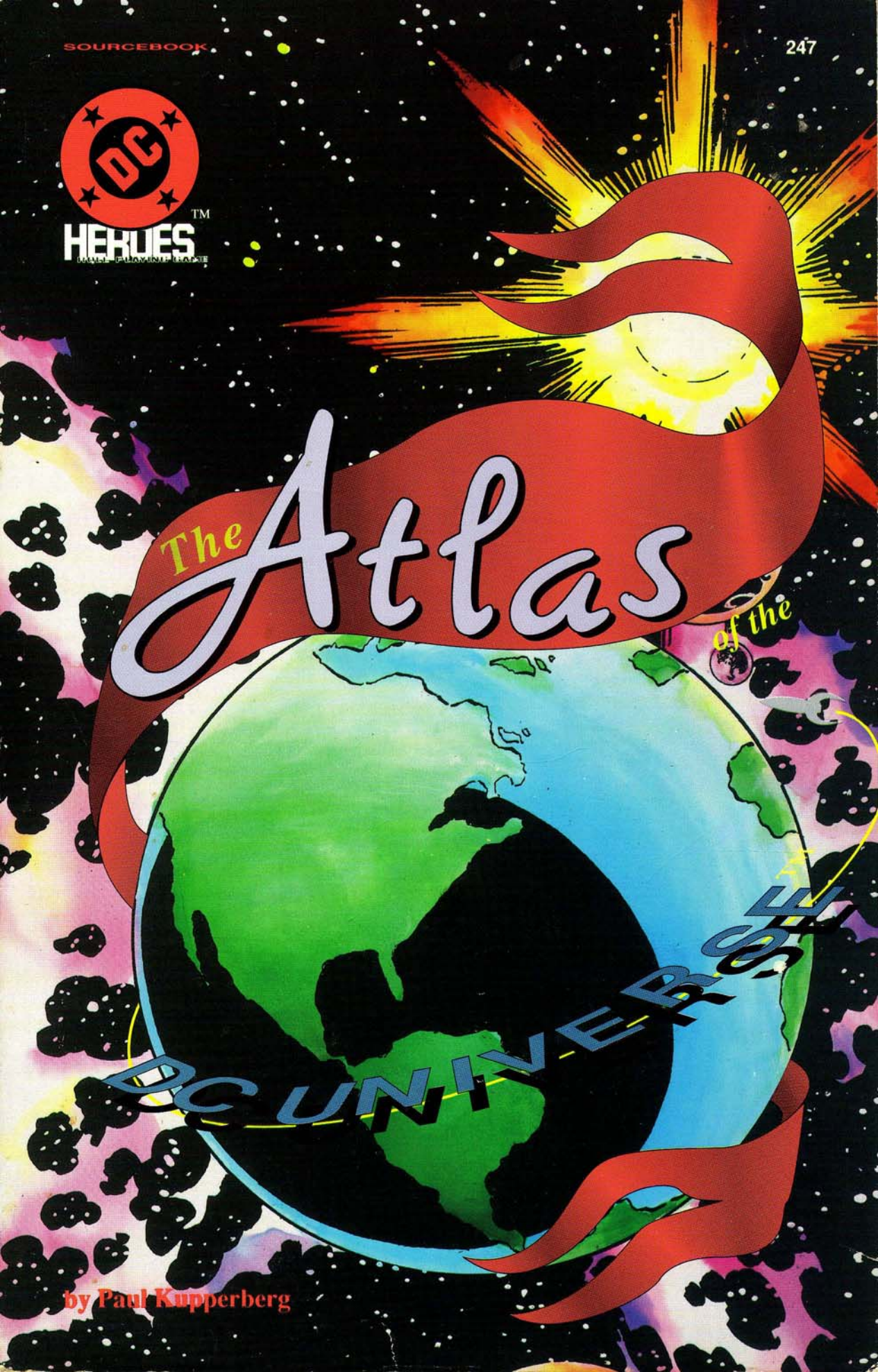
SOURCEBOOK

247

DC HEROES™

The Atlas of the DC Universe



by Paul Kupperberg

The Atlas of the DC Universe™

The Atlas of the DC Universe

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#247

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ACKNOWLEDGEMENTS

An undertaking the size of *The Atlas of the DC Universe* would be impossible without assistance from a wide variety of sources and institutions.

Information for the myriad locations listed in the *Atlas* was culled from such volumes as *The World Almanac & Book of Facts 1989* (Pharos Books, 1989), *The DC Universe* by the Editors of DC Comics (DC Comics, Inc, 1988), *Who's Who; The Definitive Guide of the DC Universe, Volumes 1 - 3* (DC Comics, Inc, 1985 - 1988), *The New Rand McNally College World Atlas* (Rand McNally & Company, 1983), *The Concise Columbia Encyclopedia* (Columbia University Press, 1983), *Metropolis: America's City of the World* by Arthur M. Fiebert (The University of Metropolis Press, 1984), *Gotham City Remembered* by J.P. Winslow (Gotham House, 1987), *Metahumans of the American Midwest* by Dr. Harvey Bennett Marcus (Northwestern Press, 1978), *The Encyclopedia Galactica; 95th Edition* and *A Compendium of the Known Realms of Inter-Dimensional Time and Space; 2nd Edition* (The Institute of Stellar and Inter-Dimensional Study, 1989).

Thanks are also owed the Historical Societies of Gotham City, Metropolis, Central City, New York, Coast City, Hub City, Ivy Town, Star City, and Midway City. In addition, the cooperation of many corporate archives was extended to the author, including those of S.T.A.R. Laboratories, Lexcorp, K.O.R.D., Inc., Galaxy Communications, Dayton Industries, Ferris Aircraft, and Wayne Technologies. Their contributions have been invaluable in the preparation of this volume.

Thanks are especially extended to the writers, artists, and editors of DC Comics, whose unbridled talent and imagination over the last fifty-plus years have been the true inspiration and source for *The Atlas of the DC Universe*.

The author would especially like to thank Robert Greenberger, DC Comics' Guru of Minutiae and Chief Continuity Cop, without whose help and resources this volume would have been the poorer, and Robin Levey Kupperberg for her support and encouragement during the creative process.

BELLE REVE PRISON

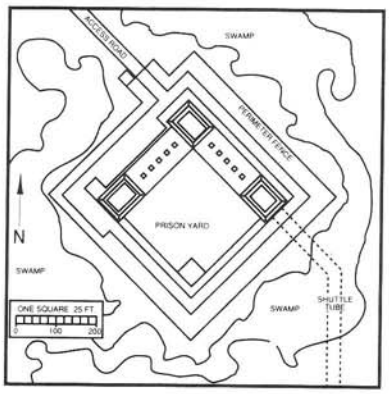
*B*elle Reve Prison was built on the site of the former DuBois plantation in Terrebonne Parish, Louisiana, located about fifty miles southwest of New Orleans and ten miles from Houma (see entry under **HOUMA, LOUISIANA**), the nearest township. A number of owners held the deed to the DuBois property during the years following Isaiah DuBois's death in 1897, but the plantation was expensive and difficult to maintain. A string of bankruptcies and abandonments plagued the parcel of land until the 1960s, when it was abandoned.

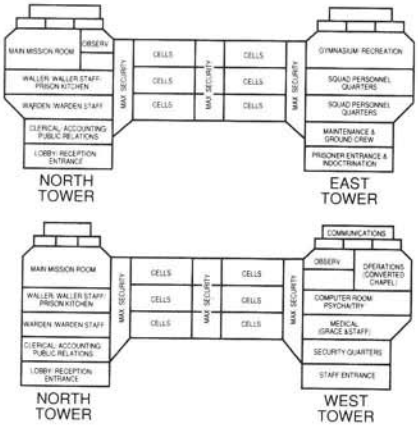
The federal government assumed ownership of the property and assigned it to the Department of Corrections as the site for a prototype prison and holding facility to house the increasing ranks of criminal metahumans entering the justice system. While Belle Reve was designed as a state-of-the-art facility to contain this new breed of criminal, budget cuts forced the prison to remain unfinished and unoccupied for almost two decades.

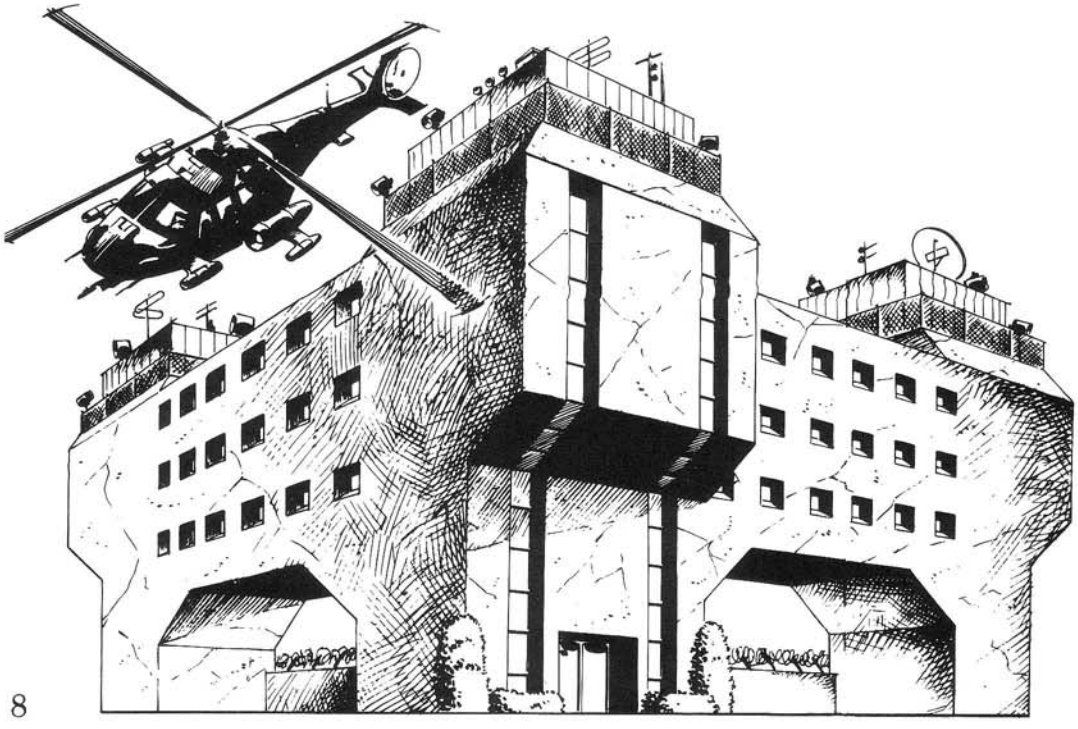
Belle Reve was reactivated in the mid-1980s under a different branch of governmental control when the abandoned prison was chosen by Amanda Waller to serve as headquarters for the proposed revival of the covert intelligence agency, Task Force X. Over a six-month period, Belle Reve was completed and its equipment was updated by a dozen different construction teams. This insured that no single individual or company would be able to put together information that could compromise Task Force X's security. Thus, Task Force X maintains its cover. Also, the prison's original function as a facility for metahuman criminals conveniently justified its highly advanced equipment and high-security profile.

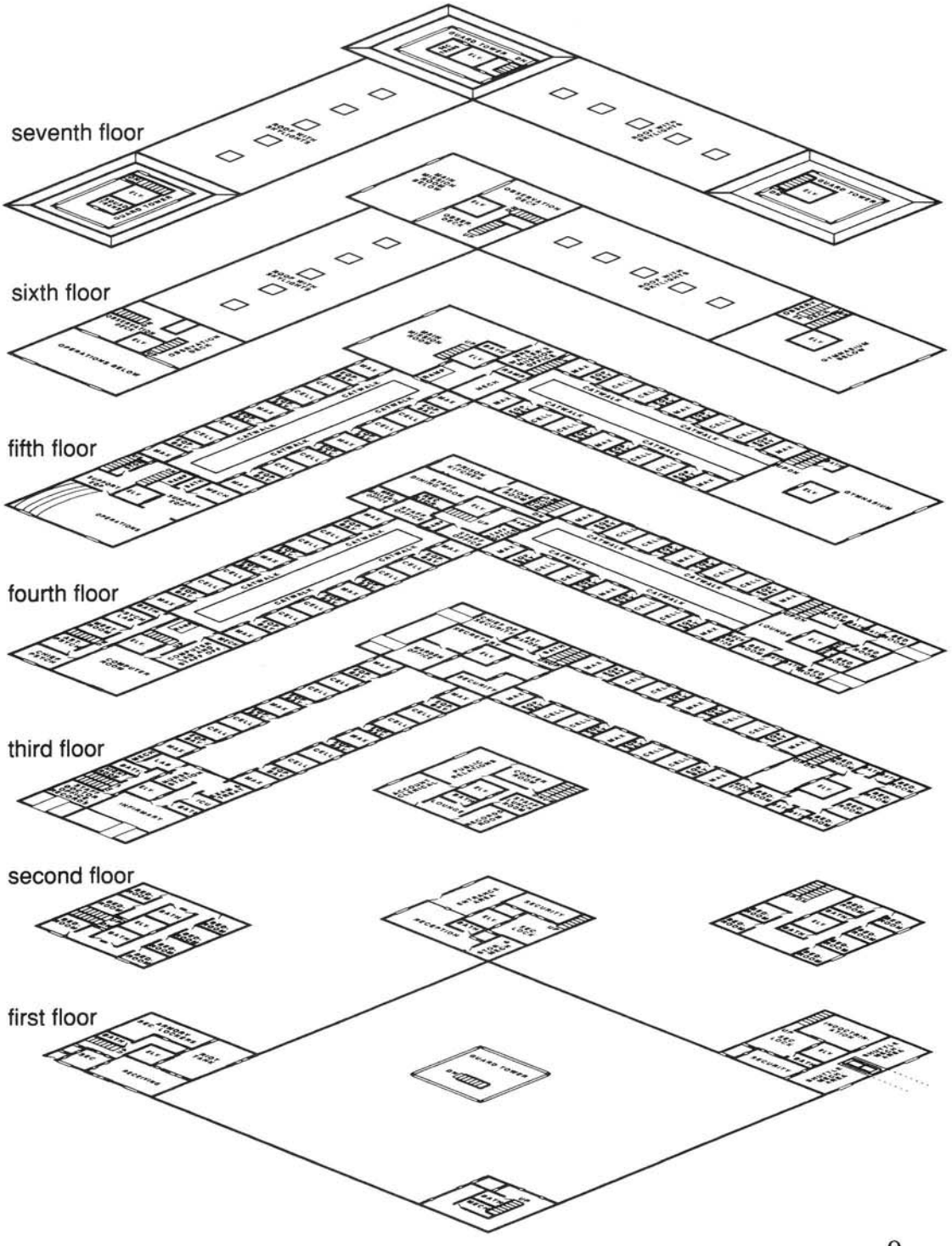
Belle Reve Prison is accessible via a single road between the prison and Houma. High-tech security cameras and sensors line the road and the prison's perimeter for a five-mile radius. This security system is rated at 10 APs (see page 62 of the *Character Handbook*). The facilities comprise approximately 250,000 square feet (6 APs by 6 APs) spread over two wings, designated Northwest and Northeast, and four seven-story (5 APs) high guard towers. Belle Reve houses a variety of criminals in its eighty-four cells. Twenty-four of these cells are modular in design and can be modified to neutralize the superpowers of its metahuman prisoners. The entire security system, including cell doors and detection devices, is under the control of Belle Reve's computer system and is considered by experts to be the closest thing to tamperproof that technology can currently supply. The prison also maintains a sizable staff of correction officers as well as security personnel. For more information on the prison's personnel and the Suicide Squad in general, consult the *Belle Reve Sourcebook*.

BELLE REVE


ACCESS ROAD
SWAMP
PERIMETER FENCE
PRISON YARD
N
SWAMP
SWAMP
SHUTTLE TUBE
ONE SQUARE 25 FT.
0
100
200


MAIN MISSION ROOM
OBSERV.
WALLER, WALLER STAFF, PRISON KITCHEN
WARDEN, WARDEN STAFF
CLERICAL, ACCOUNTING, PUBLIC RELATIONS
LOBBY, RECEPTION ENTRANCE
MAX SECURITY
CELLS
CELLS
CELLS
MAX SECURITY
CELLS
CELLS
CELLS
MAX SECURITY
GYMNASIUM, RECREATION
SQUAD PERSONNEL QUARTERS
SQUAD PERSONNEL QUARTERS
MAINTENANCE & GROUND CREW
PRISONER ENTRANCE & INDOCTRINATION
NORTH TOWER
EAST TOWER
COMMUNICATIONS
MAIN MISSION ROOM
OBSERV.
OPERATIONS, (CONVERTED CHAPEL)
WALLER, WALLER STAFF, PRISON KITCHEN
COMPUTER ROOM, PSYCHIATRY
WARDEN, WARDEN STAFF
MEDICAL, (GRACE & STAFF)
CLERICAL, ACCOUNTING, PUBLIC RELATIONS
SECURITY QUARTERS
LOBBY, RECEPTION ENTRANCE
STAFF ENTRANCE
NORTH TOWER
WEST TOWER




seventh floor
sixth floor
fifth floor
fourth floor
third floor
second floor
first floor

A typical Belle Reve modular cell has walls and a door each with a BODY of 15 APs, and roughly 10 APs of a Power specific to the neutralization of the Powers of the occupant, frequently the Neutralize Power. The cells' Reliability Number is 2. Belle Reve's computer has the following statistics:

BELLE REVE COMPUTER [BODY: 7, INT: 5, Recall: 25, Detective (Police Procedures): 7, R#; 2]

Felons who have been incarcerated at Belle Reve include the Penguin, Chronos, the Thinker, the Privateer, Killer Frost, the Parasite, the Sizematic Twins, the Mist, and Rag Doll. Belle Reve also maintains research facilities to investigate the causes of their metahuman powers and to seek cures for their particular abilities.

The Suicide Squad was disbanded by the U.S. Government for roughly a year, but was reactivated to deal with a crisis in Vlatava (see **Section Three**). The new Squad is independent of the federal government and now acts as a freelance strike team. They are no longer headquartered in Belle Reve, but Amanda Waller has cut a deal that still allows her to visit the prison to recruit potential Squad members.

The following is a list of the equipment that was kept at Belle Reve during the time when the Squad still operated out of the prison.

SUICIDE SQUAD SECURITY BRACELET [BODY: 5, Lightning: 6, Bomb: 6, R#: 3]

Limitations: Lightning has a Range of Touch.

Miscellaneous Drawbacks: Use of the Bomb Power is always considered a Trick Shot to blow off the wearer's arm: The OV of this Trick Shot is 0 and the RV is the wearer's BODY. If the RAPs received equal or exceed one-half of the wearer's BODY, he receives normal damage to his Current BODY Condition, his hand is blown off, and his DEX is permanently reduced by 3 APs.

On field assignments, the Squad utilizes bracelets which can electrically shock their wearer, or even be detonated, crippling the wearer. The field commander has possession of the detonator on missions.

SHEBA [DEX: 3, STR: 6, BODY: 10, INT: 1, Flight: 9, Radar Sense: 11, Thermal Vision: 8, Ultra Vision: 8, Thief (Stealth): 6]

Sheba was an attack helicopter that the Suicide Squad used on several of its field missions. She was named by her pilot, Briscoe, after his deceased daughter. Briscoe was killed and Sheba destroyed on Apokolips. While still in existence, Sheba had the following on-board weaponry.

30MM CHAIN GUN [BODY: 4, EV: 8, R#: 2]

AERIAL ROCKETS (x8) [BODY: 4, Flight: 4, Bomb: 7, R#: 5]

SIDEWINDER MISSILES (x2) [BODY: 5, Flight: 7, Bomb: 8, R#: 3]

Miscellaneous Drawback: The sidewinder missiles can only be used against airborne targets.

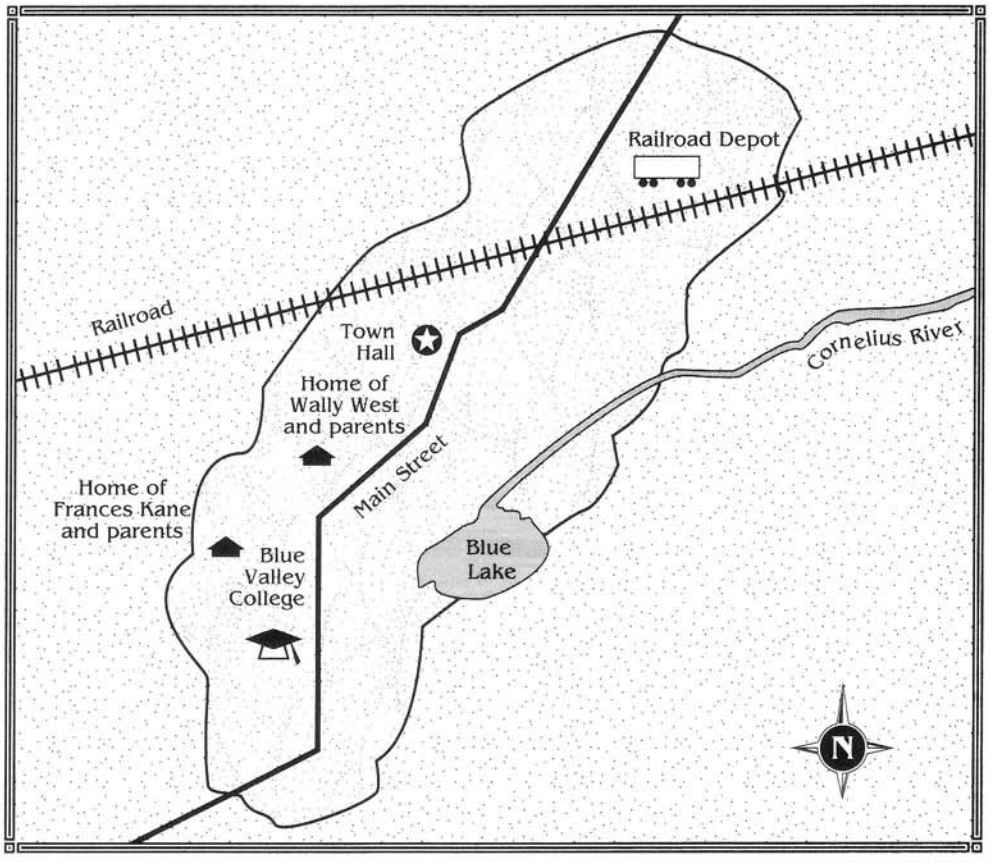
SS-1 TRANSPORT JET [STR: 10, BODY: 8, Flight: 8, Radar Sense: 10, Sealed Systems:8, Military Science (ECM): 5]

The SS-1 is a highly-modified cargo plane used by the Suicide Squad for handling cargo and transporting operatives to target areas. It receives little to no use, as most of the Suicide Squad's missions are so covert that the presence of the SS-1 would provide too great a security risk.

BABY HUEY [STR: 4, BODY: 6, Bomb: 13, Running: 5, R#: 5]

"Baby Huey" is a xyzedium-filled land carrier designed to travel to a designated area and detonate. A Baby Huey model was used to destroy a Manhunter base in the heart of the Louisiana swamps.

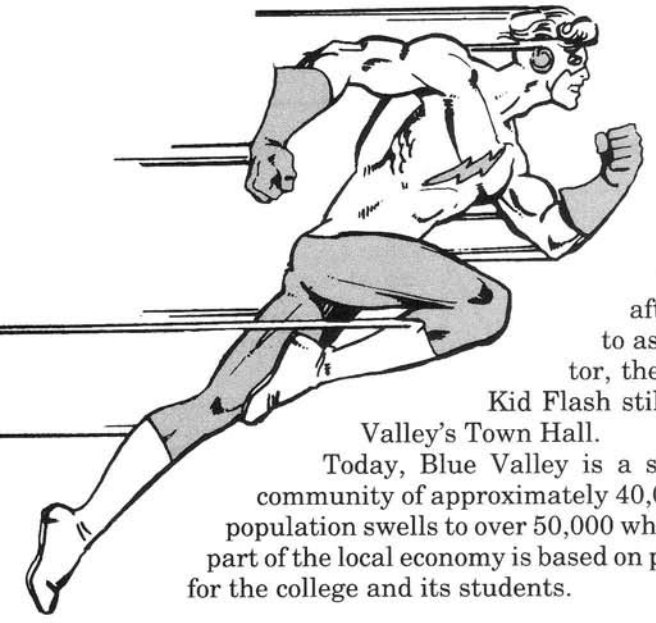
BLUE VALLEY, NEBRASKA



*T*he town of Blue Valley is situated on the northeastern edge of Nebraska, twenty-five miles southwest of Sioux City, South Dakota.

The valley was first settled in 1862 by Cornelius Blue, a New England farmer who had moved west with his family from Connecticut to take advantage of the Homestead Act, which granted 160 acres of unoccupied public land to each homesteader.

Over the next twenty-five years, the Blue family acquired much of the valley's surrounding land before selling out to a land developer, who hoped to turn the sleepy little valley into a thriving community on a newly-constructed spur line of the Union Pacific Railroad. In 1903, Cornelius Blue's son endowed an annuity in his father's name in trust for the newly-created Cornelius Blue University, a small but (it was hoped) prestigious school in honor of Cornelius's memory and contribution to the Valley. In 1926, the school's name was changed to Blue Valley College, and its curriculum changed as well, when its remote location made it impossible for the small university to compete with larger institutions. It has since prospered as a technical college.



Blue Valley gained some small measure of fame as the home town of Kid Flash, who was later revealed to be teenager Wally West, a life long resident of the town and a student at Blue Valley College. That distinction faded after Wally West left Blue Valley to assume the identity of his mentor, the Flash, although a tribute to Kid Flash still remains on display in Blue Valley's Town Hall.

Today, Blue Valley is a small farming and industrial community of approximately 40,000 year-round residents. The population swells to over 50,000 while school is in session. A large part of the local economy is based on providing support and services for the college and its students.

CALVIN CITY, CONNECTICUT

Settled in 1678, this small community in southeastern Connecticut was named for John Calvin, the French Protestant theologian who pioneered the religious doctrine of Calvinism. This area soon became a haven for followers of Calvinism fleeing persecution in England.

Calvin City remained a small farming community throughout the 17th and 18th Centuries. Having been founded as a refuge from the persecution its people experienced in England, Calvin City served as a center of strong anti-British sentiment during the pre-Revolutionary War days.

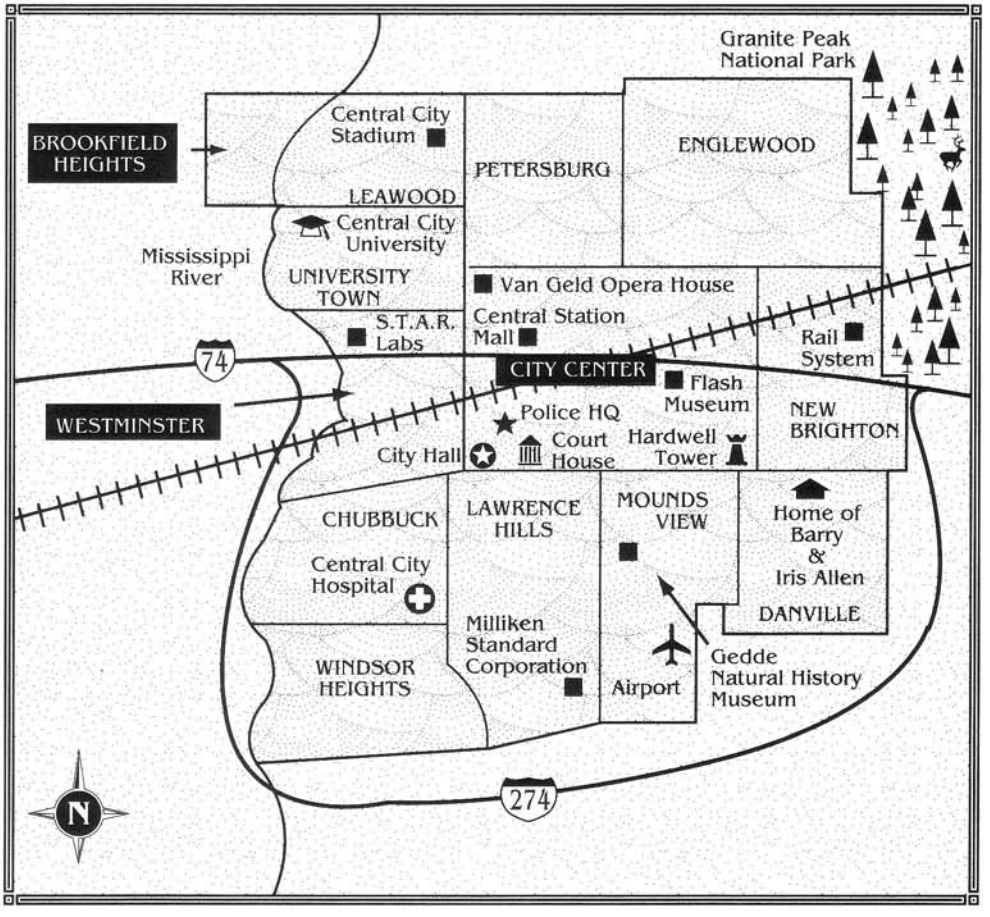
In 1817, Reverend Horace Huntsinger, a Protestant clergyman, established Calvin College, a small institution dedicated to a program of general studies. Huntsinger patterned his approach to education after the example set by former President Thomas Jefferson, who he saw as a Renaissance man, and structured the Calvin College syllabus so as to give its students at least a taste of all fields of study. The philosophy behind the college has remained true to Huntsinger's original intent. Today, with an enrollment of about 20,000 students, it is considered one of the more progressive institutions on the East Coast.

Since the late 19th Century, Calvin City has been primarily a college town, with much of its business and services directed at servicing the student population. Following the Korean War, the city experienced growth with the opening of a K.O.R.D., Inc. manufacturing facility. The permanent population leveled off at about 46,000 during the 1960s and has remained steady through the present day.

Calvin City is the hometown of Al Pratt, a Calvin College student who gained fame as the first costumed superhero to be known as the Atom. His statistics can be found on page 34 of the *Background / Roster Book*.

A map of Calvin City is found on page 37 of this book.

CENTRAL CITY, MISSOURI



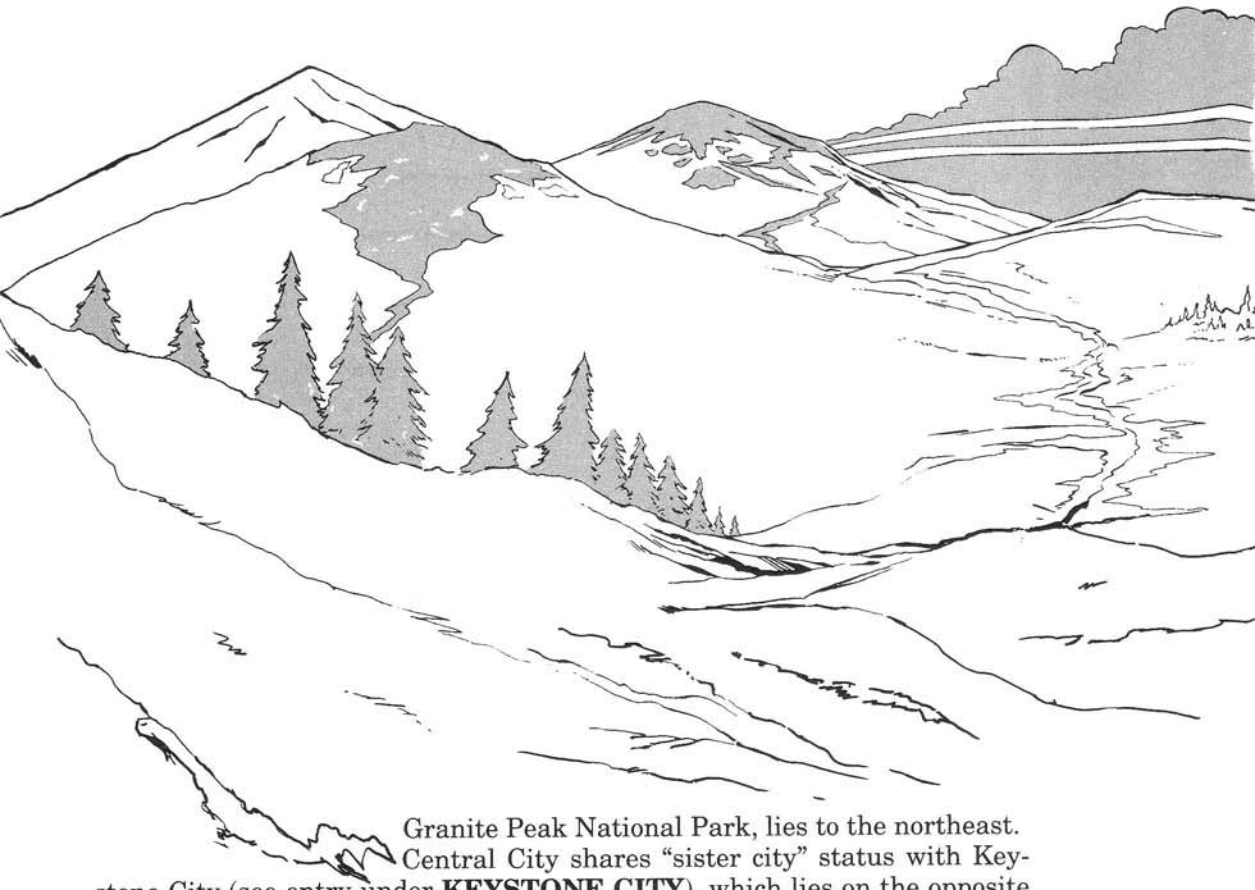
*L*ocated in the heart of the country, Central City was born in the days of the great western cattle drives to serve as a stop on the east-to-west cattle trails. Central City's growth was rapid, but it did not experience a boom until the late 19th Century, when the builders of the transcontinental railroad laid their tracks through the center of the burgeoning cattle town. Several major rail routes passing through the Missouri city made it the most important stop west of Chicago.

Because of its central location and wealth of rail lines, Central City began to attract businesses and settlers from back east. By the turn of the century, Central City was a thriving metropolitan area and rivaled Chicago as the home of innovative architecture. Following World War I, the city experienced its second major boom; its growth continues to this day.

Central City gained some measure of notoriety as the home base of Barry Allen, also known as the Flash.

Geography:

Central City is located in a shallow valley between mountains to the northwest and rolling hills to the southeast. A forest, which is part of the



Granite Peak National Park, lies to the northeast. Central City shares "sister city" status with Keystone City (see entry under **KEYSTONE CITY**), which lies on the opposite bank of the Mississippi River. The city's population of approximately 750,000 lives in many neighborhoods, including:

•**Brookfield Heights:** Brookfield Heights is Central City's trendiest and fastest growing neighborhood. Its high-priced houses and apartments are situated around small parks, or commons; most of these places have small man-made lakes. This arrangement gives one the impression of living in a series of small villages rather than a grid-patterned suburb.

•**Chubbuck:** This neighborhood was named for the powerful 19th Century millionaire, Griffith Chubbuck (who disappeared with his fortune shortly after the turn of the century). Chubbuck's residential district is home to a large number of the medical and health care workers who are employed in the nearby Central City Hospital.

•**City Center:** As its name implies, City Center is the heart of Central City's economic and political life. Located there are major department stores, hospitals, City Hall, the courthouse, and police headquarters, as well as the Central City Library, the Van Geld Opera House, and Hardwell Tower (the city's tallest building). Also located in City Center is the trendy Central Station, the old railroad station that has been renovated into an elaborate iron-and-glass mall. But perhaps the most notable feature of City Center is the Flash Museum, run by Dexter Miles, a septuagenarian Shakespearean actor of days past. The museum is devoted to Flash memorabilia and souvenirs from all three Flashes, with an especial focus on Barry Allen.

•**Danville:** Danville is a quiet, middle-class neighborhood of tract houses and some turn-of-the-century refurbished brownstones. Mostly residential, Danville is known for its peace and quiet. 18th Century railroad workers used to joke that "the devil will dance whenever they do anything in Danville," and that reputation persists to this day.

•**Englewood:** This area is situated on the edge of Granite Peak National Park. Englewood residents are blessed with scenic forest views and relative isolation from the rest of Central City.

•**Lawrence Hills:** Lawrence Hills is a mixture of intermingling areas of industry and working-class homes. Most of the randomly-scattered factories are geared towards the consumer market, with television assembly, furniture manufacturers, and aviation tool and die works leading the list. The Milliken Standard Corporation, manufacturers of control rods and other parts for nuclear reactors, is the area's only heavy industry.

•**Leawood:** A blue-collar neighborhood, Leawood is home to Central City Stadium, the home field for the Cheetahs and the Blackjacks, the city's major league baseball and football teams respectively. Surrounding the stadium are fast-food restaurants, pubs, pizza parlors, and gift shops.

•**Mounds View:** So-named because of the wealth of historic Native American burial mounds found in the area, Mounds View is home to Hardwell Fields, the city's only airport. Although inadequate in size to serve Central City, expansion of the airport has been repeatedly blocked by political action from the surrounding neighborhoods, particularly Danville. The Gedde Natural History Museum is also located in Mounds View; the Museum is renowned for its exhibit of North American Indian artifacts, most of which are gathered from the area's burial mounds. Over the years, most of the mounds had been excavated, but archaeological defiling of these once-sacred grounds has been halted due to pressures from Native American activist groups, as well as a series of inexplicable accidents that befell those working at the sites.

•**New Brighton:** New Brighton is a mixture of residential and professional offices for doctors, architects, advertising agencies, and other upscale businesses. This neighborhood boasts a delightful mix of refurbished Victorian and Colonial homes, which were built at the turn of the century by rail barons and others who came from the east seeking their fortunes in the west. The current Central City Rail Station, erected in 1952, is also located in New Brighton.

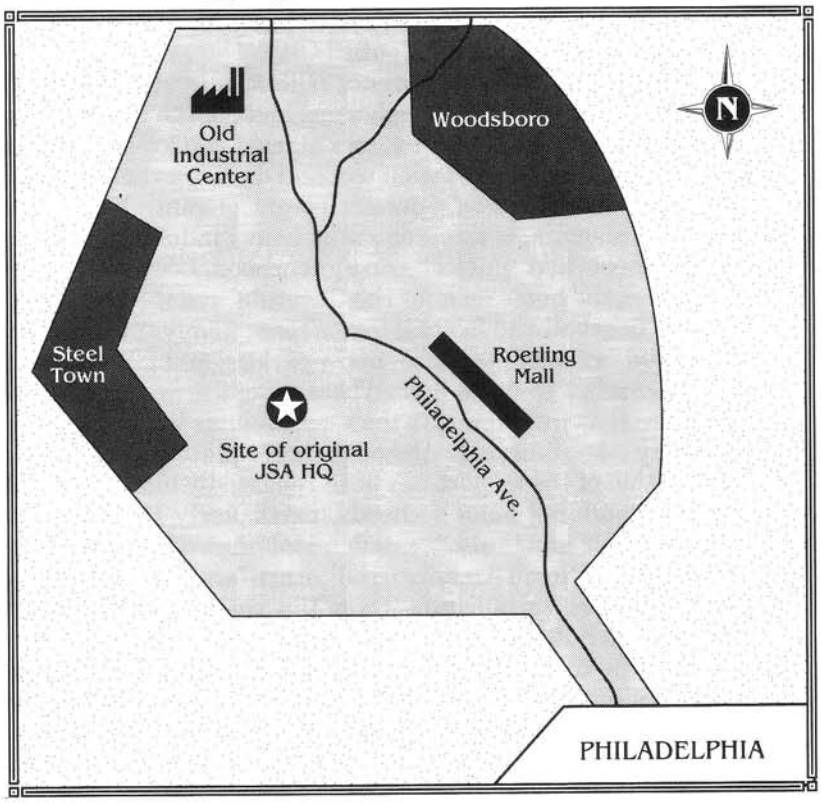
•**Petersburg:** Petersburg is Central City's restaurant district. There are more and better eateries here than one would expect to find in the entirety of a major city twice Central City's size. The reason for this cornucopia of culinary delights is the Minerva Epicurean Society, a local organization that rates and gives large cash rewards to superior area restaurants.

•**University Town:** This area is called University Town because of Central City University. Aside from CCU, which is one of the highest rated universities in the country and renowned for its biology and medicine programs, University Town also features single-family homes, apartment buildings, and dormitories. It also has more movie theaters and bars than the rest of Central City combined.

•**Westminster:** Formerly the old Stockyards, this area has come to be known as Westminster. The area's largest employer is the local branch of S.T.A.R. Laboratories; many of S.T.A.R.'s employees live in the neighborhood's residential areas. S.T.A.R. is an active participant in community affairs, sponsoring a softball league, science demonstrations at local schools, and the Fourth of July fireworks display.

•**Windsor Heights:** Windsor Heights is an affluent suburb which has just recently been incorporated into Central City. Homes here are large, expensive, and impeccably maintained, and the streets are clean and well lit. So exclusive is this neighborhood that its residents consider a move to Beverly Hills a social step downwards.

CIVIC CITY, PENNSYLVANIA



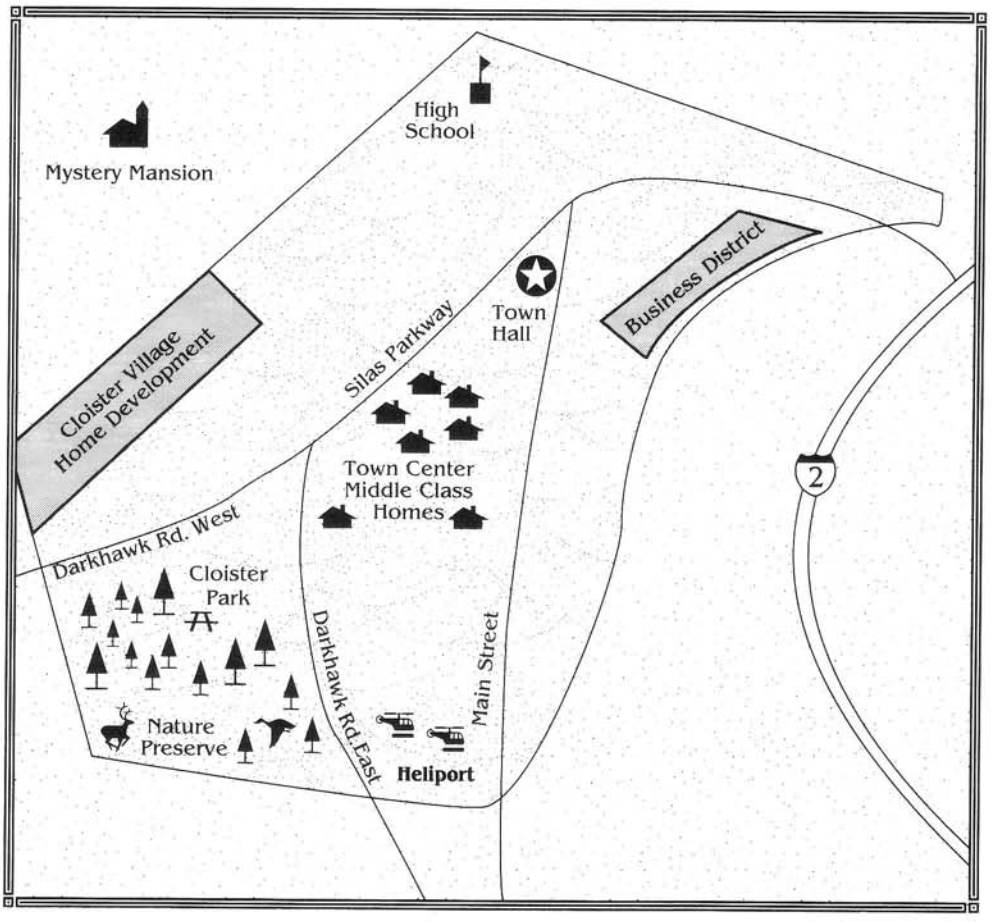
*T*his small Pennsylvania town was originally settled as a German Lutheran utopian community in 1847 by Karl Roetling, a German immigrant who made his fortune in the steel cable manufacturing business. Roetling's utopia lasted until 1860, when the Civil War drained the town of its male work force and it was forced to admit outsiders to work in its factories to fill orders from the Union War Department.

Karl Roetling's death in 1864 insured the end of Civic City as a utopian society, and, by 1867, it had adapted a civic constitution and been annexed by nearby Philadelphia. The Roetling Steel Works continued to be the area's prime employer, although, by the turn of the century, several other steel companies had moved into Civic City. The demand for steel during World War II brought new prosperity to Civic City and saw its population swell to over 100,000. Numerous areas of tract houses and bungalows were rapidly built around the city's fringes to house the influx of steel workers. Surrounding these working-class neighborhoods were smaller communities which housed more affluent management and executive personnel. Civic City's expansion brought it closer to the borders of Philadelphia, and, in 1951, the former was incorporated into the latter.

Today, with the decline of Civic City's steel industry, the area is considered a commuter suburb of Philadelphia. Its numerous World War II era homes have risen dramatically in value. These homes house executive and upper-management personnel, as well as several small artist enclaves in some of its more rustic areas.

Today, Civic City encompasses some 75,000 people. For a short time in the 1940s, it served as the location of the first headquarters of the Justice Society of America.

CLOISTER, VERMONT



*L*ocated north of Montpelier, just off of I-2, is Cloister, a small town with a large reputation for its involvement in the occult. Cloister was settled in 1723 by a group of Connecticut farmers seeking to escape what they believed to be the corruptive influence of a real life Devil on Earth, via the power of black magic.

They chose Cloister for its seclusion and viewed any outsiders as potential carriers of the Devil's power. Warnings were often sufficient to send strangers packing, but the people of Cloister were willing to take far stronger measures against any uncooperative stragglers. Those who didn't leave were frequently subjected to being stoned, burned to death or drowned.

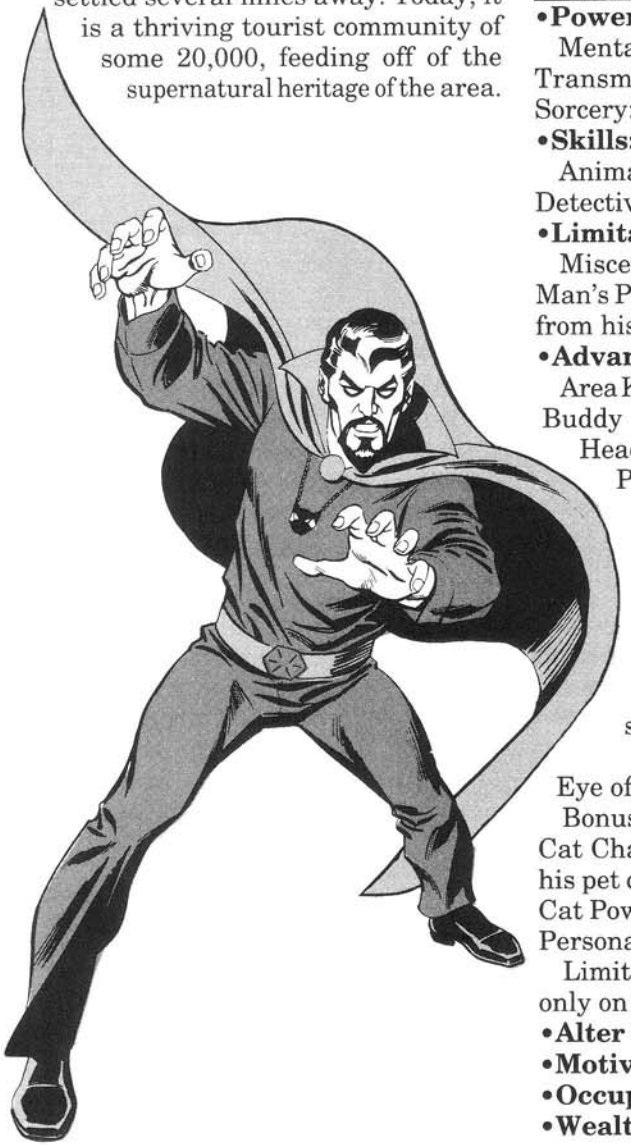
Legend has it that when true evil appeared in Cloister, the townspeople never realized it until it was too late. Their pastor, it is said, had been corrupted and embarked on a killing rampage that left thirty-two people dead, after which the remainder of the population fled the cursed city. Whatever the case, Cloister was left abandoned for over fifty years until 1827, when Silas Darkhawk, a reputed mystic, chose Cloister as the site of his new home, the Gothic style Mystery Mansion.

