Dryad agrees.

The two travel through the River Basin with the help of Dryad's abilities, to different South American countries that have high concentrations of Xelosi tech or a public DevTech influence. They take down two more facilities disguised as power plants in the Amazon, as well as two genetic experimentation labs and a hidden weapons cache in Chile. At the last continental facility, they are alerted to a major site of Devilon experimentation in New Mexico, which had recently experienced a strange phenomenon. Reports were coming in of a riot at the facility, resulting in the trampling deaths of hundreds and the destruction of the building. And so two travel back to the forests and begin the journey to New Mexico.

RIOT! attacks first, screaming in ecstasy as her muscles ripple, hormones flooding her body. As she reaches the cabin, she is intercepted by Zenobia's flying kick, which sends her sailing through the cabin and through the thin line of trees out behind it, straight into a valley. Zenobia follows close behind, diving for another aerial attack. But she misses, and her leg is grabbed mid-air by the hormone enhanced brute, who throws Zenobia straight into the ground. In the smoke below, RIOT! lands with her full weight, cracking the earth below her feet. Zenobia narrowly dodges, only to be knocked down again by an uppercut. She goes flying into a jagged ledge, but manages to fly through the rock rather than being punched into it, cushioning the impact slightly. As she wipes her bloody nose, she draws her sword with a twisted smile, swinging her deadly blade. She moves with ease towards her foe in a false swoop, before landing a left hook right between the brute's eyes, sending RIOT! flying back towards the cabin.

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Devon runs back into the wreckage of his cabin, leaving Wandara'h to take on Melissma and the DevBeasts alone. Wanderer quickly compensates, casting a suspension spell which traps the DevBeasts in suspended animation. A smarter foe than the animals, Melissma uses her sonic scream to shatter the dark-matter energy that shoots at her. Hurling razor-sharp voice constructs at the alien envoy, Wanderer must dodge them, speeding into the air on their levi-discs. But their concentration is shattered and the spell fails, freeing the DevBeasts from their trap. All five foes converge on the now unbalanced hero, just as an energy blast comes from behind them, disintegrating two of the DevBeasts on impact. The remaining foes are left stunned as the new hero makes his debut.

Hermes appears from the cottage, his Bio-tech gun extended with plasma residue still smoking from the barrel. He asks his friend if they are alright, and then requests they help him in getting these assholes out of his yard. Reinvigorated, they launch their attack. Wanderer quickly takes care of the remaining DevBeasts, summoning a dark-matter portal and sending them into the singularity. Melissma goes straight for Hermes, but he keeps dodging her constructs using his flight boots' agility. Letting out a supersonic scream, which momentarily blinds the heroes, the kinetic songstress manages to use her constructs to get a vice-grip on both Hermes and Wanderer. She is about to say an edgy remark about their last words, just as RIOT! comes thundering unconscious to the ground, landing directly on top of the gloating villainess.

Zenobia descends from the sky with a smile and her sword drawn, asking her enemies if they want to continue with a righteous laugh. The visibly injured Melissma hisses in deafest, grabbing

hold of RIOT!'s unconsociobody before the two vanish into thin air, teleported away. Hermes turns to his friends in a brief sadness, which turns to anger as he says he's in at this point, his home destroyed and apparent death undone.

Dominic and Jonah didn't mean to do it, they swear. Two days ago, one of the guys at the New Mexico homeless shelter had told them that there was a good spot to hold up for a bit in the abandoned DevTech facility just outside the city. They thought it was worth a shot, since they could really use a place to lay low after the third night in a row they'd caused a fight. Hitchhiking to the property, they climbed the fence and snuck inside. But what they discover is not an abandoned facility at all, but a bustling scientific research facility. Still needing a place to sleep, they take a risk.

They're almost immediately spotted by security, and in their escape they stumbled across a lab door. Thinking it was an empty room, they crashed open the doors to a strange room, where machine arms work to scan a body that lays on a table. As they close the door, the room is sealed and their bodies were blasted with high levels of gamma radiation - causing their latent genetic enhancements to manifest.

Their skin turns a vibrant shade red and blue respectively, and they immediately begin to become painfully aware of their surroundings. They fall to their knees, and both scream as a blanket of light engulfed them. Bathed in light, the rest of the facility follows in their blood curdling call. Every person on the whole site runs in frenzy from lab to lab, people being crushed by friends as they move outside, crashing through gates in a mad horde. The twins collapsed, holding each other's hands, which seemed to help manage the pain in their heads.

