

THE LEAGUE OF EVIL



CREATED BY:
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The following is a record of known villains operating in the greater Metroville metropolitan area. Please exercise some caution when dealing with these individuals.

**-Chief Inspector Lumley-
-Metroville PD-**



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League of Evil Productions**

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THE CONCEPT

"a"

Beneath the pleasant suburbs of Metro Ville dwells the nefarious and genuinely incompetent League Of Evil, a band of four criminal "masterminds" bent on world domination.

"b"

The League of Evil is an animated action-adventure comedy. It takes a refreshing spin on the tried and true good versus evil formula by focusing exclusively on the bad guys' side of things. Parallels will be drawn between the world of over the top super villainy and the mundane not so over the top "real" world.

"c"

The humor in the series will stem from the league's four members and their very distinct personalities. The League of Evil are: Diminutive, short tempered de-facto leader The Great Voltar, resident mad scientist Doctor Surgeon Klown Frogg, dimwitted lord of shadows Armageddon and last but not least, the very diplomatic former Soviet Super Villain Reginald "Red" Menace.

"d"

Prevailing Attitudes

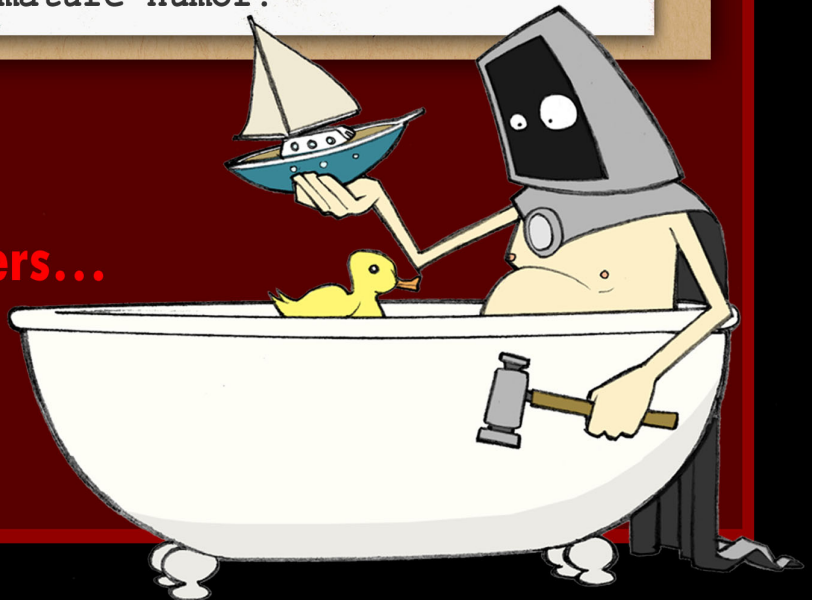
There are only so many hours in a day. It is therefore logical to assume that a villain actively seeks to wreak havoc on humanity only for a certain percentage of those hours. In their "off" time, bad guys enjoy the same leisurely activities we do... Except that they go bowling or catch a movie in their evil costumes.

"e"

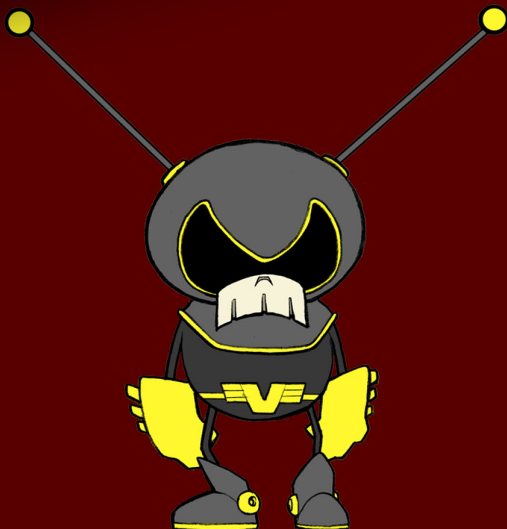
Acquiring Target Audience

The League of Evil has been created as a mature oriented comedy program. It targets an audience ages 16-30. The show does not however rely on abusive profanity or extreme violence meaning that younger viewers could also enjoy the show. Though they may find it appealing solely based on its face value rather than for its subtler mature humor.