Stories of dark doings at the Mansion were a staple of 19th Century Vermont

folklore, but nobody was ever able to present verifiable evidence of true supernatural activity. Darkhawk died in 1894 at the age of 97. His corpse mysteriously disappeared from the morgue before embalming. As fascinating a character in death as in life, it was said that Darkhawk had returned to life to do his evil deeds in a new place.

Mystery Mansion remained uninhabited until the 1950s, when it was occupied by occult scientist and investigator Mark Merlin. Naturally, rumors soon spread about Merlin, one of them being that he was a walking dead man. In reality, Merlin was the mystical hero known as Prince Ra-Man, who sacrificed his life during the *Crisis*.

While the site of the original Cloister, except for Mystery Mansion, has remained uninhabited since the unfortunate events of the late 18th Century, a new town by that name was settled several miles away. Today, it is a thriving tourist community of some 20,000, feeding off of the supernatural heritage of the area.



PRINCE RA-MAN — *deceased*

DEX:	6	STR:	4	BODY:	4
INT:	8	WILL:	6	MIND:	6
INFL:	9	AURA:	8	SPIRIT:	9
INITIATIVE:	23	HERO POINTS:			85

- **Powers:** **Mystic Linked*

Mental Blast: 7*, Telekinesis: 9*, Transmutation: 5, Invisibility: 7*, Sorcery: 8 (later in career only)

- **Skills:**

Animal Handling: 5, Charisma: 9, Detective: 9, Occultist: 11

- **Limitations:**

Miscellaneous: All of Prince Ra-Man's Powers are projected in a beam from his forehead.

- **Advantages:**

Area Knowledge (Mystery Mansion); Buddy (Elsa Magusson); Extensive Headquarters (Mystery Mansion); Pet (Memakata); Scholar (charlatans); Sharp Eye

- **Drawbacks:**

Dark Secret (origin); Secret Identity

- **Equipment:**

Magic Eye [BODY: 3, SPIRIT: 4, Mystic Link (Illusion): 9, R#: 2]

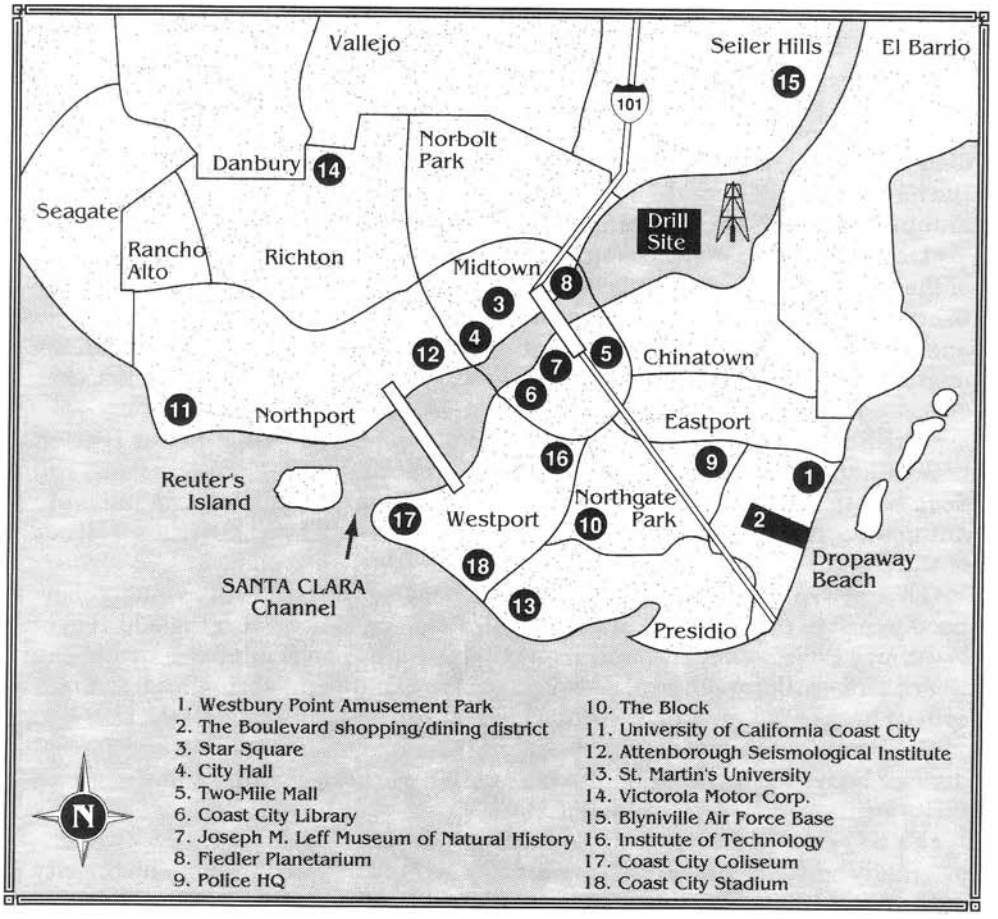
Cat Charm [BODY: 2, SPIRIT: 3, Eye of the Cat: 6]

Bonus: Prince Ra-Man can use the Cat Charm to transfer his mind into his pet cat, Memakata, the Eye of the Cat Power working as though it were Personality Transfer.

Limitation: Eye of the Cat works only on Memakata.

- **Alter Ego:** Mark Merlin
- **Motivation:** Upholding the Good
- **Occupation:** Prince
- **Wealth:** 11

COAST CITY, CALIFORNIA



*C*oast City is located on Highway 101, across the bay from San Francisco and Oakland near Sausalito. This area was discovered in 1723 by Sebastian Rodriguez Cermeno of Spain and settled in 1778; it served as a Spanish military post to control naval traffic into and out of San Francisco Bay. Originally known as Presidio San Georgio (Fort of St. George), the settlement expanded as additional settlers, military personnel, and missionaries flowed into the area to take advantage of the mild climate and active seaport.

When California became part of Mexico in the 1820s, the San Georgio fortress was expanded and the naval fortification strengthened. During the Mexican-American War of 1846, these guns were responsible for the sinking of eleven American ships before the fort was captured by the Marines.

The fortress was destroyed twice in succeeding years: once by fire in 1867, and, before rebuilding could begin, settlements on the northern fringe of the territory were wiped out in the Indian massacre at Bedrock Bluffs. In 1879, during the California Gold Rush, prospectors took over the town and renamed it Coast County. It was finally named Coast City in 1901.

Today, Coast City is a major center of international trade, industrial electronics, finance, and, as one of the busiest seaports on the West Coast, shipping.

Geography:

Coast City (with a population of 675,000) encompasses some 144 square miles on the northern California Coast. This area is situated between San Francisco and Oakland on Highway 101 near Sausalito. Coast City is comprised of many distinct neighborhoods, including:

•**Chinatown:** Chinatown was settled in the late 1800s by Chinese laborers who helped build the transcontinental railroad. By the 1920s, this neighborhood was reputed to be one of the toughest areas on the West Coast. The district's north shore features shipping docks, warehouses, and factories, but the neighborhood is best known for its world-class Chinese restaurants and its annual Chinese New Year celebration.

•**Danbury:** Danbury is home to the so-called Silicon Belt, the site of many of the world's key electronics manufacturers. These firms moved into Danbury to utilize the talents of the students from the Coast City Institute of Technology and the University of California, Coast City. Many of the Silicon Belt's engineers and factory workers live in the large, comfortable homes that surround the district's northern fringe.

•**Drill Site:** Located in the Santa Clara Channel, the Drill Site was erected to take advantage of the huge oil reserves that lie under the channel's floor. The deep-water drilling facility utilizes state-of-the-art technology, is partially automated, and features its own port for the storage and transporting of oil out of the channel.

•**Dropaway Beach:** Dropaway Beach became the city's wildest neighborhood, much in the tradition of Los Angeles' Venice Beach, with the addition of Westbury Point, a major amusement theme park. The Boulevard, Dropaway Beach's main thoroughfare, sees its most action during spring and summer college breaks, when its population rises sharply and its crime rate soars.

•**Eastport:** On the southeast side of the city, Eastport is a residential district heavily populated by the blue-collar workers employed in the area's factories.

•**El Barrio:** El Barrio is an unincorporated area of Coast City which was originally settled by Mexican immigrants on land granted to them by the city in the early 1900s. The intent behind this land grant was to keep the Hispanic element out of the heart of Coast City; once that was accomplished, the city neglected the area. Without proper city services, and with lack of economic support, El Barrio's crime rate soared. Rather than pour what they saw as good money after bad, in 1936 Mayor Thomas Whitfeld led an effort to get the area's voters to pass a resolution which established their own separate community. El Barrio's crime rate continued to increase, culminating in violent race riots in the late 1930s. Today, El Barrio remains an unincorporated area, although it has since become part of the Coast City tax system, sharing services and city ordinances with Coast City. The area has recently experienced a renaissance as Coast City's young professionals discover the Barrio's turn-of-the-century brownstone homes and inexpensive ethnic cuisine.

•**Midtown:** Midtown is the center of Coast City's political, economic, and shopping district. City Hall is located in southeastern Midtown near scenic Star Square. Star Square has several points of interest: a marble statue tribute to one-time city resident Green Lantern in the center of the Square; Rochester Tower, the city's tallest office building, on the south side; and Two-Mile Mall, the city's luxury waterfront shopping district, on the west. Culture is amply represented by such institutions as the Coast City Public Library, the Joseph M. Leff Museum of Natural History, and the Fiedler Planetarium.

•**Norbolt Park:** Located next to the Santa Clara Channel, which divides Coast City, Norbolt Park is a primarily middle-class neighborhood. Many of its residents are employed in the suburban "silicon belt," which is home to many manufacturers of computer chips.

•**Northgate Park:** Located south of Santa Clara, Northgate Park is one of Coast City's largest residential districts. A varied mix of ethnic and social classes live in many small "pockets" of the neighborhood. Northgate is, for the most part, considered one of Coast City's safest areas, except for the collection of low-income housing projects known as "The Block," which has the highest crime rate in the city. Coast City Police Headquarters is located in western Northgate Park.

•**Northport:** One of the earliest Spanish settlements in the area, Northport is now home to blue-collar and middle-class laborers who work in the nearby industrial and dock districts. The Santa Clara Skyway, connecting Northport with Westport, is one of the world's longest bridges as well as one of the city's most spectacular sights. Also located in this area is the University of California, Coast City; this school specializes in engineering studies. Northport is also home to the Attenborough Seismological Institute.

•**Presidio:** Presidio San Georgio is the site of the old Spanish and Mexican forts. With its batteries of guns and ramparts still extant, the Presidio is the city's most famous tourist attraction. For many years, Presidio was a haven for young artists and intellectuals, leading to the establishment of St. Martin's University to serve their needs.

•**Rancho Alto:** Rancho Alto is a wealthy suburb of Coast City. It is home to captains of industry and wealthy engineers from the silicon belt. The area also boasts a variety of expensive shops and boutiques and is considered one of the safest areas in Coast City.

•**Reuter's Island:** The island at the mouth of the Santa Clara Channel houses Coast City County's largest correctional facility. Reuter's Island is an ultra-modern facility that was built to hold criminals of both the common and superpowered variety.

•**Richton:** Richton is a diverse community inhabited by middle-class families, a small industrial zone, blue-collar workers, and a community of low-income housing residents. The Victorola Motor Corp., the only automotive manufacturing facility on the West Coast, is based in Richton.

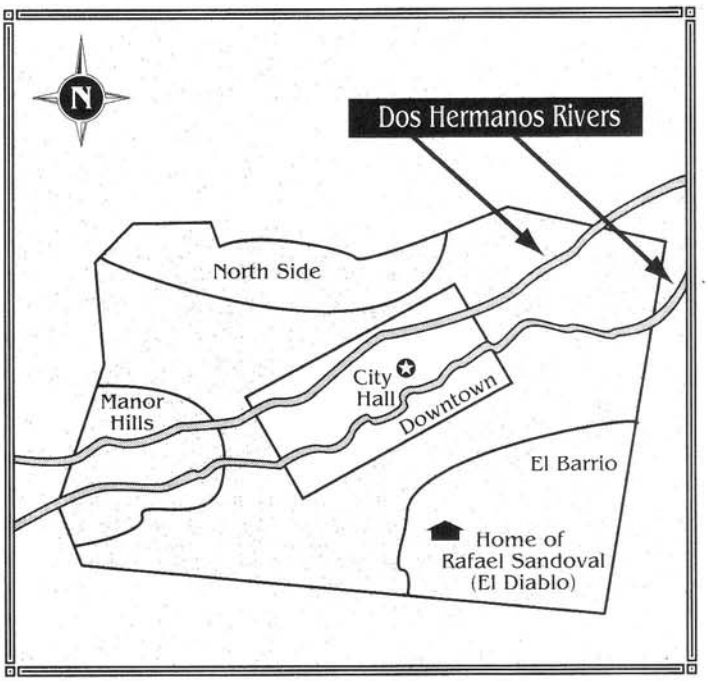
•**Seagate:** An unincorporated area, Seagate is the city's new industrial zone and is home to many factories and heavy construction centers. Industry dominates most of the area, but its northern and eastern fringes also house middle-class residences.

•**Seiler Hills:** Seiler Hills is a middle-class residential neighborhood that also features a series of low, rolling hills and parks as well as a small group of exclusive mansions upon one of the hills. The Coast City International Airport and the Blyniville Air Force Base is also located in this area.

•**Vallejo:** Another middle-class neighborhood, Vallejo lies in a low region below Seiler Hills. Although Vallejo is currently experiencing an economic slump, the city fathers are seeking to bring businesses back into Vallejo and alleviate the high rate of unemployment.

•**Westport:** Westport's coastline is dominated by shipyards and docks, which are the principal source of employment for the district's blue-collar population. Westport is also home to the Coast City Institute of Technology and Coast City Coliseum, as well as several Coast City sports teams, including the Angels baseball franchise, the Sharks football club, and the Clippers basketball team.

DOS RIOS, TEXAS



*L*ocated sixty-five miles south of San Antonio in southwestern Texas, Dos Rios is a mid-sized city of some 250,000 population of mixed ethnic heritage.

Dos Rios (or Two Rivers) is located on the Dos Hermanos (Two Brothers) Rivers, which flow side by side through the town. Dos Rios was settled in the early 1800s; the town grew up around the large cattle ranches that still surround the city and provide a healthy percentage of the area's employment. A majority of the residents are employed in local commerce, tourism, and the light industry in Dos Rios's industrial section.

Although Dos Rios is a relatively safe town with a low crime rate, its location near the Mexican border makes it a prime entry point for contraband being brought into the United States, most notably drugs. Dos Rios also has a growing street gang problem, with the various gangs divided mostly along ethnic lines. The city is heavily segregated, with the Hispanic, White, and Black residents each keeping to their own neighborhoods. However, in recent years there has been some civic effort towards integrating the city and easing racial division.

Dos Rios's mayor is Thomas Longstreet, who governs along with the City Council.

El Diablo, the costumed hero of the streets, is a resident of Dos Rios.

EL DIABLO

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:			85

•**Skills:** **linked*

Acrobatics: 7*, Charisma: 6*, Detective: 7*, Martial Artist: 7*, Military Science (Tracking): 7*, Thief: 7*, Vehicles (Land): 7*

•**Advantages:**

Area Knowledge (Dos Rios); Connections: Street (High), Dos Rios City Hall (High); Intensive Training; Iron Nerves; Popularity; Scholar (law, Spanish language)

•**Drawbacks:**

Guilt; Secret Identity; Uncertainty

•**Equipment:**

Customized Motorcycle [STR: 3, BODY: 6, Running: 8, R#: 2]

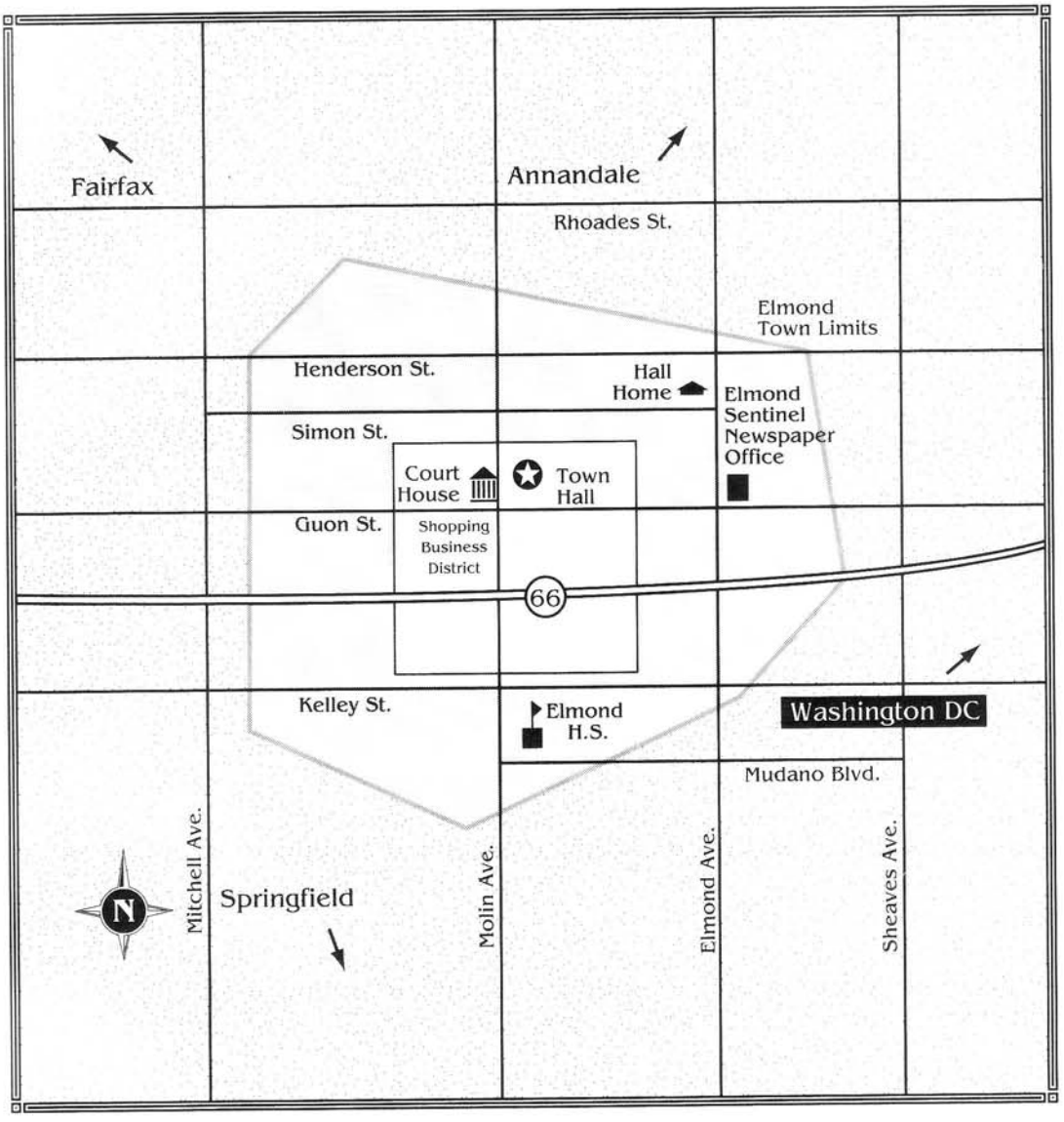
•**Alter Ego:** Rafael Sandoval

•**Motivation:** Seeking Justice

•**Occupation:** Former Public Defender, now City Councilman

•**Wealth:** 7

ELMOND, VIRGINIA

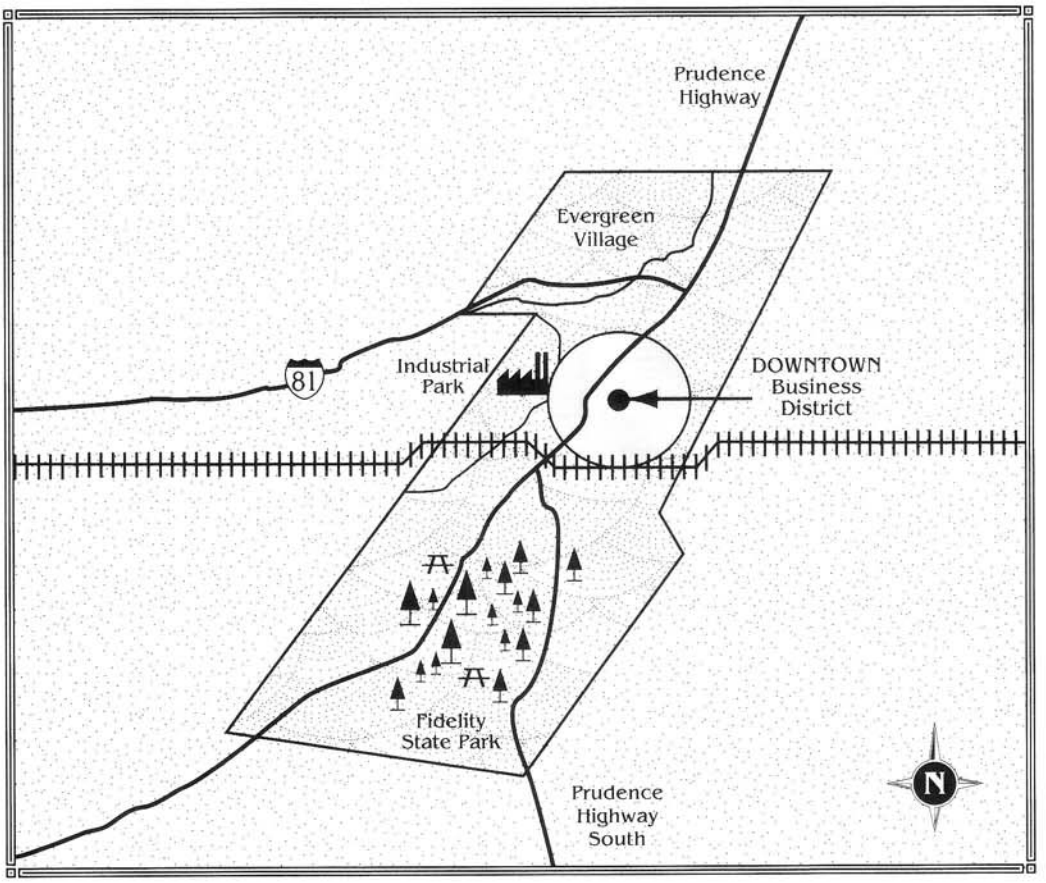


Elmond, Virginia is a suburb of Washington, D.C. This area developed as a result of the expansion of the capital city's work force during and after World War II.

Elmond is a largely affluent residential suburb, although there is a thriving service community in the area that caters to Elmond University, a mid-sized school of high scholastic repute. The resident population of Elmond is approximately 20,000, with an additional student and faculty population of 13,000.

Hank and Don Hall, the original duo known as Hawk and Dove, were born in Elmond. For game statistics for the heroes during this period, consult the *New Titans Sourcebook*.

EVERGREEN CITY, WASHINGTON



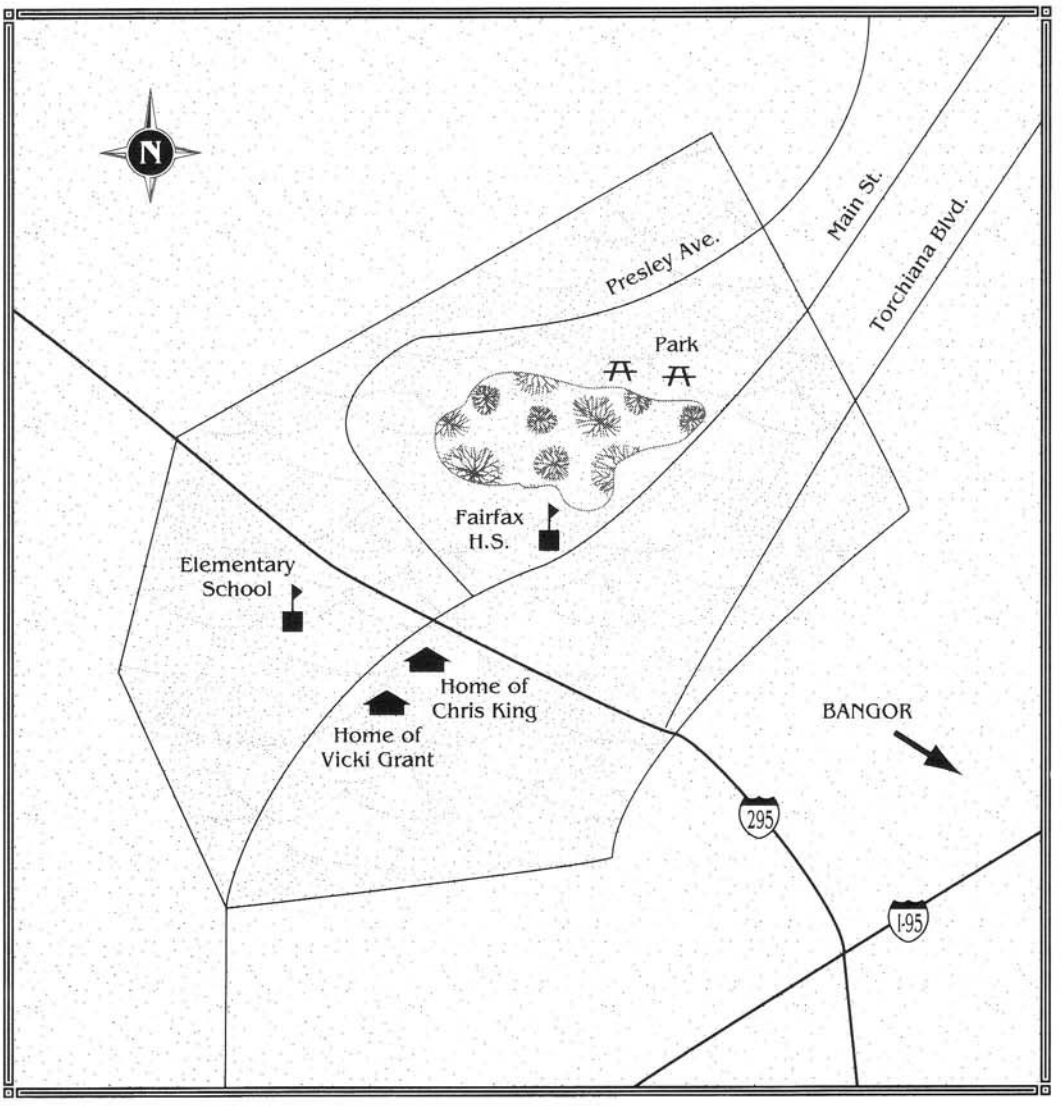
Evergreen City, which is located southwest of Spokane, bills itself as "The Insurance Capital of the Northwest." A medium-sized city of some quarter of a million inhabitants, Evergreen City began as a company town of the Union Pacific Railroad and grew into a thriving metropolis as a stop on the western migration trail.

In 1893, Edward M. Prudence opened a small insurance company in his native Evergreen City, and by 1909, it had bloomed into one of the largest insurers in the country. Several other insurance companies set up rival firms in the city. Today, Evergreen City is home to more such businesses than any city west of the Mississippi.

Hal Jordan, one of the Green Lanterns from Earth, made his home in Evergreen City for a short period.

Recently, the entire city was uprooted and transported across the cosmos to the planet Oa by the mad Guardian, Appa Ali Apsa. The residents are now waiting for the day when the Guardians will be able to return them to Earth. For more information, see entry under **OA**.

FAIRFAX, MAINE



Fairfax, Maine is a bedroom suburb of Bangor with a population of approximately 23,000 middle- and upper-class families. Housing in this town consists of post-World War II tract house communities and neighborhoods of older Victorian mansions. Most of Fairfax is zoned for residential usage, except for the two-mile-long "Strip," which features shopping malls, fast-food restaurants, and movie theaters. Fairfax High School is located on a hill in the center of town, surrounded by park lands.

Chris King and Vicki Grant, who for a while were holders of the mystical *Dial H for Hero* devices that enabled them to become an almost infinite variety of superheroes spent the better part of their heroic careers in Fairfax. If a Gamemaster is planning on having the H-Dial characters appear in a cam-

paign, he should prepare at least three different heroic identities for each of them to assume over the course of an adventure (see below for details).

Some years after their last recorded adventure together, Chris King and Vicki Grant crossed paths with the New Teen Titans. Vicki had moved to San Francisco, where she had fallen in with a bad crowd and was eventually recruited and corrupted by the evil Children of the Sun. They taught Vicki — whose only motivations were now personal pleasure and destruction for destruction's sake — how to draw the power of the H-Dial into herself. By concentrating hard enough, she no longer needed the H-Dial to change into a superpowered villainess. On the rare occassions when she used the H-Dial, she dialed "O-R-E-H" rather than "H-E-R-O."

Chris King, meanwhile, had remained in Fairfax. He became engaged to another woman just before the warped Vicki returned, intent on killing her former partner. With the help of the Titans, Chris escaped and vowed to track down Vicki wherever she may be and help her return to her former self.

CHRISTOPHER KING

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:	15		

•Advantages:

Connections: New Teen Titans (Low), Fairfax Junior High (Low)

•Drawbacks:

Age (14); Secret Identity

•Equipment:

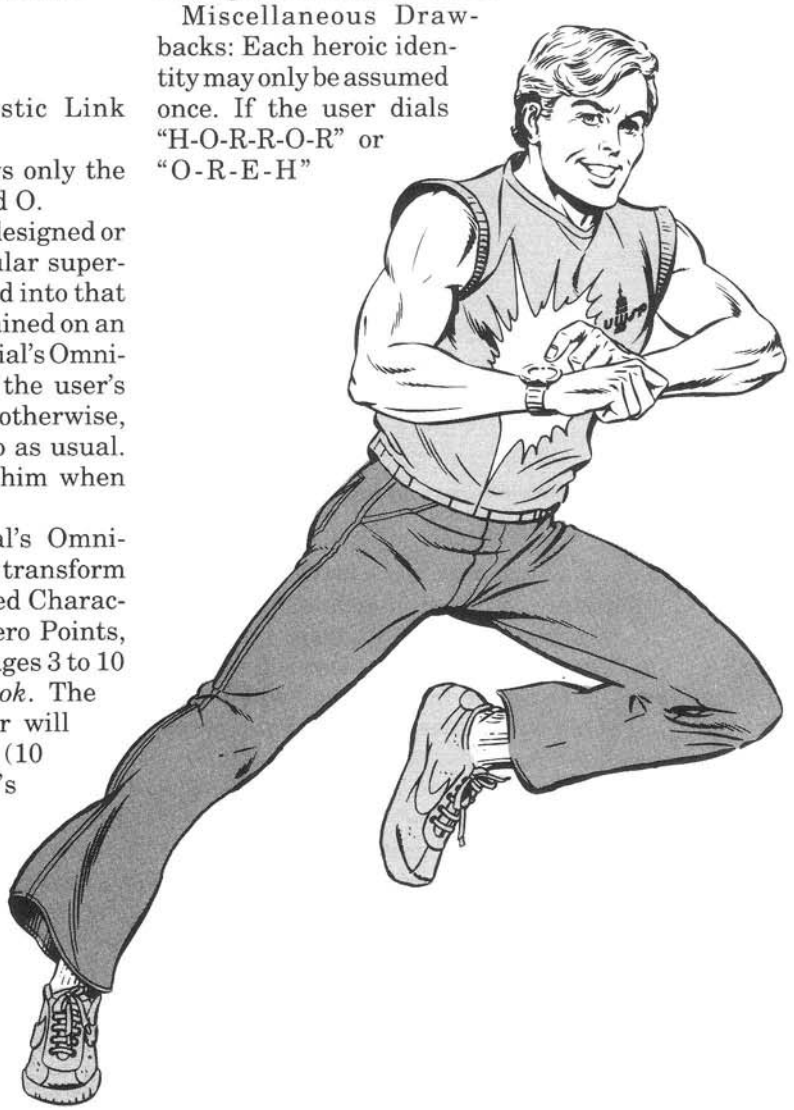
H-Dial [BODY: 12, Mystic Link (Omni-Power): 12]

Note: Chris' dial displays only the English letters H, E, R and O.

Bonuses: If the user has designed or seen a design for a particular superhero, he will be transformed into that hero if positive RAPs are gained on an Action Check using the H-Dial's Omni-Power as the AV/EV and the user's INFL/SPIRIT as the OV/RV; otherwise, he becomes a random hero as usual. Chris' dial glows to alert him when Vicki is using her dial.

Limitations: The H-Dial's Omni-Power can only be used to transform its user into a superpowered Character generated with 450 Hero Points, according to the rules on pages 3 to 10 of the *Character Handbook*. The resulting heroic Character will exist for one hour of time (10 APs), retains the user's memories, APs of Wealth, Motivation, and Advantages (not calculated into the heroic Character's generation), and will have a number of Hero Points equal to the remainder left over from the Character's generation (see page 10 of the *Character Handbook*). After the hour is up, the hero will revert to his original form, and cannot use the dial again for another hour.

Miscellaneous Drawbacks: Each heroic identity may only be assumed once. If the user dials "H-O-R-R-O-R" or "O-R-E-H"



rather than "H-E-R-O," he will be turned into a supervillain rather than a superhero (choose an appropriate villainous Motivation when generating the Character), and will be stuck in the villainous form until coerced into dialing "R-O-R-R-O-H."

Chris' H-Dial is a wristwatch while he is in his normal form.

- **Motivation:** Thrill of Adventure
- **Occupation:** High School Student
- **Wealth:** 2

VICKI GRANT

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:			15

- **Advantages:**

Connections: New Teen Titans (Low), Fairfax Junior High (Low); Scholar (homework)



- **Drawbacks:**

Age (14); Secret Identity

- **Equipment:**

H-Dial [BODY: 12, Mystic Link (Omni-Power): 12]

Note: Vicki's dial displays only the English letters H, E, R and O.

Bonuses: If the user has designed or seen a design for a particular superhero, he will be transformed into that hero if positive RAPs are gained on an Action Check using the H-Dial's Omni-Power as the AV/EV and the user's INFL/SPIRIT as the OV/RV; otherwise, he becomes a random hero as usual. Vicki's dial glows to alert her when Chris is using his dial.

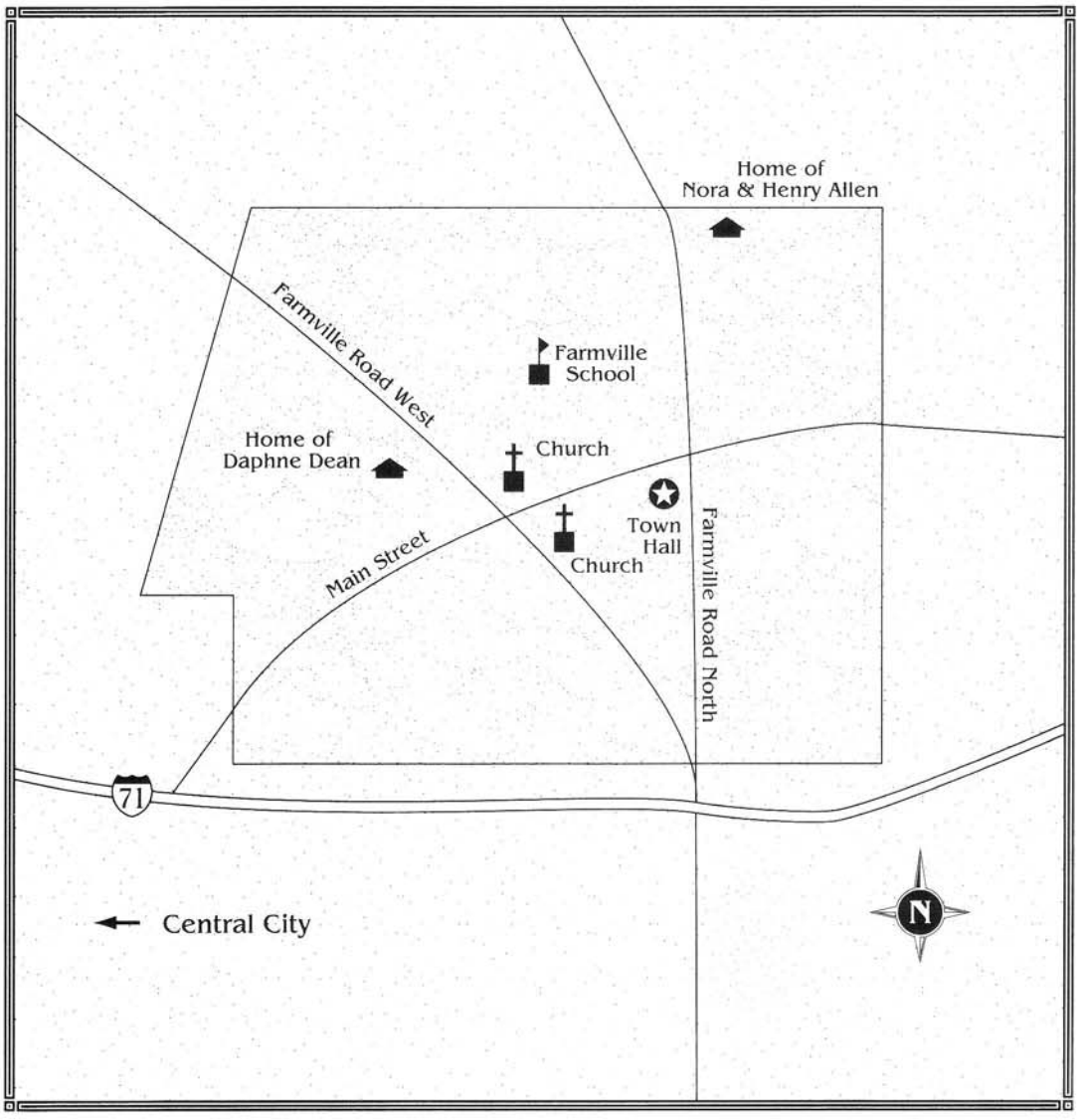
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Miscellaneous Drawbacks: Each heroic identity can be assumed only once. If the user dials "H-O-R-R-O-R" or "O-R-E-H" rather than "H-E-R-O," he will be turned into a supervillain rather than a superhero (choose an appropriate villainous Motivation when generating the Character), and will be stuck in the villainous form until coerced into dialing "R-O-R-R-O-H."

Vicki's H-Dial is disguised as a pendant when she is in her normal form.

- **Motivation:** Thrill of Adventure, later Psychopath
- **Occupation:** High School Student
- **Wealth:** 3

FARMVILLE, MISSOURI



*L*ocated some thirty miles outside Central City (see entry under **CENTRAL CITY**) on I-71, Farmville is a rural community of small, family-owned farms. Farmville has remained pretty much unchanged since the turn of the century. Its half-mile-long Main Street consists of a general store, a pharmacy, a small family restaurant, a movie theater, and a five-and-dime store, as well as other small family-owned businesses, many of which have been in the same family for almost one hundred years.

Barry Allen, the second Flash, was born in Farmville; his parents still reside there. Movie star Daphne Dean, the most famous of the town's 3,000 inhabitants, is also a Farmville native.

GOTHAM CITY

With a population of 4,800,000, Gotham City is one of the largest cities in the country. Gotham was founded in 1635 by Captain Jon Logerquist, a Swedish mercenary who landed on the eastern seaboard with a handful of colonists who were fleeing the religious wars raging throughout Europe. Logerquist named his settlement Fort Adolphus after Gustavus Adolphus, the great Swedish general.

Fort Adolphus was ceded to the British in 1674. When General Adam Howe was named the first governor of the new territory, he renamed the settlement Gotham City. During the Revolutionary War, Gotham City was home to about as many Tories as Rebels, leading to continual fighting within the city between rebel and British troops. In 1779, a major battle was fought in Gotham when a Continental Army officer led a rebel raid on the Gotham armory. Spies alerted the British to the raid, and only the actions of a Gotham merchant named Darius Wayne averted a massacre of the rebel forces. Wayne was arrested and sentenced by the British to hang, but he was rescued from the noose when Revolutionary Army forces captured Gotham. After the war, Wayne was granted some land south of the city as a reward for his heroism. Darius's estate was the beginning of the Wayne fortune, which would continue to be an influence on Gotham through today. Bruce Wayne, who is also the Batman, is the current holder of the Wayne estate.

With its active harbors, Gotham prospered during the Industrial Revolution, growing rapidly into a major center of manufacturing, shipping, and finance. By 1900, Gotham was the leading financial center in North America.

By 1920, Gotham, a city which had been thriving on coal and railroads, was beginning to decline in the new age of petroleum and automobiles. The Great Depression further slammed the once-great city. Gotham was slow to recover, falling behind New York in prominence in the eastern United States. Gotham began a slow but steady recovery during the 1970s as new, more lenient tax laws drew business and industry back into the city. That prosperity continues to this day, with Gotham leading the nation in new business construction.

Gotham City is divided into a number of diverse neighborhoods, including:

•**The Bowery**: The Bowery was the farmstead owned by Gotham City founder Jon Logerquist. The property was eventually burned by the British when Logerquist refused to pay his taxes. Throughout Gotham's history, the Bowery has had an unsavory reputation; it has served as home to taverns and other hangouts for the criminal class. Crime Alley, the scene of the murder of Bruce Wayne's parents, Dr. and Mrs. Thomas Wayne, is located in the Bowery district.

•**Bristol**: Comprised of large single-family homes and mansions on large tracts of land, Bristol is one of Gotham City's most exclusive neighborhoods. Set on the Bay, it is also home to numerous yacht basins and the Gotham Tennis Hall of Fame. Wayne Manor is located in this area.

•**Bryanttown**: Bryanttown is a slum area and the site of several low-income housing projects that have long suffered under civic neglect. The neighborhood is plagued by drugs, street crime, and numerous youth gangs who are engaged in constant warfare for control of the projects and the streets.

•**The Central Business District**: The Central Business District is an area of old neoclassical architecture overpowering and shadowing the streets below.

Banks, stock exchanges, and other financial institutions dominate the area. The CBD is home to the Gotham Stock Exchange as well as the Butler Museum of Modern Art, the Gotham Art Institute, the Gotham Museum of Natural History, the Gotham theater district, and the Gotham State Building, the tallest structure in the city (1350 feet).

•**Charon**: Charon is a residential neighborhood of broad boulevards and narrow, winding streets lined with every conceivable type of housing. This area is home to the Batman Museum, Gotham Mercy Hospital, and several of the city's largest cemeteries.

•**Chelsea**: At one time, the wealthy had their summer homes in Chelsea, but the area has gone into a decline in recent years. It is now a middle-class area, although recently young professionals have been drawn to the area by the rich and varied architecture of the homes and bungalows. Chelsea is home to Gotham University.

•**Chinatown**: Chinatown is home to a solid and traditional Chinese community. Known for its restaurants and Oriental markets, Chinatown considers itself a self-contained community that neither asks for nor, it feels, requires assistance from outsiders.

•**Coventry**: Coventry is a middle-class area of neat, brick houses whose residents are attempting to keep the crime and corruption of neighboring Manchester from infecting their community. Coventry's three most famous institutions are the Gotham Zoo (the oldest zoo in the nation), the Hegler Historical Library, and the Priory (the largest monastery in North America).

•**East River**: East River is a low-rent district that was once a fashionable neighborhood for the city's gangsters and nouveau rich of the Prohibition Era. The neighborhood is presently plagued by street gang activity.

•**Evanstown**: Evanstown is a small, quiet community of mostly single-family homes on one-half acre plots. A local ordinance prohibits any structure taller than four stories.

•**Glendale**: Glendale was annexed by Gotham City in the 1930s. This middle-class area still maintains the flavor of a city-within-a-city, complete with its own miniature version of the Central Business District. The Glendale Institute of Technology makes its home in this section of the city.

•**Irving Grove**: Situated on the edge of the Dayton Forest Preserve, Irving Grove is an upper-middle-class neighborhood of condos and small housing developments. The surrounding Dayton Forest Preserve is a national park established by wealthy manufacturer Nathaniel Dayton.

•**Little Stockton**: Little Stockton was once bustling with heavy industry. However, the deterioration of Lyntown, brought on by the decline in working factories in that area, was averted in Little Stockton by the creation of a large number of middle-technology outfits. High-grade steel, special plastics, and ceramics are a specialty of the area. Gotham International Airport is located in Little Stockton.

•**Lower East Side**: The Lower East Side dates to the 1800s, when it became

home to factory workers who resided in the tenement apartment buildings. Most of the residents of this area are employed in the nearby rail yards and factories.

•**Lyntown**: Lyntown used to be the industrial heart of Gotham City. It now consists mainly of abandoned factories, some of which have been empty for as long as fifteen years. Only a few legitimate concerns are still operating in Lyntown, with the majority of commerce being found in the drug refineries, stolen car shops, and machine shops (for the creation of weapons) that have taken over the factories.

•**Manchester**: Manchester is a residential area with a rich ethnic mix. This area is comprised of a number of smaller sub-neighborhoods, each zealously guarded by its own street gangs. The citizens of Gotham brave the gang violence to take advantage of the ethnic restaurants that serve the neighborhood, as well as to attend the races at the Manchester Viaduct.

•**Midtown**: Midtown is an ethnic neighborhood with a heavy concentration of families descended from earlier Eastern European immigrants. Recent years have seen a growth of East Indian immigrants settling in the area as well. The Gotham City branch of S.T.A.R. Laboratories is located here.

•**Neville**: Once a seedy dock district, much of Neville has been razed to make way for all types of middle-class housing, from single-family homes to multi-unit dwellings. Neville is known for its night spots and trendy restaurants and has recently attracted the attention of young professionals.

•**Scituate**: Scituate is an area of tidy suburban housing originally built for the workers employed in the factories of Lyntown. Gotham's sports stadiums, which include Gotham Stadium, Herod Arena, Wayne Field, and Dean Stadium, are located in this neighborhood.

•**Sommerset**: Home to the annual Swedish Celebration, Sommerset is a neighborhood rich in cultural heritage. This community is a Nordic enclave which dates back to the days of Gotham's settling. Sommerset is also the scene of the annual Sommerset Shakespeare Festival, which is held in an outdoor amphitheater that is believed to have been used by the Indians centuries before Europeans settled in the area. The Arkham Asylum for the Criminally Insane is located in Sommerset.

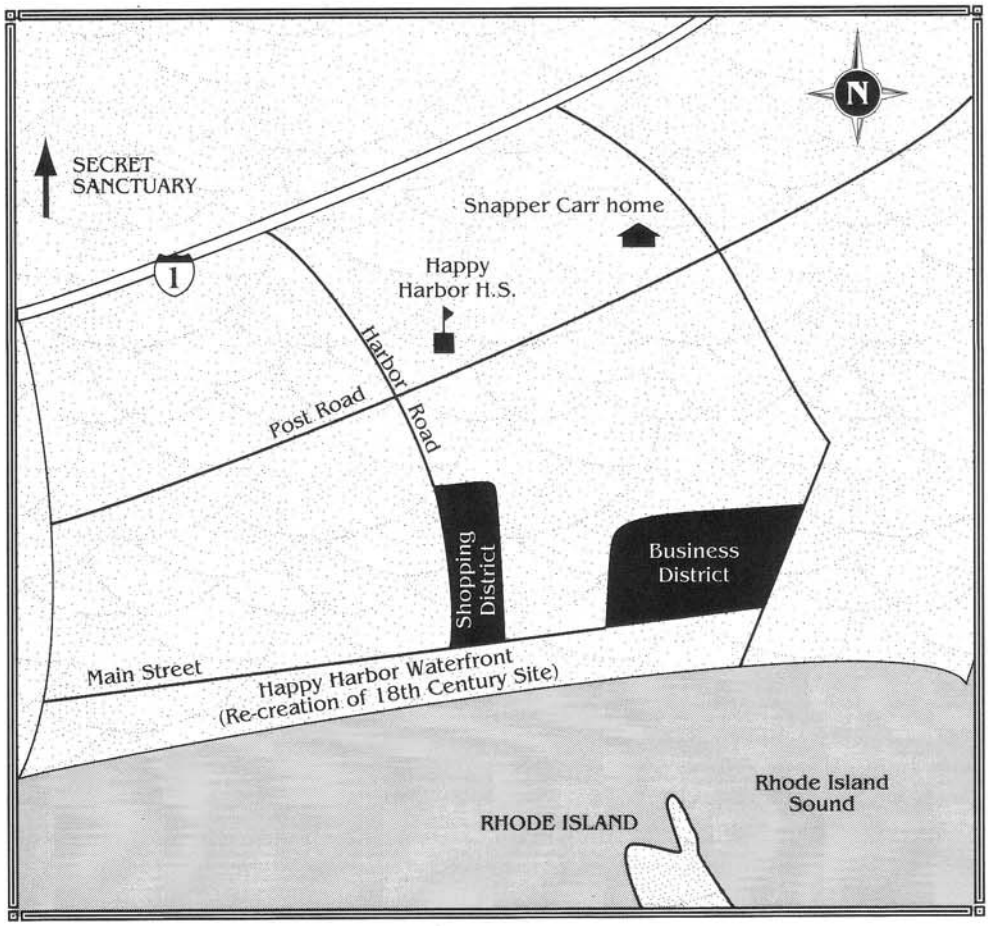
•**Uptown**: The population of Uptown is a mix of varying social and economic groups. Factory workers and young professionals live side-by-side, not far from the small shops and exclusive boutiques in its shopping areas.