Dryad and The Nun arrive first - appearing from a flower that blooms large enough for the heroes to walk through. The Nun sniffs the air, and she detects two distinct life signs in the middle of the recently-trashed facility. They find the two boys, both neon-coloured and inexplicably naked, asleep on the ground in the middle of a scorched surgical room. Dryad detects something strange in the room: high levels of radiation all over the spectrum. Unable to understand any of the readings, Dryad suggests they be on their way.

The boys wake up abruptly slung over the shoulders of two fantasy characters, bathed in a strange purple light. They begin to struggle, but the women put them down. Still holding hands, the twins tell these mystery women they can run themselves. They follow from a distance, but then come to an abrupt stop as the sun shines on their faces again. Not 100 meters from where the four of them stood in what was once a doorway, three figures stand in formation - a person with white hair and glowing jet-black skin, an armoured woman with what looked like three swords, and a cyborg dude with a plasma gun. The glowing one raises their staff, and a voice calls out to them all, in all of their mother tongue. But The Nun is already running with vampire speed towards the warrior woman, Crucifix gleaming at her side. The silver blade is matched by another, its curve able to deflect her speeding strike. The red woman parry's with a blow that would have taken her head, but The Nun dodges. Suddenly there is an outcry, and all their minds go blank.

A commanding voice speaks to them all - introducing themselves as Wanderer. They're here with their friends Hermes and Zenobia to investigate the strange occurrence at the DevTech facility, and weren't looking to have a fight. All seven of them approach one another as the teenage boys remain farther back, still awkwardly naked. Wanderer summons basic garments from dark matter and hands them to the boys. They touch the boys skin and wrap around their bodies in opposite colours - mirroring one another.

Wanderer continues to examine the minds of the twins, while their friends introduce themselves to the other new heroes. The Nun gladly shakes the hand of her new duelling partner, while Dryad passively nods towards the cyborg, who returns the gesture. The Nun and Zenobia exchange stories and motives, and the heroes all come to the conclusion they are pursuing the same enemy - Devilon Technology. The other three approach the group, and the twins explain Wanderer will be helping them understand abilities as best they can. As Wanderer remains in a meditative state in conversation with the twins, they timidly introduce themselves for the first time as Order & Chaos.

Gental'uum sits silently in his office, overlooking the city, as he cools down from a blind rage after his debriefing with Melissma and RIOT!. Estienne now stands to his left, trying his best to soothe his boss's mind by offering a glass of vorx. The Gentleman had not taken well to the news of his former partners working with his wretched sibling, let alone the fact he'd lost four DevBeasts in the field. And he'd taken even worse to the news of his last South American facility

being suddenly overgrown by great flowering vines. He could sense something in the air - he could sense that his lifelong mission could be in jeopardy. The anomaly at the New Mexico location was no coincidence. He tells Estienne to call for his girls to come up, which the Frenchman does with reluctance. Soon the elevator dings. The disappointing operatives walk in with the rest of the Baddies - Gargantua, Jenni Cyde and Dev. The five ladies come to stand, bored, in front of The Gentleman's desk - taunting the visibly uncomfortable assistant beside him. With his back still turned to them, he tells the girls they have a new assignment, imperative in "wiping out the competition". If they don't succeed in this operation, he says with certainty, it will be their last.

The team works together to investigate the damaged facility. Dryad senses for biometrics while Hermes does a tech sweep. They both pick up strange readings from different rooms in the same wing of the large building, and the team follows. They return to the corridor where the twins were first found, and they enter the lab. What the twins had first thought to be a surgical room was in fact a highly advanced experimentation device, used in some sort of cloning or biological experiment.

Hermes connects with the dormant computer system, but before he can relay any information, Wanderer calls them all over to a strange piece of Xelosi tech. Wanderer explains this is a genetic recorder, able to extract and mutate a subject's DNA - they conclude sullenly that this is in fact a Xelosi super-soldier factory. The first stage of the Xelosi invasion strategy is now obviously underway, and Wanderer turns to their allies, announcing that the invasion force has already arrived. Just then, there is a large explosion from outside the facility. And just before the roof is ripped off from outside, a loud rumbling starts. But they are ready.

Zenobia speeds through the air, fists first, towards the giant woman with the top three floors of the building hoisted above her head. She's barely outside the walls of the building before RIOT! appears directly in her path, kicking her in the face. The two powerhouses begin to brawl, falling through the floor of the lab with a crash and sending each other smashing through different walls of the first floor.

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Gargantua throws the roof back down towards the other heroes still in the scorched room, pieces of shingle and broken concrete raining down on them. Dryad senses a nearby tree and quickly uses its energy to create a canopy of vines that protects them. Through the rubble, she sends sharp branches extending out towards the giant, ensnaring her and momentarily immobilizing her - allowing the allies enough time to escape through the Green.