And now, the characters...



THE LEAGUE



THE GREAT VOLTAR

Mean-spirited, sneaky, crafty, short, these adjectives best describe the League's de-facto leader: THE GREAT VOLTAR. Over-ambitious and emotionally volatile, Voltar's obsessed with trying to prove that the League of Evil can compete with the big time bad guys. However, lacking the financial stability to indulge in high-end villain gadgets, the Great Voltar is forced to settle for generic brand laser cannons and D-grade subordinates.

Intelligence: 4

Speed: 4

Strength: 2

Known Weaknesses: Voltar is short, very, very short.

DOCTOR SURGEON KLOWN FROGG

In his early years the League's academically accomplished resident mad scientist DOCTOR SURGEON KLOWN FROGG, helped set a new standard for mad science. Looks, wealth, competent robot henchmen, he had it all. Unfortunately, a string of unpleasant, freak accidents left him short a few appendages. Now Klow Frogg is a spineless shell of his former greatness, living off workers comp in a run-down bungalow.

Intelligence: 6

Outer Beauty: 2

Inner Beauty: 1

Known Weakness:
The can opener



RED MENACE



Former Soviet powerhouse villain Reginald “Red Menace” went through a bit of an identity crisis following the fall of the Soviet Union. This once terrifying villain is now a stay-at-home dad juggling the demands of his villain lifestyle and family obligations. Renowned around the neighborhood for his neatly kept lawn, Red does however remain an active member of the villain community. His loyalty to his League of Evil comrades is steadfast that is unless he has to pick up the kids from soccer practice.

Strength: 8

Good Humour: 7

Intelligence: 5

Known Weaknesses: Her name is Patricia Menace

ARMAGEDDON

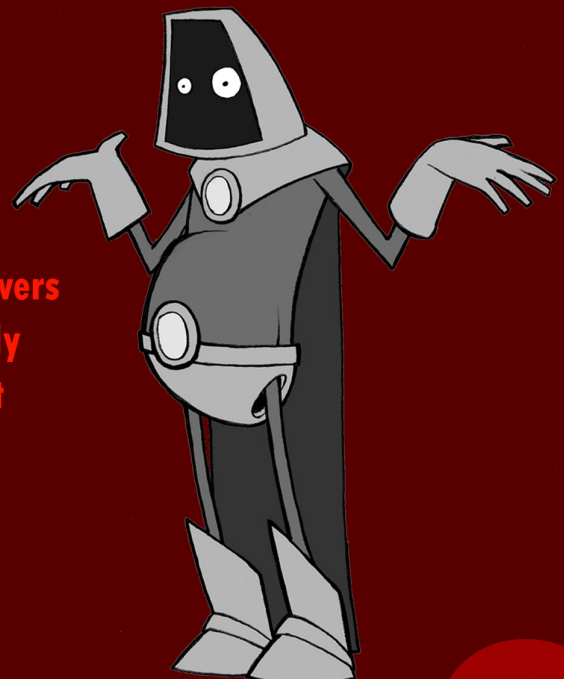
The mysterious and dim-witted Lord of Shadows, ARMAGEDDON, is somewhat of an enigma to the League of Evil. The casual observer sees him as the most sinister member of the roster. Although upon closer inspection, said observer quickly discovers that Armageddon is really, really quite staggeringly dumb. Exhibiting the childlike naïveté and thought process of a ten-year-old. Point of interest: Armageddon wears Velcro boots.

Intelligence: 2

Strength: 6

Highest Grade of
Pre-School attended: 3

Known Weaknesses: Believes
in the tooth fairy.



METROVILLE'S
SHADIEST

SKULLOSSUS:

Intelligence: 4

Strength: varies usually set at 8

Number of times he cried during the Little Mermaid: 6

Known Weaknesses: None! All tremble before the mighty Skullossus!



Terrifying in both character and appearance, SKULLOSSUS is the epitome of the successful villain. With a staggeringly high evil incursion success rate and boasting an impressive list of heroes defeated, Skullossus is both admired and envied by his evil brethren.