•**Victoria Place**: Victoria Place is an area of small- and mid-sized companies, most of which are engaged in the research and manufacture of technology.

•**The Waterfront**: The Waterfront is one of Gotham's most vastly improved areas. Recent years have seen the improvement and enlargement of the piers to accommodate newer cargo container ships, and the widening of surrounding streets to handle the flow of truck traffic to and from the docks. Efforts have been made to clean the criminal element out of the Waterfront in light of its resurgent prosperity.

For a map of Gotham City, consult the gatefold located between pages 32 and 33.

HAPPY HARBOR, RHODE ISLAND

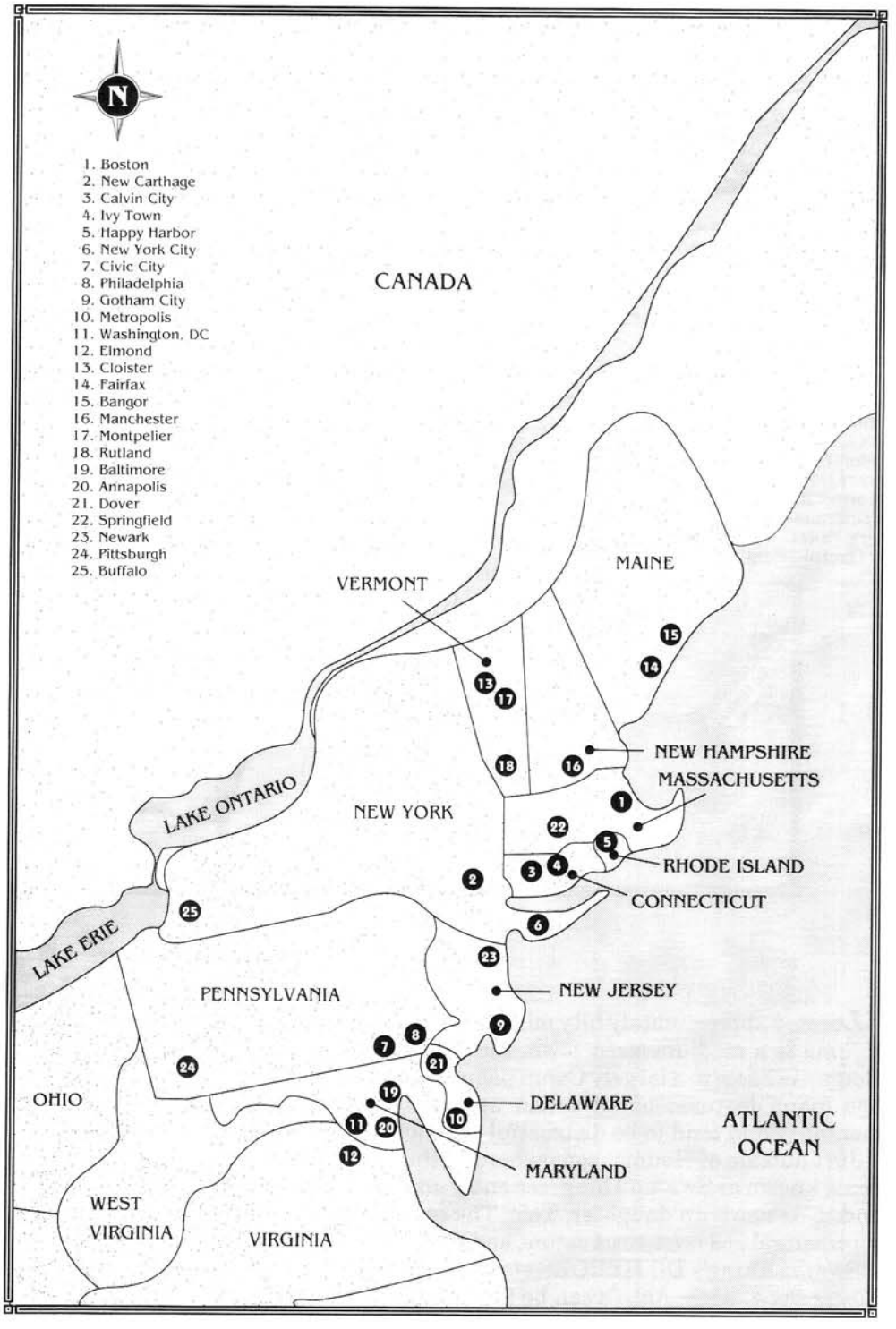


*J*ust south of I-1, Happy Harbor is a quaint little harbor town that was settled in 1673 as a fishing and farming community. The natural harbor made this area an almost instant financial success, and Happy Harbor became one of the main northern New England ports of the 18th Century.

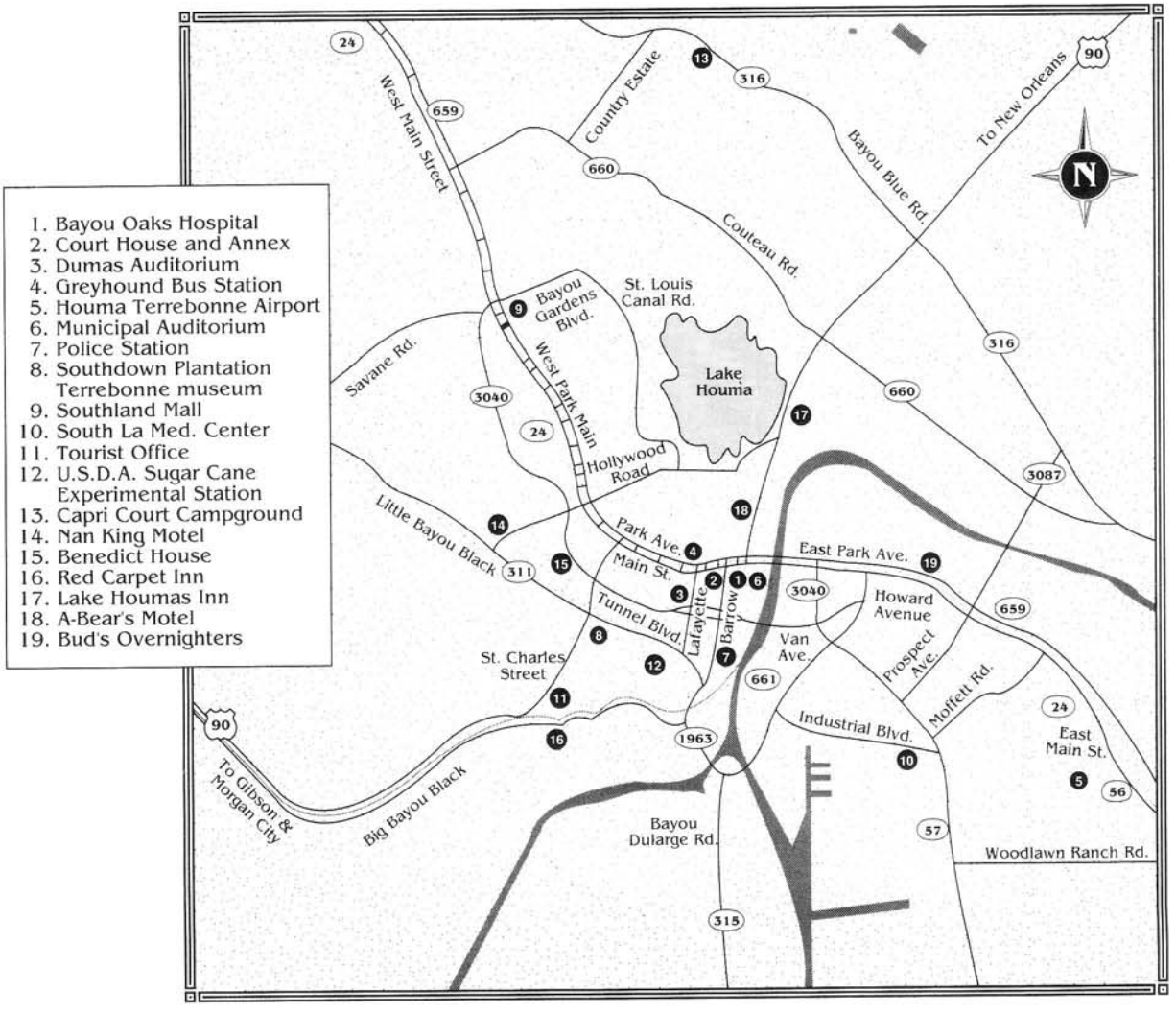
Today, Happy Harbor is still a prosperous community, with many of its 23,000 residents earning their living from the tourism of the 18th Century waterfront town.

Snapper Carr, the mascot of the original Justice League of America, was raised in Happy Harbor. The JLA used to maintain their cavern headquarters in a mountain some forty miles north of the town. The Doom Patrol later took over and renovated the old JLA headquarters as its own base, although Justice League International still uses the caverns as a storage/warehouse facility. The Doom Patrol recently vacated the headquarters, and it is currently used exclusively by the JLI. For schematics and descriptions of this headquarters, as well as DC HEROES statistics for Snapper Carr, see the *Justice League Sourcebook*.

NEW ENGLAND


N
1. Boston
2. New Carthage
3. Calvin City
4. Ivy Town
5. Happy Harbor
6. New York City
7. Civic City
8. Philadelphia
9. Gotham City
10. Metropolis
11. Washington, DC
12. Elmond
13. Cloister
14. Fairfax
15. Bangor
16. Manchester
17. Montpelier
18. Rutland
19. Baltimore
20. Annapolis
21. Dover
22. Springfield
23. Newark
24. Pittsburgh
25. Buffalo
CANADA
VERMONT
MAINE
NEW HAMPSHIRE
MASSACHUSETTS
LAKE ONTARIO
NEW YORK
RHODE ISLAND
CONNECTICUT
LAKE ERIE
PENNSYLVANIA
NEW JERSEY
OHIO
DELAWARE
ATLANTIC OCEAN
MARYLAND
WEST VIRGINIA
VIRGINIA

HOUMA, LOUISIANA



*L*ocated approximately fifty miles southwest of New Orleans, just off of I-90, Houma is a medium-sized town. Situated on the edge of the Bayou Black, Houma is home to a largely Cajun population of about 32,000. Though Houma has many features of an urban area, its people maintain a small-town mentality and tend to be distrustful of strangers and outsiders.

Just outside of Houma, somewhere in the Bayou Black, live the elemental being known as Swamp Thing (see entry under **THE GREEN**), his wife, Abby, and their newborn daughter, Téfe. The entire Bayou Black is imbued with a supernatural and mysterious nature, and legends of mystical goings-on are rampant.

Swamp Thing's DC HEROES statistics are on page 24 of the *Background / Roster Book*, while Abby's can be found on page 90 of that book.

CHESTER WILLIAMS

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:			10

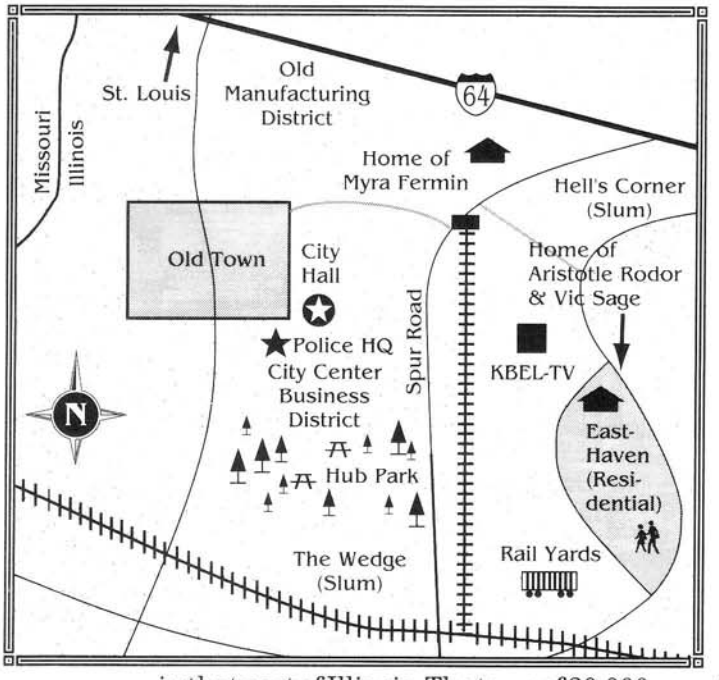
- **Skills:**
  Charisma (Persuasion): 5
- **Advantages:**
  Connection: Swamp Thing (High); Gift of Gab; Luck; Scholar (1960s, hallucinogenic drugs)
- **Drawbacks:**
  Serious Irrational Attraction to 1960s pop culture; Catastrophic Irrational Attraction to mind-altering chemicals; Minor Physical Restriction (far sighted)
- **Motivation:** Upholding the Good
- **Occupation:**
  Environmental Activist
- **Wealth:** 2

LIZABETH (LIZ) TREMAYNE

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			2

- **Skills:**
  Artist (Writer): 5
- **Advantages:**
  Connection: Swamp Thing (Low); Scholar (botany)
- **Drawbacks:**
  Serious Psychological Instability; Traumatic Flashbacks (physical abuse)
- **Motivation:** Upholding the Good
- **Occupation:** Novelist
- **Wealth:** 6

HUB CITY, ILLINOIS



Hub City, Illinois holds the dubious distinction of having been voted the "Worst Place to Live in the U.S.A." five years in a row, according to a national business magazine ranking.

Hub City was settled in 1843 by Horatio Grubb, a successful Chicago gambler and political hack who sought to develop a little town he could call his own. Grubb's small settlement of his family and henchmen quickly gained a reputation as a safe haven for gamblers and con men. By the start of the Civil War, the area had grown into a thriving community and was known as the "hub" of crime and corruption in that part of Illinois. The town of 20,000 was riddled with dirty deeds, its civic government fueled by corruption and graft.

Following the Civil War, the state of Illinois stepped in to clean up Hub City. It was believed that the city's evil reputation reflected badly on the entire state. City leaders, including Horatio's son, Mayor Zachary Grubb, were indicted by the state district attorney, brought to trial on a shopping list of conspiracy,

corruption, and fraud charges, and convicted. The corrupt government was replaced by a legally elected body, but honest government was never to really come to Hub City.

The city's criminal element went underground, exerting its influence and control over Hub's civic and business leaders from outside the system. Hub City became home to major organized crime figures in addition to the people who flooded into the area to work in the factories erected with the profits of the city "fathers'" illegal activities. Despite the wealth of some of the citizens, most of Hub City remained bleak industrial areas and even bleaker slums. The prosperity that came to the workers during the manufacturing boom of World War II was short-lived; in the decades that followed, Hub City went into an economic slump from which it's been unable to recover.

In recent years, Hub City has hit rock bottom as the mobsters and corrupt officials have been bleeding the dying city of whatever they can before abandoning it to total collapse. Its previous mayor, Wesley Fermin, was proven to be corrupt and in the pocket of outside interests when Hub City's resident masked hero, the Question, intervened and brought down his crooked administration. Wesley's wife, Myra Connelly Fermin, put herself into the race against a syndicate candidate to replace him. Although her opponent fixed the race, he was killed in a car accident the day of the election and Myra was declared the winner by default.

Following Myra's victory, the alcoholic Wesley Fermin committed suicide, wounding Myra in the process. Chief of Police Isadore O'Toole, one of the few uncorrupted cops on the HCPD, assumed Myra's duties until she recovered.

Mayor Myra Fermin has inherited a city beset by every conceivable problem, from a crumpling infrastructure, a deteriorating tax base, unemployment as high as 34%, to rampant crime, nearby industry practicing unregulated dumping into the city's air and water, drug and street gang problems, and a corrupt police department. She was often aided by the Question in combating these problems, but the hero left the city and Mayor Fermin has been left to deal with its problems on her own. Vic Sage, once a reporter and commentator for Hub City's KBEL-TV, is the Question's secret identity. Statistics for the Question can be found on page 67 of the *Background / Roster Book*.

MYRA CONNELLY FERMIN

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:			25

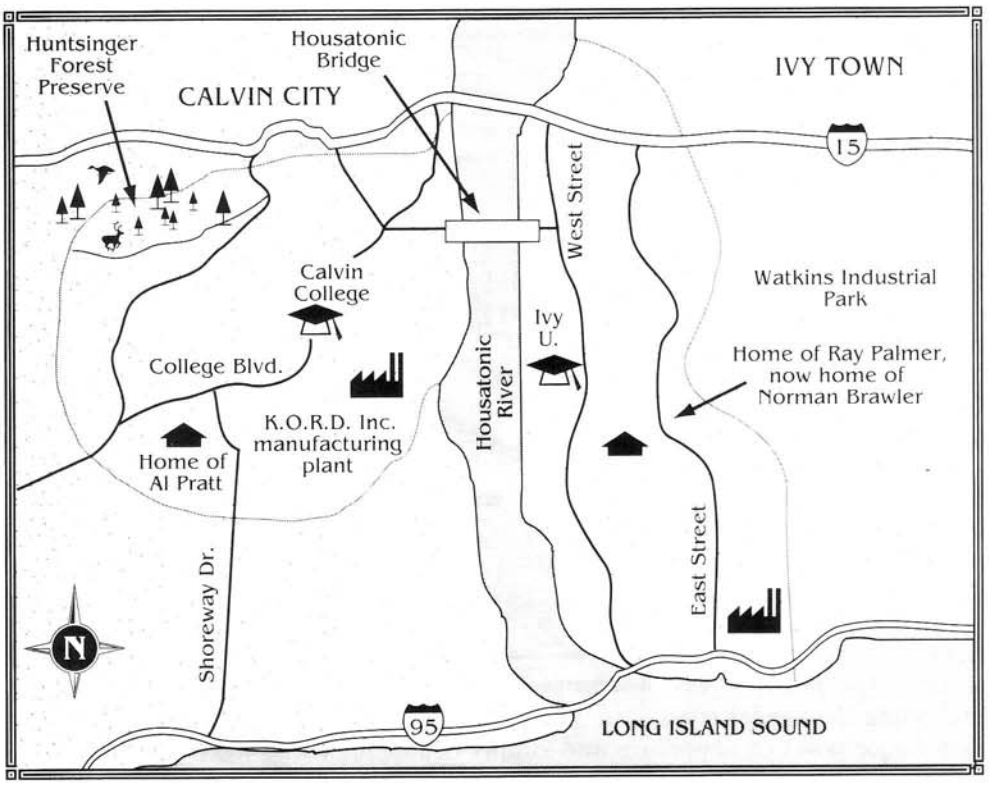
- **Skills:**
  Charisma: 5, Detective (Law): 5
- **Advantages:**
  Connections: Mayor's Office (High), The Question (High), KBEL-TV (Low); Connoisseur; Iron Nerves;; Popularity; Scholar (politics, journalism)
- **Drawbacks:**
  Authority Figure; Guilt; Public Identity
- **Motivation:** Seeking Justice
- **Occupation:** Mayor of Hub City
- **Wealth:** 7

ISADORE (IZZY) O'TOOLE

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:			10

- **Skills:**
  Detective: 4, Medicine (First Aid): 2, Thief: 2, Vehicles (Land): 2, Weaponry (Firearms): 3
- **Advantages:**
  Connections: Hub City Police Department (High), Mayor's Office (High), Street (High), The Question (Low)
- **Drawbacks:**
  Authority Figure; Guilt
- **Motivation:** Seeking Justice
- **Occupation:** Acting Chief of Police
- **Wealth:** 4

IVY TOWN, CONNECTICUT



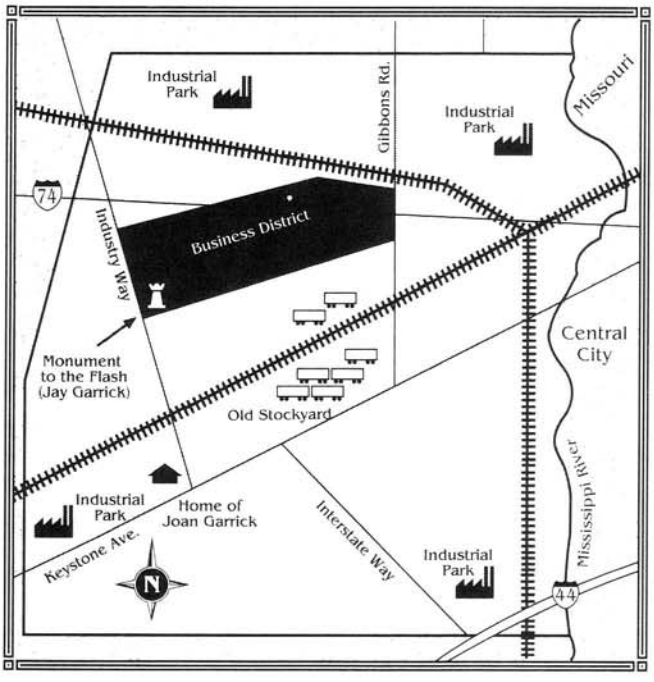
*I*vy Town was founded in 1708 by religious leaders and their followers who left Calvin City (see entry under **CALVIN CITY**) after a break with the church hierarchy there. This group crossed the Housatonic River and settled in Ivy Town (so-named for the almost epidemic growth of ivy vines they were forced to clear from the site of their new home) less than a dozen miles from their former home.

Like the population of their sister city, the people of Ivy Town were fanatically anti-British. Many of the town's men served valiantly in the Colonial army during the Revolutionary War.

During the 19th Century, Ivy Town was a leader in industrialization, serving as home to a variety of innovative manufacturing facilities and forward-thinking inventors. One of these inventors, Marcus Silas Watkins, who made his fortune on manufacturing patents, bequeathed an endowment to the town for the establishment of a technical and scientific university in 1883. Ivy University opened its doors two years later and quickly established itself as an Ivy League university; it is second only to the Massachusetts Institute of Technology in the category of scientific and technological institutions.

Today, Ivy Town is home to 50,000 year-round residents; the population grows to nearly 100,000 during the school year. Ivy University is an acknowledged leader in the research and study of advanced physics, having graduated such scientific luminaries as Dr. Enrica Negrini, Terkel Hall, Professor Hyatt, and Dr. Ray Palmer. Dr. Palmer's research led to his career as the second superhero known as the Atom, and his statistics can be found on page 37 of the *Background / Roster Book*.

KEYSTONE CITY, KANSAS



Keystone City, Kansas, twin city to Central City, Missouri (see entry under **CENTRAL CITY**), lies off of I-44 on the Kansas/Missouri border. Keystone was settled in 1806 following the acquisition of Kansas by the United States in the Louisiana Purchase.

After the Civil War, settlers poured into Kansas to farm the prairies, establishing the border city as a major point of departure and supply center for these westward-bound travelers. In the late 1870s, with the completion of the transcontinental railroad, Keystone City became an important stop on the line. It was a prime location for cattle stockyards and meat-packing plants, which brought added prosperity to the growing city.

By the time the Keystone City stockyards closed in the mid-1950s, aircraft manufacturing, which was first established here during World War II, had become the predominant industry in the city. Keystone City has continued to thrive with the influx of new industry into the state throughout the 1980s.

Today, Keystone City has a population of just over 200,000. Most of these people are employed in the city's heavy industry, which is located in pockets scattered across the city and industrial parks between Keystone City and the surrounding suburbs. Keystone City's most famous area is the Old Stockyards on the city's remaining rail lines. The slaughterhouses and meat-packing factories are gone, having been replaced by trendy shopping malls, boutiques, theaters, and restaurants.

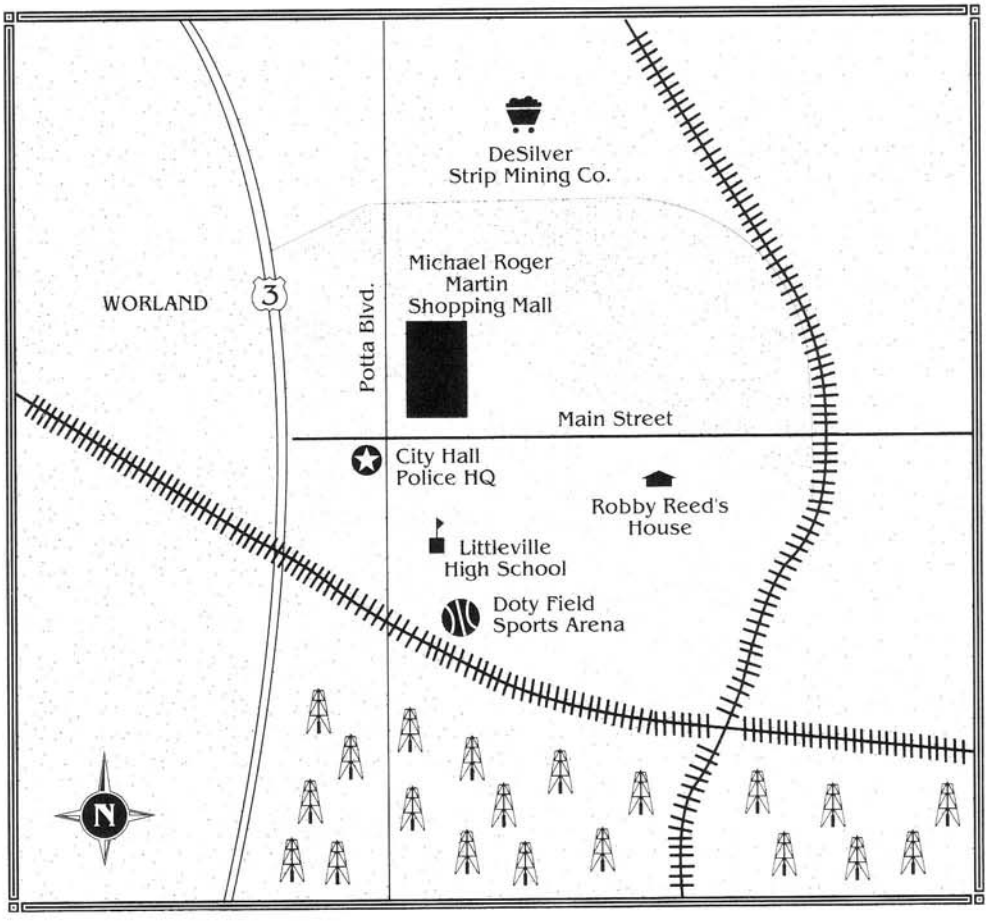
Jay Garrick, the original speedster known as the Flash, was raised and headquartered in Keystone City. His statistics are found on page 34 of the *Background / Roster Book*. His widow, Joan, still lives there. For at least two decades, the Fiddler, the Thinker and the Shade used a high-technology fiddle to send Keystone City to another dimension and to remove knowledge of the city from the memories of the world. The second Flash, Barry Allen, accidentally rediscovered Keystone City, revived his namesake, and together, the two Flashes defeated the trio of villains and returned Keystone City to its rightful place. Wally West, the current Flash, has relocated to Keystone City. Statistics for the current Flash are listed on page 46 of the *Background / Roster Book*.

JOAN GARRICK

DEX:	2	STR:	1	BODY:	1
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			5

- **Advantages:**
  Connections: the Flash (High)
- **Drawbacks:**
  Age (old)
- **Motivation:** Upholding the Good
- **Occupation:** Widow
- **Wealth:** 8

LITTLEVILLE, WYOMING



*L*ocated just east of Worland, in the foothills of the Bighorn Mountains, Littleville began in 1800 as a trading post for the so-called mountain men fur trappers who inhabited the area. When the fur trade declined in the 1840s, Littleville found renewed life as a stopping station for the westward-bound wagon trains.

It wasn't until 1868 and the arrival of the Union Pacific Railroad that Littleville grew into a full-fledged town. Because of the railroad, a wealth of large cattle and sheep ranches had sprung up in the area.

Large petroleum deposits were discovered in the 1880s, bringing oil field workers to the area and prompting the development of the town of Littleville around the railroad tracks.

Today, Littleville is a quiet little town of 32,000. Most of the town's population is employed in the coal and petroleum fields that surround the area. Littleville is also supported by light industry in town.

Robby Reed, the first teenager to possess the *Dial H For Hero* dial, was born and raised in Littleville. If a Gamemaster plans to have Reed appear in a campaign, several heroic identities should be prepared beforehand for use in an adventure (see below).

ROBBY REED

DEX:	4	STR:	2	BODY:	3
INT:	6	WILL:	6	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	25		

- **Skills:**
  Gadgetry: 6, Scientist: 6
- **Advantages:**
  Genius; Iron Nerves; Luck; Scholar (linguistics)
- **Equipment:**
  H-Dial [BODY: 15, Mystic Link (Omni-Power): 15]

  Note: Reed's H-Dial contains ten alien equivalents of English alphabet letters.

  Limitations: The H-Dial's Omni-Power can only be used to transform its user into a superpowered Character generated with 450 Hero Points, according to the rules on pages 3 to 10 of the *Character Handbook*, upon dialing the equivalent of the letters "H-E-R-O." The resulting heroic Character will exist until he dials "O-R-E-H" on the dial. The hero retains the user's memories, APs of Wealth, Motivation, and Advantages (not calculated into the heroic Character's generation), and will have a number of Hero Points equal to the remainder left over from the Character's generation (see page 10 of the *Character Handbook*).

  Miscellaneous Drawbacks: Each heroic identity can be assumed only once. If the user dials something other than "H-E-R-O," it is up to the GM to determine the results: for example, Reed once dialed "S-P-L-I-T" and was divided into two entities, a heroic being known as the Wizard, and an evil creature called the Master.
- **Motivation:** Thrill of Adventure, later Responsibility of Power
- **Occupation:** Student
- **Wealth:** 4



METROPOLIS

*M*etropolis is one of the largest cities in the United States. This area was discovered in 1542 by the Italian navigator Vincenzo Gnanatti, who was then in the employ of the Dutch. The city was first settled in 1634 by Dutchman Paul De Vries on the island now called the Old City. The settlement prospered around the area's natural harbor; by the Revolutionary War, it was large enough to serve as a major source of manpower for Washington's army.

The years following America's independence were particularly fruitful for the growing Metropolis. The city expanded rapidly to the surrounding islands and the mainland, eventually encompassing six separate boroughs and developing into one of the nation's busiest seaports during the mid- to late 19th Century. The six boroughs joined together in 1896 to incorporate as the unified city of Metropolis.

Metropolis also served as the terminus for many railroad lines to points west and boasted one of the largest points of entry for the waves of European immigration during the 19th and early 20th Centuries. As early as 1775, the city was home to a host of courageous book and newspaper publishers. Today, it remains a center for the media, rivaling New York City for East Coast dominance of the broadcasting and publishing worlds. It also serves as host to numerous prestigious schools of higher education, including the University of Metropolis (which was founded in 1817), Nordham University, and the Metropolis Institute of Technology.

Metropolis is also famed as a center for commerce and finance, beginning with P. Randall Jeffries' First Metropolitan Bank, established in 1783, and through to today; a variety of the bank's corporate headquarters are housed in the towering skyscrapers of the city's Central Business District. Side-by-side with banking, investment, insurance, and commercial concerns, Metropolis is also recognized as the entertainment and fashion capital of the country.

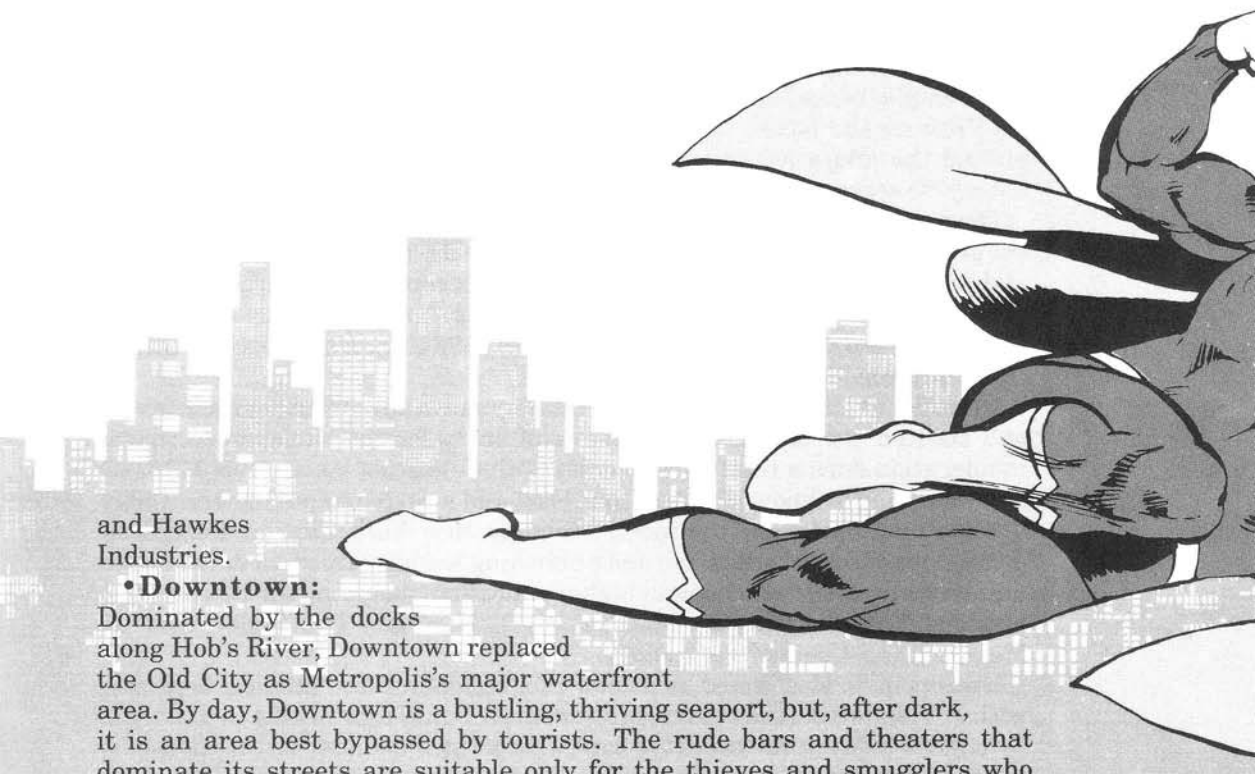
Metropolis presents an ever-changing face to the world. An ever-growing and thriving city, Metropolis continually outpaces the rest of the country in new commercial construction starts. Many architectural innovations that were soon to become national trends in construction and urban planning were first attempted in Metropolis.

Despite its being a national and global center for business, financial, education, entertainment, and media concerns, Metropolis is most famous for the man many people call the "First Citizen of Metropolis," Superman. The Man of Steel's DC HEROES statistics can be found on page 68 of the *Background / Roster Book*.

Geography:

Encompassing approximately 125 square miles, spread over three islands and the surrounding mainland on the banks of the Hob's and West Rivers, the city of Metropolis is home to a population of some 6,000,000 living in six boroughs: Queensland Park, Bakerline, St. Martin's Island, New Troy, Hell's Gate, and Park Ridge. These boroughs are informally divided into a variety of neighborhoods:

•**Central Business District:** Often called the Heart of Metropolis, the Central Business District is home to many large conglomerates, including major financial institutions and businesses ranging from communications and service industries to technical companies and fashion and entertainment. There can be found the headquarters of Lexcorp (the multinational conglomerate founded and owned by Lex Luthor), Eagle Oil, RAMCO, Brysler Motors,



and Hawkes Industries.

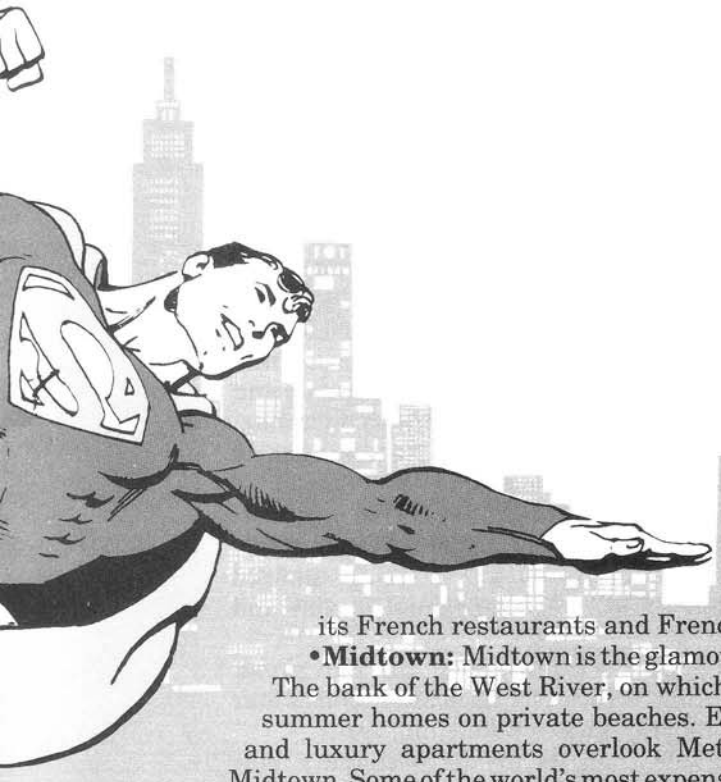
•**Downtown:** Dominated by the docks along Hob's River, Downtown replaced the Old City as Metropolis's major waterfront area. By day, Downtown is a bustling, thriving seaport, but, after dark, it is an area best bypassed by tourists. The rude bars and theaters that dominate its streets are suitable only for the thieves and smugglers who inhabit the neighborhood. The Hob's Ferry Naval Base is situated on the northeast side of Downtown.

•**The East Side:** The East Side has the distinction of being the communications and graphics capital of the world. Originally the property of printer Gustav Grimes, The East Side is filled with steel and glass mid-rises that house many of the world's acknowledged geniuses of graphic and commercial art, architecture, and communications. Headquartered there are Metropolis's four daily newspapers (the *Daily Planet*, the *Daily News*, the *Star*, and the *Eagle*), the communications and publishing conglomerates that own them, and several television and radio networks, including Galaxy Communications, Sun Industries, and UBS, Inc.

•**Hampstead:** The "Beacon Hill" of Metropolis, Hampstead's wealthy, old-money residents can trace their Metropolitian ancestry back to the earliest of the city's settlers. Located on the southern seaboard, most of Hampstead's stately old homes are nestled atop the hills and palisades overlooking the Ocean.

•**Hob's Bay (Suicide Slum):** Renamed Hob's Bay in recent years by city planners seeking to bring about a revitalization of this dilapidated section of town, this area retains much of the squalor that made it infamous. Politicians decry Hob's Bay as an eyesore, due mainly to the 19th Century tenement buildings which still stand, albeit just barely, to house the city's indigent poor, the criminal element, and those lost souls who have disappeared through fate or design. The streets of Suicide Slum also teem with the homeless of Metropolis.

•**Lafayette:** Once a French-Canadian settlement, Lafayette retains the distinct flavor of its Gaulish roots. More like a neighborhood of New Orleans



than Metropolis, the majority of Lafayette residents speak French as their first language. The area is famed for its French restaurants and French-inspired architecture.

•**Midtown:** Midtown is the glamour and shopping center of Metropolis. The bank of the West River, on which the neighborhood sits, is lined with summer homes on private beaches. Expensive condominiums, high-rises, and luxury apartments overlook Metropolis Park on the north side of Midtown. Some of the world's most expensive department stores and shops line Midtown's famed Fifth Avenue, which bisects this exclusive neighborhood.

•**Mount Royal:** Most of Metropolis's colleges and universities are located at Mount Royal, including the Metro University of Art (established in 1896), Metropolis Institute of Technology (1903), Metropolis State University (1817), and Nordham University (1842).

•**Newtown:** Newtown has been declared a Historic District by the National Landmark Commission for its post-Civil War brownstone architecture. It is also the location for most of Metropolis's major museums, including the Superman Museum, the Dave Mauer Pavilion, and the City Museum. Once a crumbling neighborhood of rooming houses, Newtown experienced a major renaissance in the mid-1970s when young urban professionals began buying and renovating its rundown brownstone homes.

•**North Bridge:** According to legend, North Bridge played a significant role during the Revolutionary War when local resident Peter Vernon delayed invading British troops by destroying their access to New Troy from the Metropolis mainland. Today, North Bridge is a thriving middle-class community situated around Vernon Memorial Park.

•**Oaktown:** Located on the far northeastern edge of Metropolis, Oaktown has traditionally been a neighborhood of immigrants. Though lacking any significant political power, the residents of Oaktown nonetheless have fierce civic pride in their rundown neighborhood, keeping one step ahead of the forces that threaten to turn the area into a slum.

•**The Old City:** The Old City was the location of the first settlement in Metropolis. Originally known as De Vries Village and later, under British occupation, Elizabethtown, the area became known as the Old City following

the American Revolution. Though no longer the center of Metropolitian life, the Old City has been designated as a national historic site. It is a major tourist attraction for its many accurate recreations of the Colonial lifestyle, including its most famous attraction, the old abandoned waterfront, which has, in recent years, been rebuilt as North Street Seaport. The Seaport serves as the site for the annual Metropolis Fourth of July celebration.

•**Pelham:** Filled with old, once-exclusive homes and small apartment buildings, Pelham has developed into the home for Metropolis's artistic community. In addition to offering large, converted loft spaces in which artists can ply their trade, it also features affordable housing to up-and-coming young artists and designers and is the center of the city's trendiest art galleries and clubs.

•**Racine:** Racine once had the distinction of being Metropolis's haven for artists, but, with its discovery as an area offering good living spaces for low rents, it was soon overrun with the city's rising executive and business class. As a result, the living spaces were converted, rents increased, and trendy and inexpensive shops, restaurants, clubs, and apartments began to dominate. The artistic community began to migrate into Pelham. Today, Racine is nearly inaccessible to all except the city's most wealthy citizens.

•**Senneville:** Senneville serves as Metropolis's resort area. This neighborhood offers a wide range of recreational activities such as fishing, swimming, and sailing. This area also has beachfront resort hotels (some offering legalized gambling) and amusement parks that could rival Disneyland in size and diversity.

•**Stillwater:** Long an area famed for its traditions of the free press, Stillwater serves as the site of the printing facilities for all of Metropolis's four daily newspapers as well as three nationally-known publishing firms.

•**Teaboro:** Teaboro gained its name from its pre-Revolutionary War participation in protests against the unfair tea taxes, when the citizens of the area burned down the warehouses of the East India Tea Company. Today, Teaboro is the site of Metropolis International Airport, which is one of the nation's three busiest airports.

•**Uptown:** Once Metropolis's premier amusement area, Uptown was destroyed in a confrontation between Superman and Ambush Bug. The fairgrounds were recently replaced with high-rise condominiums and corporate office buildings. Much of its beachfront property remains among the most expensive in the city.

•**Vernon:** Vernon is a working-class community of single-family homes and brownstones. This area was named in honor of one of Metropolis's founders, Peter Vernon. A neighborhood known for the peaceful coexistence of its ethnically diverse population, Vernon is regarded as one of the city's finer middle-class areas. Vernon Plaza, the city's first enclosed shopping mall, was erected here.

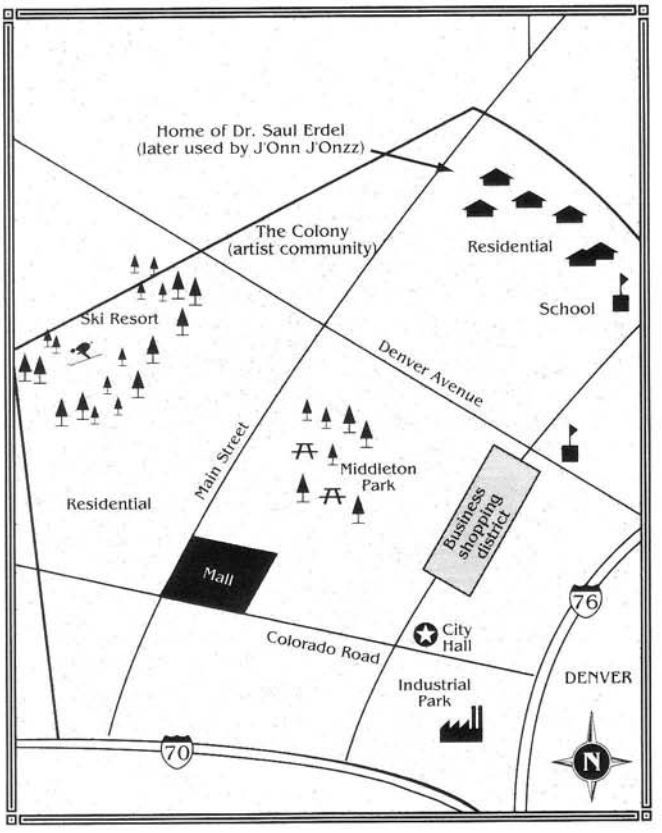
Government:

Metropolis is divided into six boroughs, which are once-separate cities that merged into the fully incorporated City of Metropolis. The boroughs are represented on the City Council by two elected officials, the borough president and a councilman. The mayor is elected to a four year term and chairs the City Council. The current mayor is Samuel Berkowitz.

The boroughs of Metropolis are linked by unified services and utilities. The Metro Maximum Security Center, a federal prison, is located on Stryker's Island, between Pelham and Midtown, on the West River.

For a map of Metropolis, consult the gatefold located between pages 32 and 33.

MIDDLETON, COLORADO



Middleton is a large suburb of Denver, Colorado in the Rocky Mountains. This town first sprang up in the 1920s as a ski resort, but it never gained much popularity in that respect. It did, however, begin to attract writers and artists who went there for its seclusion and scenic views. Small businesses and creative firms, such as architects, printers, and graphic designers, soon followed suit. After World War II, light industry began moving into the area.

By the early 1960s, Middleton had developed into a full-fledged city, consisting mainly of commuters who work in neighboring Denver. The residents of Middleton, some 100,000 strong, voted in 1968 to incorporate with Denver.

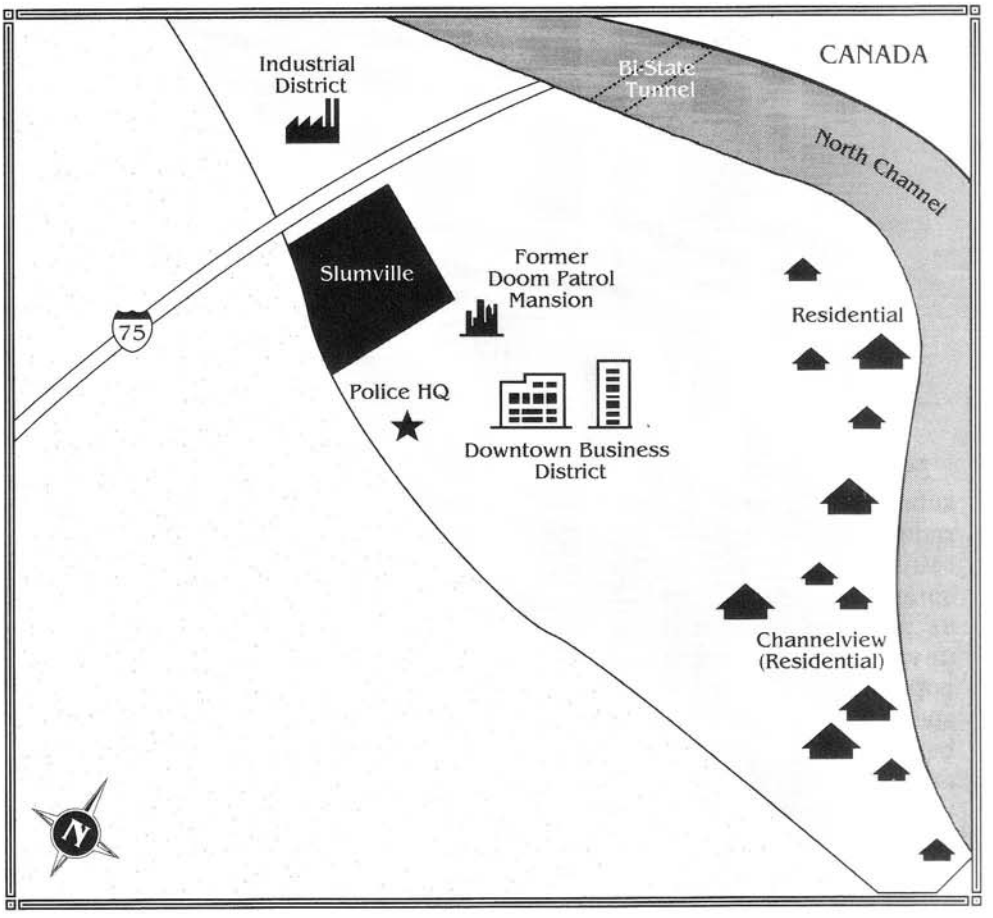
J'Onn J'Onzz, the Martian Manhunter, first arrived on Earth in Middleton, due to an experiment gone awry conducted by Professor Saul Erdel. In the guise of Earthman John Jones, J'Onzz served as a detective in the Middleton police department for many years. Statistics for the Martian Manhunter are located on page 44 of the *Background / Roster Book*.