Rematerializing outside, the six heroes regroup, but are almost immediately confronted by the rest of the Baddies. Melissma, Dev and Jenni Cyde run at them, full tilt, with Gargantua charging in behind. Dryad propels herself on a series of flying vines straight towards the massive foe, a few hundred feet behind the others.

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Wanderer barely has time to summon a protection spell as Dev fires a barrage of deadly energy rounds at the group - then Jenni Cyde is on them; but The Nun recognizes a challenge when she sees it. They begin to grapple on the ground, a deadly match of earthy and alien martial arts. Both Glamazonian and vampire blood will be spilt today, and they both already know there won't be a winner.

Hermes returns fire with Dev, both dodging each other's rifle blasts, as Wanderer creates an adaptive dark matter incantation, which preoccupies Melissma long enough to allow the twins to move out of the line of fire. The two spectrum wielders are matched in an exchange of solid energy, different constructs exchanging blows in an explosion of kinetic mass.

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The facility collapses with a loud crash, as the last support wall is taken out by RIOT!, on the receiving end of a one-two punch from the reincarnated warrior queen. The full weight of the building comes down on top of the juiced up maniac, but she quickly recovers, picking up a large piece of foundation and throwing it at Zenobia. The flying hunk of rock connects with an impact, catching her by surprise. As she's thrown under the boulder, her body slams into the ground, sending a great rumble through the surrounding area.

This slight seismic disturbance causes Dryad's plants to momentarily seize in pain, the earth shattering underneath them being almost unbearable. Gargantua uses this moment to her

advantage, and grabs the vines, ripping them apart and grabbing hold of the green woman, crushing her. Dryad screams, but then she goes quiet, staring with an indistinguishable emotion at the giant as the sun seems to explode in front of them.

Jenni Cyde manages to overpower The Nun for the second time, and the vampire has to catch herself with a back-handspring to stop from falling. She takes this space to draw Crucifix, but the alien gladiator closes in quickly, knocking the sword from her hand before she is even able to square up. As the ground shakes, The Nun removes her Rosary whip, Jenni Cyde brandishes her newly formed fangs and claws towards her enemy in a sadistic smile. The metal beads wrap around the copycat's neck, slamming her into the ground, with a fiery crash.

At the same time, Hermes and Wanderer are pinned down: each of their enemies hitting them with a constant distance barrage of energy. Forced back-to-back, the heroes begin to worry slightly, laughing at the irony of their situation. Hermes is hit by two shots from Dev in a row, and Wanderer just has time to create a protection dome around the two of them before their enemies' attacks converge on them. But suddenly there's a violent explosion, and what looks like a chemical fire erupts right in the middle of the battle, as a new being descends from above, his head a rolling flame.

Napalm had been on a coffee date with a cute guy on a layover in New Mexico. James had been hearing a lot on the local news about the strange riot that had happened at the DevTech research facility outside town a couple days ago. But when he heard a meta-battle was taking place on the grounds of the facility that day, he knew he needed to investigate. He paid for himself and his date then politely excused himself. He ran out back of the cafe and erupted in a blast of fire, and took off at extreme speed towards the facility, leaving a thick chemtrail in his wake.

He arrives at a scene of destruction - seeing a battalion of DevTech goons battling a series of strange, unknown individuals. Needing a closer look, he decides to take matters into his own hands. Firing a series of chemical-fire blasts at the ground, the area erupts in a wall of flame. The villains immediately teleport away, the arrival of a new variable dismantling their whole attack strategy. Landing gracefully between them, he motions at the allies, who all gather around the newcomer. The twins tentatively walk back towards the regrouping allies as well, listening intently as the flaming man greets them.

He introduces himself, and begins to explain that he was interested when a local Devilon facility had come under fire, in the same week as a series of attacks on similar compounds in and around the Amazon. Napalm says he's been trying to find a way to take out the New Mexico facility for months, after they had experimented in him. Dryad and The Nun take responsibility for the strikes in South America, and Order & Chaos come fully clean about the actions that lead to the mass exodus of the facility staff earlier that week. Hermes and Wanderer exchange looks, and in acknowledgment Zenobia turns to them all.

She states that all of them coming together due to related anti-DevTech interests, and the repeated presence of the Baddies can't be overlooked. Wanderer shares her findings of Xelosi tech already on Earth, and the fact that means there is already an invasion presence somewhere on the planet. The heroes all agree; they're in it together now. They're going to take down the most powerful tech company in the world, before the Xelosi make their move, by any means necessary. After a confab, they realize the best place to store a mothership - the New York HQ. So they create a plan of attack for their raid on the New York offices, and their inevitable confrontation with The Gentleman.