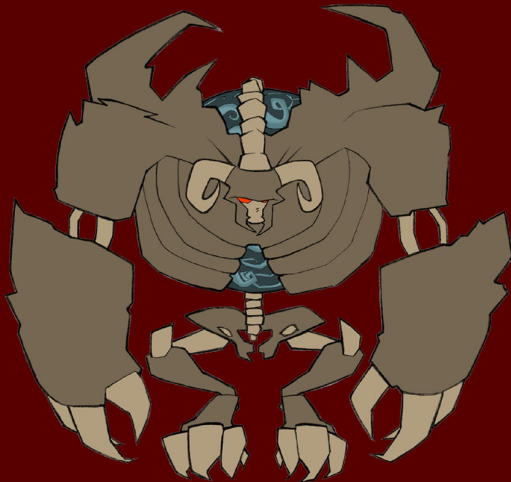
SOUL TAKER:

Strength: Soul-Taker's strength cannot be measured by the feeble numbers of mankind.

Intelligence: To gaze into the mind of Soul-Taker is to gaze into a void of pure evil.

Number of classes enrolled in at the community center: 3, that is the maximum they will allow Soul-Taker to take.

Known Weakness: The desire to find but one friend with whom he can share his true feelings.



Eternal pan-dimensional being, its sinister goal: to spread its darkness to the farthest reaches of the universe... Or so that was the plan for the fist three millennia. Having grown bored of the old routine, Soul Taker now finds comfort in the smaller things in life like hanging about the civic center in search of new and exiting things to do. "OOOOO. COUNTRY WESTERN J AZZERCISE! I'VE NEVER TRIED THAT CLASS BEFORE...."

Lackey 32 and the V-Lackeys:

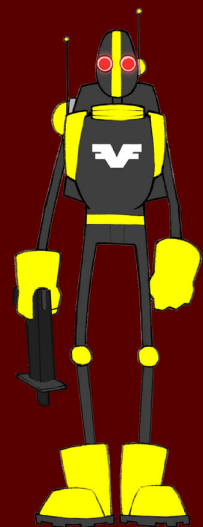
Threat Detection : 8

Threat Interception : 8.5

Threat whooping some Lackey but : 10

Known Weakness: Hates job

Successful villains need top notch subordinates. Less successful villains make do with what they have. Dedicated, (but not too dedicated), hard working (but not too hard working) the V-LACKEYS hang around castle Voltar and do their master's bidding. Whether it's walking the dog or dispatching with meddlesome intruders, the V-Lackeys are sure to complain before during and after the completion of each task.





COMMANDER SCOURGE:

Talking Smack: 5

Hitting someone in the back: 6

Running away: 7

Known Weakness: Anyone taller than he is

COMMANDER SCOURGE is the cowardly leader of the Para-military organization **Red Scourge**, a sleeper cell operating from a small island in the Caribbean. He is currently awaiting the Kremlin's orders to spring forth and bring about the downfall of the decadent west. Funny, Moscow hasn't called in 15 years; they must be planning something pretty big...

BIONICA:

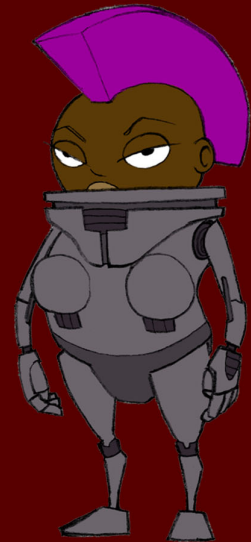
Street Smarts : 9

Delinquency : 9

Number of Backstreet boys albums secretly owned : 4

Known Weakness : Nick Carter's beautiful blue eyes

Voltar's estranged 13-year-old daughter Bianca (better known under her self appointed villain name **BIONICA**) is one tough cookie. Self assured and quite bossy, Bionica is out to show the old has-been villains just how it's done. Bionica does however share many things in common with her father namely a love of evil, an irritable temperament and a diminutive stature.



JUSTICE GENE:

Strength: 8

Civility: 1

Inappropriate gas: 6

Known Weakness: the Real World.

JUSTICE GENE is crude, arrogant, self centered and egotistical. Guess what, he's one of the good guys! Yes indeed Justice Gene fights for the forces of good or should we say his own dated notion of good. He is a staunch anti-communist and former member of the elite anti-terrorist taskforce **THE VIGILANTS**. Gene was forced into early retirement by the team due to his inability to connect with the modern security context.