DR. SAUL ERDEL

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	6	MIND:	6
INFL:	2	AURA:	3	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:	35		

- **Skills:**
  Gadgetry: 9, Scientist: 9
- **Advantages:**
  Connections: J'Onn J'Onzz (High), Scientific Community (Low); Genius; Scholar (spatial physics)
- **Drawbacks:**
  Age (old)
- **Equipment:**
  MATTER TRANSMITTER [BODY: 8, Teleportation: 30, Time Travel: 30, R#: 5]
- **Motivation:**
  Responsibility of Power
- **Occupation:** Scientist
- **Wealth:** 8

MIDWAY CITY, MICHIGAN



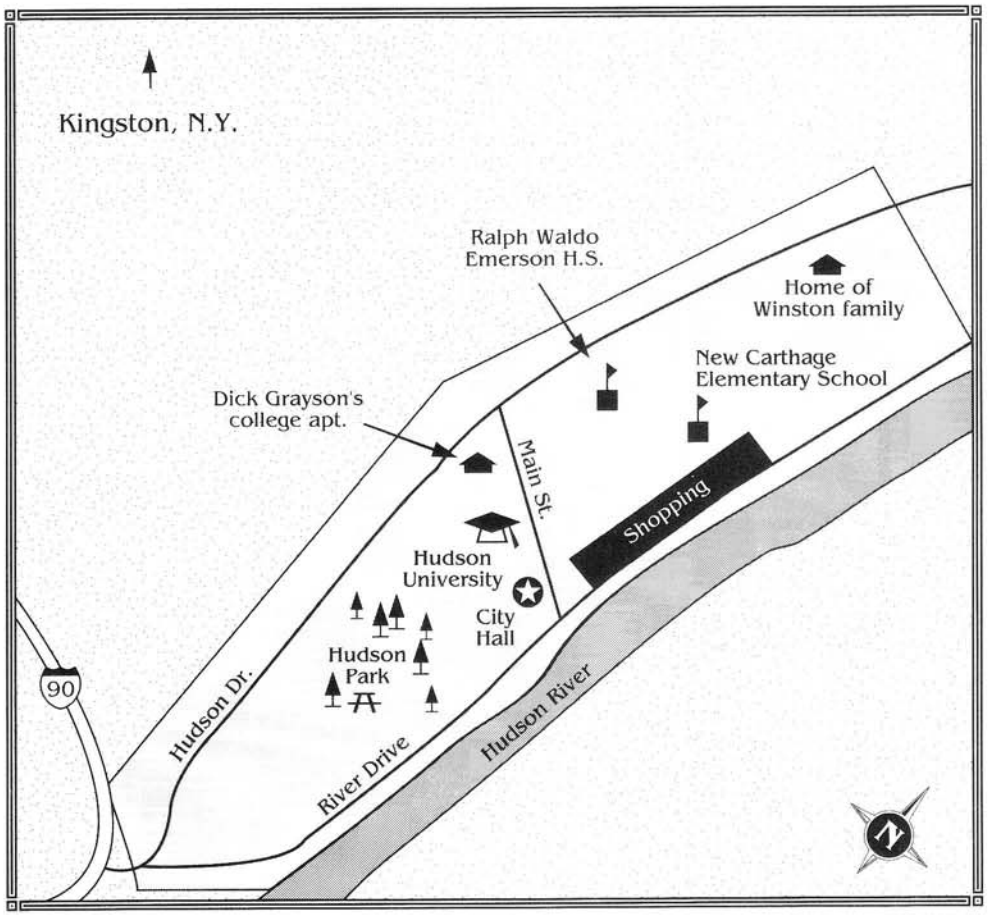
*M*idway City is located just east of Sault Ste. Marie on the North Channel between northern Michigan and the southern tip of Ontario. Midway was first settled in 1620 as Brulè's Landing, a small trading post for the fur trappers who flooded into the area after its 1618 discovery by French explorer Etienne Brulè.

By the early 19th Century, Brulè's Landing had been renamed Midway City and had grown into a fair-sized city that began to prosper during the Industrial Revolution.

Today, Midway City is a heavily industrial city, home to some 800,000 citizens. Midway City is known for the Bi-State Tunnel, the country's longest underwater tunnel, which connects the U.S. to Ontario in Canada across the North Channel. It is also famous as the home of the Midway City Museum, one of the nation's largest museums of natural history, which contains the greatest collection of medieval weaponry and artifacts in the world.

Midway City served as home base for the team of outcast heroes known as the Doom Patrol for several years. They lived and were headquartered in a brownstone mansion owned by Niles Caulder (aka the Chief). For more information on this version of the Doom Patrol, consult *Moonshot*, the Doom Patrol sourcebook/adventure.

NEW CARTHAGE, NEW YORK



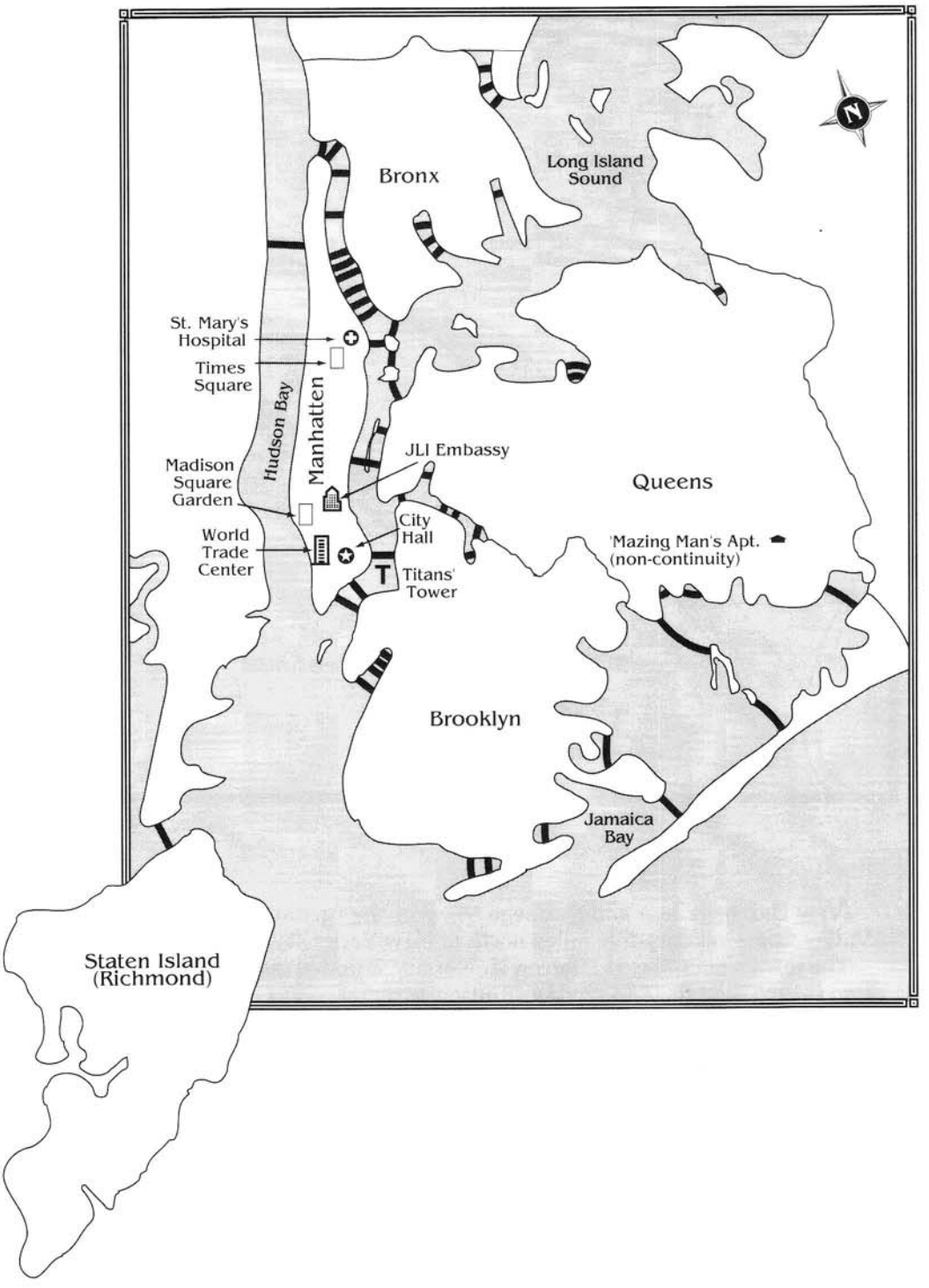
*N*ew Carthage is a small college town in the upstate New York Hudson Valley, some seventy-five miles north of New York City.

The town's mainstay is Hudson University, a mid-sized Ivy League institution established in 1836. Today, Hudson is renowned as one of the country's leading business schools. The town, consisting mainly of single-family homes, has been built up around the University, which lies in the heart of New Carthage. Main Street, which is comprised of stores, shops, and restaurants catering to the school, runs through the center of the college.

The approximately 45,000 residents of New Carthage are served by Ralph Waldo Emerson High School.

Dick Grayson, the original Robin, attended Hudson University through his junior year. For his statistics during this period, see the *New Titans Sourcebook*. For Dick Grayson's current statistics, in his guise as Nightwing, see page 51 of the *Background/Roster Book*. New Carthage is also the home of Amy Winston (aka Amethyst) and her parents. See entry under **GEMWORLD** for more information.

NEW YORK CITY



New York City began its existence on the southern tip of Manhattan Island in 1624. The area, which was purchased by Dutch traders from the area's native Indian population, was named New Amsterdam. The Dutch settlers scarcely had time to begin building up what was to become one of the great cities of the world before they lost New Amsterdam to the British in the Second Dutch War (1664-1667).

By the time of the British occupation, New Amsterdam had grown into a busy shipping and fishing port, with farmlands that expanded northward up the island. Renamed New York, the island quickly grew into a major center of shipping and commerce for the British in the New World.

Throughout the 17th and 18th Centuries, New York continued to expand, filling Manhattan Island and reaching out into the surrounding areas across the East River and New York Bay. Though neighboring Brooklyn, Queens, The Bronx, and Staten Island were independent cities, they stood in the shadow of Manhattan and were more often than not thought of as suburbs or adjuncts of New York City. That situation was hardly rectified in 1898 when these four cities and Manhattan incorporated in the single municipality as the five boroughs of New York City.

New York declared its independence from Great Britain in 1776, and the state was the site of about one-third of the military engagements between the British and the Continental Congress. Manhattan served as the first capital of the newly-formed United States of America after the war, and was the location of General Washington's inauguration as the nation's first president.

New York saw an explosive growth during the 19th Century and was soon recognized as the country's commercial and economic center, site of the New York and international stock exchanges, eastern terminus for railroads that soon stretched the width and breadth of the country, and the point of arrival for the majority of European immigrants. These immigrants first entered this country through Castle Gardens, then through Ellis Island. New York also became home to numerous world-renowned attractions, including the Statue of Liberty (located on Bedloe's Island in New York Harbor), and the Brooklyn Bridge, which links Manhattan and Brooklyn and opened in 1883.

The five boroughs of New York were tenuously linked by a system of trolleys, elevated railroads, and ferries until the turn of the 20th Century, when the first subway lines went into operation. By the end of the great subway construction boom during the 1940s, the entire city was crisscrossed by more than 200 miles of subway tunnels. The city also supports three international airports (Kennedy International on Long Island, LaGuardia International in Queens, and Newark International in New Jersey), four heliports, 40 bus carriers, and two major rail terminals.

New York continues its dominance in the financial, commercial, and media worlds today, with Metropolis following behind a close second. Manhattan has the greatest concentration of skyscrapers in the world. This area is home to most of the country's largest banking, economic, and corporate entities, from the financial center of the downtown Wall Street district to the midtown corporate canyons of Fifth Avenue. Three major television and radio networks, several of the largest cable operations, the national news weeklies, the major publishing houses, as well as two of the most influential newspapers in the nation (the New York *Times* and the Wall Street *Journal*) are also based in New York. Many of these enterprises make their homes in the skyscrapers that helped New York lead the nation in the modern architectural revolution, including the Flatiron Building, the Empire State Building, the twin towers of

the World Trade Center, the Chrysler Building, the Woolworth Building, and Rockefeller Center.

New York also leads the nation in the cultural arts. It is famous for the live theater of glamorous Broadway, the experimental theater of West 42nd Street's Off Broadway, and Lower Manhattan's Off-*Off* Broadway. Movie theaters offer everything from Hollywood's latest and foreign films to revivals, horror, and hardcore pornography. The Lincoln Center for the Performing Arts has opera, ballet, and symphonies, as do a multitude of other venues across the five boroughs. The fine arts are represented by such institutions as the Metropolitan Museum of Arts, the Museum of Modern Art, the Guggenheim Museum, the Brooklyn Museum, and the Whitney Museum of American Art. History also abounds, from the historic recreation of the South Street Seaport on the East River, to the Museum of Natural History and the adjacent Heyden Planetarium on the Upper West Side and the New York City Museum.

The city is also home to a number of institutions of higher education, including New York University, Columbia University, the City University of New York, and Fordham University.

New York is a city of neighborhoods divided along economic and ethnic lines. The lower- and mid-West Sides, Harlem, Spanish Harlem, Brownsville, and Jamaica belong to the poor and the minorities. Midtown, the Upper East and West Sides, Park Slope, and Fifth Avenue belong to the upper middle-class and upper-class.

Several blocks from the world-renowned United Nations building can be found the American Embassy of Justice League International. For more details on the embassy, see the *Justice League Sourcebook*. The JLI's current UN liaison and American Embassy chief is noted industrialist Maxwell Lord.

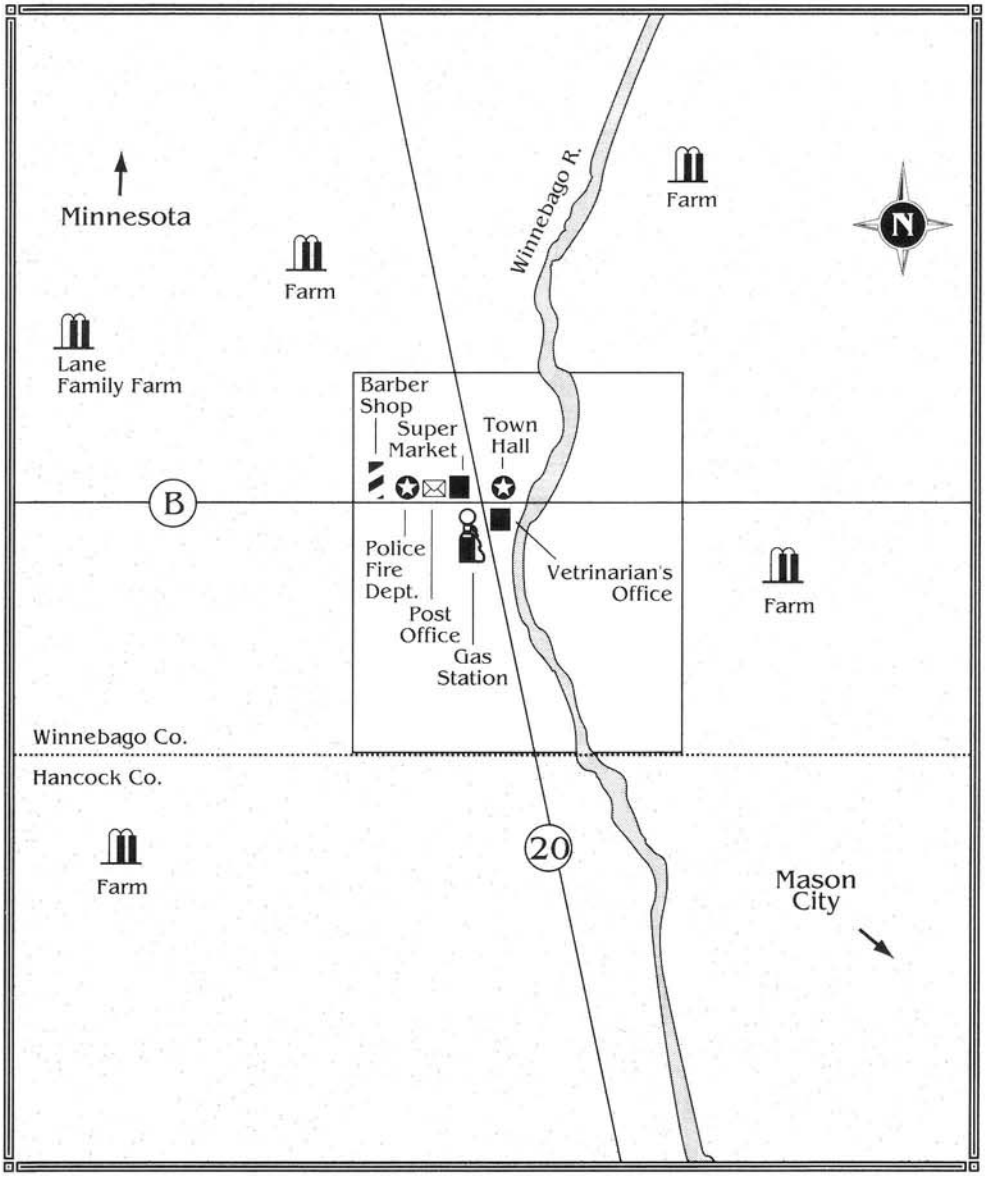
Another group of superheroes based in New York is the New Titans, who are headquartered in the imposing Titans' Tower, located on an island in the East River. For a complete schematic of the Tower, consult the *New Titans Sourcebook*.

Other superheroes who make their home in New York include Manhunter, the Huntress, Dr. Fate, and many others. Statistics for all of these characters can be found in the *Background / Roster Book*.

Geography:

New York City is located in southeastern New York State on New York Bay, at the mouth of the Hudson River. Its five boroughs cover some 301 square miles and are home to a population of almost 7,300,000. Manhattan (New York County) is an island with Bronx County on the mainland, northeast of Manhattan across the Harlem River. Across the East River are Brooklyn (Kings County) and Queens County, both on the western end of Long Island, and Staten Island (Richmond County) southwest of Manhattan across Upper New York Bay and separated from Brooklyn by the Verrazano Narrows. The five boroughs are joined by a network of highways, roads, bridges, and tunnels.

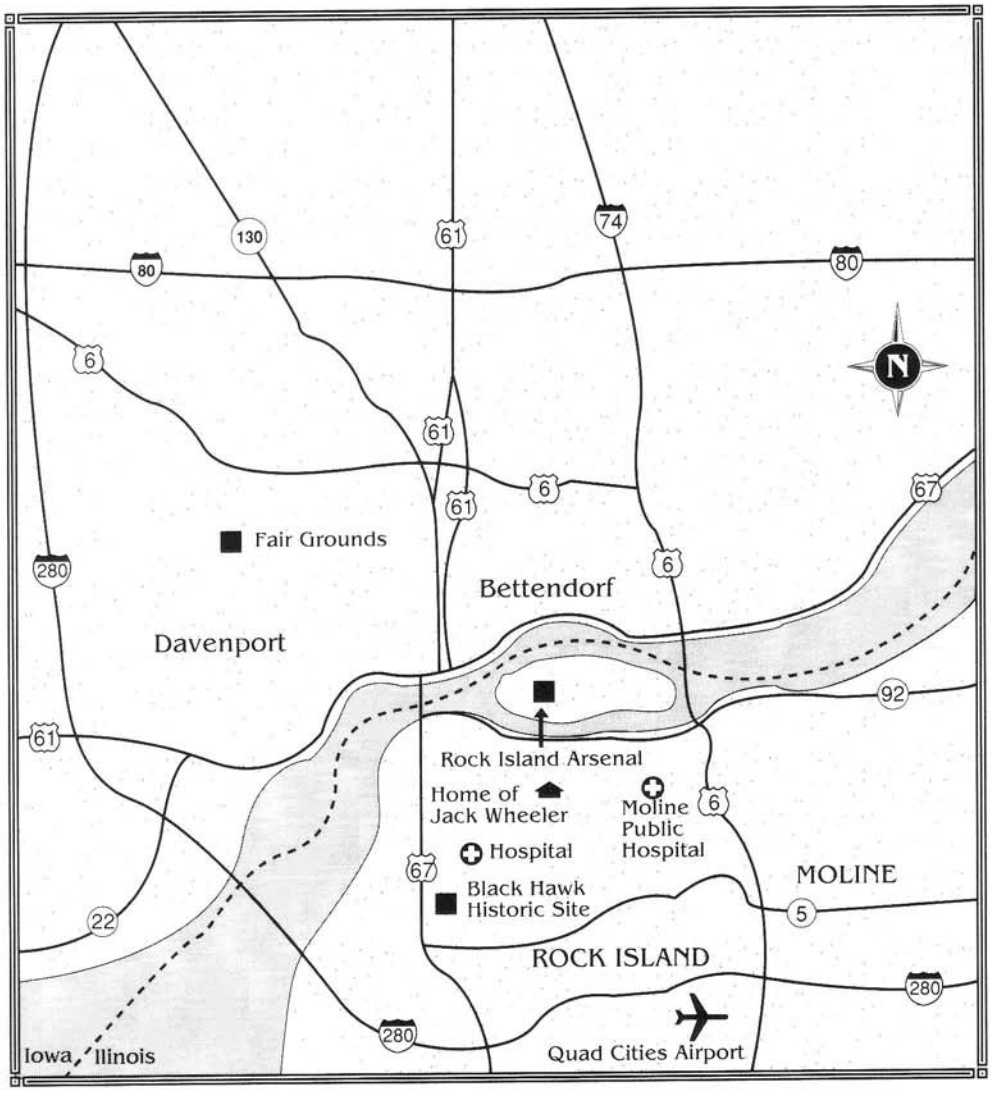
PITTSDALE, IOWA



Pittsdale, Iowa is a small farming community 120 miles north of Des Moines. Home to fewer than 500 residents, most of whom work individual-family farms, Pittsdale is known for little more than its peace and quiet. The town itself is one block long, and the town's mayor is also Pittsdale's full-time veterinarian.

Lois Lane, Pulitzer Prize-winning journalist currently working for the Metropolis *Daily Planet*, is a native of Pittsdale. Her statistics are located on page 92 of the *Background / Roster Book*.

QUAD CITIES, IOWA



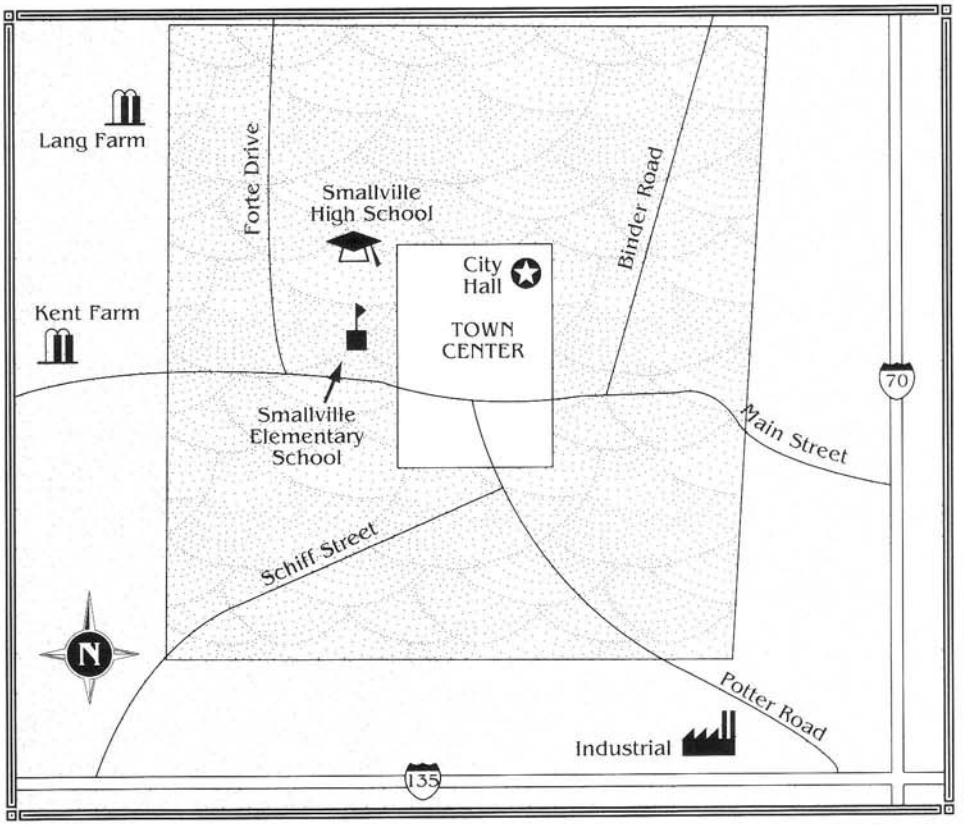
*T*he Quad Cities are located on the Mississippi river, along the Iowa-Illinois border. Moline, Davenport, Rock Island, and Bettendorf make up an urban area that encompasses some 300,000 people.

While most of the Quad Cities consists of farmland, the family farms have, in recent years, been mostly absorbed by large farming conglomerates. The area has seen the growth of industry and manufacturing since World War II, taking advantage of the large labor pool of workers left unemployed by the farm closures.

Today, the heart of the Quad Cities is an expanding urban area of housing, business, and commerce.

Wild Dog lives in the Quad Cities, and his statistics can be found on page 68 of the *Background / Roster Book*.

SMALLVILLE, KANSAS



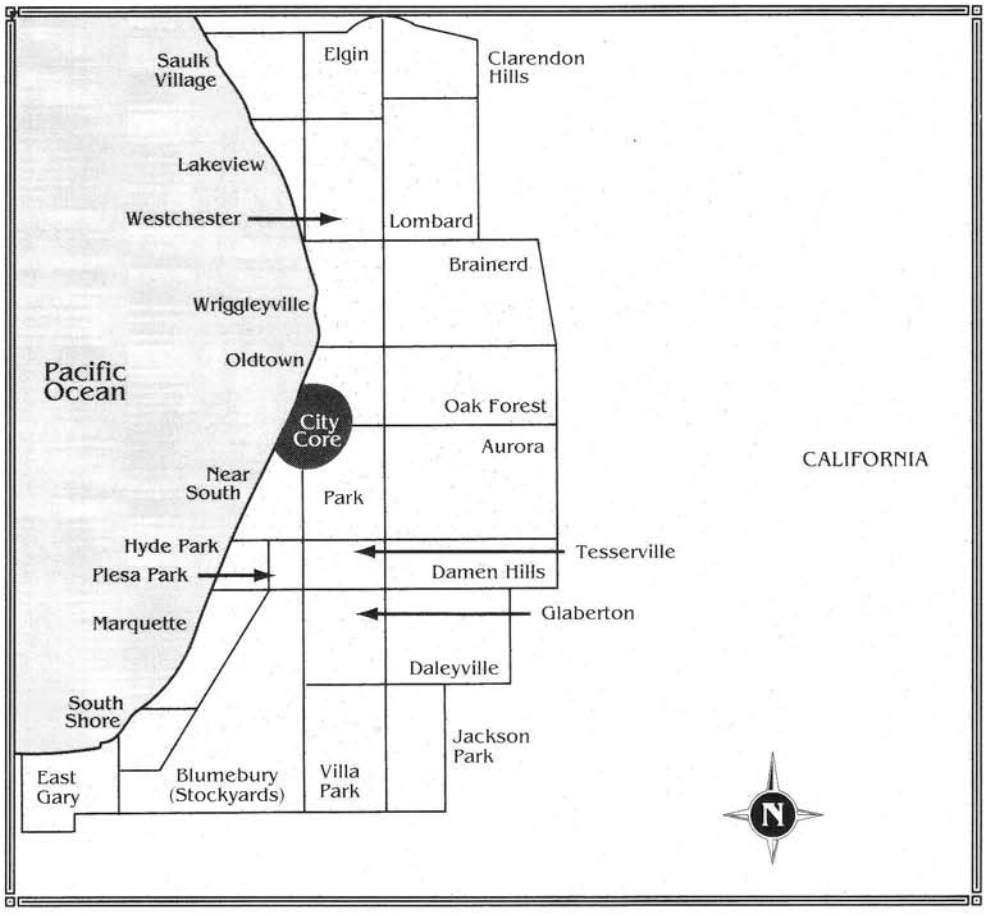
Smallville, Kansas is, despite its name, a good-sized city of some 90,000 which lies on I-70 about fifty miles west of the I-70/I-135 interchange.

Smallville was settled in 1870 by settlers from back east and grew into a small but prosperous farming community. Light industry moved into the area around the turn of the century and sparked further growth, which continued during World War II as airplane manufacturing developed throughout the state.

Today, much of Smallville is given over to farming. Most of the farmlands are currently owned by vast farming conglomerates, but many small, family-owned and operated farms still remain. The majority of Smallville's workers are employed in either agriculture or the aircraft factories. At the heart of Smallville is an ever-growing town center with some twenty-three square miles of private homes, small apartment buildings, and small businesses. Most residents of Smallville have remained loyal to the town's tradesman with whom they've conducted business for years, but that hasn't stopped the construction of a modern shopping mall on the outskirts of town.

Clark Kent, prize-winning reporter and columnist for the Metropolis *Daily Planet* (who is also Superman), was raised in Smallville by Jonathan and Martha Kent, his foster parents, who still live in their hometown. Kent's childhood sweetheart, Lana Lang, also resides in Smallville. Statistics for Lana and the Kents can be found on page 92 of the *Background / Roster Book*.

STAR CITY, CALIFORNIA



Star City is located along Highway 101 between San Francisco and the northern border of California. It was founded in 1797 by Colonel Jeb Star and named Fort Plymouth; it remained a small outpost for traders coming down from Canada until the opening of the state by the railroads in the 1860s. Ringed by stockyards and slaughterhouses, the city became a major cattle town in the 1870s.

In 1897, the south side of Fort Plymouth burned to the ground when a stockyard smokehouse caught fire. This occurrence, which became known as The Great Fire, gave rise to a great new city, which was rebuilt as a leader in architectural innovation and renamed Star City to symbolize its greater size and newfound importance.

Throughout the 20th Century, Star City continued to grow and prosper. Today, with a population of 1, 500,000, it is one of the great cities of the West Coast. Its museums are among the finest in the country, and the Star City Symphonic Orchestra is one of the finest in the world. Star City is a giant of

Market, and a major northern California air and rail center.

For many years, Star City served as home to Oliver Queen (Green Arrow) and Dinah Lance (Black Canary). See pages 38 and 37 of the *Background / Roster Book* for their game statistics.

Star City is divided into twenty-six neighborhoods:

•**Aurora**: Aurora is an area of unspoiled beauty, most of which has been taken over as national or state park land.

•**Avalon Park**: Avalon Park was created in the 1960s as a housing project to house Star City's urban poor; it is considered the worst slum in the city. Unemployment, drugs, crime, and street gangs are rampant in this area, which even police officers are afraid to enter alone.

•**Blumebury**: Also known as the Stockyards (which used to be the function of this district), Blumebury is a poor neighborhood of brick-front row houses and tenement apartments.

•**Brainerd**: Brainerd is an area of quiet streets and clean, well-tended three- and four-flat apartments. A five-story urban shopping mall, which features some of Star City's finest stores, has recently opened in the heart of Brainerd.

•**City Core**: City Core is Star City's downtown shopping and business district. This neighborhood includes the two-mile long Shopping Shoreline, which features exclusive shops and department stores as well as the city's many cultural centers.

•**Clarendon Hills**: Clarendon Hills is a quiet neighborhood of colonial homes and split-level ranches that hide the wealth of organized crime figures who live there.

•**Daleyville**: Daleyville is a working-class neighborhood whose modest homes belie the vast accumulation of political power that resides there. This neighborhood is the center of the patronage system that controls the city's political workings.

•**Damen Hills**: Damen Hills is an exclusive neighborhood of family estates, mansions, country clubs, and riding stables. Six championship quality golf courses are located here.

•**East Gary**: Virtually all of Star City's steel industry is centered here, although recent years have seen the closing of many of the city's steel plants. The steel companies have tried to tear down many of the abandoned factories, but unemployed workers holding out in hope of the eventual resurgence of industry have staged sometimes violent demonstrations.

•**Elgin**: Elgin houses the Stateville Federal Penitentiary, a maximum security facility designed by S.T.A.R. Laboratories to hold superpowered criminals. On the other side of Elgin are a few residential sections dotted with many bars frequented by the city's criminal element.

•**Glaberton**: Glaberton, the city's entertainment district, features jazz at Ponty Hall, rock music at Boneshaker Sam's, Mozart quartets at Corey's, and everything else in between, including movies from the world over on Union Pacific Drive to the plethora of playhouses and theaters featuring live theater.

•**Hyde Park**: The University of Star City, a world leader in physics, anthropology, and microbiology, is located in Hyde Park. The entire neighborhood has been influenced by the University's presence and features some of the best bookstores in the city.

•**Jackson Park**: During Prohibition, Jackson Park was the city's center of crime and violence, home of John "One-Thumb" Riddell, the Al Capone of Star City's underworld. Today, Jackson Park is a quiet, middle-class neighborhood, with a pocket of exclusive and expensive mansions atop the hill at its center.

•**Lombard**: Lombard is the neighborhood surrounding O'Grady International Airport. This area is home to a large percentage of airport and airline workers.

•**Marquette**: Marquette is a blue-collar neighborhood consisting of steel workers employed in the nearby South Shore and East Gary plants. Several plant closings in recent years have left Marquette in somewhat of an economic decline. The area is known for its diverse collection of ethnic restaurants.

•**Near South**: Near South is home to Star City's old rich. It is a quiet neighborhood of tree-shaded streets, expensive old family estates, and beautifully manicured grounds.

•**Oak Forest**: Oak Forest is the commercial heart of Star City. Beginning in 1955, skyscrapers and office buildings were erected to lure big business to this small, self-contained city. Oak Forest was once an unincorporated suburb, but it was absorbed into Star City in 1971.

•**Oldtown**: Until a few years ago, Oldtown was a run-down section of the city. Recently, however, Oldtown has experienced an upswing due to the influx of young professionals who have been buying up and renovating the old brownstone apartments that predominate the area. Oldtown still retains its old flavor and is popular with young artists and musicians.

•**Plesa Park**: Plesa Park is an industrial area which contains Printers Row, metal finishing factories, textiles, and warehousing.

•**Saulk Village**: An old trading post even before Star City was settled, Saulk Village was once Star City's dairy district, an industrial outgrowth of the cattle trade. Today, Saulk Village is a residential neighborhood, with many old farmhouses still standing on the large tracts of land.

•**Seaview**: Set on the Pacific Coast, Lakeview is the city's trendiest neighborhood and is home to a largely young professional population. With its refurbished brownstone homes, health spas, restaurants, and expensive boutiques and shops, Seaview is also the location of the central campus of the exclusive and highly-respected Northeast University. The school is noted for its Business and Journalism departments.

•**South Shore**: South Shore is a quiet residential area of brick three-story eight-flats. Devoid of any points of interest, most residents of Star City think of South Shore as simply a nice place to raise children.

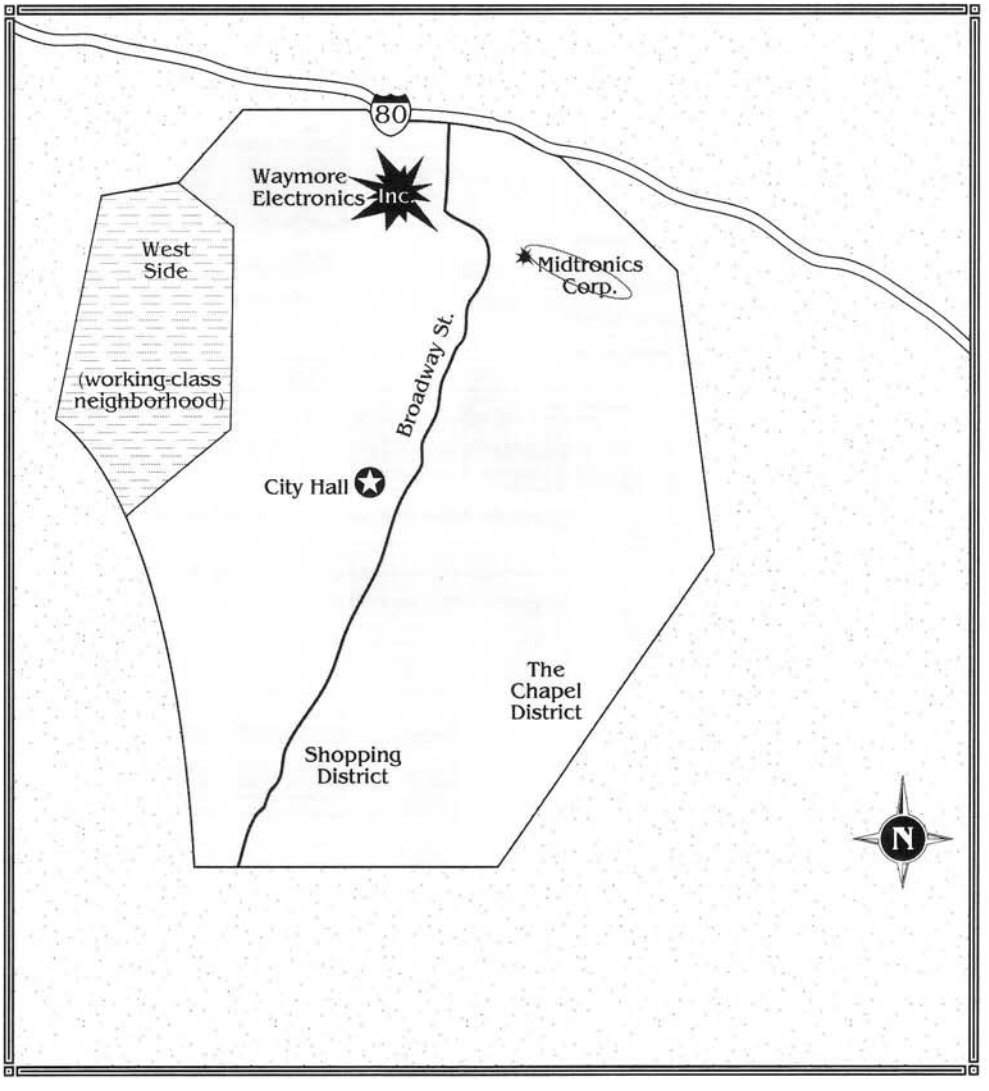
•**Tesserville**: Tesserville is the city's rail center; the switch yards here accommodate the continuous flow of rail traffic. The Central Transit Authority, Star City's computerized mass transit system, is headquartered in this district.

•**Villa Park**: Home to the Stream Museum of Natural History, the Museum of Technology and Industry, the Eastern Institute, and Midler Planetarium, Villa Park is City Core's competition for Star City's cultural center.

•**Westchester**: Westchester was built as a "planned city" by Henry Porter in 1909 to house the 10,000 workers employed in his factories. The Great Depression of 1929 forced Porter to lay off thousands of workers and to cut the salaries of those who remained. This situation led to a massive strike that destroyed Porter's relationship with his workers. After the strike ended, the workers moved to housing outside of Westchester to avoid paying rent to Porter. Westchester was a ghost town until it was annexed by Star City in 1932. It became popular as a middle-class family neighborhood and is still favored by young couples seeking a quiet place to raise families.

•**Wriggleyville**: Another working-class neighborhood, Wriggleyville is home to the Star City Rockets baseball team.

WAYMORE, NEBRASKA



Waymore, Nebraska, the natives are fond of joking, is so small that the town power plant is a Diehard battery. While that is a bit of an exaggeration, Waymore is far from being a major metropolis.

Located along I-80, Waymore was settled in 1867 by land speculators who believed the railroad was going to pass through their land. The railroad went elsewhere, but the speculators remained until finally selling their investments (at a loss) to pioneers on the way to California from back east.

Today, Waymore is dependent on two electronics assembly plants located there, which employ a majority of the town's 13,000 residents. Ralph Dibny, the stretchable costumed adventurer known as the Elongated Man, was born and raised in Waymore. Elongated Man's statistics are found on page 45 of the *Background / Roster Book*.

SECTION TWO: BUSINESS, MEDIA, AND ENTERTAINMENT IN THE UNITED STATES

*T*he Earth of the DC Universe is an active, vital world with its own multi-level structure of business, communications, and entertainment. Its people have access to a wide variety of products, technological innovations, entertainment, and televised, cinematic, and printed media. A large percentage of the media is owned by a small number of the companies, but there are enough independently-owned newspapers and television stations to balance the media giants' market dominance.

Similarly, corporate America is largely dominated by a relatively small minority of conglomerates, the largest among them being Lexcorp, which ranks consistently in the top slot of the *Ford's Business Weekly* Three Hundred, the listing of America's richest companies.

BUSINESS

Major Corporations

Elite Design Consultants: Elite is a major Los Angeles-based engineering concern which specializes in aeronautics. This company has an international reputation, and its work has won many engineering awards and even more valuable patented designs. Hal Jordan, alias Green Lantern, was once employed there.

Face Value Modeling Agency: This is a Los Angeles modeling agency that represents many of the nation's top fashion models. Looker, former member of the Outsiders, is represented by Face Value.

Koul-Brau Breweries: This New Mexican brewery began as a local brand and has expanded into a national item. Koul-Brau is a subsidiary of Lexcorp.

Lexcorp: Headquartered in Metropolis (with offices and holdings worldwide), this multinational conglomerate is the largest and most powerful corporation in the world. Lexcorp was founded by, and is owned and headed by, one of the world's three richest men, Lex Luthor. Luthor created the giant conglomerate about twenty years ago following his first major success, the design of the LexWing aircraft.

Luthor is himself a brilliant scientist. However, as the years passed, he gave up scientific investigation in favor of managing his business holdings. Luthor now limits his involvement to coming up with ideas for new inventions which he passes on to his army of researchers and scientists for development.

Lexcorp, and its elusive chief executive officer, comprise a powerful presence in Metropolis. This corporation owns a large part of the city's commerce;

Lexcorp's 96-story L-shaped skyscraper headquarters dominates the skyline of the eastern point of New Troy. Some estimates have Luthor either directly or indirectly employing almost two-thirds of the city's population in his various companies.

Lexcorp, whose principal stockholder is Luthor himself, is the holding company for a catalog of smaller wholly- or partially-owned subsidiaries. Among these are:

- LexComp (manufacturers of personal computers)
- LexAir and InterContinental Airlines (commercial airlines)
- LexCom (communications holdings, including WLEX-TV, a Metropolis television station) LexCom once owned the Metropolis *Daily Planet*.
- Advanced Research Laboratories
- LexOil (encompasses holdings in the drilling, transportation, and wholesale and retail distribution of oil)
- RoboInc. (research and development in robotics and artificial intelligence) RoboInc. created the bionic hand that replaced the one Luthor lost to radiation poisoning.
- SecurCorp Armored Car Service
- LexSea (shipping fleet of cargo container ships and oil tankers)
- Good Foods Group (owners of Ralli's Family Restaurants and the Bun 'N' Run fast-food chain, the Koul-Brau Breweries, and a northeastern U.S. chain of supermarkets)
- Luthor Financial Group (has holdings in three Metropolis banks: the Metropolis Mercantile Bank, Commerce Bank of Metropolis, and First Metro Security). Lexcorp, no doubt, conceals a wealth of other companies beneath a mountain of legal red tape through dummy corporations.

Myndi Mayer Associates: The largest and most successful public relations firm in the country, the agency is still run by the late Ms. Mayer's employees and still survives largely due to her unique charisma.



Ritaccio Fine Antiques: This internationally-renowned art and antique auction house is famous for the unusual and high-priced treasures that pass across its auction block. Ritaccio is located in Gotham City.

Stewart Public Relations: This is the Los Angeles-based public relations firm to the stars. It is owned and masterminded by Lynn Stewart.

United Garment Company: United is a leading manufacturer in the prosperous Gotham City clothing trade.

Wayne Enterprises: Wayne Enterprises is the parent company which oversees Wayne Industries, Wayne Tech, and the Wayne Foundation. With corporate headquarters in Gotham City and branch offices throughout the free world, Wayne Enterprises is a privately-held corporation owned by Bruce Wayne. Wayne, however, participates very little in

the day-to-day operations of his various enterprises; he leaves most of the details to his employees, especially his trusted assistant, Lucius Fox.

Wayne Industries is a commercial conglomerate, with holdings in consumer electronics, the aeronautics industry, and Wayne Foods, among other industries.

WayneTech has a smaller scope of operations which concentrates its economics and energies on commercial research and development. This operation takes proven theory and turns it into workable technology. The Ratings of WayneTech labs range from 8 to 12 APs.

The Wayne Foundation is a non-profit organization devoted to the funding of research, much of which, if successful, later finds its way to WayneTech for commercial development. WayneTech allows the creators of the basic research to keep any patents or copyrights that come out of the work it funds, reserving only the right of first refusal on the commercial development of the results.

Science and Technology

Cypher International: This New York-based multinational conglomerate is headed by company founder Victor Cypher. Cypher has holdings in electronics, computers, and scientific research and development. Most of Cypher's research never makes it to the marketplace; the corporation is a cover and power base for the political and economic ambitions of Victor Cypher. The corporation's greatest discovery — in the field of cybernetic combat equipment — has remained proprietary technology for Cypher's criminal campaign to gain worldwide power. In pursuit of that aim, Cypher, a native of the tiny Eastern European nation of Austanburg, initiated a revolution in that country which led to his installation as leader of the country.

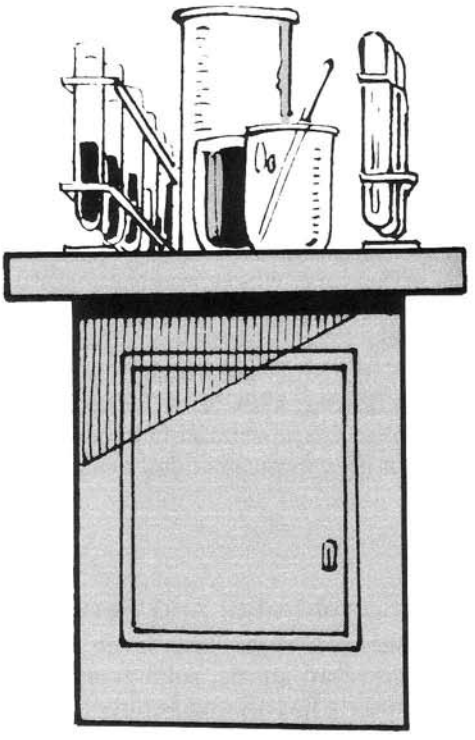
Dayton Industries: The New York-based Dayton Industries is headed by Steve Dayton, the world's fifth richest man (as well as the one-time costumed hero associated with the original Doom Patrol, Mento). While himself a brilliant scientist, Dayton employs the finest scientific minds money can buy; most of the notable developments from the company appear to be the work of those employees. On his own, however, Dayton has invented the psionic helmet he used as Mento, as well as the metal known as Promethium, which is the world's only known self-regenerating energy source. The main labs at Dayton Industries have a Rating of 13 APs.

Hawkes Industries: Headed by CEO Veronica Hawkes, Hawkes Industries is a leading scientific and technological research and development company in the west. Veronica Hawkes has recently been linked to criminal activities involving the company. Hawkes Industries is now trying to redeem its image and regain the trust of the scientific community. Its research lab is Rated at 8 APs.

IMP Computers: Integrated Machine Products was started in 1927 for the manufacturing of office machines. In the early 1940s, IMP began to explore the possibilities for computers in business and industry, implementing a research and development program to capitalize on the commercial potential of business computers. By the early 1950s, IMP was the world leader in computer research and manufacture, dominating the electronic business machine market. In 1981, IMP introduced the Imp, one of the first personal computers; today, the company still holds the majority of the PC market.