(End of Part One)

Gental'uum and Estienne stand on the roof of the skyscraper, to greet the new arrivals with open arms, after a Xelosi flag ship had landed on the Helipad of DevTech facility minutes before. But when the ship opens, The Gentleman is displeased when it is humans who emerge from the belly of the grounded Xelosi ship. They explain they are the first wave of destruction, a human-xelosi hybrid super-soldier battalion to be released on Earth at his discretion. Serving as a first wave, in preparation for the invasion of the Sovereign. The armada is only days away, they explain.

The XYX have been ordered to defend Gental'uum before Sovereign's arrival, as to dissuade outward conflict complicating his plans. He laughs for a moment, and dismisses his foolish human assistant, as the envoys introduce themselves. Irezumi, Lamia and Bloodstone stay silent as Galaxia and Captain Cosmos explain the events to follow. Suddenly all five human mutants bristle, readying for an attack as the Baddies enter the room. The two groups stare at one another, before Gental'uum calls out. They all work for him, he explains, and orders that

they will have to work together. With this realization the tension is lifted slightly, but only for a moment.

A large explosion erupts from the base of the building, and as the smoke clouds climb to the top of the building, it starts to shake. Lamia speaks to her master for the first time in a ragged voice, telling Gental'uum that his treacherous twin has arrived. He lets out a vengeful chuckle before the Baddies are sent to intercept the threat, teleporting from the office en masse. The alien motions for his new protectors to follow, and the XYX obey their new master as he readies for the inevitable arrival of the traitor.

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As the heroes step out of the human-sized window box orchid, they put their plan in motion. Split into two teams, Napalm, Wanderer, Zenobia and Hermes go to confront Gental'uum, while the rest of the heroes intercept the Baddies' counter attack. Before they make their move on the facility, Napalm lays a ground charge to alert the villains to their presence, which doubles as a distraction for the strike force. And predictable as always, the sadistic DevTech attack dogs materialize on the street just as the hero's strike team runs inside. Before anyone has time to react, RIOT! and Dev are running off into the headquarters after them, as the rest converge in the busy New York street.

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Estienne takes the moment of chaos caused by the explosion to make a move on the classified information of the twenty-sixth floor - a space usually inaccessible to an assistant, despite who he worked with. The information stored in those sealed files would be the last piece he needed for his investigation. After all, the pieces would make sense. Summoning an astral key, he easily gains access to the files floor, and begins to tear it apart; files and drawers flying around, the whole floor bathed in a strange purple glow.

Gargantua, Melissma and Jenni Cyde face off against Order & Chaos, Dryad and The Nun. The twins, having had Wanderer's help in understanding their abilities, are an underestimated but formidable new foe for the villains. Gargantua attacks in unison with her sisters, but Chaos creates a negative probability field, and causes the giant to come tumbling to the ground.

Melissma and Jenni Cyde both attack The Nun, each landing a hit, before a vine whips out and knocks the kinetic songstress into the side of a building as Dryad choses an adversary.

Gargantua recovers quickly from her fall, but the twins are on her. Destructive energy blasts rain down on her, and when she attempts to fight back by swinging at the floating pair, a protective energy field stops her punch mid-air. Frustrated, Gargantua begins throwing pieces of the crushed building next to her at the twins, but they all mysteriously miss or bounce off the protective field surrounding them. Using a combination of their destructive and protective energy fields, Order & Chaos create a kinetic bubble around themselves, and begin slamming the giant woman into the ground. After suffering many blows, her giant body is left, incapacitated, on the huge pit where a construction site used to be.

The Nun takes no chances with the gladiator this time. Drawing her automatic pistols, she begins firing a continuous stream of silver bullets in the fiends direction, running up the wall of a building to avoid the first of the aliens' vicious attacks. Now aware of her leech abilities, The Nun does her best to keep distance between her and the Glamazonian sadist. But Jenni Cyde has other plans, and throws herself directly at the vampire woman, taking multiple bullets before landing a direct hit, sending The Nun and her guns flying in opposite directions. The alien laughs maniacally as the bullets in her skin fall to the floor - her newly acquired vampiric healing factor kicking in. Both women bare their fangs, and The Nun draws Crucifix as they run toward each other with unmeasurable speed.