MARKETOR:

Good looks: 7

Marketing Knowledge: 7

Ethics: 1

Known Weakness: It's not honesty we can assure you of that much.

Brent Stone was the slick, good, looking and very successful marketing director for Advanced Global Strategic Systems. When he decided to target the emerging and very profitable super-villain segment of the global market, good-natured Brent changed. Thus was his evil alter ego born: MARKETOR, the marketing super-villain. Is there anything more fundamentally evil than marketers?



CHICKEN DELIVERY MAN:

Love of Job: 2

Salary: 6.50 an hour.

Amount of times he missed the thirty minutes or free deal: 7

Known Weaknesses: Hates working the late night weekend shift.

No one knows where he came from or whether or not he graduated from high school, however when the League of Evil defeated the hero FREEDOM MAN, it was CHICKEN DELIVERY MAN who saved the free world. By forcing the League to pay for their meal...

FROSTBITE:

Sex Appeal : 9

Curvacious Bod :9

Interest in her personality :2.3

Known Weakness: Complementing her on her super personality

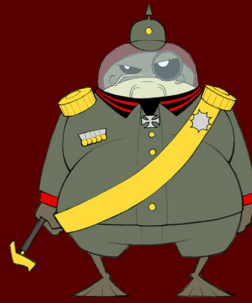
Cool and straight to the point, the stunningly beautiful FROSTBITE is, to her chagrin, often the center of attention at villain meetings...for the wrong reasons. No one ever seems to notice this, but Frostbite is quite the accomplished villainess. However, she would probably enjoy more success if her accomplices actually listened instead of admiring her in quiet awe.





Jules: The Monkey Jewel Thief

Agility: 6
Strength: (with Gorilla) 7
Strength: (without Gorilla) 2
Intelligence: 5
Known weakness: Simulated banana flavour



Kaiser Von Katphish

Mobility: 2
Charisma: 2
People Caring about him: 2
Known Weaknesses: Who cares?



Preda-Fett

Agility: 7
Stealth: 5
Intelligence (when it comes to clever traps): 1
Known Weakness: People not thinking she's cool.



Patches and Stitch

Durability: 7 (with maintenance)
Strength(Stitch): 7
Chattyness(Patches): 10
Loveability: 8.5
Known Weaknesses: Fire, children with a penchant for toy mutilation



Lawyer

Intelligence: 5
Smooth Talkin': 6
Ethics: 0
Known Weakness: We can really assure you that honesty is not one of them.



The Lady Bug

Hate letters written about new Star Wars movies: 9
Number of those letters written in Klingon: 2
Level of Everquest Character: 87
Known Weakness: Sci-Fi Series Marathons



Necromon: Master of the Undead

Magical Powers: 10
Intelligence: 8
Bad smell: 11
Known Weaknesses: He is incredibly self-conscious about his smell.



Admiral Needar

Intelligence: 5
Organizational skills: 6
Number of refused pay raise requests: 9
Known Weaknesses: He is perhaps too smart for his post.



Freedom-Man

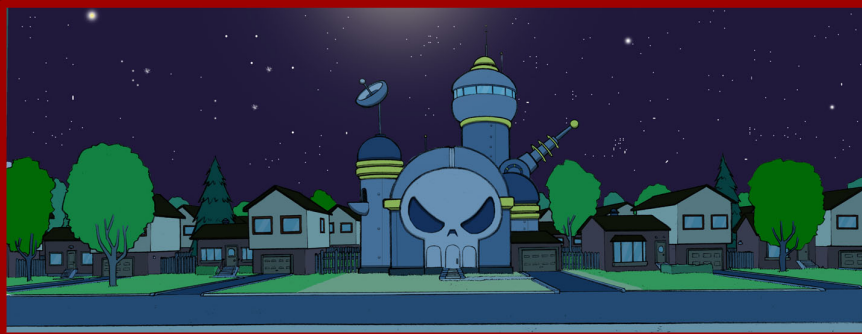
Patriotism: 8
Strength: 10
Corporate Salary: 10
Known Weakness: Photo ops

LOCATIONS



Castle Voltar

League of Evil headquarters is comfortably nestled in Metroville's quaint suburbs. The Castle basement is where the four League members meet to plot the world's demise. In truth, they mostly hang out there to play duck hunt on Voltar's old school Nintendo...