Kord Omniversal Research & Development Inc.: Based in Chicago, K.O.R.D., Inc. was founded by Thomas M. Kord. Kord retired early upon the death of his wife, leaving the operation of the growing company to his son, Ted

(who was to become the second Blue Beetle). Despite Ted's claim to have built K.O.R.D., Inc. from a "a little-known hole-in-the-wall research operation into a major multinational conglomerate," the company was already well on its way to prominence when young Ted took over. While he held the title of Chairman of the Board, Ted was very active in the day-to-day operations of the company; as an engineer and scientist himself, he participated in actual lab work and research. At that point in time, the labs had a Rating of 14 APs. When Ted's activities as the Blue Beetle led him to neglect the company, Thomas came out of retirement to take control. Bitter over his father's takeover, Ted left K.O.R.D., Inc., which was eventually purchased in a hostile takeover by the Zyco Corp., a rival research and development company. The labs now have a Rating of 9 APs.



Polestar Computers: Founded by computer wunderkind Bruce Putski, Polestar Computers has grown in less than a decade from a small, two-man operation in a garage to the fifth largest computer company in America. The vehicle of this success was Putski's invention of the Polestar I, one of the first personal computers on the consumer market. The Polestar PC has undergone a great deal of technical evolution since it was first created. It is now one of the most popular machines on the market for home and small-business users.

S.T.A.R. Laboratories: The Scientific and Technological Advanced Research Laboratories (S.T.A.R. Labs) is the world's largest dedicated research and development company. Garrison Slate created the labs in 1971 as a haven for scientists and inventors put out of work by the collapse of the aerospace industry, as well as for individuals who balked at working under the restraints of traditional corporate research and development. S.T.A.R. quickly attained a reputation as the place to be for scientists, attracting such talent as Dr. Albert Michaels (who became S.T.A.R.'s first chief administrator) and Dr. Jenet Klyburn, a scientific genius who came to S.T.A.R. to avoid working for Lex Luthor. She later replaced Dr. Michaels as chief administrator and has recently left that position to return to pure research, although she still heads up the company's Metropolis facilities.

S.T.A.R. contracts for research in both the public and private sectors as well as the military. While S.T.A.R. does not merchandise or mass produce the fruits of its labors, it does license its inventions to others to exploit commercial potential.

S.T.A.R. has offices and facilities all across the country, including:

•Chicago, the first S.T.A.R. office, which studies all the sciences and specializes in improving manufacturing techniques. Lab Rating: 12 APs.

•Gotham City, specializing in bio-weaponry and neuro-optics. Lab Rating: 12 APs.

•Houston, specializing in outer space support technologies and the general

study of humans in hostile environments. Lab Rating: 14 APs.

•Los Angeles, engaged in disease control, with a current emphasis on AIDS research. Lab Rating: 10 APs.

•Metropolis, specializing in general studies of the sciences. Lab Rating: 16 APs.

•Minneapolis, S.T.A.R.'s center for the study of future technologies. Lab Rating: 12 APs.

•New York, specializing in bio-technology and cybernetics. Lab Rating: 15 APs

•Phoenix, where weather is studied, along with systems for controlling catastrophes. Lab Rating: 10 APs.

•San Diego, specializing in plague studies and bio-weaponry. Lab Rating: 11 APs.

•San Francisco, which pursues superhuman studies and medical research. Lab Rating: 12 APs.

•Wichita, specializing in computer engineering and the creation of applications for computer-aided design and applications. Lab Rating: 10 APs.

National Retail and Service Chains

Baron Drugs: This large chain of pharmacies, which are located inside large retail stores, sells everything from penny candy to major appliances, including health and beauty aids, film developing, notions, magazines, comic books, and paperbacks. Many of the larger Baron's have lunch counters.

Blast-o-Rama: Blast-o-Rama is the nation's largest chain of record and video stores.

Boone's: This chain is where most newlyweds buy their first washer and dryer, and where every home workman gets his hand and power tools. This hundred-year-old retail chain, which began life as a small Midwestern catalog house, is a visible presence in every major and minor metropolitan area in the country. Boone's is a moderately-priced, reliable store whose motto is "A Boone for the Shopping Dollar."

C&C Foods: C&C is a chain of America's largest retail food stores, with over 1,100 supermarkets across the country.

Commercial Insurance Company: This Gotham City-based insurance firm is famous for its issuance of policies on any person (or part thereof) or object. The odder the policy, the better CIC likes it, if for no other reason than the publicity value.

Eagle Oil: This is a U.S. and Canadian chain of automobile service and gas stations.

Electro Sounds: This is a New York-based chain of electronic stores. Electro Sounds sells everything from tapes and records to stereos.

Finger Stationers: This is an Eastern-based chain of stationery and office supplies and computer software.

Friday's: This is a temporary employment agency that supplies temporary and part-time office help.

Friendly Movers: Friendly Movers is a national moving and van rental company. The company's motto is "If It's Gotta Go From Here to There, It's Gotta Go Friendly."

Handi-Man Home Centers: These stores are sellers of hand and power tools, hardware, home improvement and building supplies, and lumber.

Hardbody: This is a local Gotham City chain of health and fitness spas, with many city and suburban mall locations.

Harrison's Furniture World: This is a wholesale furniture chain where

"From End Tables to an Entire Home, You Have to Be Happy with Harrison."

Jiffy, Jr.: This is a 24-hour convenience store chain.

Lattimer's: Lattimer's is a national chain of twenty-three department stores. Formerly viewed as a department store catering to the middle-class, Lattimer's has, in recent years, sought a more upscale image.

Lombard's Sports World: Lombard's sells all types of sporting goods, from sneakers to uniforms to every conceivable piece of sports equipment.

Merlin Toys: This is America's largest toy store chain.

Monoil: Monoil is an automobile service and gas station chain.

Pegasus Movers: Pegasus is Friendly Mover's chief rival in the moving and storage business.

RAMCO: RAMCO is another automobile service and gas station chain.

Save-Mart: This low-end retail department store chain is famous for its inexpensive goods.

Spark Mart: Spark Mart sells everything for the electronics enthusiast, from batteries to transistors to electronic kits, stereos, and home computers.

Stax's: Stax's is a national chain of record stores.

Terry Sloane's Health & Fitness Club: This is the nation's largest chain of health and fitness clubs.

Travel Inn: Travel Inn is a national chain of budget hotels and motels.

U-Move-It: This is a truck and trailer rental chain.

Wheeler's: Wheeler's is where "A Nickel & a Dime Buys You the World." There's a Wheeler's in virtually every city and town in the country where, for almost seventy-five years, Americans have bought their dry goods, notions, and health and beauty aids.

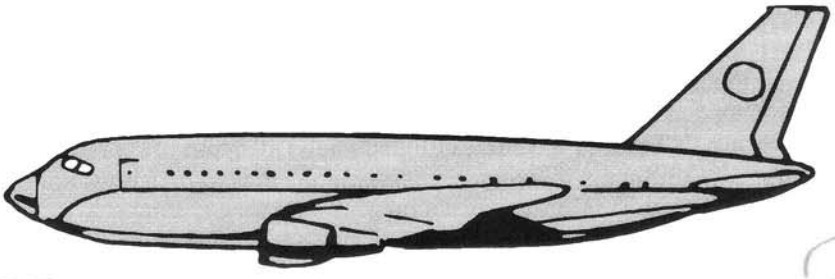
Transportation

Blackhawk Express: This international air express service is owned and operated by Weng Chan, former member of the heroic World War II aviation squadron, the Blackhawks. Blackhawk Express delivers consumer and commercial packages around the world and rents out aircraft to conglomerates and smaller air services.

Brysler Motors: This mid-sized automobile manufacturer, which is based in Metropolis, is owned by founder Leo Brysler. Brysler turns out a successful line of compact, fuel-efficient cars that have been popular since the oil crisis of the 1970s.

Ferris Aircraft Corporation: Ferris Aircraft Corporation was founded in 1933 by Carl Ferris and Conrad Bloch as the transport firm of Ferris-Bloch Air Cargo in Coast City, California (see entry under **COAST CITY**). The two young fliers met with unexpected success in the company's early years. The partners eventually expanded their business to include a stable of engineers and mechanics to redesign their aircraft, increasing efficiency and cutting costs.

By the late 1930s, the design arm of Ferris-Bloch was making a higher profit than the air transport service, leading the owners to eliminate that service and metamorphose the firm into Ferris-Bloch Aircraft Corporation. Unfortunately, the wage and price controls enforced by the government during World War II led the company into hard times, even though its factories were working around the clock to provide aircraft for the Army and Navy Air Corps. At the same time, Conrad Bloch was engaged in a battle with alcoholism that affected his job performance and home life.



In order to save the company, Carl Ferris was forced to seize control of the business, squeezing Bloch out and renaming the company Ferris Aircraft. Bloch fought back from his problems to start up a competing company, which his son Jason took over upon his father's death. Conrad Bloch never forgave Ferris for his actions and nurtured a bitter grudge against the man and his company until his death. Jason Bloch inherited his father's hatred for Ferris; years later, Bloch engaged in a criminal conspiracy aimed at destroying Carl Ferris' company.

By then, Carl's daughter Carol had assumed control of Ferris Aircraft when her father retired. Jason Bloch's efforts were successful enough to bring Carl out of retirement to fight him, but Bloch's machinations brought about the destruction of Ferris Aircraft's Coast City facilities. Rather than rebuild there, Carl and Carol Ferris moved the entire operation to their Los Angeles headquarters.

Today, Ferris Aircraft supplies commercial aircraft to several major airlines. However, its financial success is largely dependent on government contracts with the military and with NASA, for whom Ferris has invested several years and many hundreds of millions of dollars in the development of the Solar Jet, a solar-powered fighter plane. The company has also been known to rent out space and facilities to outside firms.

Carl Ferris died recently after he lost control of his company to the Con-Trol organization, which was a dummy corporation controlled by his daughter, Carol, in her guise as the evil Predator. Carol Ferris has experienced numerous problems over the years, including her intermittent transformations into the Green Lantern foes Star Sapphire and Predator.

Hal Jordan, the Earth sector's Green Lantern, was employed at Ferris Aircraft as a test pilot.

Interail: This cross-country railroad is the government-combined remnants of the once-great and all-encompassing railroads. Interail offers passenger service across America and Canada as well as freight rail service.

Metrak: This commuter line services Metropolis and its surrounding suburbs. Metrak also offers limited commuter and freight service in the tri-state area.

Swiftcoach: This national bus line offers passenger transportation to those whose budgets can't afford rail or air travel and small freight and package service.

The Victorola Motor Corp: Headquartered in Coast City, California, VMC is the only major automobile manufacturing facility on the West Coast.

Manufacturing

Cornelius/Krieg: This major multinational pharmaceutical conglomerate is headquartered in Metropolis. C/K both conducts and underwrites research; this company also manufactures a wide variety of prescription and over-the-counter drugs.

Gapetto Toys: Gapetto's is a small but prosperous toy, game, and novelty manufacturer. It is located in Metropolis.

Gioberti Industries: This company is a major national manufacturer of safes, locks, and security systems. Gioberti holds a majority of the market in these areas in both the commercial and consumer sectors. Its motto is "You pick our locks... so others can't."

Mayfly Games Inc.: Headquartered just outside Chicago, this small company is known mostly for its licensed board and role-playing games. Its greatest claim to fame is the publication of the Booster Gold Board Game.

Metrosteel: This Metropolis-based steel corporation is the last remaining steel mill in that city.

NorChemCo: This company is an Arizona-based chemical manufacturing concern which sells nationally.

Samson & Goliath Steel: This is a Pittsburgh-based steel company.

Shaker Steel Co.: Shaker Steel is another Pittsburgh-based steel company.

Tyler Chemical: Tyler is owned by Wendy and Rick Tyler and located in Brooklyn, New York. This company sells nationally.

Fast Food Chains

Allegro Pizza: This national chain of take-out pizza parlors promises to deliver its wares to your home "While the Cheese is Still Oozy."

Banjo's: Banjo's is a national drive-through pizza chain.

Big Belly Burgers: This is a Western U.S.A. chain of roadside restaurants, rapidly growing across the nation.

Buenos Nachos: This is a Midwestern chain of Mexican fast-food.

Bun 'N' Run: This national chain of fast-burgers is a subsidiary of Lexcorp.

Burger Champ: Burger Champ is the nation's second largest fast-burger chain.

Daisy's: Daisy's is the number three fast-burger chain.

Greg Saunders' Round-Up: This chain serves roast beef and burgers in fast-food restaurants franchised by Greg Saunders, 1940s radio and movie cowboy star. Saunders, also known as the Prarie Troubadour, was secretly the Western hero known as Vigilante.

O'Shaughnessy's: These roadside fast-food restaurants are familiar to anybody who's driven the U.S. interstate highways.

Pepperoni's Pizza: These fast-food pizza parlors are found mostly in shopping malls.

Ralli's Family Restaurants: This national chain of sit-down restaurants caters to the family trade and is found mostly in shopping malls and at rest stops on highways. Ralli's is a subsidiary of Lexcorp.

Scotty's: America's largest and most famous fast-burger restaurant chain is franchised around the free world. Its first Soviet restaurant was recently opened in Moscow.

MEDIA and ENTERTAINMENT

American Satellite Systems

American Satellites (AmSat) is a major Gotham City-based satellite and telecommunications company, with interests in a large number of local cable companies. In addition to owning and operating both satellite up-link and down-link stations, the satellites themselves, and cable distribution outlets, American Satellites also produces many presentations seen on these cable stations.

AmSat produces and supplies such fare as RTV Rock (the 24-hour rock video station), RTV Kids (youth-oriented programming and old television reruns), Picture News Network (all news, all the time), T&E (dedicated to theatre and the performing arts), Movietime (an all-motion picture network), Sky (providing continuous national weather reports) and American Satellite Sports (the 24-hour all-sports programming network).

Galaxy Broadcasting Systems

Galaxy Broadcasting Systems is the nation's media giant; it is headed by company president and chief executive officer Morgan Edge. The Galaxy Broadcasting arm of the company owns television and radio stations and cable franchises in the country's largest urban markets, as well as newspapers, magazines, and record companies. Through Galaxy Studios, they produce feature-length films and television and cable programming.

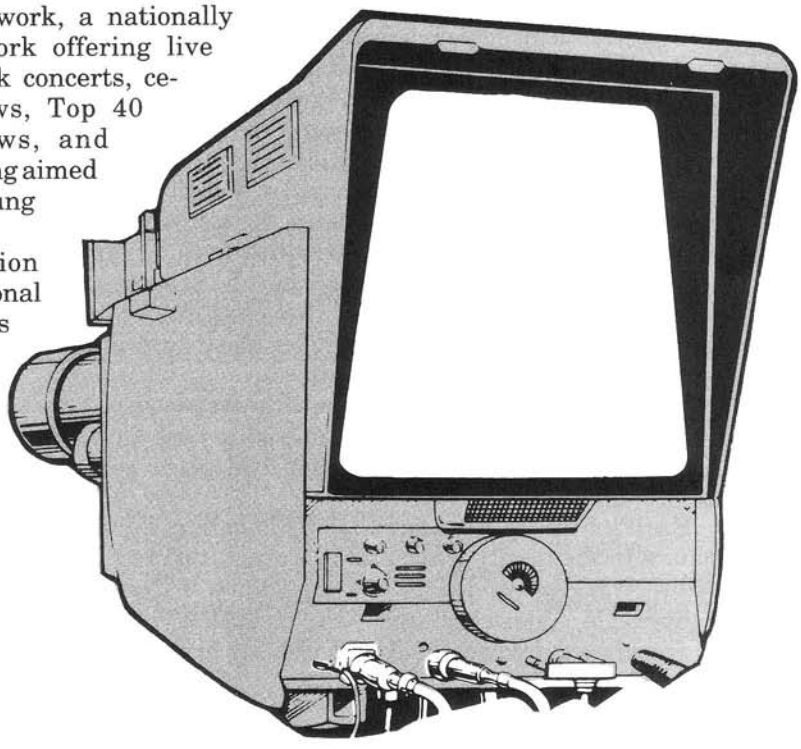
GBS's owned and operated television stations are:
WBGC-TV (Boston)
WGGC-TV (Gotham City)
WGBS-TV (Metropolis)
WGNY-TV (New York)
KPGT-TV (Seattle)

The Galaxy Radio Network includes:

GBS Rock Network, a nationally syndicated network offering live broadcasts of rock concerts, celebrity interviews, Top 40 countdown shows, and other programming aimed at the teen and young adult market.

GBS Information Network, the national 24-hour all-news network.

GBS Radio's owned and operated stations include WGBS-AM and WGBS-FM (Metropolis), WGNY-AM and WGNY-FM (New York), KGBS-AM and KRKK-FM (Los Angeles).



Galaxy Studios produces such television fare as:

Secret Hearts, a daily hour-long live soap opera, produced out of New York.

Entertainment Alive, the nightly syndicated "infotainment" program.

The *Johnny Nevada Show*, the long-running and highly successful late night network talk show hosted by perennial favorite Johnny Nevada.

Jack Ryder's Hot Seat, a brash, sensationalistic talk show featuring the host that everyone loves to hate.

Hollywood Tonight, the nightly news and celebrity profile magazine show.

America's Public Enemy, a highly successful syndicated crime reenactment and televised "wanted-poster" program.

Galaxy's Hollywood studios also produce feature length films for theatrical distribution, television, and cable networks.

In print medium, GBS owns Galaxy Publishing. Galaxy publishes hardcover and paperback books under a variety of imprints, magazines, and newspapers, which are distributed by the GBS-owned GUN Distribution company. Among its other holdings are the Metropolis *Star* (a daily newspaper), the *Inquisitor* (a weekly check-out stand tabloid), *Galagirl* (a monthly magazine for men), and *Sports Scene* (a sports weekly).

GBS also controls a large segment of the music market with its Galaxy Records, Universe Music, and New Music, Inc.

Gotham Media Corporation

GBS's largest rival in the television market is the Gotham City-based Gotham Media Corporation. GMC is smaller, more conservative, and less diversified than GBS, focusing its energies and resources on the television and newspaper markets.

The GMC-TV Network's owned and operated television stations are:

WGMC-TV (Chicago)
WGTV (Gotham City)
WGMC-TV (Metropolis)
WGMT-TV (New York)
WGDC-TV (Washington, D.C.)

The GMC News Division owns a stable of successful and highly regarded newspapers, including:

The Boston *Globe-Leader*
The Gotham *Gazette*
The Metropolis *Eagle*
The New York *Gazette*
The Washington *Morning Herald*

Sun Industries

Sun Industries, owned by Henry King, Jr., is a Metropolis-based multi-media conglomerate, with holdings in everything from cable to music. British-born owner King, who put together his American holdings in a series of take-over bids of smaller companies, has become an American citizen in order to be able to buy the network of television stations.

Sun Television owns and operates the following stations and services:

NewsChannel (all-news cable channel)
KSUN-TV (Los Angeles)
KSSA-TV (San Antonio)
KWHZ-TV (San Francisco)
KSSA-TV (Seattle)

Through its Verner Brothers and Stellar Studios, Sun supplies its own television and movie fare.

The Sun News Division publishes several national check-out stand weekly tabloid magazines and two local newspapers:

The *National Penetrator* (tabloid)
Sun Celebrity (tabloid)
National Snoop (tabloid)
Sports America (monthly sports magazine)
The *Whisper* (Metropolis daily tabloid newspaper)
Sun also owns the very profitable Pacific Records.

United Broadcasting System

The smallest of the media companies, United Broadcasting System seems content owning a small string of syndicated television stations and a single holding in newspapers (The New York *Daily Views*). The company's television stations (which show mostly syndicated programs and reruns) are:

WUBB-TV (Boston)
WUGC-TV (Gotham City)
WMET-TV (Metropolis)
WUBS-TV (New York)
WUPA-TV (Philadelphia)

Syndicated TV Shows

Several syndicated television programs are among the most popular shows in the United States. These include: The *Dick Griffith Show* (a daily 90-minute afternoon talk and entertainment show), *Courageous Man* (a campy superhero show), *Ace Arpeggio, P.I.* (the nation's most successful detective show), *AM Hollywood* (the morning round-up of Hollywood entertainment news), *Donavan!*, (a sensationalistic interview/talk show), *Captain Carrot & His Amazing Zoo Crew*, *Funny Bunny*, and *Rainbow Bears* (Saturday morning animated kid shows).

Independent TV Stations

While the media conglomerates dominate the airwaves, there are several independently-owned television stations which are very influential in the United States, including:

WHAM-TV (Gotham)
KBEL-TV (Hub City)
WJAB-TV (Metropolis)
WLEX-TV (Metropolis)
KOMO-TV (Seattle)
KGLX-TV (Los Angeles)

Magazines

Among the independently-owned magazine publishers are:

The *Picture News* (the Central City-based national weekly news magazine); Blaze Comics Inc. (publishers of *Astro Teens*, *Commander Courageous*, and *Booster Gold* comic books); *Ebersole's Business* (a weekly news magazine); *Venture* Magazine (the weekly business magazine); and *Ford's Business Weekly* (owned by eccentric billionaire financier and publisher, Marvin Ford).

Newspapers

The major independently-owned newspapers are:

The *Daily Planet* (Metropolis and national editions, the majority stockholder is Bridwell Communications)
The *National Midnight* (a weekly check-out stand tabloid)
The Metropolis *Daily News*
The *Daily Star* (Star City)

PROFESSIONAL SPORTS

Below is a complete listing of major league sports franchises, categorized by leagues and divisions:

Baseball

NATIONAL LEAGUE
(Eastern Division)
New York Mets
Philadelphia Phillies
Pittsburgh Pirates
Chicago Cubs
Gotham Griffins
Metropolis Meteors
Midway City Chiefs
(Western Division)
St. Louis Cardinals
Cincinnati Reds
Atlanta Braves
Los Angeles Dodgers
Houston Astros
Star City Rockets
San Francisco Giants

AMERICAN
LEAGUE
(Eastern Division)
Detroit Tigers
New York Yankees
Boston Red Sox
Milwaukee Brewers
Baltimore Orioles
Metropolis Monarchs
Gotham Knights
Cleveland Indians
(Western Division)
Oakland Athletics
Minnesota Twins
Kansas City Royals
Chicago White Sox
Texas Rangers
Coast City Angels
Central City Stars
Seattle Mariners

Football

NATIONAL
CONFERENCE
(Eastern Division)
New York Giants
Washington Redskins
Philadelphia Eagles
Metropolis Meteors
Gotham Wildcats
(Central Division)
Chicago Bears
Detroit Lions
Green Bay Packers
Dallas Cowboys
Midway Cardinals
(Western Division)
San Francisco 49ers
Los Angeles Rams
Atlanta Falcons
Star City Stags
Minnesota Vikings

AMERICAN
CONFERENCE
(Eastern Division)
New York Jets
New England Patriots
Miami Dolphins
Buffalo Bills
Indianapolis Colts
(Central Division)
Cleveland Browns
Cincinnati Bengals
Pittsburgh Steelers
Central City Cougars
(Western Division)
Denver Broncos
Kansas City Chiefs
Coast City Sharks
Los Angeles Raiders
San Diego Chargers

Basketball

EASTERN
CONFERENCE
(Atlantic Division)
Boston Celtics
Philadelphia 76ers
Metropolis Generals
New York Knicks
Gotham Guardsmen
(Central Division)
Midway Sprints
Detroit Pistons
Milwaukee Bucks
Indiana Pacers
Chicago Bulls
Cleveland Cavaliers

WESTERN
CONFERENCE
(Midwest Division)
Dallas Mavericks
Keystone Kings
Houston Rockets
Denver Nuggets
Dos Rios Dudes
San Antonio Spurs
(Pacific Division)
Los Angeles Lakers
Portland Trailblazers
Star City Lights
Seattle Supersonics
Phoenix Suns
Coast City Clippers

Hockey

WALES
CONFERENCE
(Adams Division)
Hartford Whalers
Montreal Canadians
Boston Bruins
Quebec Nordiques
Buffalo Sabres
(Patrick Division)
Philadelphia Flyers
Washington Capitals
Metropolis Mammoths
New York Rangers
Pittsburgh Penguins
Gotham Blades

CAMPBELL
CONFERENCE
(Norris Division)
St. Louis Blues
Detroit Red Wings
Chicago Blackhawks
Toronto Maple Leafs
Minnesota North Stars
Midway Wolverines
(Smythe Division)
Edmonton Oilers
Calgary Flames
Winnipeg Jets
Los Angeles Kings
Vancouver Canucks
Hub City Slashers

PUBLIC FIGURES

COMMON HUMANS

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			5

•Skills:

Most professional humans will have one of the following Skills, indicating that person's profession: Artist, Charisma, Gadgetry, Medicine, Military Science, Scientist, and/or Vehicles. Low-level professionals have 1 or 2 APs in their Skill, medium-level professionals 3 to 4 APs in their Skill, and high-level professionals have 5 to 7 (or more) APs in their Skill. High-level professionals who deal with Players' heroes on a regular basis may have several Skills of 7 APs or more.

Blue-collar workers, street thugs, and similar people might have a 3 AP or 4 AP Attribute to balance their lack of Skills. A human with any Attribute of 5 APs or more is not "common."

Except where specifically noted, these statistics and guidelines can be used for any of the individuals listed below.

Hilary Armande: Hilary Armande is a noted psychiatrist.

Scott Bauman: This actor is famous for his portrayal of hard-edged action/adventure figures in a series of highly successful tough cop films. His last movie was *Target: Qurac.*

Sylvia Blaine: Although this psychic channeler is believed by many to be a fraud, Blaine was recently successful in channeling the spirit of a *real* long-dead warrior at a public demonstration of her psychic philosophy. The Phantom Stranger halted Sylvia's possessed rampage; the resulting publicity has catapulted her into international prominence.

Marla Bloom: This film director is noted for one of Hollywood's most famous flops, *Blue Devil: The Movie.* Bloom has done most of her work for Verner Bros. Studios.

NORMAN BRAWLER

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:			5

•Skills:

Artist (Writer): 5

•Advantages:

Connections: The Atom (Low); Gift of Gab

•Motivation:

Responsibility of Power

•Occupation: Author

•Wealth: 9

Norman Brawler: Brawler is a renowned tough-guy author whose most recent best-seller was a collaboration with Ray Palmer, the Atom, on the latter's autobiography. Brawler lives in Ivy Town, Connecticut, in Ray Palmer's old home.

Leo Brysler: The founder and owner of Metropolis's Brysler Motors, Brysler is a blustery showman who will perform the most outrageous stunts in the name of publicizing and pushing his company's products.

Yuri Cherenko: This young Soviet author defected to the West because of his extremist political views. Cherenko cherishes the creative freedom he's found in America and uses it to write what he pleases, no matter how many people he offends in the process.

Winston Cody: An internationally famous fashion designer, Cody began his career in the 1970s by designing clothes for many leading Hollywood stars.

Kaye Daye: Kaye Daye is a middle-aged Gotham City woman who is the world's most successful mystery novelist and quite an armchair detective in her own right.

Daphne Dean: This actress, best known for her dramatic portrayals of women in distress, has starred in films and on the Broadway stage. Her first film, *Life on the Edge*, was a success that launched her Hollywood career.

Dean is a native of Farmville, Missouri and the former girlfriend of Barry Allen, the second Flash.

Julio Delgado: Julio Delgado heads the Delgado Agency, a nationally renowned public relations firm. He is known for his smooth style and powerful connections in every aspect of business and media.

Todd Donner: Todd Donner is the powerful network news anchorman for ABC News's highly-rated and influential *Nightzone* late night news program.

JUAN DONAVAN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

- **Skills:**
  Charisma: 2
- **Advantages:**
  Connection: WGBS-TV (Low); Gift of Gab; Popularity
- **Drawbacks:**
  Catastrophic Irrational Attraction to the sensational and the bizarre; Minor Physical Restriction (speech affectation)
- **Motivation:** Mercenary
- **Occupation:** Talk Show Host
- **Wealth:** 7

Juan Donavan: Juan Donavan is the host of the lurid, tabloid-like TV talk show, *Donavan!*, which is one of the most hated and loved shows on the air.

Rory Durham: Durham flew experimental high-altitude aircraft in the 1950s. During one flight, he accidentally became the first human to orbit the Earth in space. Durham managed to return his craft to Earth, and his experience served as the major push that got the U.S. to create its space program. He is now retired.

C.W. Ebersole: C.W. Ebersole is an economist turned philanthropist and publisher. *Ebersole's Business* is one of the most respected and highly circulated news weeklies in the world. He is a dynamic, opinionated man of sixty-four who engages in rock climbing and landsail racing.

MORGAN EDGE

DEX:	5	STR:	3	BODY:	3
INT:	6	WILL:	4	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			20

- **Skills:**
  Artist (Photographer): 3, Charisma: 8, Weaponry: 5
- **Advantages:**
  Connections: Galaxy Communications (High), Intergang (High), DeSaad (Low); Connoisseur; Gift of Gab; Leadership; Omni-Connection; Scholar (broadcasting)
- **Drawbacks:**
  Dark Secret (Connection to Intergang); Serious Physical Restriction (heart strain)
- **Motivation:** Power Lust
- **Occupation:**
  CEO of Galaxy Communications
- **Wealth:** 17

Morgan Edge: Head of Galaxy Communications and a major figure in the broadcasting world, Edge has been known to take to the airwaves of GBS flagship station WGBS-TV in Metropolis to attack Superman and the rest of the superhero community. Unbeknownst to the public, Edge has close ties with the criminal underworld through the organization called Intergang, which he heads. For many years, Edge used Intergang to further the interests of DeSaad of Apokolips, who was disguised as Darkseid in all his dealings with Edge.

Funky Flashman: Promoter and confidence man Flashman is a master at publicizing stunts and P.R. events. He usually ends up with more publicity for himself than the event. Although his record is spotty at best, Flashman produces often enough to keep the news media coming back for more. Nobody for whom Flashman has ever worked has anything good to say about him. Flashman once tried to

win fame as a tour manager for Mister Miracle. However, this collaboration ended before the tour even began when Funky stole Mister Miracle's Mother Box. As a result, Flashman was attacked by the Female Furies, who had teleported from Apokolips while homing in on the Mother Box. The con man barely survived the attack, and he never worked for Mister Miracle again. He did recently work *with* Miracle again, however, and his efforts resulted in both of them being forced on a huge tour of the galaxy, courtesy of intergalactic barterer Manga Khan. Funky's game statistics can be found on page 90 of the *Background / Roster Book*.

Vincent Garvey: This author has made his fame and fortune as the writer of *We Don't Need The Superhero*, an anti-superhero tract that preaches the abolition of superhero activities.

Daniel Gleason: Daniel Gleason is a best-selling author of contemporary horror novels.

Catherine "Cat" Grant: Formerly the star of Galaxy Broadcasting's *Hollywood Tonight*, this "celebrity reporter" now writes a column entitled *Cat Calls* for the Metropolis *Daily Planet*.

Veronica Hawkes: Veronica Hawkes is the CEO of Hawkes Industries, a successful high-tech company. With her sister, Hawkes has built her company into a major player in the research and development sector. Hawkes has been frequently involved in criminal dealings; this fact was exposed by her recent encounters with Green Lantern.

Roger Huntoon: This pop-psychology author's books attempt to explore Earth's superheroes in a negative light. While Huntoon's books seldom receive good (if any) reviews, they sell fairly well at bus stations and supermarket check-out counters.

Dr. Clay Kendall: Dr. Kendall is the leading researcher in the field of psionics and team leader of the Ferris Aircraft group that created a "Psi-Chair," a device that augments the psionic powers of whoever is seated in it. He is now working in research and development at Blackhawk Express.

Clark Kent: Clark Kent is a Pulitzer Prize-winning star reporter and feature writer for the Metropolis *Daily Planet*. Kent is, of course, also Superman.

Vaslav Kirlov: Although this noted composer has resided in New York City for the past decade, he remains a loyal Soviet citizen. Nonetheless, he defected from the U.S.S.R. in order to raise his estranged daughter, who was conceived out of wedlock during one of Kirlov's concert tours twenty years ago.

Lois Lane: Lois Lane is another Metropolis *Daily Planet* Pulitzer Prize-winning reporter.

Maxwell Lord: The CEO of the multinational Maxwell Lord Enterprises, Maxwell Lord is best known as the benefactor and organizer of Justice League International. Lord originally acted under the influence of a sentient alien computer, but became even more dedicated to the JLI after he was freed from its power. His statistics are on page 93 of the *Background / Roster Book*.

JEAN LORING

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:			5

- **Skills:**
  Charisma: 4, Detective (Law): 6
- **Advantages:**
  Connections: American Bar Association (High), the Atom (Low); Scholar (legal jurisprudence)
- **Drawbacks:**
  Married
- **Motivation:** Seeking Justice
- **Occupation:** Lawyer
- **Wealth:** 9

Jean Loring: This noted trial lawyer from Ivy Town, Connecticut was once married to Ray Palmer, the second Atom.

Lex Luthor: Lex Luthor is the head of Lexcorp, a multinational conglom-

erate with interests in electronics, consumer goods, and scientific research and development. Although no connection has ever been proven, Luthor is one of the leading criminal masterminds in the world, often going up against Superman from his Metropolis-based headquarters. Skeptics say that Luthor virtually controls Metropolis with his power and influence. Luthor was recently involved in a plane crash and is presumed dead, although no body has been found. His statistics are found on page 84 of the *Background / Roster Book*.

Rudolph Lynch: Lynch is a perennial pop music favorite who is known for changing his style to adapt to the popular music of the time.

DR. WILL MAGNUS

DEX:	4	STR:	2	BODY:	3
INT:	9	WILL:	7	MIND:	7
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	16	HERO POINTS:	40		

- **Skills:**

Gadgetry: 10, Scientist: 10, Weaponry: 5

- **Advantages:**

Connections: The Metal Men (High), the Doom Patrol (High), Stagg Industries (Low), U.S. Government (Low); Genius; Expansive Headquarters; Leadership; Scholar (robotics, cybernetics)

- **Drawbacks:**

Minor Psychological Instability; Unluck

- **Motivation:** Upholding the Good
- **Occupation:** Scientist
- **Wealth:** 9

Dr. Will Magnus: Dr. Magnus is Earth's leading expert in robotics. He is the creator of the amazing responsometer, which allows robots to have artificial intelligence and what appear to be human-like emotions. Magnus's invention led to the creation of the Metal Men, a group of humanoid robot heroes whose statistics can be found on pages 65 and 66 of the *Background / Roster Book*. He also recently built a new body for Cliff Steele, a.k.a. Robotman of the Doom Patrol.

Douglas McKendrick: This former Secretary of State was once the head of the National Security Council. He is now a roving diplomat for the White House.

DR. MEGALA

DEX:	0	STR:	0	BODY:	1
INT:	10	WILL:	8	MIND:	8
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	55		

- **Skills:**

Gadgetry: 10, Scientist: 10

- **Advantages:**

Buddy (Babylon); Connections: The Atom Project (High), U.S. Air Force Intelligence (High), Scientific Community (High); Genius; Iron Nerves; Scholar (quantum physics)

- **Drawbacks:**

Dark Secret (Captain Atom's origin); Guilt; Catastrophic Physical Restriction (quadraplegic)

- **Equipment:**

WHEELCHAIR [*DEX: 3, STR: 2, BODY: 6*, AV: 6, EV: 6, Running: 2, Sealed Systems: 6, R#: 2]

- **Alter Ego:** Unknown
- **Motivation:** Unwanted Power
- **Occupation:** Researcher
- **Wealth:** 7

Megala: Megala has been America's foremost research scientist in the field of quantum physics for the past twenty years. Wheelchair-bound and reliant on life-support systems, Megala is rarely seen in public and is considered a bit of a mystery. Megala's involvement in the top secret government Atom Project led to the creation of the superhero, Captain Atom.

Tyrone Napier: Tyrone Napier is a millionaire philanthropist and television personality. Napier invites the needy onto his television program, and, if he deems their need to be real, grants them cash or prize gifts to ease their plight. Many have tried to defraud Napier, but he usually manages to expose these phonies on the air.

Mona Nockwood: Mona Nockwood is a video-jockey on RTV. She has a

fresh, bubbly personality and an encyclopedic knowledge of rock music and trivia.

Dr. Ray Palmer: Dr. Palmer is a renowned physicist who was on the Ivy Town University faculty. Palmer has, in recent years, left the University and gained added fame when his identity as the Atom was revealed to the world.

Bruce Putski: Bruce Putski is the wunderkind inventor of a powerful microcomputer and founder of Polestar Computers, the fifth largest computer manufacturing company in America. Putski is considered one of the world's ten most eligible bachelors.

Sissy Ramirez: Sissy Ramirez is a seventeen-year-old pop singer who has been building her musical career since the age of thirteen, when she began appearing on television. Sissy is always accompanied on her tours by her watchful mother.

Aaron Ramsey: Aaron Ramsey is a cartoonist and creator of the syndicated satirical newspaper strip, *Name to Come*. The strip began in his college newspaper in Happy Harbor, Rhode Island and now appears in over 700 newspapers. Ramsey, now thirty-five, takes delight in attacking any and all sacred cows with his razor-sharp wit.

Carlton Rogers: Carlton Rogers is the Speaker of the House of Representatives.

Jack Ryder: Jack Ryder is an aggressive and opinionated television reporter whose confrontational style has kept him bouncing from station to station in markets around the country. Ryder is secretly the maniacal hero known as the Creeper. His DC HEROES statistics are located on page 37 of the *Background / Roster Book*.

Vic Sage: Vic Sage is a tough, morally rigid reporter and commentator on Hub City's KBEL-TV News. He is secretly the faceless hero of Hub City, the Question.

Sharon Scott: Sharon Scott is an actress who starred in the ill-fated Verner Bros production of *Blue Devil: The Movie*. Her career has suffered a severe setback as a result of that film, but she is currently struggling along on the comeback trail.

Garrison Slate: Garrison Slate is a scientist and founder of S.T.A.R. Laboratories.

BETHANY SNOW

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			10

- **Skills:**

Artist (Actor, Photographer): 4, Charisma: 3, Weaponry: 3

- **Advantages:**

Connections: Church of Blood (High); WUBS-TV (Low); Gift of Gab; Popularity; Scholar (misrepresentation)

- **Drawbacks:**

Dark Secret (Church of Blood member)

- **Motivation:** Psychopath
- **Occupation:** Television Reporter
- **Wealth:** 5

Bethany Snow: A one-time reporter for a cable news network, Snow's credibility was destroyed when it was discovered she was in league with the Teen Titans' foe, Brother Blood. Snow has since moved to a small local news station in upstate New York, where she is attempting to rebuild her career.

Wayne Tarrant: This B-movie actor had the starring role in *Blue Devil: The Movie*. His participation in this movie destroyed what little career he did have, which consisted mainly of roles in slasher films, soap operas, and television commercials.

Paige Turner: Paige Turner is a prize-winning free-lance photojournalist. The twenty-eight-year-old photographer has gained fame as the "Photographer of the Super-Stars." She is known for her artistic portraits and articles on heroes such as Booster Gold, Blue Beetle, Superman, and the Flash.

Donovan Upton: Donovan Upton is a lawyer and a founding partner of



Chayney, Upton, Goldfarb, and McKenna, a prestigious New York law firm. Upton has achieved considerable wealth and infamy by defending a client list consisting exclusively of supervillains.

Vicki Vale: Vicki Vale is a freelance photojournalist, best known for her work in the Gotham City-based *VUE* magazine. Her statistics are located on page 94 of the *Background / Roster Book*.

Randy Violent: Randy Violent is an actor who is known for his macho-man roles in violent action/adventure films. Although he and his films are universally panned by critics, Violent's films rates among the top five box office draws in America.

Bruce Wayne: Bruce Wayne is a millionaire philanthropist/businessman and the owner and CEO of the Gotham City-based Wayne Industries and Wayne Foundation. Wayne is secretly Batman.

Perry White: Perry White is the owner, publisher, and editor-in-chief of the Metropolis *Daily Planet*. In his younger days, White was a star reporter for that same paper. His DC HEROES game statistics can be found on page 93 of the *Background / Roster Book*.

ATLANTIS

*T*he kingdom of Atlantis is generally considered to be the earliest known civilization on Earth, existing as long as 1,000,000 years ago. How the Atlantean race of *homo sapiens* arose hundreds of thousands of years before the rise of current-day humanity is unknown, but this anomaly of evolution is believed to be linked to the strong presence of magical energy, or *mana*, that then existed around Earth.

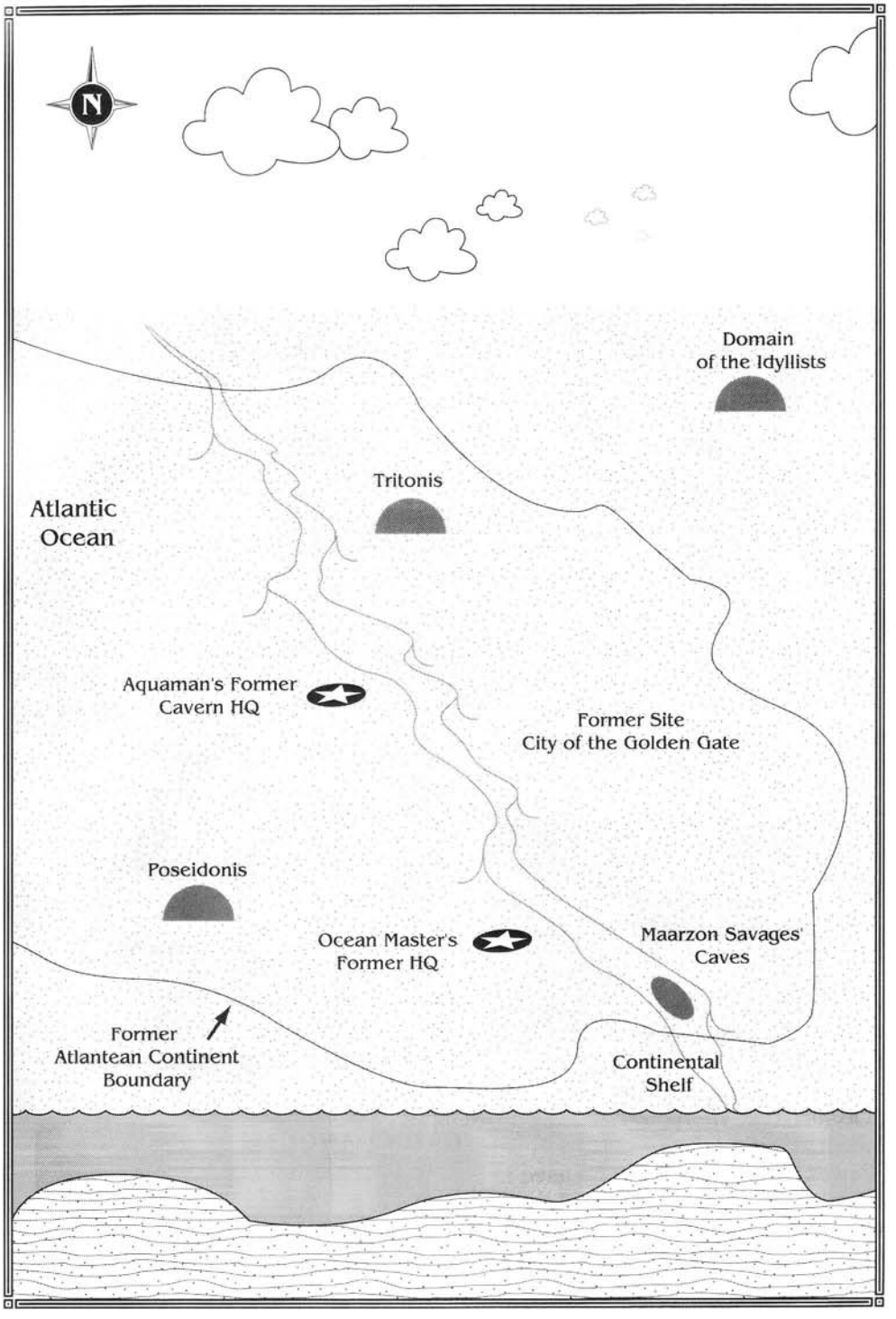
The original Atlanteans were highly mystical beings; their society and the very structure of the world were based on the use of this magical energy. Over the millennia, the *mana* was eventually depleted, and the powers of science and technology replaced sorcery as the dominant force of nature.

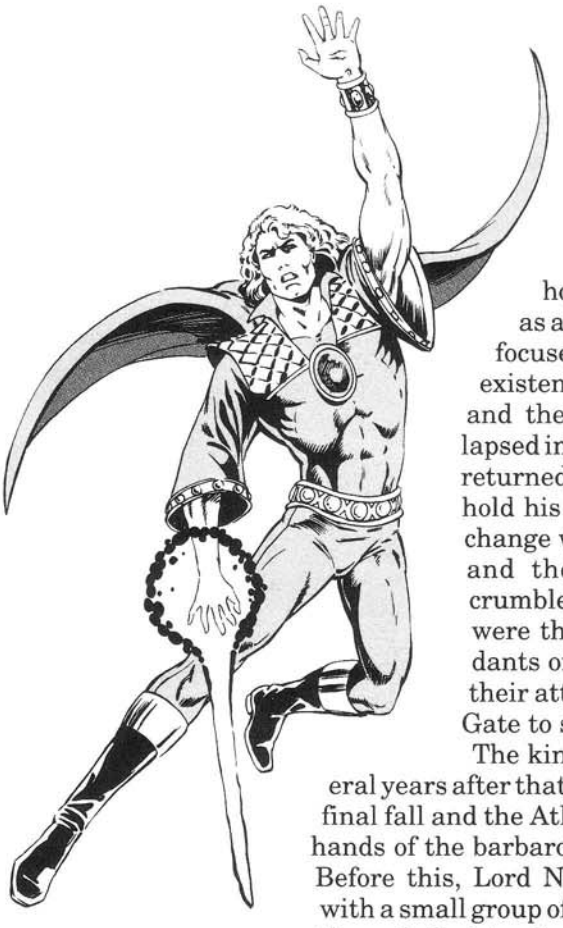
While it flourished, Atlantis was a great civilization; it ruled the world through the power of its twelve major city-states, which were located on all the continents of Earth. Each of these city-states was ruled by a sorcerer-monarch who wielded the mystic power of his part of the world. At the head of the entire Atlantean Empire was the most powerful of these kings and queens. Less the master of the eleven other monarchs than a sort of chairman of the Royal Conclave of Twelve, this monarch also reigned over the first and largest of the Atlantean city-states, the magnificent City of the Golden Gate.

In its early years, however, Atlantis was ruled by a body of mad sorcerers. These sorcerers were eventually wiped out and replaced by saner rulers who sought peace rather than the endless warfare of their predecessors. Atlantis' first great era of peace and prosperity came during the long reign of Calculha, about a half million years ago. To Calculha and his queen Majiestra were born two sons, Ahri'ahn and Garn. Majiestra was a student of the dark forces, and in seeking power, she stole the Twelve Crystals of the Zodiac, which were keyed to the magical nexi of the twelve major cities. To save Atlantis from her evil, Ari'ahn sacrificed himself. His soul was sent out into the stars in the form of pure magical energy, where it traveled for hundreds of thousands of years before being drawn back to Earth for its rebirth as Arion.

The Atlanteans grew in stature and power. Soon, their eyes turned to the world beyond Earth, leading them to begin an extensive study and survey of the universe. These efforts culminated in the creation of magically-fueled spacecraft, which carried hordes of Atlantean colonists out among the stars. As the years passed and the colonists ventured further into interstellar space, they lost contact with Earth. Years later, it was learned that the farther they traveled away from Earth, the weaker the magic that propelled their ships through the stars became. The Atlanteans found refuge on an uninhabited world and created a civilization based on science. Technologically-powered space flight was eventually rediscovered and the Atlanteans, having evolved along different biological and ethical paths from their Earthbound cousins, set out on a warlike conquest of neighboring worlds.

Although the Atlanteans were virtually the all-powerful masters of the world and their environment, they were confronted with certain insurmountable problems. Foremost among these problems was the disappearance of the magical *mana*. Also, the Atlanteans encountered a savage race of barbaric submen, or *homo erectus*, which were the precursors to our own civilization. The


N
Domain
of the Idyllists
Tritonis
Atlantic
Ocean
Aquaman's Former
Cavern HQ
Former Site
City of the Golden Gate
Poseidonis
Ocean Master's
Former HQ
Maarzon Savages'
Caves
Former
Atlantean Continent
Boundary
Continental
Shelf



people of Atlantis also shared the Earth with a variety of magical beings and creatures, as well as otherdimensional visitors from neighboring mystically-based realms.

As the magic waned, Atlantis' hold over the Earth began to weaken as all of the Atlanteans' energies were focused on maintaining their hold on existence. Cities built on magic crumbled, and the creatures of sorcerous origins lapsed into extinction and myth. Arion had returned during this era and attempted to hold his world together, but the forces of change were too great for even his magic, and the great Atlantean civilization crumbled. The prime movers of the fall were the invading hordes of the descendants of the ancient Atlantean colonists; their attack caused the City of the Golden Gate to sink beneath the sea.