At first, Dryad and Melissma seem evenly matched - for every biological attack the green woman throws at her, the songstress has a razor sharp construct to counter the vine strike. But with every attack, Dryad is weakened. As she sends a blast of flower blooms at the kinetic-winged woman, the colourful distraction gives way to a large vine that closes around Melissma's mouth before she can form a construct, slamming her into the ground below. The vines begin to ensnare her where she lays, growing out of Dryad herself, who has become visibly weakened as her auto-blooms are depleted. Melissma uses this moment of weakness to her advantage - ripping through the vines with her teeth, she releases a scream so harsh it shatters the windows of the buildings around them, and turns the vines that bind her to dust. Dryad is out of options, and the pink-powered killer closes in on her, as a watermane explodes below her, sending her flying back in a violent stream of asphalt and water. Order & Chaos enclose the green woman in a protective barrier, and approach the wounded kinetic songstress with newfound, giant-slaying confidence.

RIOT! and Dev race after the sneaking heroes, and the robotic devil girl shoots at them from behind. Hermes is hit, and he and Zenobia decide to deal with their rivals rather than run, allowing Wanderer and Napalm to continue on. The evenly matched duos size each other up once again, and the battle begins. RIOT! immediately grows three times her original size, her muscles rippling as Zenobia charges towards her, dual blades drawn and twirling. They collide with a sonic boom that throws both cyborgs off balance, and the warrior queen throws the brute through the floor in a shower of linoleum and concrete. As the floor starts to collapse, Hermes jumps across the pit and ducks behind a piece of displaced concrete on the other side of the hallway, hacking a security door that closes himself and Dev off from the destruction.

As the door closes, Dev fires a warning shot at the robot-man, but it proves to be a folly as she uses the gravity device in her bionic arm to lift the rubble he was hiding behind, slamming Hermes into the wall with its full weight. Stunned, he doesn't have time to raise his plasma gun before the cybernetic assassin is on him again - this time extending a sonic cannon that blasts him with solid sound. Hermes sails through the other side of the wall, but quickly recovers, taking multiple shots at her through the hole his body had made. Two plasma bolts meet their target, and her cybernetic arm is seemingly damaged. Her left arm limp, she runs at her enemy in a crazed rage.

Zenobia slices at the hormone monster as she sends them both crashing through multiple floors of the building. At the fourteenth floor, RIOT! suddenly grabs the warrior woman's hands, and flips them around, slamming Zenobia into the ground with the full force of her descent and sending her knives flying. The warrior queen is beaten with repeated steroid powered punches, sending the pair through two more floors of the building. Distracted in a drugged out haze, RIOT! doesn't notice as the warrior extends her armoured hands towards unprotected head. Suddenly the twin blades sail through the air, penetrating both sides of the steroid freak's skull. Zenobia pauses for a minute, relishing in her victory, before picking up the now-deflated corpse and throwing it out of the tenth-floor window. Following the body she flies down to the street, into the heat of battle with the rest of her team against the Baddies.

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Wanderer and Napalm continue up the floors of the DevTech high rise, coining countless stairs till they reach the twenty-sixth floor. A strange purple light shines from under the door, and as

they open it, are stopped by a suspicious person on the 26th floor, who they find rifling through files strewn all over the floor. He looks up at them with anger, then confusion, before a knowing look passes over his face. Extending his arms towards them, a purple light passes over his body, as his clothes change into a mysterious costume. The figure is now draped in purple robe, and wears a simple crown of silver.

Estienne introduces himself as Bellicose, and explains he's been working undercover at the facility to uncover Devilon's secrets, and tells them he means no harm. He warns them of the coming armada, as well as what awaits them in The Gentleman's office, two floors above. He then turns and says to them that he will go with them, for their protection. The allies look at one another and laugh slightly at the prospect of needing protection, but accept his help regardless. With a mysterious new reinforcement, the heroes continue up towards the office of Wanderer's evil twin brother.

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The wall next to Hermes' head explodes in a painful shower, as Dev just-misses him from his cover. Despite her cybernetic arm being disabled, the devil girl is still an excellent shot. He returns fire with his plasma gun, but is hit in the arm with another of Dev's bullets. The cyborg returns fire, working away at the others' cover, but as the block of concrete he's behind starts to crack, Hermes knows he needs a new course of attack. Thinking quickly, he scans the area for tech he can use, and finds something of use. Causing the wires of the floor below to short circuit, they explode in a small blast that takes the floor out from under the female cyborg. With a giggle she jumps through the hole to the floor below, and is gone before Hermes can follow. As he scans, he discovers she is blocking his tech tracking ability. Frustrated, Hermes turns and continues back towards the twenty-eight floor, unknowingly followed by an invisible figure on the floor below.