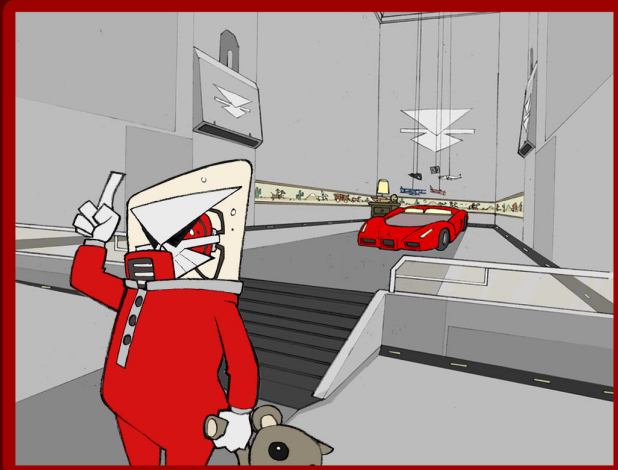


Metroville's Civic Center

Metroville's most diabolical minds gather twice a week at a place of pure evil: The Municipal Civic Center. A hub for the ethically challenged, the center is a great place to mingle and keep up to date with current events in the world of villainy. The villains have to make sure to stack the chairs against the wall when they're done, pillates for seniors is using the room next...

Skullossus' Space Station

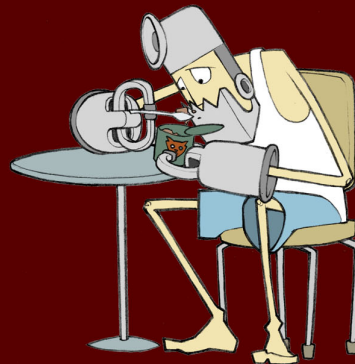
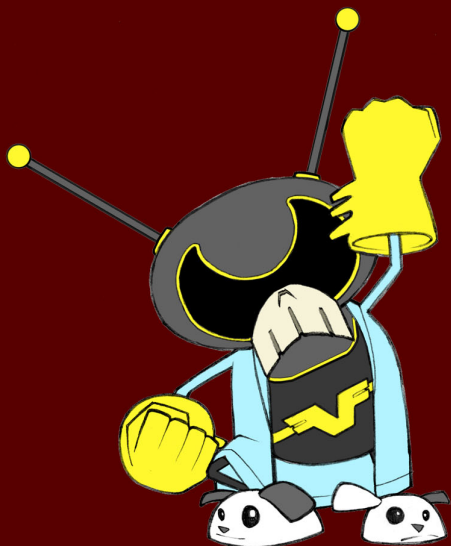
Impregnable space fortress in orbit around the Earth. Deep within its tightly defended bowels, Skullossus and his staff of hundreds observe the comings and goings of puny earth dwellers. Menacing he may be, no one knows Skullossus' dark secret: he collects marbles and sleeps in a race car bed...



The Episodes

The League... Victorious?