The kingdom of Atlantis held on for several years after that, with Arion at its helm, before the final fall and the Atlanteans' virtual extinction at the hands of the barbarous hordes of emerging mankind. Before this, Lord Norrad the Younger fled Atlantis with a small group of followers. They eventually sailed through the interdimensional nexus linking the Earth and a magical otherdimensional realm they called New Atlantis (see entry under **SKARTARIS**).

ARION

DEX:	6	STR:	4	BODY:	6
INT:	8	WILL:	10	MIND:	9
INFL:	10	AURA:	13	SPIRIT:	11
INITIATIVE:	26	HERO POINTS:		75	

•**Powers:** **Mystic Linked*

Danger Sense: 9*, Energy Absorption: 2*, Illusion: 8*, Power Reserve: 8*, Magic Sense: 9, Sorcery: 8

•**Skills:**

Animal Handling: 4, Martial Artist: 6, Occultist: 7, Weaponry: 6

•**Limitations:**

Power Reserve can only be used in conjunction with Sorcery. Arion's Power Reserve begins at 0 APs: the energy that he absorbs with his Energy Absorption is added to his Power Reserve until it reaches its full capacity of 8 APs. He retains this energy for 7 APs of time.

•**Advantages:**

Area Knowledge (Atlantis); Connection: Atlantis (High); Leadership; Popularity

•**Drawbacks:**

Authority Figure; Arch Enemy (Garn Danuuth)

•**Alter Ego:** Ahri'ahn

•**Motivation:** Upholding the Good

•**Occupation:** Lord of Atlantis

•**Wealth:** 10

GARN DANUUTH

DEX:	6	STR:	4	BODY:	6
INT:	7	WILL:	9	MIND:	8
INFL:	11	AURA:	11	SPIRIT:	10
INITIATIVE:	26	HERO POINTS:		60	

•**Powers:** **Mystic Linked*

Flight: 8*, Control: 10*, Energy Absorption: 2*, Power Reserve: 6*, Mystic Blast: 10, Spirit Travel: 12,

Sorcery: 7

•**Skills:**

Martial Artist: 7, Occultist: 6, Weaponry: 8

•**Limitations:**

Power Reserve can only be used in conjunction with Sorcery. Garn's Power Reserve begins at 0 APs: the energy that he absorbs with his Energy Absorption is added to his Power Reserve until it reaches its full capacity of 6 APs. He retains this energy for 5 APs of time.

•**Advantages:**

Area Knowledge (Atlantis); Connections: Mu (High), Darkworld (Low); Leadership

•**Drawbacks:**

Catastrophic Irrational Attraction to destroying Arion; Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Sorcerer

•**Wealth:** 7

CALCULHA

DEX:	3	STR:	2	BODY:	2
INT:	9	WILL:	9	MIND:	8
INFL:	10	AURA:	10	SPIRIT:	9
INITIATIVE:	20	HERO POINTS:			85

•**Powers:** **Mystic Linked*

Danger Sense: 6*, Energy Absorption: 2*, Illusion: 8*, Power Reserve: 7*, Magic Sense: 9, Sorcery: 10

•**Skills:**

Charisma: 11, Occultist: 12

•**Limitations:**

Power Reserve can only be used in conjunction with Sorcery. Calculha's Power Reserve begins at 0 APs: the energy that he absorbs with his Energy Absorption is added to his Power Reserve until it reaches its full capacity of 7 APs. He retains this energy for 7 APs of time.

•**Advantages:**

Connections: Atlantis (High), Arion (High), Darkworld (Low); Leadership; Scholar (Atlantis)

•**Drawbacks:**

Age (old); Authority Figure; Married

•**Motivation:** Upholding the Good

•**Occupation:** Sorcerer

•**Wealth:** 8

LADY CHIAN

DEX:	7	STR:	3	BODY:	4
INT:	4	WILL:	3	MIND:	4
INFL:	4	AURA:	2	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:			25

•**Skills:** **linked*

Acrobatics: 7*, Animal Handling: 4*, Charisma (Persuasion): 5, Martial Artist: 7*, Medicine (First Aid): 3, Military Science (Tracking): 4*, Occultist (Occult Knowledge): 3, Thief: 7*, Weaponry: 7*

•**Advantages:**

Attractive; Connections: Atlantis (High); Arion (High); Intensive Training; Iron Nerves; Lightning Reflexes

•**Equipment:**

Sword [BODY: 8, EV: 5]

Laser Pistol [BODY: 4, AV: 3, EV: 4, Ammo: 10, R#: 2]

•**Motivation:** Upholding the Good

•**Occupation:**

Captain of the Royal Guard

•**Wealth:** 5

WYYNDE

DEX:	6	STR:	4	BODY:	5
INT:	3	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			15

•**Skills:**

Animal Handling: 5, Martial Artist: 6, Military Science (Tracking): 8, Thief: 8, Weaponry: 6

•**Advantages:**

Connections: Atlantis (High), Arion (High); Lightning Reflexes; Sharp Eye

•**Equipment:**

Sword [BODY: 8, EV: 5]

Crossbow [STR: 6, BODY: 4, EV: 5, Ammo: 1, R#: 3]

STR of the Crossbow is its Range.

Laser Pistol [BODY: 4, AV: 3, EV: 4, Ammo: 10, R#: 2]

•**Motivation:** Seeking Justice

•**Occupation:**

Lieutenant of the Royal Guard

•**Wealth:** 4

When the second age of Atlantis began, only one Atlantean city remained inhabited. Poseidonis had continued to prosper for several hundred years after Arion's departure, until the reign of King Orin. Arion had taken with him much of the technology and sorcery that had made Atlantis prosper, and in these later days, the supporters of science and magic found themselves in ever-greater conflict. This strife came to a head when Orin commanded the construction of a dome of Poseidonis to protect the city against the encroaching barbarian hordes. The plan was vociferously opposed by Shalako, Orin's brother and the spiritual leader of Poseidonis. Shalako claimed that the dome was an offense against the goddess of the sky, Suula, who would destroy Poseidonis if the dome was constructed. Orin refused to submit to Shalako's superstitious warnings and the dome was built. Shortly thereafter, Rajar, one of Poseidonis' leading astronomers and Orin's best friend, spied a meteor that would soon collide with the Earth near Poseidonis, causing tremendous upheavals. After several failed attempts to deflect or destroy the meteor with a laser cannon, Orin ordered the city sealed and the people of Atlantis awaited their fate.

The meteor fell to Earth and caused an earthquake that caused the last remaining parts of Atlantis to sink beneath the ocean. But Poseidonis survived underneath its dome. The people of the city were far from safe, however. Due to their undersea entombment, the citizens were verging on insanity and riot. Expeditions were sent to discover whether any surface land remained, but none of these ever returned. Finally, Shalako led his followers through a series of underground tunnels to the city of Tritonis. There, using powers he had gained from praying to certain dark gods, Shalako sacrificed his wife, Loma, and created a dome over Tritonis from the very water itself. Meanwhile, Orin and his scientists worked on devising a way for the people of Atlantis to live underwater, and eventually created a serum that allowed them to breathe underwater. Orin offered the serum to the people of Tritonis, who enthusiastically accepted it over Shalako's admonition that the serum was another insult to the gods. Shalako then prayed to the dark gods and called down a curse upon them, which caused the Tritonians to mutate into fish-legged beings. When Shalako's treachery was exposed by his son, Dardanus, the Tritonians rose in revolt and slew Shalako and his entire family. Only Dardanus escaped the slaughter and went into hiding.

Dardanus did not appear again until several years later, when he appeared at the fourteenth birthday party of Orin's daughter, Cora. During the festivities, Dardanus stabbed and nearly killed Bazil, Cora's betrothed, for which Orin banished him from Poseidonis for several years. During his absense, Bazil and Cora continued their courtship, to the point where they decided to marry. On the eve of their wedding, however, Dardanus snuck into Cora's bedchamber and sexually assaulted her. Cora told no one of her ordeal.

Relations between the two Atlantean cities continued to deteriorate, especially when it was discovered that the Tritonians were continuing to mutate. Tritonian children were being born with single fish tails rather than legs, so Orin ordered the gates of both cities to be opened, and Atlantis truly became a nation of the sea. Even Orin's grand gesture could do little to stem the tide of racial tension that was brewing.

The serum that had allowed the Atlanteans to breathe underwater also slowed their metabolic rate, granting them an extended lifetime. Sensing his daughter's growing restlessness and feeling the weight his years of responsiblity, Orin decided to step down and pass the rulership of Atlantis to Cora. At her coronation, Dardanus appeared and presented his previously unknown son,

Kordax, the offspring of his rape of Cora. Kordax was a strange, scaled being with telepathic powers that allowed him to command the creatures of the sea. Dardanus and Kordax threatened Cora with war if she did not acknowledge Kordax as the heir to the throne of Atlantis. Cora refused and Dardanus declared war against Poseidonis.

The battles that followed were violent and bloody. Kordax used his telepathic powers to summon sharks and other predators to attack the Poseidonians, but was unable to maintain control over them when the beasts scented blood in the water. The two armies set their differences aside to combat the common threat, while Dardanus engaged in single combat against Orin and Kordax fought alone against Fiona, Cora and Bazil's daughter. The historian, Regin, recorded that the spirit of Shalako returned to destroy Dardanus after Dardanus had stabbed Orin from behind, and that Orin and Shalako were consigned to an ominous place called the Cave of Death, to battle for eternity. Kordax was defeated by Fiona and afterwards sentenced to banishment and the amputation of one arm.

This battle represented the end of the second age of Atlantis, as the people were instilled with the belief that only harmony between the peoples of Poseidonis and Tritonis would prevent Shalako from gaining the upper hand and escaping Orin to wreak havoc once again. For many centuries afterwards, Atlantis was at peace.

ORIN

DEX:	7	STR:	4	BODY:	5
INT	7	WILL:	8	MIND:	7
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE:	[22]	HERO POINTS:			50

- **Powers:**
  Water Freedom: 7, Swimming: 6, Telepathy: 3
- **Skills:**
  Charisma: 8, Gadgetry: 5, Martial Artist: 5, Medicine: 5, Military Science: 7, Scientist: 7, Weaponry: 7
- **Advantages:**
  Area Knowledge (Poseidonis); Connections: Poseidonis (High), Tritonis (Low); Leadership; Popularity
- **Drawbacks:**
  Age (later in career only); Authority Figure; Married; Public Identity
- **Motivation:**
  Responsibility of Power
- **Occupation:** King of Poseidonis
- **Wealth:** 8

SHALAKO

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	7	MIND:	7
INFL:	8	AURA:	9	SPIRIT:	8
INITIATIVE:	[24]	HERO POINTS:			50

- **Powers:** **Mystic Linked*
  Water Freedom: 8, Swimming: 5, Telepathy: 3, Water Control: 8*
- **Skills:**
  Charisma: 7, Martial Artist: 5, Occultist: 9, Weaponry: 6
- **Advantages:**
  Area Knowledge (Tritonis); Connections: Tritonis (High), Poseidonis (Low); Leadership; Popularity; Scholar (Atlantean gods)
- **Drawbacks:**
  Dark Secret (murder of Loma); Catastrophic Irrational Attraction to destroying Orin; Serious Psychological Instability; Public Identity
- **Motivation:**
  Power Lust/Psychopath
- **Occupation:** King of Tritonis
- **Wealth:** 7

CORA

DEX:	3	STR:	2	BODY:	2
INT:	5	WILL:	6	MIND:	5
INFL:	4	AURA:	6	SPIRIT:	4
INITIATIVE:	[16]	HERO POINTS:			25

- **Powers:**
  Swimming: 4, Water Freedom: 5, Telepathy: 3
- **Skills:**
  Charisma: 6, Martial Artist: 3,

Weaponry: 3

•**Advantages:**

Attractive; Connection: Poseidonis (High); Leadership

•**Drawbacks:**

Authority Figure; Dark Secret (assault by Dardanus); Married; Traumatic Flashbacks

•**Motivation:** Upholding the Good

•**Occupation:** Queen of Poseidonis

•**Wealth:** 8

DARDANUS

DEX:	7	STR:	4	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	8	SPIRIT:	3
INITIATIVE:	[17]	HERO POINTS:	25		

•**Powers:**

Swimming: 4, Water Freedom: 5, Telepathy: 3

•**Skills:**

Charisma: 6, Occultist: 4, Thief: 5, Weaponry: 6

•**Advantages:**

Area Knowledge (Tritonis); Connections: Tritonis (High), Poseidonis (Low)

•**Drawbacks:**

Dark Secret (assault on Cora); Forced Exile (Poseidonis); Mistrust; Serious Psychological Instability

•**Motivation:** Psychopath

•**Occupation:** King of Tritonis

•**Wealth:** 7

KORDAX

DEX:	7	STR:	6	BODY:	6
INT:	3	WILL:	4	MIND:	4
INFL:	5	AURA:	2	SPIRIT:	5
INITIATIVE:	[20]	HERO POINTS:	35		

•**Powers:**

Animal Control: 12, Speak With Animals: 8, Summon Animals: 10, Swimming: 7, Water Freedom: 10, Telepathy: 4

•**Skills:**

Animal Handling: 5, Charisma (Intimidation): 7, Military Science (Tracking): 5, Thief (Stealth): 8

•**Limitations:**

All Animal Powers only work on marine life.

•**Advantages:**

Connection: Tritonis (High); Lightning Reflexes

•**Drawbacks:**

Forced Exile (Atlantis); Catastrophic Rage; Strange Appearance

•**Motivation:**

Psychopath/Power Lust

•**Wealth:** 1

Atlantis remained at peace for many centuries, the two cities remaining relatively friendly, if somewhat segregated. During this time, the people of Poseidonis gradually evolved fin-like membranes on the backs of their calves, which helped them to maneuver better underwater. The peace lasted until the time of Honsu the Conqueror. Honsu and his wife, Lorelei, had three sons: Kraken, Atlan the Loner, and Haumond. Atlan was distinguished from other Poseidonians by his blonde hair, which by this time had come to be regarded as the sign of Kordax. Thus, he spent most of his time away from Atlantis, exploring. On one of these solitary expeditions, Atlan discovered that the surface world, long thought destroyed by the Atlanteans, still existed and was still inhabited.

At this time, the two cities were jointly ruled by a council consisting of ten members, each of whom represented a different area or faction of Atlantis' undersea empire. When Atlan brought news of the surface world, the council voted to preemptively attack the surface dwellers. The one negative vote was cast by Shayera of the Idyllists, a group of pacifists who were so outraged by the senseless agression of Honsu and his followers that they left Poseidonis and founded a new city of their own.

The Atlanteans' brutal attack on the surface was ruthlessly savage and phenomenally successful. They established a city on an island they called Bazilia, and from there they proceeded to conquer the civilization of the

Babylonians. Their march of conquest was turned back, however, when they moved on Egypt. The hot sun of the Egyptian desert did more damage to the water-dependent Atlanteans than the pharaoh's armies, and the Atlanteans fled. In the confusion of the retreat, Haumond was left behind and captured by the Egyptians. He was taken to the pyramids, where he was escorted into the presence of one of the Egyptians' "living gods." To his shock, he discovered that these gods were, in fact, descendants of the lost expeditions that had been sent by Orin many centuries earlier.

Meanwhile, the Atlanteans were storming across Greece. By the time they reached the city of Athens, their resources were being rapidly depleted and morale was low. Only Honsu's will kept the army together, reinforced by the singleminded battle lust of his son, Kraken. Honsu offered a deal to the Athenians: he challenged them to provide a champion to engage in single combat against Kraken, with the victor's side receiving possession of the city. A masked soldier came forth from Athens, and after a bitter fight, managed to kill Kraken. Honsu was enraged by Kraken's death and stunned when he saw that the soldier was, in fact, Haumond, who had secretly traveled to Athens with the assistance of the Egyptians. Demoralized, the Atlanteans returned to the seas, leaving behind only Haumond, and legends. Perhaps symbolically, Bazilia sank into the ocean soon afterwords.

HONSU THE CONQUEROR

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	8	MIND:	7
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE: 22 [22]		HERO POINTS:			50

- **Powers:**
  Water Freedom: 7, Swimming: 6, Telepathy: 3
- **Skills:**
  Charisma: 8, Martial Artist: 7, Military Science: 7, Weaponry: 9
- **Advantages:**
  Area Knowledge (Poseidonis); Connections: Poseidonis (High), Tritonis (Low); Leadership
- **Drawbacks:**
  Authority Figure; Married
- **Motivation:** Power Lust
- **Occupation:** King of Poseidonis
- **Wealth:** 8

KRAKEN THE MONSTROUS

DEX:	6	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE: 14 [14]		HERO POINTS:			25

- **Powers:**
  Water Freedom: 6, Swimming: 5, Telepathy: 3
- **Skills:**
  Martial Artist: 7, Weaponry:7
- **Advantages:**
  Connections: Atlantis (High); Rich Family (Honsu)
- **Drawbacks:**
  Serious Rage
- **Motivation:** Power Lust
- **Occupation:** General
- **Wealth:** 6

ATLAN THE LONER

DEX:	7	STR:	4	BODY:	4
INT:	9	WILL:	10	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE: 25 [28]		HERO POINTS:			55

- **Powers:**
  Swimming: 7, Water Freedom: 10, Telepathy: 5, Sorcery: 12*
- **Skills:**
  Charisma: 9, Martial Artist: 7, Occultist: 7*, Thief: 7, Weaponry: 3
- **Note:**
  The abilities noted with an asterix (*) above exist only later in Atlan's life.
- **Advantages:**
  Connection: Atlantis (High); Sharp Eye
- **Drawbacks:**
  Voluntary Exile (Atlantis); Mistrust
- **Motivation:** Upholding the Good
- **Occupation:** Loner
- **Wealth:** 2

HAUMOND THE PEACEMAKER

DEX:	5	STR:	4	BODY:	4
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	21[22]			HERO POINTS:	25

- **Powers:**
  Swimming: 4, Water Freedom: 6, Telepathy: 3
- **Skills:**
  Martial Artist: 5, Weaponry: 5
- **Advantages:**
  Connections: Atlantis (High), Egypt (High); Scholar (Atlantean history)
- **Drawbacks:**
  Guilt; Innocent; Uncertainty
- **Motivation:** Upholding the Good
- **Occupation:** Soldier, later Priest
- **Wealth:** 2

After the Atlanteans returned to the oceans from which they came, their existence slowly passed into the realms of legends. Having learned their lesson the hard way, the people of Atlantis did not venture to the surface world again. The death of Atlan the Loner was never recorded, and it is believed that he lived on far beyond even the Atlanteans' normal lifespans. Some centuries later, Poseidonis came to be ruled by a young queen, named Atlanna for her famous ancestor, and her husband, Trevis. During this time, the presence of the surface men began to be felt in Atlantis, in the form of waste and refuse dumped into the oceans that threatened the lives of the Atlanteans.

Atlanna and Trevis' reign was also plagued by internal strife that came from a faction calling themselves the New Shalakites. They believed that Shalako had been right to condemn technology for the deluge that sank Atlantis, and that only a return to the old beliefs would halt the incursion of the surface people. Trevis did not have the willpower to withstand the machinations of Kalandro, the leader of the New Shalakites, and his position was further weakened by the failure of himself and Atlanna to produce an heir.

One evening, Atlanna was visited in her dreams by Atlan the Loner, and soon afterwards discovered that she was expecting a child. The apparent blessing went bad, however, when the child was born with blonde hair and condemned for having the sign of Kordax. Brokenhearted, Trevis left the child to be exposed on a rock and later took his own life.

After Trevis' suicide, the New Shalakites took over Poseidonis and held control over it for many years. It was not until much later that Atlanna's son, who had managed to survive due to his superior abilities, returned to Poseidonis and showed his people the way to freedom. The saviour of Atlantis inspired a revolt when he escaped from a maximum security prison, although he did not know it until he returned to Atlantis sometime later. He called himself by the name his surface dwelling foster father had given him, Arthur Curry, but he was to become better known as Aquaman. His statistics can be found on page 37 of the *Background / Roster Book*.

Today, most of the Atlanteans live in the domed cites of Poseidonis and Tritonis, located approximately 7,000 feet beneath the surface of the North Atlantic Ocean. Other Atlantean outposts include the domain of the Idyllists, who maintain their philosophy of pacifism despite the actions of their onetime ruler, Thar the Insane, and the cave-dwelling Savages of Maarzon, a society of primitives whose origins are unknown.

Poseidonis and Tritonis exist as separate kingdoms, peacefully coexisting after undergoing an temporary period of hostilities and warfare after the New Shalakites seized control of Poseidonis. While both kingdoms possess a high degree of technological sophistication, the Tritonisians tend to apply their knowledge to civil engineering and other peaceful pursuits, while Poseidonis remains more militant in its outlook. Poseidonians are often embroiled in civil



and political disputes that frequently erupt into full-scale revolution.

Poseidonis is ruled by a monarch, who is subject to parliamentary control by ministers elected by popular vote. The throne is often hereditary, but a new monarch can be installed by acclamation. Such was the case with Aquaman, who was given the throne when his true parentage became known. Aquaman gave up the throne after several years of rule, in favor of his one-time head minister, Vulko. Upon Vulko's death, Pletus, a vain and foppish dullard, took over the throne when Mera, Poseidonis' queen and Aquaman's wife (see **MERA'S WORLD**), suffered a deterioration of her mental state after the death of her son.

When war descended upon Atlantis, Pletus singlehandedly destroyed the morale of his armies by misdirecting battles and executing officers for the least infraction. Atlantis was occupied by a race of alien jellyfish, and Pletus surrendered and was killed. Aquaman, a political prisoner, joined with others in a resistance movement against Atlantis' occupation. These rebels looked to their one-time king as their leader. Using his powers to enlist the aid of sea creatures, Aquaman helped defeat the occupying forces and was declared king by the Atlantean people. However, he chose not to accept reinstatement to the throne.

Poseidonis has a primarily agrarian economy, having developed sophisticated salt-water hydroponic farming techniques in their huge, ocean-floor farming communes. The city trades its crops with several surface nations, but places heavy restrictions on the sale of its technological creations, which are far more advanced than those of surface technology. In recent years, the city has been opened to visits from surface-dwellers.

Tritonis is located several hundred leagues south of Poseidonis. Its population of mer-people is less inclined to engage in aggressive behavior and directs its energies to a thorough examination of the environment and the betterment of undersea life.

TYPICAL POSEIDONIAN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	[9]	HERO POINTS:			0

•Powers:

Swimming: 4, Water Freedom: 5, Telepathy: 3

•Drawbacks:

Fatal Vulnerability to lack of contact with water

TYPICAL TRITONIAN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	[8]	HERO POINTS:			0

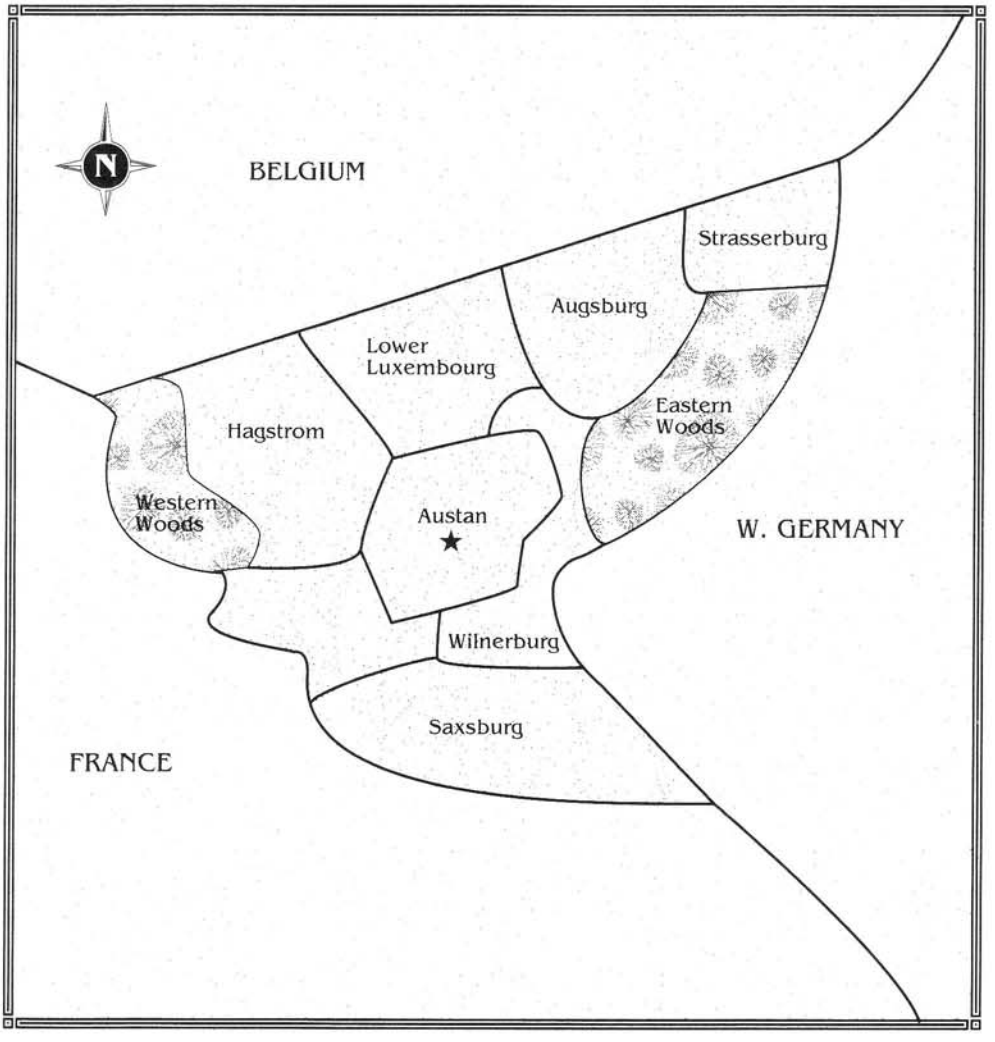
•Powers:

Swimming: 5, Water Freedom: 4, Telepathy: 3

•Drawbacks:

Strange Appearance (to surface dwellers only); Fatal Vulnerability to lack of contact with water

AUSTANBURG



Austanburg is a small Western European nation that, more than forty years after the end of World War II, the dissolution of its monarchy, and the implementation of a democratic parliamentary government, is still struggling to cope with its emergence as a modern nation.

Austanburg was established as a feudal state during the 11th Century in the southwestern Balkan Peninsula under the reign of Hungarian nobleman, later King, Angevin I. Austanburg became an independent principality in the late 14th Century, but its independence was short-lived as it was conquered by the powerful Turkish Ottoman Empire in 1526. This small nation of only a few thousand square miles remained under Turkish domination until the collapse of the Ottoman Empire in 1918 following World War I. Throughout this period,

the descendants of King Angevin remained on the throne of Austanburg as the Ottoman regents ruled over the conquered state.

Freedom was once again short-lived, however, as Austanburg's monarch was overthrown by a Communist-backed revolution which brought the tiny nation under Soviet domination in 1921. The monarchy was displaced, and most of the royal family was killed by the new Communist regime, with only a few descendants of King Angevin I able to escape the country and survive, settling in England, France, and the United States.

At the close of World War II, Austanburg was liberated from Communist control, and a democratic government was set up by the Allied occupational forces. Austanburg struggled with its new-found political and economic independence, striving to discover a path that would lead it to self-sufficiency and freedom from American economic dependency. It was not until the late 1970s and the election of reform presidential candidate Bela Vardem that Austanburg discovered that path. Through tax incentives and the promise of a large labor force, the establishment of foreign industrial facilities in Austanburg was encouraged.

President Vardem's plan seems to be having the desired effect; the past decade has seen Austanburg experiencing an economic upswing, with European branches of many major American and British corporations, including Lexcorp, Brysler Motors, Ferris Aircraft, Cornelius/Krieg Pharmaceuticals, Cypher International, and Dayton Industries taking advantage of the country's generous incentives.

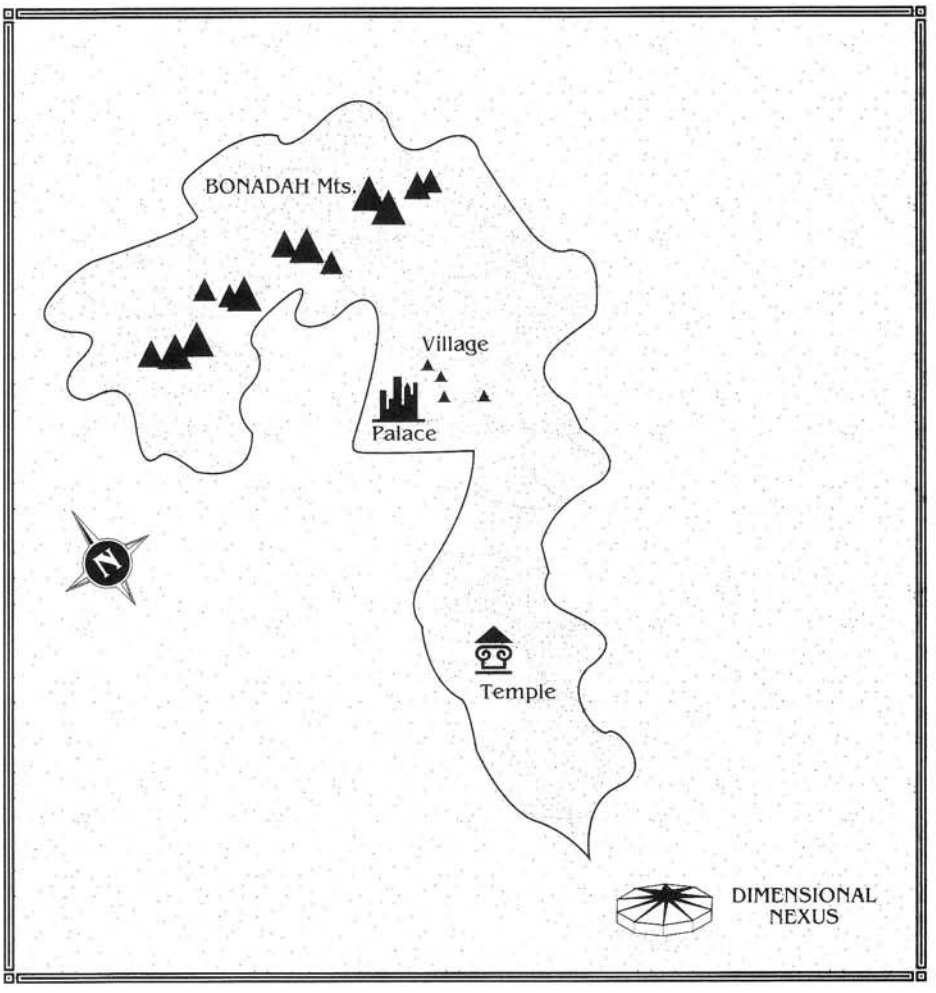
Although currently undergoing a great building boon, Austanburg seeks to maintain its historic heritage and architecture, with severe restrictions placed on the demolition of old buildings. Every attempt is made to blend new architecture with the style of its historic predecessors.

The capital of Austanburg is the city of Austan, located in the center of the country. The Austanburgian Parliament meets in the ancient Royal Castle, while the Presidential residence is located, symbolically, in the historically renovated prison. President Vardem is nearing the end of his second five-year term of office and is expected to run for a third term.

BADHNISIA

Badhnisia is an obscure country located somewhere in Europe, although no one except the Badhnisians is sure exactly where. Hardly larger than a small town, Badhnisia is sometimes seen as a land of rolling hills and pastoral farmlands, while at other times, it seems to be a mountainous area or a dry flat land. Because of these discrepancies, it is widely believed that Badhnisia is not a "real" country at all, but some kind of nexus to another dimension where magic is more predominant.

On July 7, 1917, a Saturday (the seventh day of the week) that coincided with the Seventh Circle of the Moon Lahseen on the Badhnisian calendar, a boy was born in the Bronx. The high priest of Badhnisia knew that this child would, by virtue of the mystical coincidences of his birth date, have tremendous powers when he grew up. The high priest sent agents to kidnap the boy, and they succeeded in bringing him to Badhnisia. A ceremony was performed over the child, during which the Eternal Zone of the Zodiac was placed in a belt around the boy's waist, and the mystical words "Cei-U" were spoken seven times. The



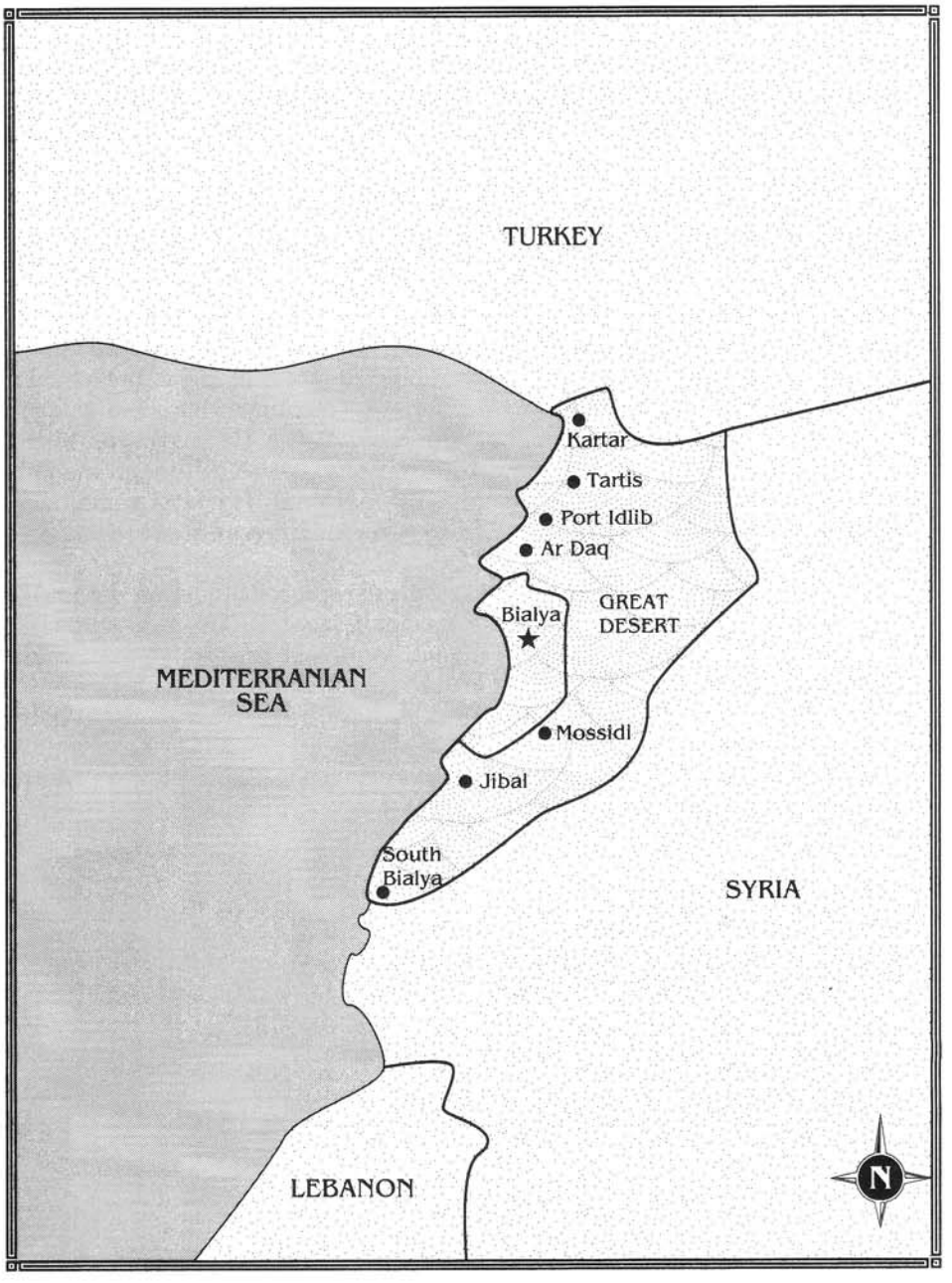
spell cast would take effect on the youth's seventh birthday.

By a strange series of events and accidents, the boy escaped from his captors and returned to his parents in America, Simon and Mildred Thunder. Johnny Thunder reached his seventh birthday and beyond, not knowing that he had the power to summon and command a powerful magic thunderbolt whenever he said "Cei-U" (pronounced "say, you!"). Nevertheless, he became a member of the Justice Society of America and later learned the truth about the thunderbolt and its Badhnisian origins. Returning to Badhnisia, Johnny was crowned king, and had to contend with the high priest's evil plans for conquest. After the priest was defeated, Johnny remained in Badhnisia long enough to teach the natives about democracy. Once they had elected their first president, Johnny returned home to America.

The Badhnisians' strange form of government is largely based on magic. Johnny Thunder managed to teach the Badhnisians the value of democracy, but little of the practical necessities of the democratic process. The Badhnisians have taken to magically electing a president, whose term of office can last from ten minutes to several years, depending on the signs and portents that surround his election.

Statistics for Johnny Thunder and his thunderbolt can be found on page 35 of the *Background / Roster Book*.

BIALYA


TURKEY
Kartar
Tartis
Port Idlib
Ar Daq
Bialya
GREAT
DESERT
MEDITERRANIAN
SEA
Mossidl
Jibal
South
Bialya
SYRIA
LEBANON
N

Bialya has seen more strife and a greater turnover of rulers than any of its larger Middle Eastern neighbors.

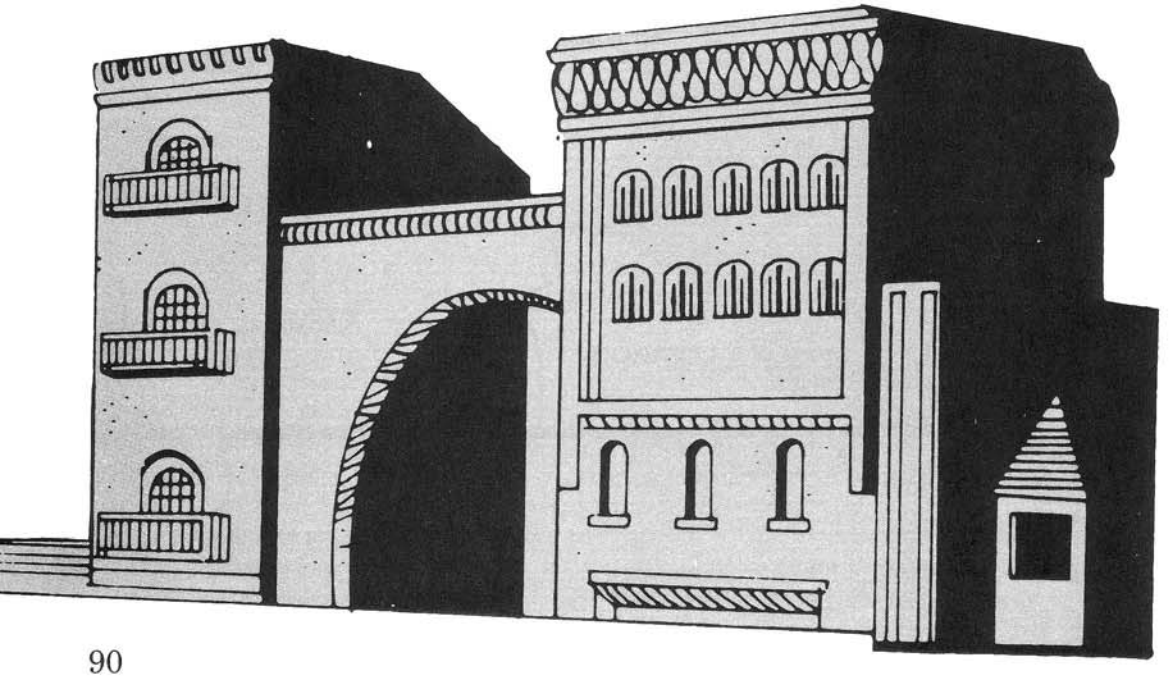
Located on the Mediterranean, Bialya has been in existence since the early 5th Century, when it was wrested from Palestinian control by its nomadic inhabitants. What followed were centuries of warfare between the Bialyans, the Palestinians, the Muslim Arabs, the Crusaders of the 11th Century, and the Ottoman Turks, who finally succeeded in conquering Bialya in the early 16th Century. The Ottoman Empire maintained its hold over the tiny nation until its fall following World War I. Power over Bialya then passed to the British in 1920, who made Bialya part of Transjordan. Bialya remained as such until being granted independence in 1956 following three years of bitter anti-colonial civil warfare under the leadership of rebel Rumaan Harjavti.

Elected the first president of the emerging Republic of Bialya, Harjavti, with Bialyan military and Libyan backing, declared himself the nation's leader for life. Lacking the oil fields of its neighboring states, Harjavti sought to base the nation's economy on the training for, and export of, terrorism.

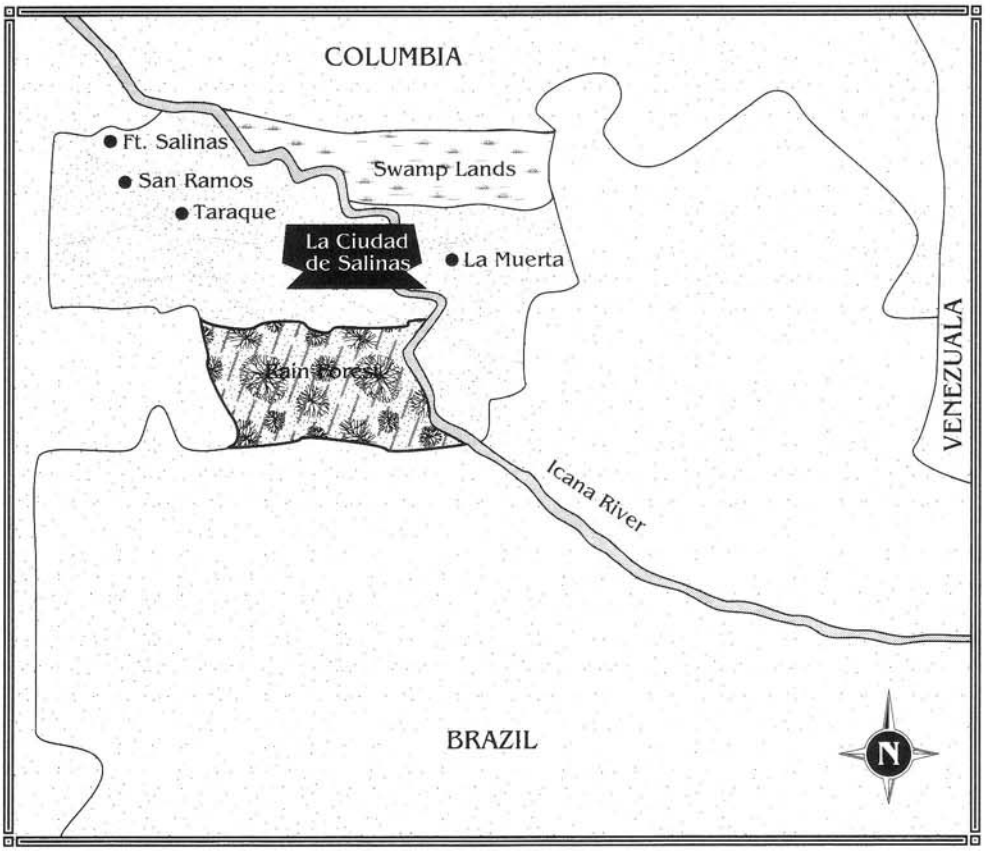
In recent years, Bialya arose to prominence when three aliens from another dimension came to Earth with the intention of destroying the planet's nuclear weapons in order to save mankind from itself. The aliens chose Bialya as the first nuclear power to disarm, but the charismatic Harjavti was able to convince them to help him ferment international havoc. Although his plans were thwarted by the Justice League International, Harjavti remained in power and later teamed up with the Joker in a cooperative effort to destroy the entire roster of the J.L.I.

Harjavti was subsequently assassinated and replaced by Queen Bee and her army of superhuman followers, the former Global Guardians. Under her leadership, Bialya has undergone a renaissance of prosperity and wealth. Although they were suspicious of her intentions, neither the J.L.I., Captain Atom, nor U.S. intelligence groups have been able to find evidence of improprieties that would warrant their intervention.

Game statistics for the deceased Ruuman Harjavti and the Queen Bee can be found in the *Justice League Sourcebook*.



BOGATAGO



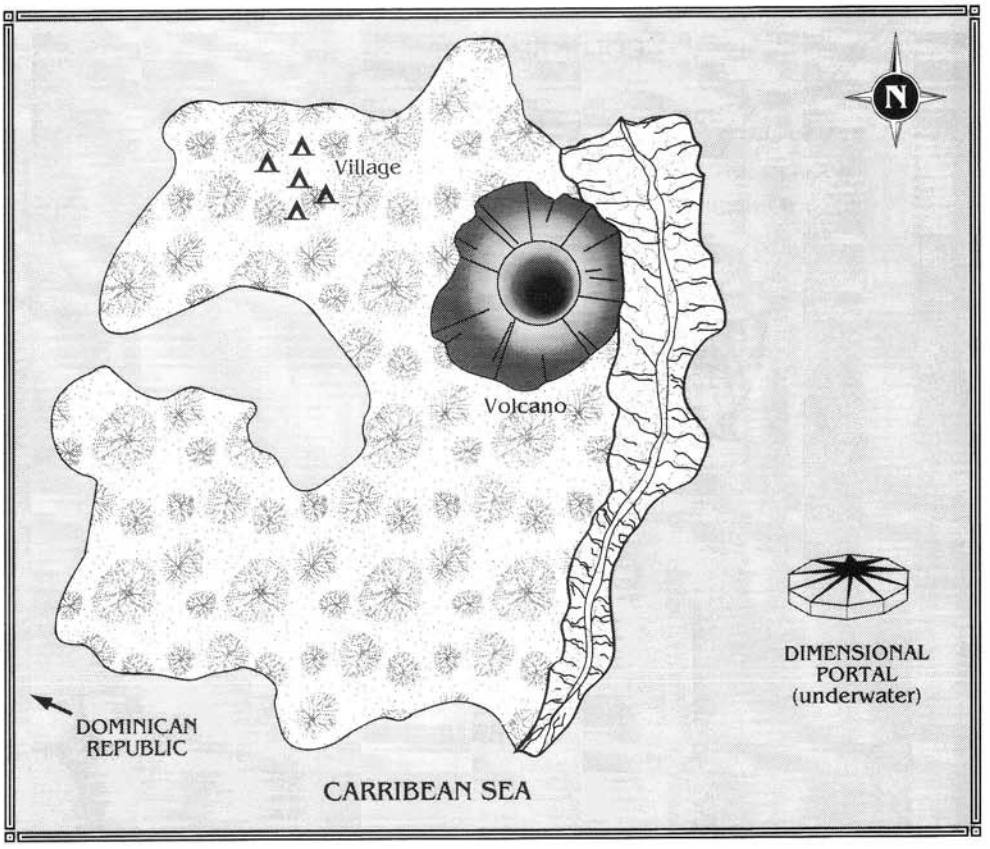
*L*ocated between Colombia and Brazil in South America, the Democratic State of Bogatago is anything but what its name implies. Carved out of disputed border territory between the surrounding countries, Bogatago is a military dictatorship run by the rebel faction that originally claimed the land. Although both Colombia and Brazil initially mounted a military response against Colonel Símon Salinas and his rebel army, the newly-declared nation sought the assistance of the Medellín drug cartel in Colombia. Promising to use Bogatago's fertile lands for the cultivation of the coca plant, Salinas got the powerful drug lords to intervene on their behalf, both "diplomatically" and militarily.

By the late 1970s, Bogatago was a nation whose economic structure was built entirely on the cultivation and exportation of cocaine. Virtually the whole of Bogatago's population is engaged in this endeavor, doing all the work and reaping few of the economic benefits. The country is tightly controlled by Colonel Salinas' army which, thanks to the great profits from the drug trade, is outfitted with the latest in military technology. The nation's borders are sealed, and travel within the country is rigidly controlled.

Most of Bogatago consists of dense jungle, coca fields, and swamp; these areas are dotted by native villages and farming communes.

The capital of Bogatago is La Ciudad de Salinas, the country's single modern city. This city was built by the dictator, funded by drug profits, in honor of himself.

DIABLO ISLAND



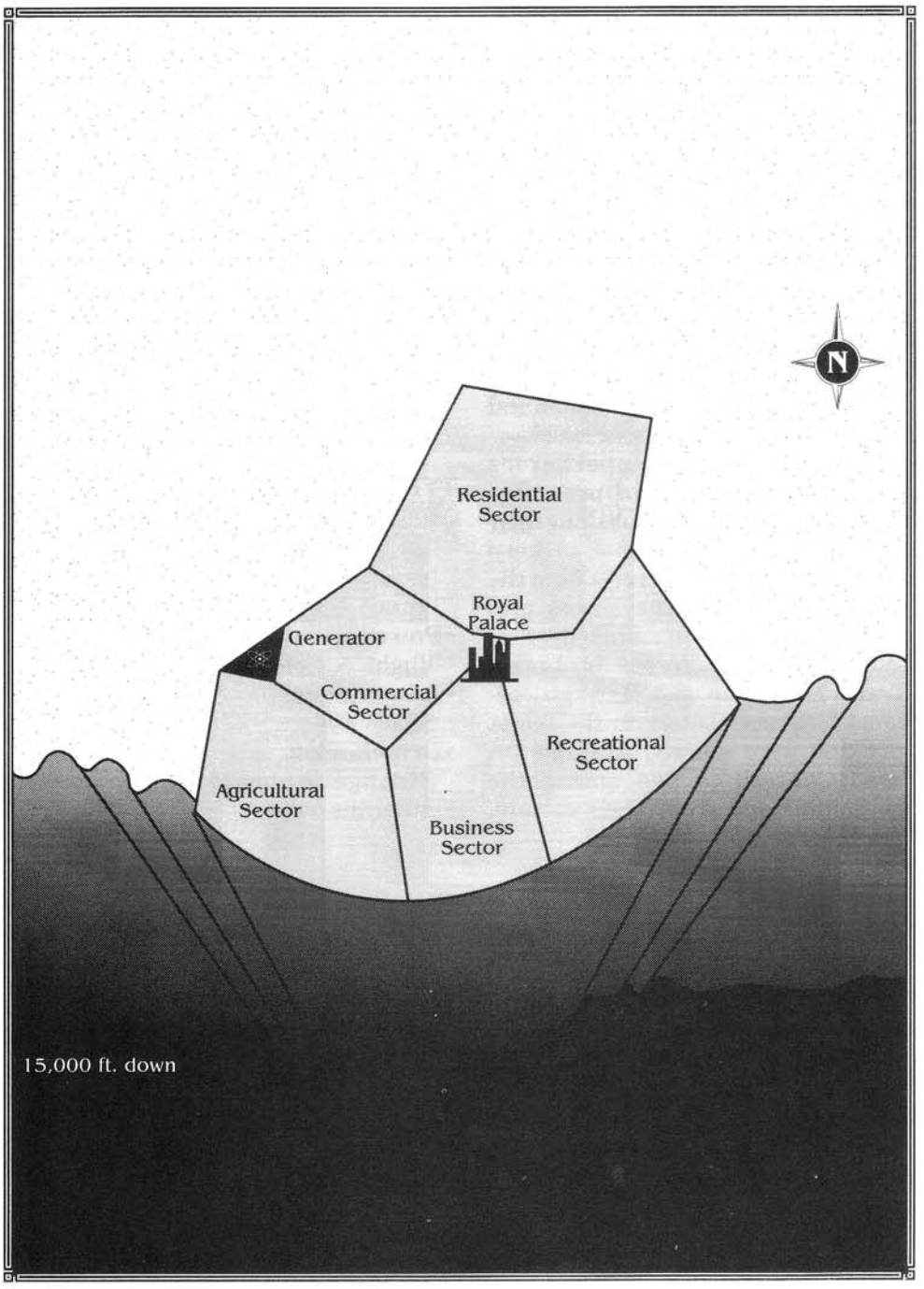
Diablo Island is located in the Caribbean Sea, approximately 110 miles southeast of the Dominican Republic. It is a small, lush island with a tropical climate. Diablo Island is best known for the strange customs of its natives, who belong to a cult that worships darkness, particularly eclipses. The high priest of Diablo Island bears a mystical black diamond as his token of authority, which gives its wielder many mysterious powers.

Some years ago, Diablo Island was visited by Dr. Bruce Gordon, a noted astronomer who was visiting the island to study a total eclipse of the sun. As the eclipse reached totality, Gordon was attacked by the island's high priest, who cut Gordon's arm with the black diamond and then plunged to his death off the edge of a cliff. Gordon took the black diamond with him for study.

Upon returning to America, Gordon discovered that he had been cursed by the Diablo Island priest, for whenever Gordon was struck by an eclipse, he was transformed into the malevolent being known as Eclipso. After years of battling his evil alter ego's schemes, Gordon finally managed to exorcise Eclipso, who now exists as a separate being, and has been recognized by the inhabitants of Diablo Island as their new high priest.

Game statistics for Eclipso are found on page 81 of the *Background / Roster Book*.

FEITHERA


N
Residential Sector
Royal Palace
Generator
Commercial Sector
Recreational Sector
Agricultural Sector
Business Sector
15,000 ft. down

The original location of Feithera was somewhere in northern Greenland, where it was home to a race of semi-humanoid bird-people with their own advanced civilization.

Feithera was settled, it is believed, over 3,000 years ago. The native beings established their own civilization and culture and constructed a beautiful city of towering spires and high aeries. The bird-people lived in isolation until 1946, when the city was discovered by an American pilot who had strayed off course. The pilot told others of his discovery when he returned to America, but his story was believed by no one except for a trio of explorers, who mounted an expedition to find the bird-people and bring them back to civilization for exhibition.

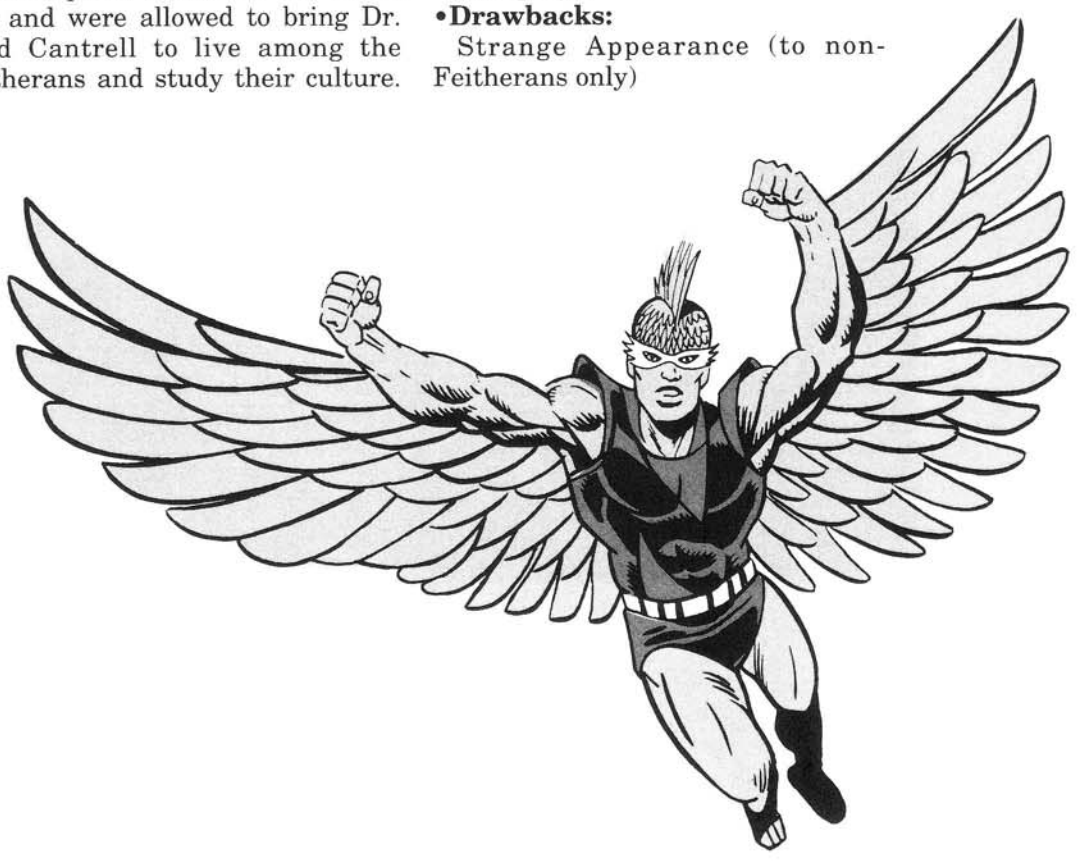
The golden age superheroes Hawkman and Hawkgirl prevented the explorers from accomplishing their goal and persuaded them to keep Feithera's existence a secret from the rest of the world. The heroes also assisted in preventing a takeover attempt by the traitorous bird-man, Trata. Hawkman and Hawkgirl became frequent visitors to the secret city and were allowed to bring Dr. Fred Cantrell to live among the Feitherans and study their culture. Cantrell fell in love with a Feitheran woman and settled in the city. There, she gave birth to their hybrid son, Norda, who eventually became Northwind, a member of Infinity, Inc.

Recently, Feithera and its people were faced with destruction when they discovered that the city was in the path of a fast-approaching glacier. Prepared to die rather than abandon their ages-old home, Northwind and his fellow Infinity, Inc. members persuaded the Feitherans to flee and rebuild elsewhere. The current Feithera is a shimmering city of gold that lies somewhere in the Arctic wastelands; its location is unknown to anyone but its inhabitants.

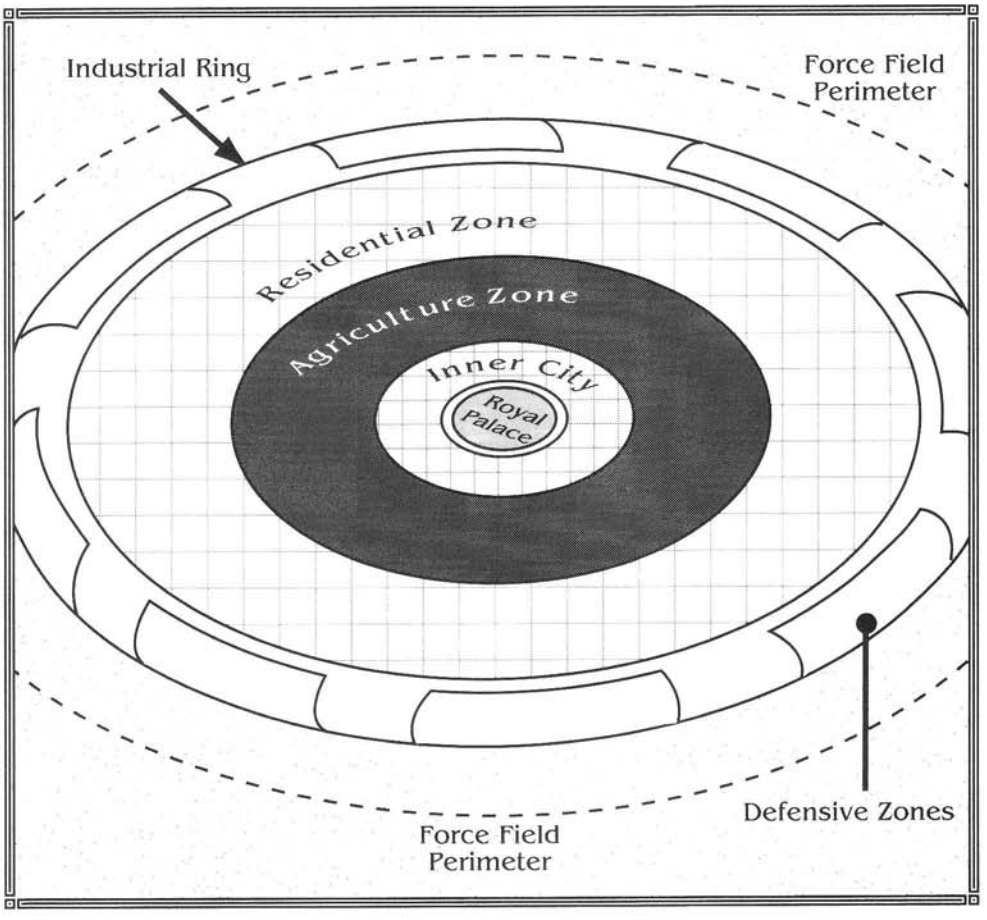
TYPICAL FEITHERAN

DEX:	3	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:			0

- **Powers:**
  Flight: 5, Cold Immunity: 4
- **Advantages:**
  Sharp Eye
- **Drawbacks:**
  Strange Appearance (to non-Feitherans only)



GORILLA CITY



*G*orilla City, located in equatorial Africa between the Congo and the Sudan, is home to a race of superintelligent gorillas with a highly advanced civilization. The population of Gorilla City gained their advanced intelligence when a mysterious alien craft crash-landed in the jungle and a tribe of ordinary gorillas nearby were bathed in the rays of a mysterious device. The alien whose device gave the gorillas their powers found himself a prisoner of their worship, and refered to himself as the God/Prisoner. Using his telepathic abilities, he prodded two explorers into "discovering" Gorilla City, then convinced them to help him escape. However, Gorilla Grodd, realizing that if the world at large learned of the city, it might hamper his plans to conquer it, used his telepathic powers to cause one of the explorers to slay the alien instead — which is why the gorillas, to this day, have chosen to maintain their existence in secret. They were tricked by Grodd into believing that humans cannot be trusted.

The gorillas have learned how to utilize one hundred percent of their mental and physical potential, which includes some degree of telepathic ability. They have developed technology that far surpasses the accomplishments of human society. Their city is a marvel of engineering and architectural achievement. The gorillas have devised a protective force field which renders the city invisible to physical and electronic detection; the force field also keeps out

intruders, although the city experiences very little of this problem, since no human knows of its existence. As far as is known, the last human to be privy to this knowledge was Barry Allen, the now-deceased second Flash. Only characters with the Area Knowledge (Gorilla City) Advantage are aware of the city's location.

The gorillas of Gorilla City are larger and stronger than ordinary gorillas and are primarily peaceful, although they are capable of an armed response to violent provocation. The current ruler is the benevolent King Solovar.

Gorilla City is free from crime and want, although it has frequently been plagued by the evil machinations of the one-time Flash foe, Gorilla Grodd, who is one of the few native gorillas to have ever turned against his people. Grodd's statistics are found on page 82 of the *Background / Roster Book.*

GORILLA CITY PROTECTIVE BARRIER [BODY: 10, Invisibility: 15, Force Field: 20, R#: 2]

Bonus: Force Field automatically allows the city's gorilla inhabitants to enter or exit.

Limitations: Invisibility only makes Gorilla City invisible from outside the radius of the Force Field Power; Invisibility only works on human beings.

KING SOLOVAR

DEX:	8	STR:	10	BODY:	8
INT:	9	WILL:	9	MIND:	8
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	26	HERO POINTS:	75		

- **Powers:**

Mind Probe: 8, Mind Shield: 7, Telekinesis: 10, Telepathy: 17

- **Skills:**

Acrobatics: 6, Charisma: 10, Gadgetry: 10, Scientist: 10

- **Advantages:**

Area Knowledge (Gorilla City); Connection: The Flash/Barry Allen (High), Gorilla City (High); Genius; Leadership; Lightning Reflexes

- **Drawbacks:**

Arch Enemy (Grodd); Authority Figure; Strange Appearance

- **Motivation:** Upholding the Good
- **Occupation:** King
- **Wealth:** 12

TYPICAL GORILLA CITY RESIDENT

DEX:	6	STR:	6	BODY:	6
INT:	5	WILL:	3	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	0		

- **Powers:**

Telepathy: 5

- **Skills:** **linked*

Acrobatics: 6*

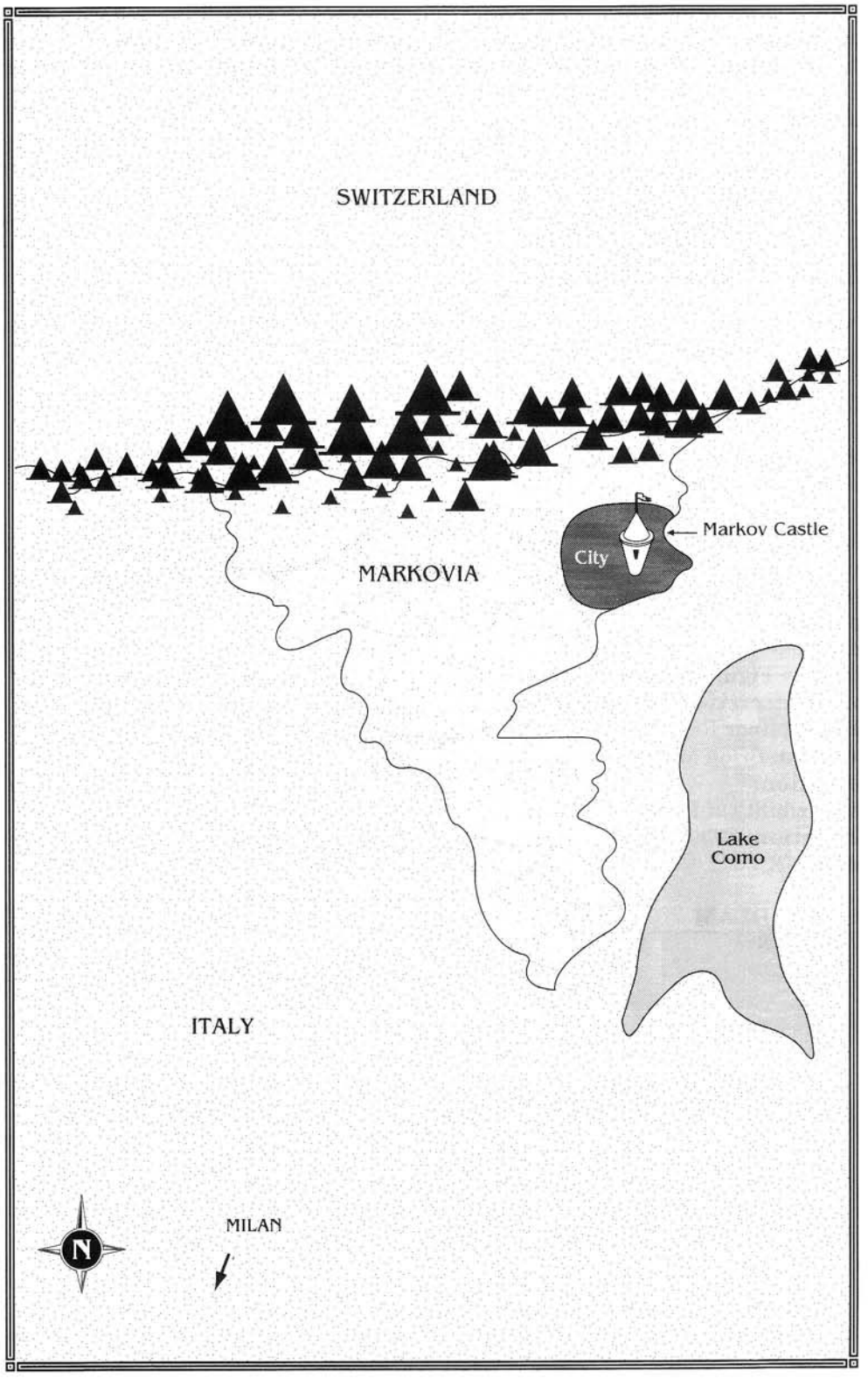
- **Drawbacks:**

Strange Appearance (to non-gorillas only)

MARKOVIA

The Republic of Markovia is a tiny Western European nation which came into prominence when the psychotic Baron Bedlam attempted to stage a coup to overthrow the presiding monarchy. Thanks to Batman and a group of superheroes who later came to be known as the Outsiders, Bedlam was defeated and Markovia restored to peace. Markovia's Prince Brion was endowed with superpowers, and under the guise of the hero Geo-Force, participated in the battle to free his homeland.

Markovia is currently ruled by Prince Brion, who has apparently abandoned the adventurer's life to return to his official duties, now that the Outsiders have disbanded.


SWITZERLAND
Markov Castle
City
MARKOVIA
Lake
Como
ITALY
N
MILAN

Markovia is a mountainous little nation that is known for its scenic beauty. Although this republic is also noted for its advanced scientific institutions, Markovia's economy is built largely on tourism. Visitors from all around the world come to Markovia for the splendid skiing and other recreational attractions.

GEO-FORCE

DEX:	7	STR:	9	BODY:	9
INT:	6	WILL:	8	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	7
INITIATIVE:	18	HERO POINTS:			55

- **Powers:**
  Flight: 6, Gravity Decrease: 11, Gravity Increase: 11, Energy Blast: 10
- **Skills:**
  Charisma: 8
- **Advantages:**
  Area Knowledge (Markovia); Connections: The Outsiders (High), Markovian Government (High), Batman (Low); Connoisseur; Iron Nerves; Rich Family; Scholar (Markovian history)
- **Drawbacks:**
  Authority Figure; Catastrophic Irrational Attraction to protecting Markovia; Minor Rage
- **Alter Ego:** Brion Markov
- **Motivation:**
  Responsibility of Power
- **Occupation:** Prince of Markovia
- **Wealth:** 12

BARON BEDLAM

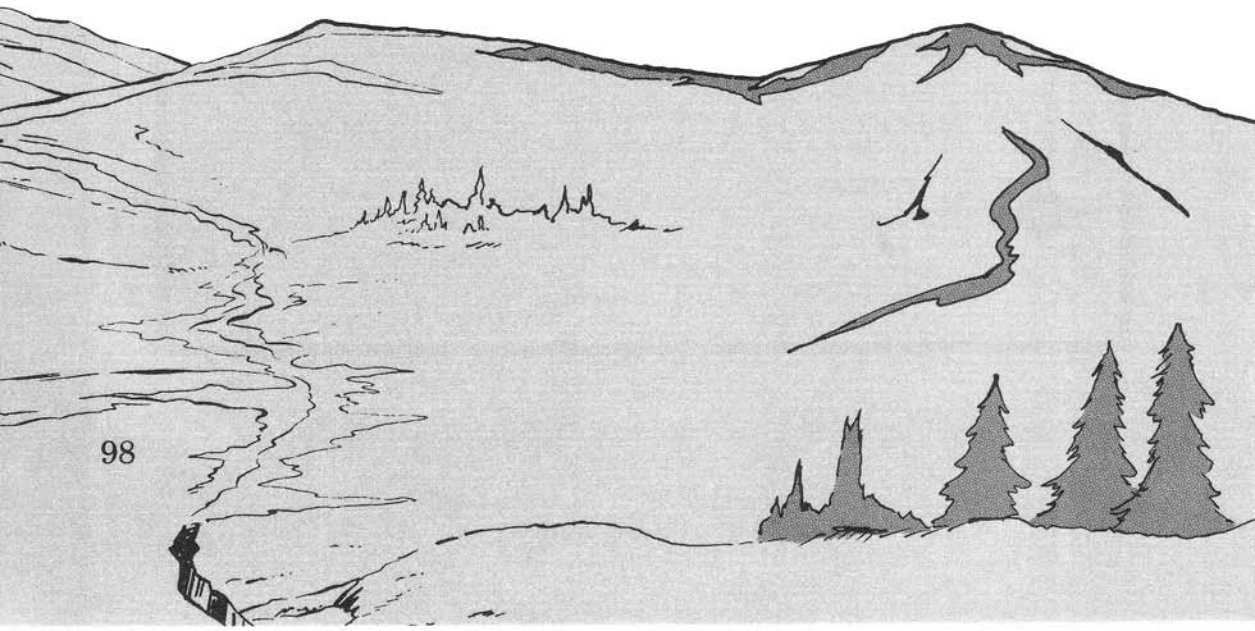
DEX:	4	STR:	3	BODY:	3
INT:	6	WILL:	5	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			55

- **Skills:**
  Charisma: 9, Martial Artist: 5, Military Science: 7, Weaponry: 5
- **Advantages:**
  Connoisseur; Gift of Gab; Leadership; Iron Nerves
- **Alter Ego:** Frederick DeLamb
- **Motivation:** Power Lust
- **Occupation:** Insurrectionist
- **Wealth:** 10

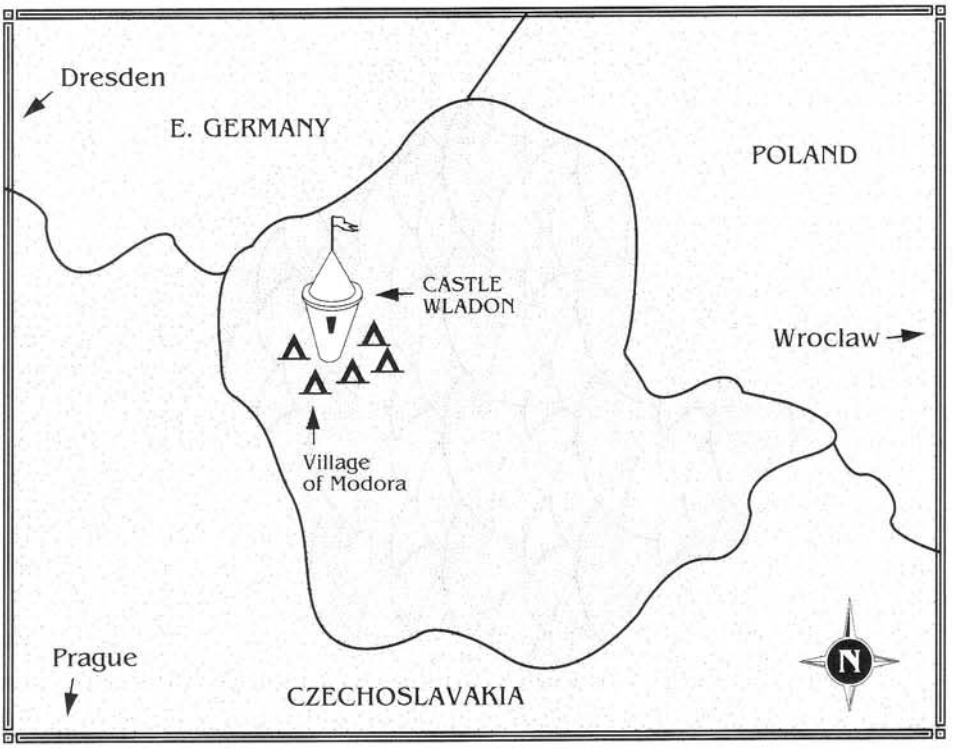
DR. HELGA JACE — *deceased*

DEX:	2	STR:	1	BODY:	2
INT:	9	WILL:	8	MIND:	7
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:			45

- **Skills:**
  Gadgetry: 11, Scientist: 11
- **Advantages:**
  Connections: The Outsiders (High), Markovian Government (High), Scientific Community (High), Manhunters (High); Genius; Scholar (topography, geology)
- **Drawbacks:**
  Age (old); Dark Secret (Manhunter agent)
- **Motivation:**
  Psychopath (misguided)
- **Occupation:** Research Scientist
- **Wealth:** 6



MODORA



*M*odora is unique among Eastern European countries in that it has never fallen under the sway of the Soviet Bloc. This is because, at only 400 citizens, Modora has always been too small to bother with. It is best known as the homeland of perennial Green Lantern foe Sonar, who also happens to be the ruler of Modora.

SONAR

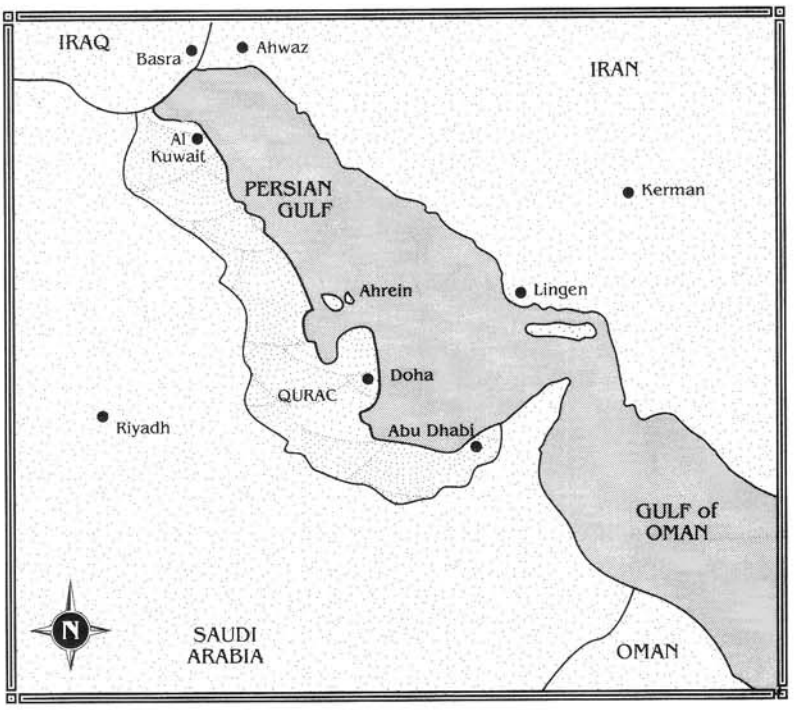
DEX:	6	STR:	3	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			60

- **Skills:**
  Gadgetry: 7, Scientist: 7, Vehicles: 4, Weaponry (exotic): 7
- **Advantages:**
  Area Knowledge (Modora); Connections: Modora (High), Hector Hammond (Low); Connoisseur; Genius; Rich Family; Scholar (sonics)
- **Drawbacks:**
  Authority Figure; Public Identity
- **Equipment:**
  Sonic Gun [BODY: 7, Energy Absorption: 10, Flight: 10, Illusion: 12, Sonic Beam: 15, Telekinesis: 8, R#: 3]
  Limitations: Energy Absorption only works on sonic attacks.
  Miscellaneous Drawback: The Sonic Gun does not function in the total absence of sound waves.
- **Alter Ego:** Bito Wladon
- **Motivation:** Power Lust
- **Occupation:** Ruler of Modora
- **Wealth:** 10

POSEIDONIS

See entry under **ATLANTIS**.

QURAC



*T*he Republic of Qurac is located along the eastern edge of the Sinai Peninsula on the Persian Gulf. It was once part of the Ottoman Empire until Arab and British forces, under the command of Faisal of Iraq and Allenby of England, and under the tactical command of T.E. Lawrence ("Lawrence of Arabia"), overthrew the Ottomans after the First World War. Qurac became a British holding and remained so until World War II. Premier Al-Gailiani of Iraq, an ardent Arab nationalist, replaced the moderate Iraqi government with a pro-Axis one before he was forced from power.

Hassan al-Sadr, an Al-Gailiani supporter, fled south, took the name of Suleiman after the legendary Arab sheik who fought Richard the Lionhearted, and gathered an army of followers. Aided by German funds, al-Sadr established the nation of Qurac and allowed the Nazis to build the fortress Jotunheim in the mountainous southern section of Qurac, which overlooks the Persian and Oman Gulfs. Suleiman was defeated in the war, and Qurac was declared a republic. This form of government lasted until the 1970s, when General Marlo led an anti-West and anti-Israeli military coup that overthrew the civilian regime and established a military dictatorship.

Previously a prosperous land due to its vast oil reserves, Qurac was plunged into the depths of economic hardship when Marlo's government, conducting underground testing of a nuclear device, contaminated the oil fields. Marlo blamed the nuclear explosion on Western operatives seeking to overthrow his regime; he used this reasoning as an excuse to embark on a course of international terrorism against the West and its interests. Taking his lead from the neighboring nation of Bialya, Marlo turned Qurac into a center for the exportation of terrorism. His activities brought him into conflict with everyone from Superman, the Teen Titans, and the Suicide Squad, to various factions of the U.S. intelligence community (including Checkmate). In fact, Superman has invaded the country, attacking and decimating the Quraci armed forces, while Checkmate has attempted to foment civil war within its borders by backing pro-Western rebels.

This repeated conflict with metahuman heroes led Marlo to create his own superpowered terrorist-for-hire group known as the Jihad, which operated out of the restored Jotunheim fortress. Jotunheim, and the Jihad along with it,

were destroyed in an atomic explosion detonated by Colonel Rick Flag of the Suicide Squad, who himself perished in the blast. President Marlo has sworn to rebuild the Jihad, but without the resources of Jotunheim, the task will be extremely difficult.

Qurac's major cities are Al Kuwait in the north, and Bahrein, Doha, and Abu Dhabi in the south. Vast stretches of Qurac consist of uninhabitable desert; the oases are home to tribes of nomadic Bedouins, many of whom continue the fight against Marlo's dictatorial regime.

PRESIDENT MARLO

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	3	MIND:	3
INFL:	5	AURA:	4	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	15		

- **Skills:**
  Charisma: 7, Military Science: 5, Weaponry: 3
- **Advantages:**
  Area Knowledge (Qurac); Connections: Middle Eastern governments (High); Scholar (terrorism)
- **Motivation:** Power Lust
- **Occupation:** Dictator
- **Wealth:** 13

THE SOVIET UNION

*T*he Union of Soviet Socialist Republics is the largest country in the world, and along with the United States, is one of the world's two major superpowers. From the 1950s through the early 1980s, the political rivalry between the U.S. and the U.S.S.R. was likened to a "cold war," with each of the two sides vying for political power while walking a fine line between peace and nuclear war. In recent years, however, a new spirit of openness has developed between these two countries and political tensions, while still in existence, have eased greatly.

One of the main contributors to the growing spirit of *glasnost* (the Russian term for openness) is the fact that the United States no longer has the monopoly on superpowered beings that it once enjoyed. In the past decade, more and more Soviet metahumans have appeared, putting the U.S.S.R. on a more equal footing with America.

Most of the metahuman activity in the Soviet Union is controlled by the government. For several years, the only hero in the U.S.S.R. was Leonid Kovar, also known as Starfire, and later as Red Star. His statistics can be found on page 51 of the *Background/Roster Book*. In recent years, however, more superpowered defenders of Mother Russia have appeared and been placed under state control. The first level of Soviet superpowered involvement is the Rocket Red Brigade, a group of artificially evolved, highly-trained soldiers equipped with technologically advanced battle armor. The prototype for the original Rocket Red suit was designed by the former Green Lantern known as Kilowog (see entry under **BOLOVAX VIK**), during a visit to the Soviet Union. The Rocket Reds are the Soviet Union's overt protectors: they are under the command of the military and are most frequently called upon for national defense. One of the most distinguished Rocket Reds, Dmitri Pushkin, serves as a Soviet representative in Justice League International. The entire Rocket Red Brigade consists of approximately fifty members.

The second level of Soviet metahuman involvement is composed of a series of covert agents called the Red Shadows, whose members are known only to

select members of the Politburo. This group is commanded by a mysterious man known only as Zastrow and led in the field by the powerful Stalnoivolk. Other covert operatives include the strike teams known as the People's Heroes and Blue Trinity, some members of which have been co-opted into the Red Shadows. Although the existence of the organizations is a closely guarded secret within the borders of their homeland, many of the Soviet operatives are known to American heroes, with whom they often clash.

The only group of heroes operating in the Soviet Union without government supervision are the youngsters known collectively as Soyuz, whose members include Firebird, Vikhor, Rusalka, Perun, and Morozko. For most of their brief careers, they were pursued by members of the K.G.B., but due to their heroic actions during the Dominators' invasion, the Soviet government has relaxed its efforts to trace and control Soyuz's actions.

TYPICAL ROCKET RED

DEX:	6	STR:	5	BODY:	5
INT:	4	WILL:	5	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	40		

•Skills:
Gadgetry: 4, Military Science: 4, Weaponry: 5

•Advantages:
Connection: Soviet Government (High)

•Equipment:
ROCKET RED BATTLESUIT [*STR: 6, BODY: 9*, Energy Blast: 10, Flight: 12, Radar Sense: 10, Super Hearing: 12, Super Ventriloquism (radio): 15, Telepathy: 1, R#: 2]
Limitation: The suit's Telepathy is only usable to communicate with computers and other electronic machines.

•Motivation:
Responsibility of Power

•Occupation: Soldiers

ZASTROW

DEX:	2	STR:	2	BODY:	2
INT:	10	WILL:	7	MIND:	8
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	15	HERO POINTS:	100		

•Skills:
Charisma: 7, Detective: 8, Military Science: 9, Scientist: 7, Vehicles: 3, Weaponry: 5

•Advantages:
Connections: Soviet Government (High), K.G.B. (High), Red Shadows (High); Iron Nerves; Leadership; Scholar (espionage); Sharp Eye

•Drawbacks:
Age (old); Authority Figure; Minor Physical Restriction (farsighted)

•Alter Ego: Unknown

•Motivation: Power Lust

•Occupation: Head of Red Shadows

•Wealth: 8

STALNOIVOLK

DEX:	9	STR:	8	BODY:	7
INT:	5	WILL:	4	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	85		

•Powers:
Jumping: 7

•Skills:
Acrobatics: 5, Martial Artist: 8, Military Science: 5, Thief: 8, Weaponry: 7

•Advantages:
Connections: Soviet Government (High), Red Shadows (High); Iron Nerves; Lightning Reflexes

•Drawbacks:
Minor Psychological Instability

•Alter Ego: Ivan Illyich Goty

•Motivation: Mercenary

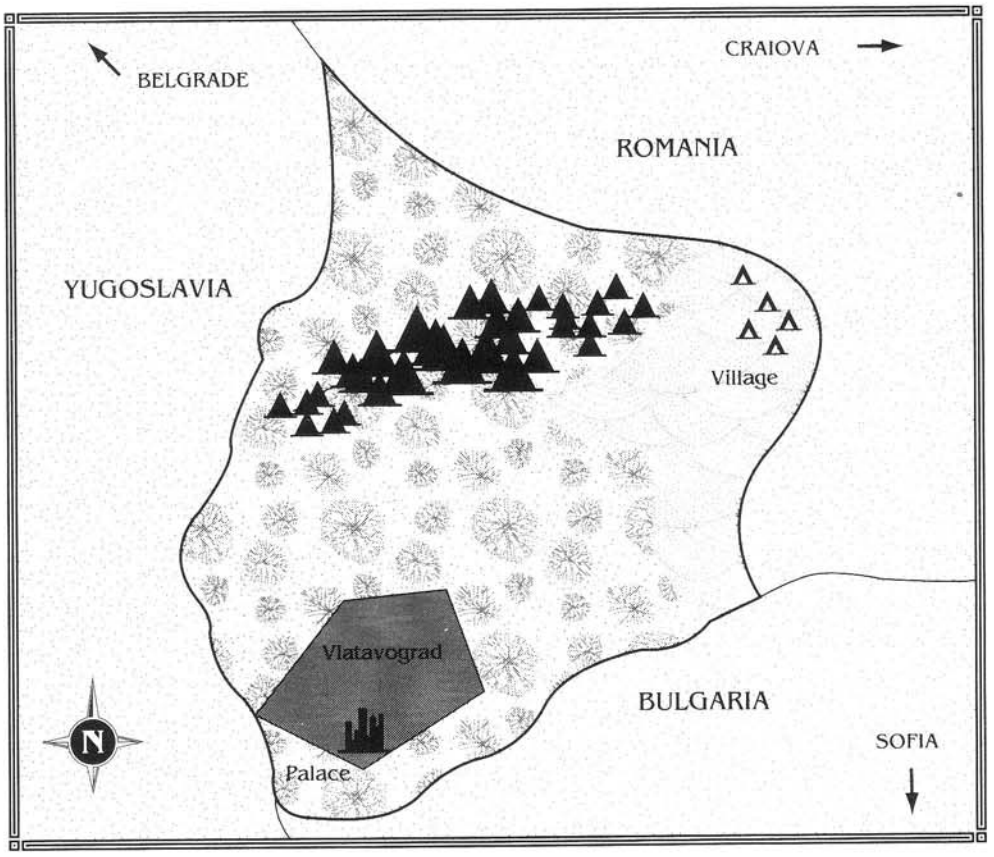
•Occupation:
Leader of Red Shadows

•Wealth: 6

TRITONIS

See entry under **ATLANTIS**.

VLATAVA

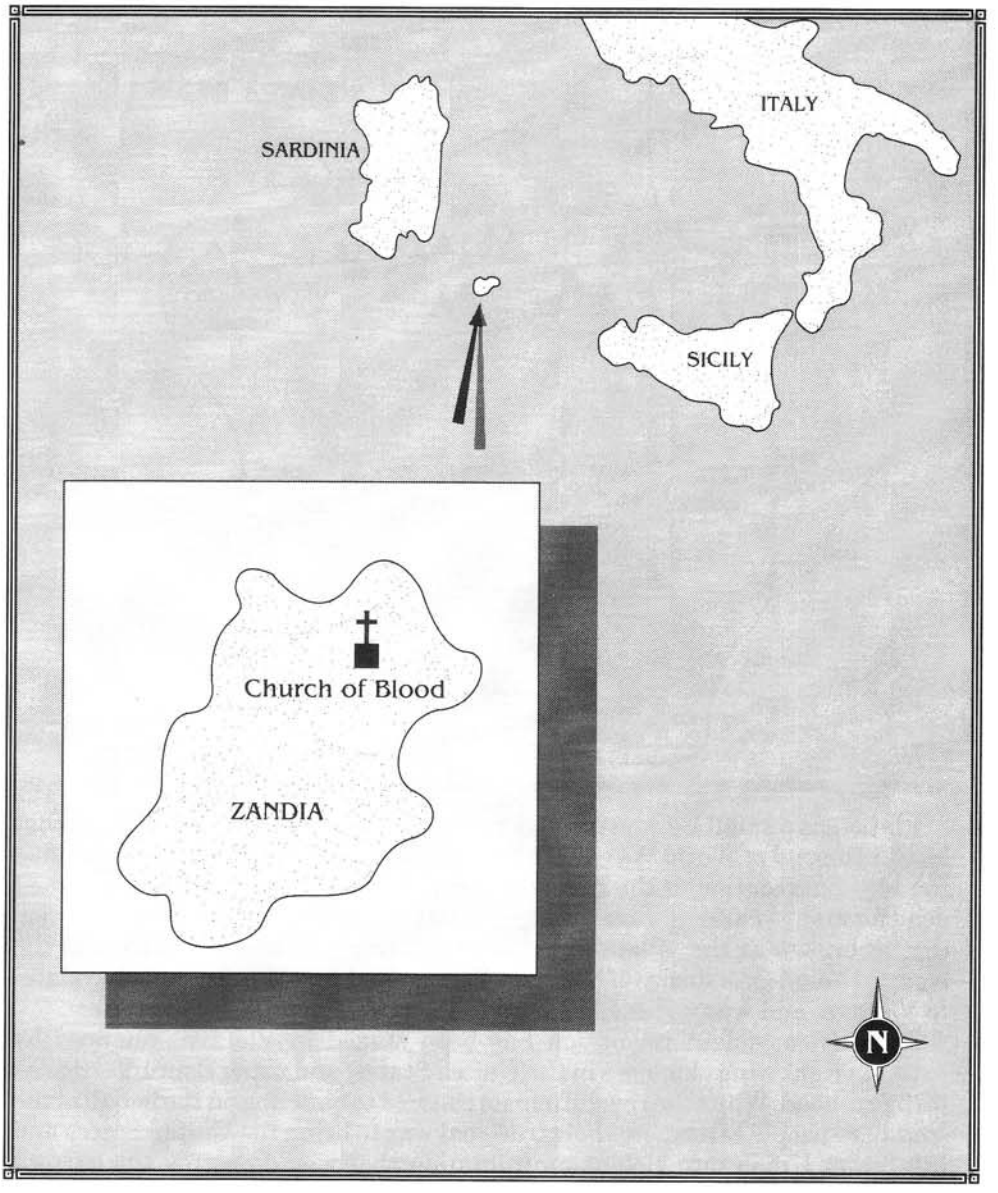


*V*latava is a small Balkan country that fell under the influence of the Soviet bloc at the end of World War II. The communist takeover of Vlatava included the bloody execution of the hereditary royal family, who were all presumed dead for many years. However, many years later, a man named Werner Vertigo (better known as the villain Count Vertigo) emerged and claimed to be the rightful heir to the duchy of Vlatava. Vertigo had trouble asserting his claim to Vlatava, and was never successful in reclaiming his family's throne.

Recently, a violent revolution has been staged in Vlatava, financed by extreme right wing elements in the United States, and using Count Vertigo as its figurehead. While the revolutionists claimed to be acting on the behalf of the Vlatavan people's freedom, their true goal was to bring the United States and the Soviet Union into violent confrontation that would destroy the current spirit of *glasnost*.

The Soviet Union sent its covert unit of metahumans known as the Red Shadows (see **THE SOVIET UNION**) to disrupt the revolutionists' supply lines, while the United States reformed its defunct Suicide Squad in an attempt to halt the revolution altogether. After a violent confrontation between the two groups, the Soviets, the Americans and Vertigo retreated from their positions in Vlatava and left the country to fend for itself. Like many other countries in Eastern Europe, Vlatava is now enjoying the birth pangs of democracy. Count Vertigo's statistics are on page 54 of the *Background / Roster Book*.

ZANDIA



*T*his small Mediterranean nation has one of the bloodiest histories in all of Europe. The bloodshed began in earnest in 1202, when the knights of Pope Innocent's fourth Crusade landed in Zandia seeking recruits for the Pope's holy war. The ruling High Priest of Zandia refused to bow to the army's will and fought against the invaders. During the course of this war, the priest came into possession of the Cloak of Christ, a religious icon that had been corrupted by the power of darkness and was being returned to the Holy Land for exorcism.

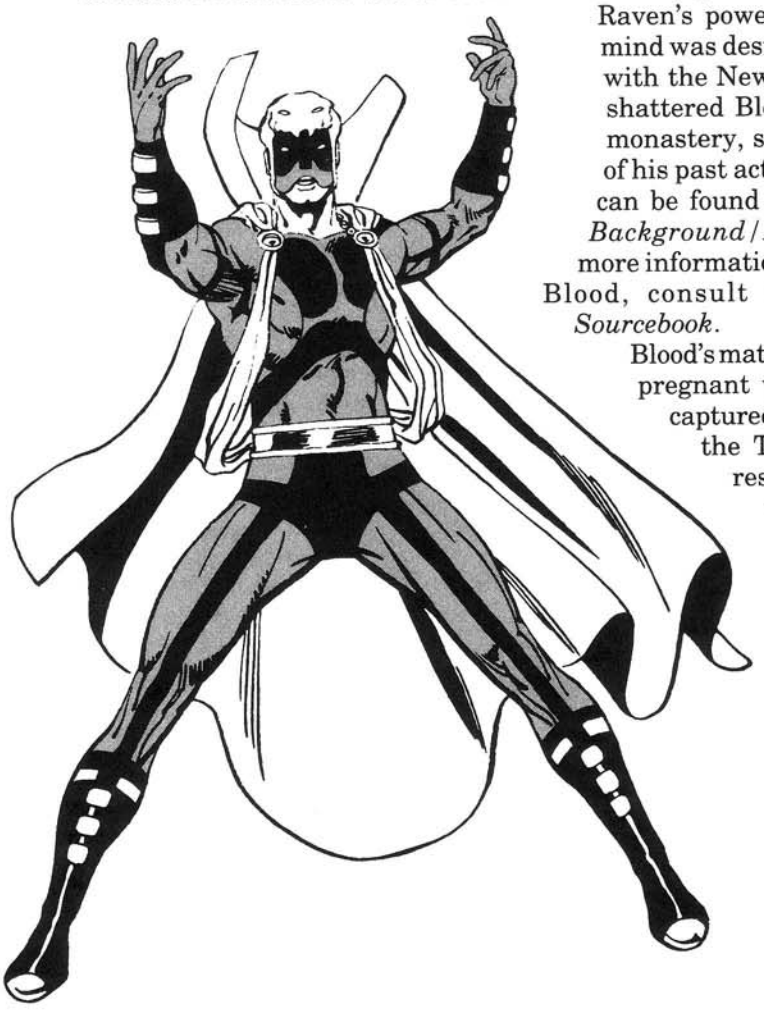
After donning the cloak, the High Priest was filled with sudden, invigorating power that enabled him to rally his people to victory against the Pope's army.

To celebrate his victory, the priest bathed in a pit filled with the blood of his enemies, which strengthened him and rendered him nearly immortal. The priest declared himself Brother Blood and closed Zandia to strangers. Brother Blood ruled for sixty years. He fathered a son, who killed him at the age of 100. The son then bathed in the blood pit and assumed the mantle of Brother Blood, growing stronger on the emotions of his followers and ruling until slain by his son and successor. Thus, a ritual was born that continued for centuries until 1940.

In that year, a new son of Blood was born who rejected and despised his father's evil. The father, seeking to break the cycle of the curse of Blood, attempted to kill his son before he himself was destroyed and supplanted. Brother Blood's wife and son fled Zandia; the wife eventually remarried into a European royal family. From his stepfather, the son of Blood learned how to wield power and how to hate when he was forced to slay his stepfather to prevent the mistreatment of his mother. The son eventually returned to Zandia and fulfilled the cycle of Blood when he killed his father and took his place as the new Brother Blood.