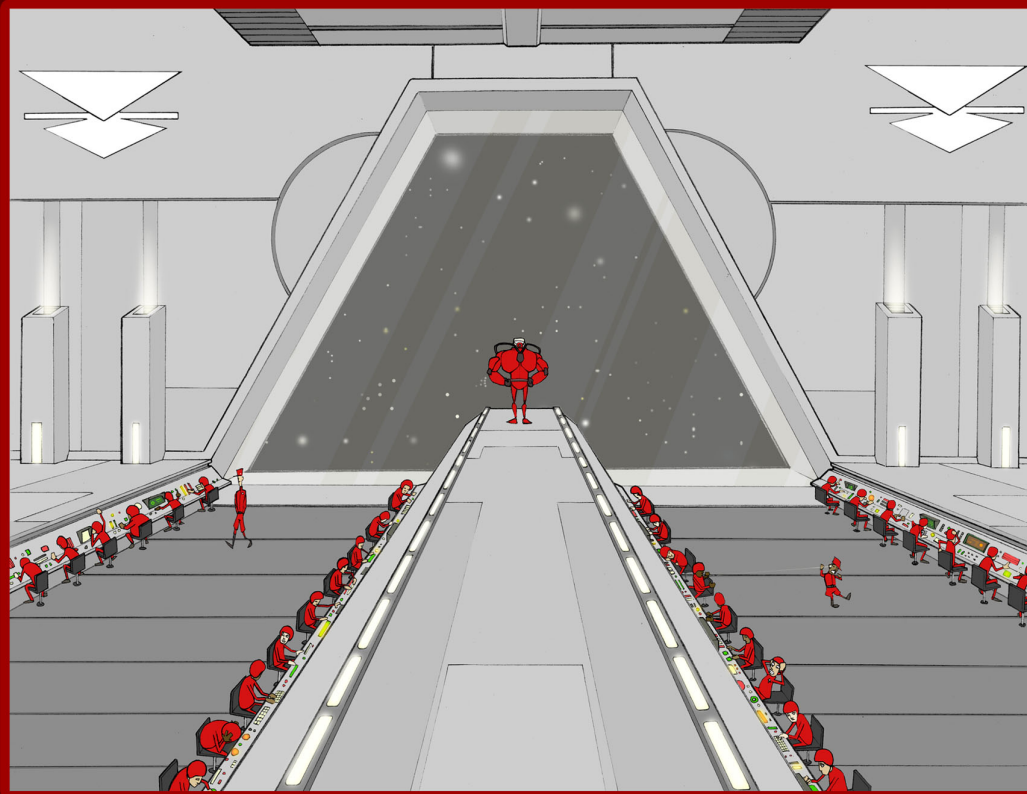
It all starts with another routine fight for the safety of the free world. The League of Evil has rigged up the death beam, made the demands and taunted the arch nemesis to try and stop them. Business as usual it would seem. However, the League is dealt a cruel turn of events. While running through the usual Castle Voltar maze of booby traps, the overconfident Freedom Man is accidentally fried by a defensive laser grid trap. The hero villain code of conduct has been broken: the League of Evil wins? Without a hero to oppose them, the League is in a bit of a pickle. After all, half the fun is in the actual struggle between good and evil. Will the League simply let their brilliant plan for world domination go on without a hitch? Somehow we don't think so. A suitable replacement has to be found and quickly. With 30 minutes left to the death beam countdown, the League has no time to lose. With a time frame like that, one can't be choosy about a replacement. While flipping through the phone book, the League stumbles on the phone number for Buck Buck Buck's Bucket O' Chicken, a local purveyor of rotisserie chicken. What's this: delivery in 30 minutes or the meal's free? Will the League's new archrival by default, Chicken Delivery Man, make it in time to stop them? Or will the league get a free pass at world domination and dinner?





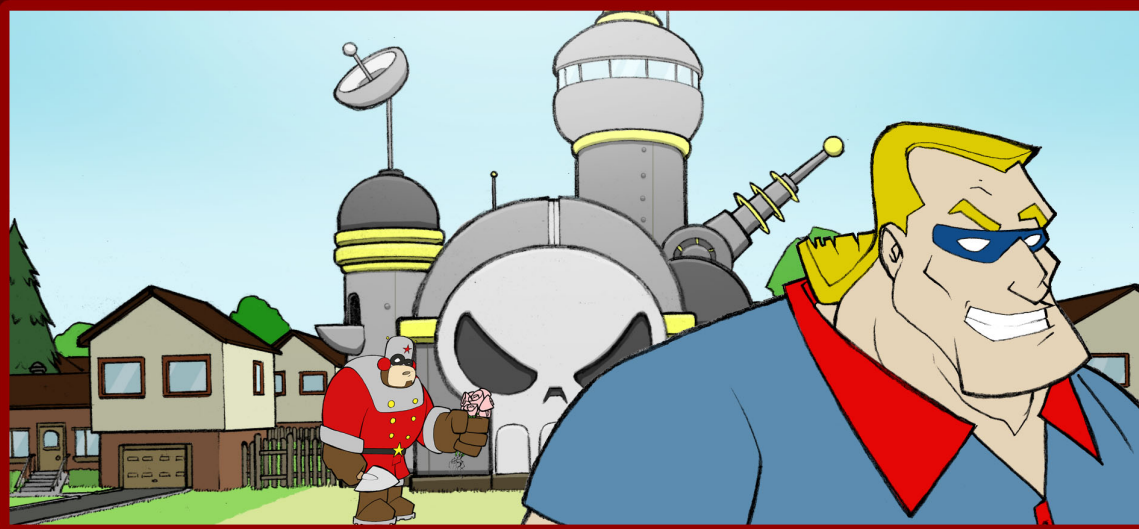
Enter: Skullossus

In the brotherhood of Super-Villainy, none is more respected than the mighty Skullossus. He is without a doubt the most imposing and successful villain in the world. With an evil empire at his disposal, nothing is beyond his terrible grip. On the opposite end of the spectrum is the Great Voltar who is currently struggling with his latest diabolical scheme: getting League of Evil headquarters central air conditioning. When Voltar sees his plan to steal a top-secret climate generator trumped by Skullossus, the already irritated villain drags his fellow League members on a quest to get back at him. Will the League get the last laugh? Will Voltar get air-conditioning? Will Skullossus even remember Voltar's name? The answer to two of these questions is no.



Red's Super Neighbor

Life has been good to Reginald "Red" Menace. He has a loving wife, two well-behaved kids, and a great house in the suburbs. Not only that but he also gets to indulge in exciting villain work on the side with his League of Evil comrades. Yes, life is indeed good for the ex-soviet villain. But the good times come to a screeching halt when Red meets his new neighbor: former commando super hero Justice Gene. Once a member of the Vigilants, an anti-terror taskforce, Gene was sent to the suburbs in exile to learn the value of civility. The diplomatic Red tries his best to accommodate his new neighbor's extremely irritating personality but it soon becomes apparent that Gene is a class-A nuisance to the neighborhood. Whilst Red continues his efforts at diplomacy with the arrogant Gene, the Great Voltar tries to find his own solution to the problem fanning the flames of an already unstable situation. The entire neighborhood is about to go on a wild ride and will soon rally behind a reluctant Red Menace to put an end to Justice Gene's tyrannical reign of good.



Voltar's New Ride

During a late night spending spree on cable access infomercials, Voltar scores himself his very own 89' Giant Bi-pedal Japanese robot. The League's afternoon rampage of destruction the following day catches the attention of Japan's very own: Force Fighters V and their giant robot Shuriken Typhoon X. An action packed episode full of mayhem, destruction and needlessly long transformation sequences.

Fellow Lackeys, Unite

A nameless Lackey's life can be hard and dull. Lackey 32, one of Voltar's elite V-Troopers, articulates his grievances to his lord and master. With managerial negotiations at an impasse, Lackey 32 rallies his fellow underlings and goes on strike. With his minions on strike, Voltar will have to think outside the box to pull off what could be his first successful heist ever.

Welcome to Playa Del Spectacular

During his appearance on a sleazy game show, Doctor Surgeon Clown Frogg wins an all-expense paid vacation to Playa Del Spectacular for himself and, conveniently, three of his friends. Clown Frogg, Armageddon, Red Menace and Frostbite pack their bags and head south to the run down resort. Clown Frogg however will find all of his attempts at romance with Frostbite ruined by Commander Scourge and his Para-military organization who occupy the shady east side of the island.

Voltar's Happy Kid Hour

All hell breaks lose when Marketor sells Voltar and his likeness to the KIDZ Network and teams him up with Computron and a crazy space mutant for the new Kid Hour. Stuck in a cute world with no sharp objects but plenty of banana-peel jokes, Voltar slowly descends into madness. Meanwhile, the League chose to hire Lawyer, the evil lawyer, to get him back, since the mini-van is still under Voltar's name.

THE LEAGUE'S MASTERMINDS



PHILIPPE IVANUSIC has been partaking in recreational creative writing and animation for many years. In his graduating semester in the film animation program at Montreal's Mel Hoppenheim School of Cinema, he is looking to pursue a career in the exciting world of animation.



DAVILA LEBLANC is a communications graduate from Vanier College and is currently studying English Literature at Concordia University. He has worked as both a humor columnist for the Vanier Phoenix and as head writer/performer for Montreal based sketch comedy troupe The Rubber Chicken Factory.



PETER RICQ is a Graphic designer/ Illustrator/ Musician/ Film Maker. For the rest, see whatever **PHIL** wrote for his last sentence.

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