Under the most recent Brother Blood, the church grew from a small Zandian cult into the worldwide Church of Blood, with members in high official positions in many countries. While Brother Blood plotted to conquer the world, his many followers awaited their master's commands.

The last Brother Blood was defeated when he attempted to add the empathic Raven's powers to his own; his mind was destroyed in the battle with the New Teen Titans. The shattered Blood now lives in a monastery, seemingly unaware of his past actions. His statistics can be found on page 76 of the *Background/Roster Book*. For more information on the Church of Blood, consult the *New Titans Sourcebook*.



Blood's mate, Mother Mayhem, pregnant with his heir, was captured by Wildebeest, but the Titans managed to rescue her. The child turned out to be a girl (implying that the centu-

SECTION FOUR:
THE UNIVERSE
(20TH CENTURY)

*T*he DC Universe is filled with many strange and myriad worlds, upon which dwell an amazing variety of intelligent life forms. Some of these life forms are benevolent, while many others are hostile. To give a complete listing of *all* the alien worlds that have appeared over the years would require several volumes the size of this book, so this chapter is limited to those worlds that have appeared many times and played a major role in the destinies of Earth's heroes.

AELLO

See entry under **THE VEGAN SYSTEM**.

BOLOVAX VIK

*L*ocated in Space Sector 674 of the Guardians of the Universe (see entry under **OA**), Bolovax Vik was home to a race of sentient semi-humanoid beings. While little is known about the workings of this planet, the Bolovax Vikians were a highly disciplined and regimented people ruled by a single central government.

Bolovax Vik was technically far more advanced than the Earth of the 20th Century. The people of this planet lived in massive cities; the average Bolovax Vik citizen had his life planned down to the minute by the government and seemed to prefer it that way. There is no record of any revolts against governmental authority.

Bolovax Vik was destroyed by Sinestro. The Green Lantern Kilowog is the only survivor of this planet's race, and he now lives on Earth, working for Justice League International as an all-purpose handyman. His statistics can be found in the *Justice League Sourcebook*.

TYPICAL BOLOVAX VIK RESIDENT — *deceased*

DEX:	3	STR:	7	BODY:	9
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:			0

•Drawbacks:

Innocent; Serious Irrational Attraction to community; Strange Appearance (to off-worlders only)

BRZTAL

*L*ong ago, Brztal was a world of sorcerers, ruled by its high priest, Kulak. Kulak applied his magical abilities to the dark side of the mystic arts, using his sorcery to destroy the civilizations of several planets with which they were at war.

Little is known of Brztal or Kulak, except that Kulak attempted to turn his power against the people of Earth, only to be defeated and entombed on Earth by the supernatural being known as the Spectre.

Since most tales of Brztal fall into the realm of legend and myth, there are many who believe that this world of mighty supernatural beings is little more than a myth itself. Still, others insist these legends are true. Much effort has been made by the believers to locate this lost planet and document its history.

KULAK

DEX:	4	STR:	3	BODY:	4
INT:	7	WILL:	6	MIND:	7
INFL:	13	AURA:	15	SPIRIT:	12
INITIATIVE:	24	HERO POINTS:			95

•**Powers:** **Mystic Linked*
Skin Armor: 5*, Illusion: 8*, Time Travel: 25*, Animate Dead: 20, Dimension Travel: 10, Sorcery: 17
•**Skills:**
Occultist:13
•**Limitations:**
Time Travel and Animate Dead Powers may only be used in conjunction with one another to summon the dead of Brztal to battle on Kulak's behalf; All Powers are focused through Kulak's third eye, in the center of his forehead.
•**Advantages:**
Connection: Brztal (High); Iron Nerves; Sharp Eye
•**Drawbacks:**
Strange Appearance
•**Motivation:** Power Lust
•**Occupation:** High Priest of Brztal
•**Wealth:** 7

CAIRN

Cairn is an Earthlike world that, until recently, was the major grower, processor, and supplier of addictive drugs for a large segment of the galaxy. Most food and other supplies had to be imported from other worlds, as nearly all of Cairn's agricultural land was dedicated to the production of drugs. The planetary police force was controlled by the cartel of drug lords, and kept in place only as a pretext for keeping intersystem forces like the now-defunct Green Lantern Corps away from the world. The hierarchy of drug lords controlled everything on Cairn, and was headed by the evil billionaire, Kanis-Biz, father-in-law of Garryn Bek.

Cairn was turned around when Vril Dox and Lobo (see entries under **COLU**, **CZARN**) arrived and took control of Zalman City, home of the central police headquarters. Recruiting the police to his side, Dox managed to break the hold of the drug lords, and made Cairn the home base of his new interplanetary police force, known as the L.E.G.I.O.N.

The natives of Cairn are humanoids indistinguishable from Earth humans, and have the same basic game statistics as Terrans.

GARRYN BEK

DEX:	5	STR:	3	BODY:	3
INT:	6	WILL:	4	MIND:	6
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	15	HERO POINTS:			20

•**Skills:**
Vehicles (Space): 7, Weaponry: 5 .
•**Advantages:**
Connections: Cairn Drug Lords (High), L.E.G.I.O.N. (High); Rich Family
•**Drawbacks:**
Minor Irrational Fear of Vril Dox; Married; Uncertainty
•**Equipment:**
THE EMERALD EYE [DEX: 12, BODY: 25, Flight: 35, Force Manipulation: 20, Invulnerability: 35, Energy Blast: 15, Omni-Power: 7]
•**Motivation:** Unwanted Power/Psychopath (while under influence of Emerald Eye)
•**Occupation:** L.E.G.I.O.N. member
•**Wealth:** 9

CHANGRALYN

See entry under **THE VEGAN SYSTEM**.

THE CITADEL

See entry under **THE VEGAN SYSTEM**.

COLU

*L*ocated on the rim of the Milky Way Galaxy, near the approach to the Greater Megellanic Cloud, Colu is the fourth planet from its sun. The surface of the planet is approximately fifty percent land and fifty percent water, with a generally temperate climate, except for the polar caps and a few desert areas. Colu is renowned for its high level of technology, centered in the many huge cities that dot the land masses' surface.

Less than one percent of the planet's population resides outside of these cities. The residents of Colu are green-skinned humanoids with an extremely high intellect. However, until recently, the population of Colu was under the thrall of the Computer Tyrants of Colu. These thinking machines kept the Coluans under control by constantly monitoring, manipulating, and evaluating their subjects. The computers even went so far as to brainwash all Coluan children from birth, raising them in cold, calculating Edu-Bloks, which ensured that the Computer Tyrants' rule would never be questioned or disputed.

After eons of rule, Vril Dox was born: a genius even by Coluan standards. Rather than risking his intellect by subjecting him to the Edu-Bloks, the Computer Tyrants recruited him to their cause by granting him privileges greater than any Coluan had received since the Tyrants' usurpation of power. The Tyrants even allowed Dox to raise a son, a genius in his own right, who hated his father and the Tyrants with a passion. Dox worked diligently for his masters, improving their systems, designing new defenses, and generating new technology, including an experimental matter transmitter. The Tyrants, growing nervous about Dox's achievements, sabotaged his matter transmitter, and he was disintegrated. His mind force later found a home in the brain of Milton Fine, an Earth psychic known as Brainiac.

Meanwhile, the Computer Tyrants tried to brainwash Dox's son by using their Psycho-Probes, but the youth's hatred for the Tyrants preserved his free will. Rather than executing him, however, the Tyrants offered him to the Alien Alliance as a donation to the Dominators' war against Earth. While imprisoned on the Starlag, Dox met Garryn Bek, Lyrissa Mallor of Talok VIII, one of the Durlans, a Dryadan named Strata, and the mystery woman known as Stealth, tricked them into helping him escape, and returned with them to Colu.

Together, these six reluctant heroes managed to free Colu from the Computer Tyrants, although the essence of the Tyrants managed to transfer itself into a humanoid body and escaped. This form, when endowed with power absorbed from a star, became known as Starr. Following the liberation of Colu, Dox's crew became the core of a new interplanetary peacekeeping force called the Licensed Extra-Governmental Interstellar Operatives Network.

For information on the later history of Colu, see **Section Five: THE UNIVERSE (30th Century)**.

COMPUTER DRONES [DEX: 4, BODY: 5, Flight: 5, Thermal Vision: 6, X-Ray Vision: 6, Radar Sense: 6, Energy Blast: 7, R#: 2]

The Drones were remotely controlled by the Computer Tyrants, who used them for information gathering and enforcement.

STERILIZATION UNITS [DEX: 6, STR: 2, BODY: 3, Running: 5, Cling: 4, Claws: 6, R#: 2]

Limitation: The Units can only Cling to metallic surfaces.

The Sterilization Units resemble shining metallic rats, and were used by the Computer Tyrants to clear the networks of tunnels under the Coluan cities of debris and contaminants. They travel in groups numbering in the hundreds to thousands, and can be lethal.

VRIL DOX II

DEX:	10	STR:	19	BODY:	12
INT:	16	WILL:	14	MIND:	12
INFL:	9	AURA:	7	SPIRIT:	9
INITIATIVE:	35	HERO POINTS:	135		

- **Skills:**

Charisma: 11, Detective: 15, Gadgetry: 13, Medicine: 10, Military Science; 10, Scientist: 13, Vehicles: 9, Weaponry: 11

- **Advantages:**

Connection: L.E.G.I.O.N. (High); Genius; Iron Nerves; Leadership; Omni-Connection; Popularity; Scholar (galactic politics); Sharp Eye

- **Drawbacks:**

Authority Figure; Public Identity; Miscellaneous: Dox is completely without compassion or remorse.

- **Motivation:** Seeking Justice
- **Occupation:**

Commander of L.E.G.I.O.N.

- **Wealth:** 17

TYPICAL COLUAN

DEX:	2	STR:	2	BODY:	2
INT:	14	WILL:	15	MIND:	15
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	20		

- **Skills:** **linked*

Detective: 14*, Gadgetry: 14*, Medicine: 14*, Scientist: 14*

- **Advantages:**

Genius

- **Drawbacks:**

Catastrophic Irrational Attraction to research

CULACAO

See entry under **THE VEGAN SYSTEM**.

CZARN

*N*othing is known about the planet Czarn, except that it is the home world of the feared interplanetary assassin known as Lobo. The physiology of the Czarnian race is peculiar, in that they have the ability to grow an entirely new being from a single drop of blood. Lobo recently had this ability genetically removed by Vril Dox (see entry under **COLU**), for which Lobo has sworn revenge against the L.E.G.I.O.N.'s leader.

LOBO

DEX:	10	STR:	19	BODY:	12
INT:	2	WILL:	2	MIND:	7
INFL:	4	AURA:	3	SPIRIT:	10
INITIATIVE:	18	HERO POINTS:	95		

- **Skills:** **linked*

Acrobatics: 10*, Animal Handling:

4*, Charisma (Intimidation): 11, Military Science (Tracking): 7, Vehicles (Space): 10*

•**Advantages:**

Connections: L.E.G.I.O.N. (High), the Cluster (Low); Iron Nerves; Lightning Reflexes; Pets (space dolphins)

•**Drawbacks:**

Catastrophic Irrational Attraction to fighting; Serious Psychological Instability; Catastrophic Rage

•**Equipment:**

SPACE HARLEY [Body: 7, Flight: 39, Sealed Systems: 20, R#: 2]

•**Motivation:** Psychopath

•**Occupation:**

Assassin/L.E.G.I.O.N. member

•**Wealth:** 5

DAXAM

See entry in **Section Five: THE UNIVERSE (30th Century)**.

VALOR

Dex:	14	Str:	23	Body:	16
Int:	7	Will:	6	Mind:	6
Infl:	7	Aura:	4	Spirit:	6
Initiative:	40	Hero Points:			85

•**Powers:**

Directional Hearing: 7, Extended Hearing: 7, Flight: 14, Microscopic Vision: 12, Invulnerability: 20, Heat Vision: 10, Sealed Systems: 9, Super Breath: 9, Super Hearing: 7 Superspeed: 12, Systemic Antidote: 15, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11

•**Advantages:**

Connection: L.E.G.I.O.N. (High); Iron Nerves

•**Drawbacks:**

Fatal Vulnerability: lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lack of yellow sun radiation, range of 0 APs

•**Alter Ego:** Lar Gand

•**Motivation:** Upholding the Good

•**Occupation:** L.E.G.I.O.N. member

•**Wealth:** 5



DHOR

*L*ocated in the Antares star system, Dhor is a militaristic world ruled by a *delon* (dictator). This ruler oversees the planet's huge standing army, as well as its continuous research and development program for the creation of newer and mightier war machines.

Due to its constant warfare with the rulers of the three other inhabited worlds in its solar system, Dhor is an armed fortress. Each of the four worlds (the other three being Alstair, Mosteel, and Llarr, about which almost nothing is known) vies for control of the entire system.

Dhor's most famous native is Kanjar Ro, who is a famous advocator of alien rights on the planet Thanagar (see **THANAGAR**). His associates, among them renowned Wingman Katar Hol, are unaware of the fact that Ro has a secret agenda known only to himself, based on his own desires for wealth and power.

KANJAR RO

DEX:	6	STR:	3	BODY:	4
INT:	9	WILL:	6	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:			75

- **Skills:**
  Gadgetry: 11, Scientist: 9, Thief: 6
- **Advantages:**
  Genius; Leadership
- **Equipment:**
  Energi-Rod [BODY: 11, Telekinesis: 9, Telepathy: 40]
  Note: The Energy-Rod probably has many more Powers that are yet to be revealed.
  GAMMA METAL GONG [BODY: 11, Control: 6 (12)]
  Bonuses: The gong's Control Power can be used on all the inhabitants of a planet at the same time, but is limited to holding its victims in a state of paralysis; if the gong is used on a single target, its Control APs are boosted to 12.
  COSMIC BOAT [BODY: 11, Flight: 40, Sealed Systems: 25]
  Note: With the Energi-Rod, Kanjar Ro can shrink the boat down to pocket size.
- **Motivation:** Power Lust
- **Occupation:** Delon
- **Wealth:** 8

THE DOMINION

See entry in **Section Five: THE UNIVERSE (30th Century)**.

DREDFAHL

See entry under **THE VEGAN SYSTEM**.

DRYAD

See entry in **Section Five: THE UNIVERSE (30th Century)**.

STRATA

DEX:	4	STR:	20	BODY:	17
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	6
INITIATIVE:	15	HERO POINTS:			25

- **Powers:**
  Density Increase: 10, Energy Absorption: 12, Invulnerability: 15, Telepathy: 10
- **Limitations:**
  Density Increase is Always On, and

is reflected in the Attributes above; Telepathy can only be used to communicate with other silicon-based life forms.

•**Advantages:**
Connection: L.E.G.I.O.N. (High)

•**Drawbacks:**
Strange Appearance

•**Motivation:** Upholding the Good

•**Occupation:** L.E.G.I.O.N. member

•**Wealth:** 5

DURLA

See entry in **Section Five: THE UNIVERSE (30th Century)**.

EMANA BRANX

See entry under **THE VEGAN SYSTEM**.

EUPHORIX

See entry under **THE VEGAN SYSTEM**.

GIL'DISHPAN

See entry in **Section Five: THE UNIVERSE (30th Century)**.

H'LVEN

Populated by a sentient race bearing a striking resemblance to the chipmunks of Earth, H'lven exists in a galaxy far from Earth, in Sector 1014, as space is divided by the Guardians of the Universe (see entry under **OA**). H'lven is a low technology world, and the H'lvenites live in an arboreal (tree-dwelling) society.

The H'lvenites are a peaceful race, making them a frequent target for alien invasions. Surprisingly, these quiet, unassuming beings have been successful in beating back invaders who are much more advanced. Much of the credit for these victories goes to Ch'p, the Green Lantern of H'lven.

CH'P

DEX:	11	STR:	2	BODY:	12(2)
INT:	5	WILL:	16	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	12
INITIATIVE:	22	HERO POINTS:	65		

•**Skills:**
Acrobatics: 6, Charisma: 6

•**Advantages:**
Connections: Dr. U'bx (High), Green Lantern Corps (High)

•**Drawbacks:**
Forced Exile (pre-*Crisis* H'leven); Innocent; Uncertainty

•**Equipment:**
POWER RING [BODY: 16, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 16, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 8, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

Bonus: Ch'p's BODY is 12 APs while he is wearing the Power Ring.

Limitations: The Power Ring's BODY is only 6 APs while it is not being worn; the Skin Armor Power does not

have to be activated at its full AP value: Ch'p loses 1 AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery [Body: 16, Energy Absorption: 18, Invisibility: 15, R#: 2]

Note: Ch'p's Power Ring and Battery are among the few still functioning in the wake of the damage to the Central Power Battery on Oa.

- **Motivation:** Responsibility of Power
- **Wealth:** 4

TYPICAL H'LVENITE

Dex:	8	Str:	2	Body:	2
Int:	3	Will:	2	Mind:	2
Infl:	2	Aura:	3	Spirit:	2
Initiative:	13	Hero Points:			0

- **Skills:** Acrobatics: 4

HNYXX

See entry under **THE VEGAN SYSTEM**.

KALANOR

Kalanor was a world once dominated by a race of humanoids. Though they had not yet reached the stars, they had developed a technology many years more advanced that current Earth technology.

As their main source of power, they constructed tremendously large and complex nuclear reactors, the largest of which was built outside Kalanor's largest city, Py'tar, home of a billion Kalanorians. In a cataclysmic accident, the reactor exploded, exposing everyone and everything on Kalanor to overwhelming amounts of nuclear energy. Most died, including the dominant humanoid race; other species survived, but were mutated far beyond recognition. These new, varied races struggled for survival in Kalanor's harsh new environment, and in the end, several intelligent life forms evolved, including a race of pink-skinned humanoids. Another species, however, evolved strong telepathic abilities. Characterized by their reddish-purple skin, a semicircular webbed construct that stretched across the tops of their heads and a third eye located on their foreheads, they used their powers of mental control to enslave all other Kalanorian races and rose to prominence.

For many years, these telepaths ruled Kalanor. Though they were bloodthirsty despots, they rebuilt the radiation-ravaged planet in short order, advancing technology to the point where interstellar travel become a reality. However, once they brought the civilization to greatness, the innate fatal flaw of the telepaths, their fierce sense of competition, fragmented their people. Families warred against families for the throne of the planet. Ultimately, only one male and one female survived, and they were killed by their only son when he reached maturity.

The lone remaining Kalanorian telepath, Despero, ruled his people with an iron hand for more than a century. His reign might have continued unchallenged

for thousands of years, had not a Kalanorian scientist named Jasonar fled the planet in a special starship, aboard which Jasornar took materials with which he hoped to perfect a weapon capable of nullifying Despero's telepathic abilities. Jasonar managed to reach Earth, but was quickly tracked down by the vengeful Despero. Jasonar was able to enlist the aid of the Justice League of America, who delayed Despero while Jasonar perfected his invention, after which Despero was captured and returned to Kalanor for judgement.

Despero was sentenced to a rehabilitation program, which ultimately led the Kalanorians to believe that they had permanently eradicated Despero's powers. They were mistaken: after his abilities returned, Despero engineered a tremendous explosion that left the Kalanorians thinking that he had been killed and was therefore no longer a threat. This allowed Despero to travel to Earth for several rematches against the JLA over the next few years. Each time he appeared, however, his plans of global conquest were thwarted.

During a recent all-out battle between Despero and Justice League International, the Martian Manhunter used his own formidable telepathic powers to create an illusion in Despero's consciousness that the Kalanorian had killed the Justice League and reduced Earth to a smoking cinder. Satisified with his "victory," Despero regressed into an unconscious fetal state and was placed into a special container by the JLI. Several days later, intergalactic barterer Manga Khan noticed Despero while touring the JLI's headquarters and took the former conqueror as a trophy for his starship.

DC HEROES statistics for Despero can be found in the *Justice League Sourcebook*.

KARNA

See entry under **THE VEGAN SYSTEM**.

KHUNDIA

See entry in **Section Five: THE UNIVERSE (30th Century)**.

KORUGAR

*L*ocated in Sector 1417 (according to the Guardians of the Universe's division of Known Space), Korugar is a technically highly advanced world inhabited by a red-skinned humanoid race. The Korugarans are highly ethical and devoted to study and contemplation.

The high character of the race led the Oan (see entry under **OA**) Guardians of the Universe to Korugar three times in search of Green Lanterns for their Green Lantern Corps. The first Korugaran Green Lantern was Sinestro, who also represented the first time the Guardians misjudged a being who was chosen to wear the coveted Power Ring. Sinestro soon grew drunk with his power, at first setting himself up as the arbiter of all disputes on Korugar, then

declaring himself absolute dictator over his people. Sinestro was eventually halted by Guardian intervention and replaced by Katma Tui, who still held that post when the Green Lantern Corps was disbanded. Mere months after the Corps' dissolution, Katma Tui was killed by the villainess known as Star Sapphire.

SINESTRO — *deceased*

DEX:	7	STR:	3	BODY:	10 (4)
INT:	10	WILL:	21	MIND:	11
INFL:	7	AURA:	10	SPIRIT:	20
INITIATIVE:	24	HERO POINTS:			100

•Skills:
Charisma: 10, Gadgetry: 10, Scientist: 10

•Advantages:
Area Knowledge (Korugar); Connections: Secret Society of Super-Villains (High), Qward (Low); Genius; Iron Nerves; Leadership

•Drawbacks:
Catastrophic Irrational Attraction to destroying the Green Lantern Corps

•Equipment:
POWER RING [BODY: 21, INT: 8, Comprehend Languages: 20, Flight: 40, Force Manipulation: 21, Recall: 17, Sealed Systems: 16, Invulnerability: 18, Omni-Power: 10, Regeneration:4, Skin Armor: 4, R#: 2]

Bonuses: Sinestro's BODY is 10 APs while he is wearing the Power Ring; the Power Ring emits a yellow beam, making it immune to the direct effects of Green Lanterns' Power Rings.

Limitations: The Power Ring's BODY is only 4 APs while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Sinestro loses 1 AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use

Miscellaneous Drawbacks: The Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery [BODY: 21, Energy Absorption: 18, Invisibility: 15, R#: 3]

•Motivation: Power Lust

•Wealth: 12

KATMA TUI — *deceased*

DEX:	4	STR:	3	BODY:	12 (3)
INT:	8	WILL:	20	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	14
INITIATIVE:	18	HERO POINTS:			75

•Skills:
Charisma: 8, Scientist: 9

•Advantages:
Area Knowledge (Sector 1417); Attractive; Connection: Green Lantern Corps (High); Iron Nerves

•Drawbacks:
Married

•Equipment:
POWER RING [BODY: 20, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 20, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 10, Regeneration:4, Skin Armor: 4, Spirit Travel: 50]

Bonus: Katma Tui's BODY is 12 APs while she is wearing the Power Ring.

Limitations: The Power Ring's BODY is only 6 APs while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Katma Tui loses 1 AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery [BODY: 20, Energy Absorption: 18, Invisibility: 15, R#: 2]

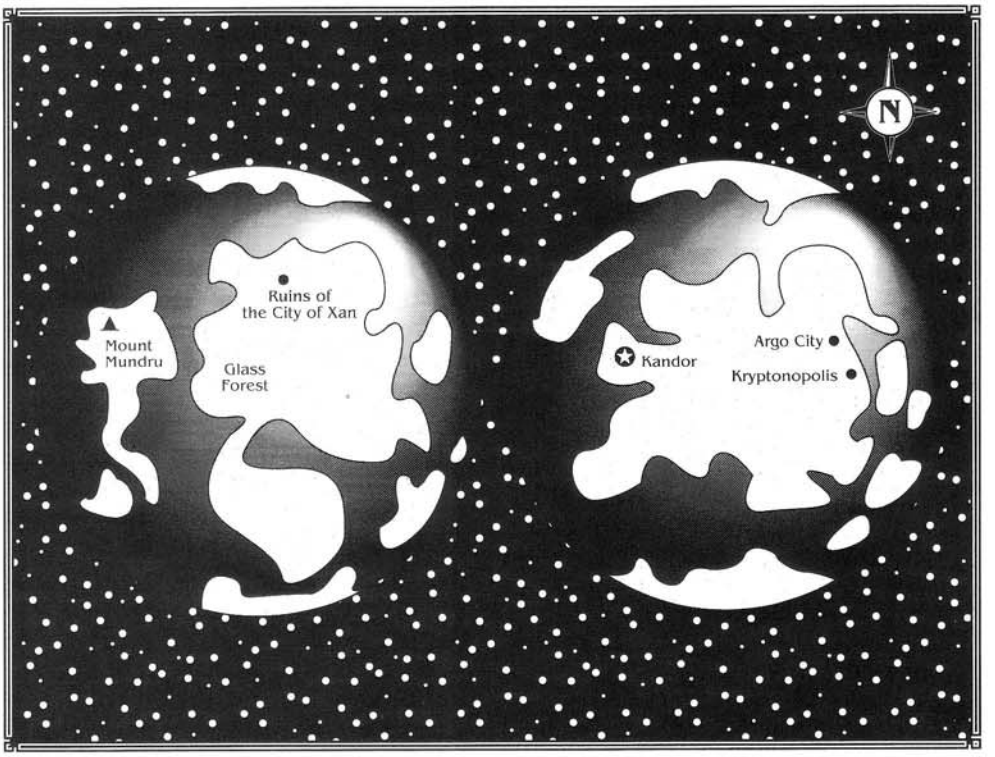
•Motivation:
Responsibility of Power

•Wealth: 8

TYPICAL KORUGARAN

DEX:	3	STR:	2	BODY:	2
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:			0

KRYPTON



*T*he planet Krypton, which is the birthplace of Kal-El (also known as Superman), no longer exists. It was destroyed numerous years ago as a result of its highly unstable geological conditions.

Approximately the size of Earth, Krypton orbited a red sun some fifty light-years distance from Earth. Over 100,000 years ago, Krypton was already at a level of scientific achievement that surpasses that of present-day Earth. Kryptonians had perfected, among other things, the technique of cloning; they kept vast banks of non-sentient clones of every living Kryptonian for the purpose of replacing body parts worn out by age or damaged by injury. Along with the knowledge of how to retard the aging process, the Kryptonians were virtually immortal, death nearly unknown.

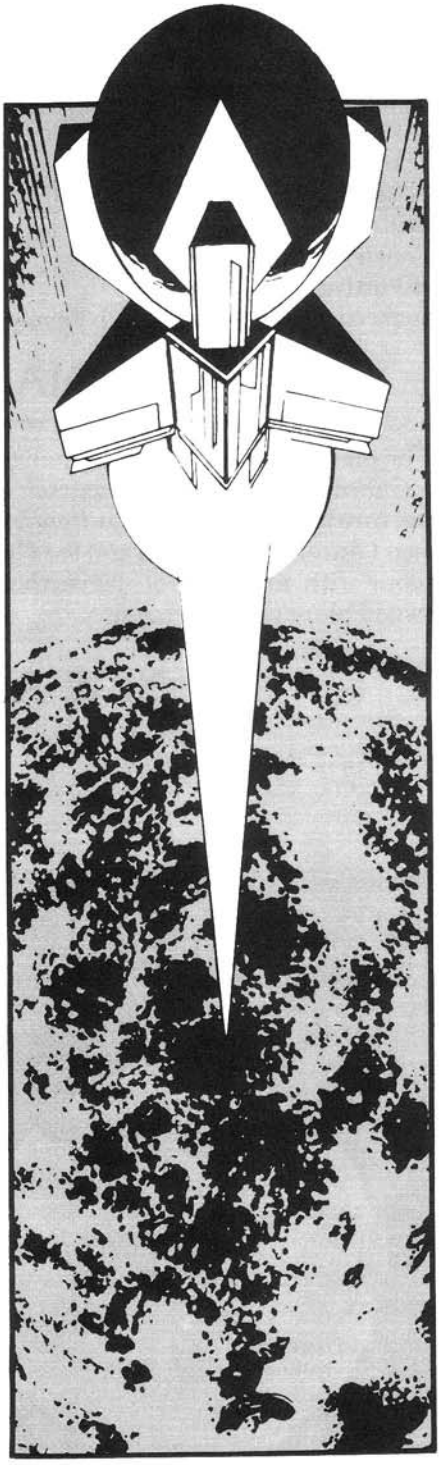
These early Kryptonians lived an idyllic life. They were dedicated to the advancement of science and art, and possessed a love of beauty and sensuality which was reflected in every aspect of their lives. Eventually, however, the pleasure-seeking Kryptonians grew too fond of their comforts, leading to many thousands of years of scientific stagnation.

A later political movement demanding equal rights for the clones kept in the body banks exploded into the Clone Wars, pitting clone rights activists against the rest of Krypton. As a result of the war, the Clone Banks were abolished and Kryptonians established new methods of prolonging their lives. During this era, Krypton's geneticists also discovered a method of giving birth that involved donated genetic tissue and a life-matrix device that was kept in gestation chambers until the resultant living being was released at birth.

Procreation had become a cold, impersonal process, leading to a corresponding repression of the Kryptonian emotional and sexual culture, leaving the population emotionless and spiritually dead.

Krypton's final 1,000 years were thus spent, until the discovery by famed scientist Jor-El of the instability of the planet's core. Since the Kryptonians had all but abandoned space travel during the era of scientific decline, they were trapped on this dying planet. The only survivor of the cataclysm which eventually blasted Krypton to rubble is Kal-El, whose life matrix was sent from Krypton to Earth aboard his father Jor-El's experimental star drive unit.

Among the known points of interest on Krypton was Kandor, Krypton's capital city and its center for scientific research and study. It was in Kandor that the elders of Krypton met. Kryptonopolis was the planet's secondary capital. One of the planet's most spectacular sights was Mt. Mudru, which at 211,000 feet above sea level, was Krypton's highest point. Other sights were the Ruins of Xan, home of the civilization of the Kryptonians' ancestors, and the Glass Forest, a huge glen that was crystallized into glass by the heat from a powerful explosion.



JOR-EL — *deceased*

DEX:	4	STR:	3	BODY:	4
INT:	14	WILL:	10	MIND:	12
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:			110

- **Skills:**
  Gadgetry: 20, Scientist: 20
- **Advantages:**
  Area Knowledge (Krypton); Connections: Ruling Council (Low); Rich Family; Scholar (Kryptonian history)
- **Drawbacks:**
  Dark Secret (imminent destruction of Krypton); Married; Miscellaneous: Jor-El, like all Kryptonians, suffers a genetic flaw that would prove fatal if he left the planet Krypton.
- **Motivation:** Upholding the Good
- **Occupation:** Scientist
- **Wealth:** 13

LARA —*deceased*

DEX:	3	STR:	2	BODY:	2
INT:	10	WILL:	9	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	50		

- **Skills:**
  Charisma: 9
- **Advantages:**
  Connection: Jor-El (High); Rich Family
- **Drawbacks:**
  Miscellaneous: Lara, like all Kryptonians, suffers a genetic flaw that would prove fatal if she left the planet Krypton.
- **Motivation:** Upholding the Good
- **Occupation:** None
- **Wealth:** 13

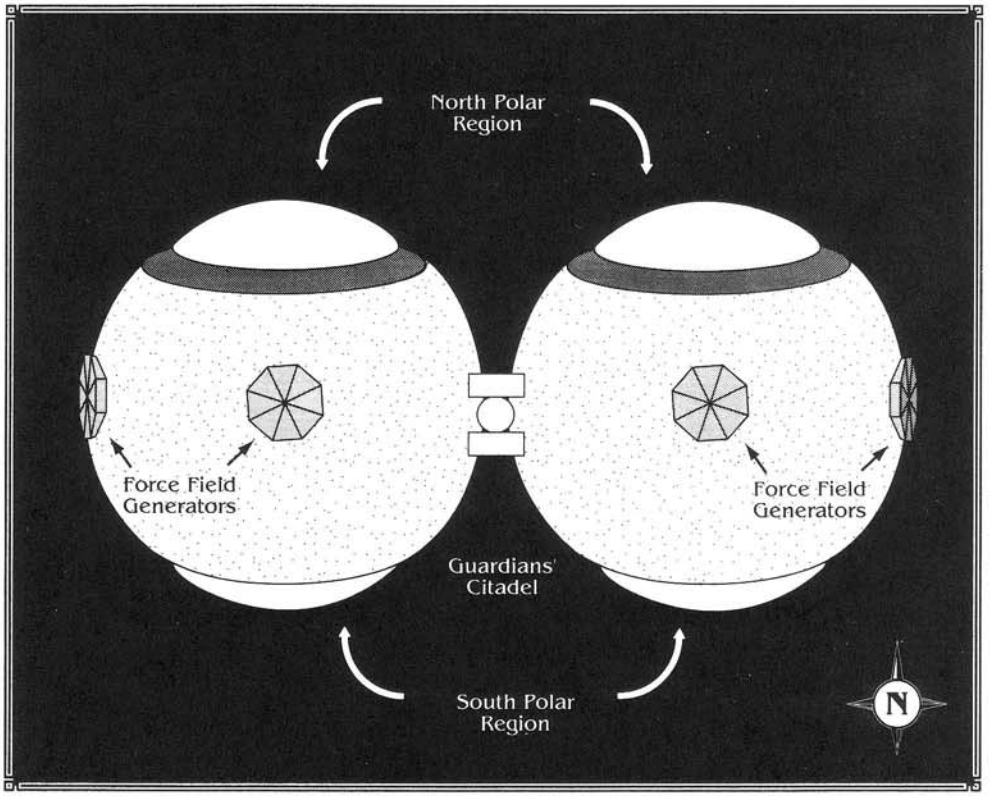
MALTUS

*T*he planet Maltus is the original home of the beings who became known as the Guardians of the Universe (see entry under **OA**). Since the Guardians' departure to Oa, Maltus has suffered from catastrophic overpopulation, which Green Lantern Hal Jordan and the Guardians recently helped the Maltusians to deal with and control. Nevertheless, Maltus remains one of the most crowded planets in the cosmos.

NEW ALLIANCE

See entry under **THE VEGAN SYSTEM**.

OA



Oa, one of the oldest planets in Known Space, is located at the very center of the universe.

For over ten billion years, Oa has been home to a race of blue-skinned humanoids who are possessed of great mental powers. Little is known of their evolution, but these beings developed early in the life span of their home world (see entry under **MALTUS**), growing into a race preoccupied with the eternal study of nature and science, which was balanced by their love for games and sport. The Maltusians, who needed neither rest nor sleep, were immortal.

The Maltusians had a legend that the universe would be destroyed should they ever learn of their origins; this belief lead to a tradition that forbade the study of their past. One of their number, Krona, defied that tradition, and his interference unleashed a dark evil force upon the universe. In order to combat this spreading threat, which caused hatred and violence to flourish on every world it touched, and resulted in the splitting of the cosmos and the creation of the Anti-Matter Universe of Qward (see entry under **QWARD**), the Maltusians emigrated to Oa, where they created the first of their intergalactic police forces, the robotic Manhunters. The Manhunters were later abandoned in favor of living agents, which ultimately became known as the Green Lantern Corps. Despite their own powers, the Oans, now called the Guardians of the Universe, chose to employ outside agents for this work because their numbers were so few.

Over the course of the passing millennia, the immortal Guardians continued to evolve into the large-headed form they are known for today. Their numbers have been diminished several times in the course of their history, once when a group of Guardians who felt their brothers' methods were too weak to accomplish any good left Oa for another dimension. These renegade Guardians ultimately became known as the Controllers (see **THE CONTROLLERS' DIMENSION**). Their numbers were further reduced by subsequent strife between Guardian factions.

Oa eventually became a desolate, barren desert of a world, with the Guardians' imposing fortress of a city the only survivor of time. Its large central Citadel housed the Central Power Battery that powered the rings of the legendary Green Lantern Corps as well as massive machines and devices for teaching and record keeping. A special crypt held the bodies of Green Lanterns struck down in the performance of their duties.

After the disbanding of the Corps by the Guardians, who left this dimensional plane to follow other pursuits, Oa remained uninhabited, except for one lone Guardian, Appa Ali Apsa, who stayed there to watch over the Central Power Battery. The Central Power Battery recently suffered from extreme damage at the hands of renegade Green Lantern Sinestro, and as a result, all but a handful of the Green Lanterns' Power Batteries and Rings were destroyed. All that remains of the Guardians' Citadel are the shattered remains of the Central Power Battery and the sciencells in which the Guardians have imprisoned the galaxy's most dangerous menaces, including the sentient Sector 3600, Goldface, and the diminutive magician, Myrwhydden.

Over the millenia that Oa was inhabited by the Guardians, the planet itself actually absorbed a tremendous amount of the energy that the Guardians once used to power the Green Lantern Corps. As a result, Oa's soil contains a limited amount of emerald power that could possibly be tapped into by those with the knowledge to do so.

Recently, Appa Ali Apsa went insane, and used the power of Oa to transport entire communities from across the cosmos to the planet. Appa was defeated by the Terran Green Lanterns Hal Jordan, John Stewart, and Guy Gardner.

During the battle, the Guardians returned and executed their renegade brother. In the wake of this crisis, the Guardians have decided to rebuild Oa and restore the Green Lantern Corps to full strength.

PLANETARY FORCE FIELD GENERATOR [Body: 15, Force Field: 26]

Bonus: Force Field automatically opens to admit members of the Green Lantern Corps, or any of the Guardians of the Universe.

SCIENCELLS [Body: 30, Force Field: 20, Neutralize: 35]

Limitation: Force Field has a Range of 0 APs, enclosing the sciencell only.

CENTRAL POWER BATTERY (pre-*Green Lantern Corps* #224) [Body: 45, Force Manipulation: 45, Omni-Power: 22]

CENTRAL POWER BATTERY (*Green Lantern Corps* #224 - on) [Body: 35, Force Manipulation: 35, Omni-Power: 17]

APPA ALI APSA — *deceased*

Dex:	5	Str:	3	Body:	15
Int:	17	Will:	30	Mind:	20
Infl:	12	Aura:	14	Spirit:	10
Initiative:	34	Hero Points:			150

•Powers:

Flight: 40, Force Manipulation: 30, Sealed Systems: 20, Spirit Travel: 45, Regeneration: 10, Invulnerability: 25, Systemic Antidote: 20, Telepathy: 5

•Skills:

Gadgetry: 18, Scientist: 20, Vehicles (Land): 5

•Limitations:

Force Manipulation is reduced by 1 AP for every week that Appa Ali Apsa is separated from Oa.

•Advantages:

Connection: Green Lantern Corps (High); Genius; Scholar (metaphysics, the Universe)

•Equipment:

Earth Motorcycle [Str: 3, Body: 5, Running: 7, R#: 2]

•Alter Ego: "The Old Timer"

•Motivation: Responsibility of Power, later Psychopath

•Occupation:

Guardian of the Universe

•Wealth: 30

OGYPTU

See entry under **THE VEGAN SYSTEM**.

OKAARA

See entry under **THE VEGAN SYSTEM**.

THE PROMETHEAN GALAXY

*A*t the edge of the physical universe lies a vast expanse of space known as the Promethean Galaxy, the last signpost before entering the heart of the Source.

At this galaxy's edge is a giant wall of stone faces. Transformation into one of these faces is the fate of those beings who sought the secrets of the Source and were foolish enough to think they would succeed. A few others, who never got as far as the Source, float in space before the wall, gigantic stone mockeries of their former intelligence and power.

Only once has the wall of faces been successfully breached, by Metron and Earth's Swamp Thing, and even they did not survive unscathed. To attempt to pass the wall will only add a new face to past failures.

The Promethean Galaxy can only be reached through a Boom Tube (see entry under **APOKOLIPS**). The OV/RV of the attempt is 13/13.

RANN

*L*ocated near Alpha Centauri in the Milky Way, approximately four-and-one-half light years from Earth, Rann is a study in contrasts. Much older than Earth, which it closely resembles in many geological aspects, Rann was home to a race of scientifically advanced, blue-furred beings as long as one billion years ago. These beings apparently achieved space flight and left the planet, leaving few relics of their time on Rann. The earliest documented beings on the planet belonged to a reptilian race that, according to legends, were responsible for the construction of the now-ruined city, Sumuru.

Eventually, humanoid Rannians evolved on the planet, developing into a technically advanced race. Their society stayed divided into separate city-states rather than banding together into unified nations.

Ranagar, the chief city of modern, technological Rann, was founded some 5,000 years ago, after the previous master city of Pagathann was ravaged by a civil dispute against its dictator. Modern Rannians still celebrate the anniversary of their victory against Pagathann as the Festival of Dyalina.

Approximately 1,000 years ago, a great war was waged between Ranagar and another city-state, Zared, over the rights to the Lake of Insalla. This war led to a devastating nuclear conflict, which eventually involved the entire planet. That conflict put an end to the scheme of Zared's scientist-king Alva Xar, who had developed an ultimate weapon which was destroyed in the conflagration. Alva Xar had hoped to employ the weapon to make himself the emperor of all Rann.

Following the Great War, the city-states developed independently. Some, like Ranagar, retained their scientific greatness. Others, like Yardana, were never fully rebuilt and slid into primitive, superstitious cultures, which regarded their neighbors' science as a form of black magic.

Sardath, Ranagar's greatest scientific mind and father of Alanna, is the inventor of the Zeta Beam, an intergalactic teleportation device which was responsible for bringing Earth man Adam Strange to Rann, where he became his adopted world's greatest hero. After many years of beaming back and forth between Earth and Rann, Strange married Alanna.

Strange later discovered that his initial arrival on Rann was no accident. Rann's scientists had set up the Zeta Beam to lure an Earth man to their world so that he could impregnate the Rannian princess, since all the native Rannian males were slowly being rendered sterile by the lingering effects of the war that occurred more than a thousand years before Strange's arrival. Thanks to an elemental "push" from Earth's Swamp Thing, the decay of Rann's environment was reversed. At this same time, Strange learned that Alanna was pregnant.

Sardath recently perfected a Megazeta Beam that allowed Strange to be transported to Rann permanently. However, the Megazeta Beam had an unexpected side effect that rendered Strange temporarily insane, and in his rage, he seriously wounded Sardath and fled into the Rannian desert. With the help of Sardath's exiled wife, Strange regained his senses and returned to Ranagar. Upon his arrival, he found that Alanna had prematurely gone into labor, Sardath had become unhinged from his injuries, and the city was under attack from its rival, Zared. In the end, Alanna died giving birth to a daughter and Sardath transported Ranagar into orbit around Rann. Adam was temporarily stricken with grief over Alanna's death, but eventually realized that he had a duty to his newborn daughter and adopted city that he had to uphold. He is now helping the Ranagarians to adapt to their new circumstances by

introducing them to democracy and other Terran concepts.

Adam Strange game statistics are located on page 26 of the *Background / Roster Book*.

ALANNA — *deceased*

DEX:	4	STR:	2	BODY:	2
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:			15

•Skills:
Acrobatics: 3, Gadgetry: 9, Scientist: 9, Vehicles: 7, Weaponry: 6

•Advantages:
Attractive; Area Knowledge (Ranagar); Connection: Ranagar Ruling Council (High); Scholar (Rann)

•Equipment:
BODY SUIT [*BODY: 6*, Flame Immunity: 7]
Jet Pack [BODY: 4, Flight: 8, R#: 2]
Laser Pistol [BODY: 3, Heat Vision: 8, R#: 2]

•Motivation:
Responsibility of Power

•Wealth: 12

SARDATH

DEX:	3	STR:	2	BODY:	2
INT:	11	WILL:	7	MIND:	8
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	17	HERO POINTS:			35

•Skills:
Gadgetry: 14, Scientist: 14

•Advantages:
Connection: Ranagar Ruling Council (High); Genius; Scholar (physics)

•Drawbacks:
Age (old); Authority Figure; Dark Secret (reasons for bringing Strange to Rann); Public Identity

•Equipment:
ZETA-BEAM [BODY: 6, Teleportation: 55, R#: 2]
Limitations: The effects of the Zeta-Beam wear off in 15+1D10 APs of time, returning the Teleported Character to his original location; the Zeta-Beam can only be used to Teleport single Characters from Earth to Rann.

•Motivation: Responsibility of Power, later Thrill of Adventure

•Occupation: Scientist

•Wealth: 12

TYPICAL RANNIAN

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	5	MIND:	5
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:			0

•Drawbacks:
Miscellaneous: Most Rannians are sterile.

RASHASHOON

See entry under **THE VEGAN SYSTEM**.

ROGUE

See entry under **THE VEGAN SYSTEM**.

SINDROMEDA

See entry under **THE VEGAN SYSTEM**.

SLAGG

See entry under **THE VEGAN SYSTEM**.

SLYGGIA

*L*ocated in Space Sector 1418, Slyggia is home to a race of sentient reptilian beings. While it is commonly known that the Slyggians are a technologically advanced race, little else is known about the world or its people, in spite of the fact that one of its natives, Salaak, was a member of the Green Lantern Corps for many years.

SALAAK

DEX:	5	STR:	4	BODY:	12 (5)
INT:	7	WILL:	17	MIND:	7
INFL:	2	AURA:	3	SPIRIT:	12
INITIATIVE:	14	HERO POINTS:			65

- **Powers:**

Extra Limb (x2): 5

- **Advantages:**

Connections: Green Lantern Corps (High), Ch'p (High), Solar Council (High)

- **Drawbacks:**

Strange Appearance; Miscellaneous: Salaak is an extreme pessimist

- **Equipment:**

POWER RING [BODY: 17, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 17, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 8, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

Bonus: Salaak's BODY is 12 APs while he is wearing the Power Ring.

Limitations: The Power Ring's BODY is only 6 APs while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Salaak loses 1 AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery [BODY: 17, Energy Absorption: 18, Invisibility: 15, R#: 2]

Note: Salaak's Power Ring and Battery were among those lost when the Central Power Battery on Oa was damaged.

- **Motivation:**

Responsibility of Power

- **Wealth:** 5

TYPICAL SLYGGIAN

DEX:	3	STR:	3	BODY:	4
INT:	4	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:			0

- **Powers:**

Extra Limb (x2): 3

- **Drawbacks:**

Strange Appearance (to non-Slyggians only)

TAKRON-GALTOS

See entry in **Section Five: THE UNIVERSE (30th Century)**.

TALOK VIII

*T*alok VIII is the only habitable planet in a binary star system. As a result of the almost constant sunlight and heat bombarding the planet, Talok has an extremely dry, arid environment, with almost eighty-five percent of the planet's surface taken up by deserts. A few areas have large outcroppings of rock, however, and it was in the shadows of these rocks that life evolved on

Talok. Eventually, a race of blue-skinned humanoids became the dominant life form.

The culture of Talok is centered around their religion, which is founded on a deep reverence for the shadows which gave them life. Every generation, a defender of the planet is born with formidable shadow powers that come from within Talok itself. The most recent defender was Lyrissa Mallor, who was turned over to the Alien Alliance by the Talokian rulers to avoid involving Talok in the Dominators' war against the Earth. Mallor later became the Acting Commander of the L.E.G.I.O.N. (see entries under **CAIRN, COLU**).

The technological level of Talok VIII is roughly equal to that of Earth, but is different in subtle ways due to climatological variations. Much of Talok VIII's native technology has been supplemented by its contact with other worlds, which has introduced the Talokians to space flight, among other innovations.

The entity known as Starr recently arrived on Talok VIII, and began a systematic takeover of the planet's political and computer systems. In Mallor's absence, he convinced the Talokian ruling body to appoint him the new planetary champion. He also preyed upon the Talokians' superstitions to take possession of Lydea Mallor, Lyrissa Mallor's infant daughter and heir to the position of planetary defender. Starr accelerated Lydea's growth, and instilled an overpowering hatred of her mother in her psyche. He then sent "Lydea Darkstar" to Cairn, where she managed to mortally wound Lyrissa before being taken into L.E.G.I.O.N. custody.

Under the leadership of Vril Dox, the L.E.G.I.O.N. traveled to Talok VIII and destoyed Starr's body, leaving the planet without a champion.

Typical Talokians have the same basic game statistics as Earth humans. For more information about the future of Talok VIII, see **Section Five: THE UNIVERSE (30th Century)**.

LYRISSA MALLOR — *deceased*

DEX:	8	STR:	3	BODY:	4
INT:	7	WILL:	6	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	75		

- **Powers:**
  Darkness: 15
- **Skills:**
  Charisma: 7, Detective: 5, Occultist: 4, Scientist: 5
- **Advantages:**
  Area Knowledge (Talok VIII); Connections: L.E.G.I.O.N. (High), Talok VIII government (Low); Iron Nerves; leadership
- **Drawbacks:**
  Authority Figure; Forced Exile (Talok VIII); Guilt; Married; Public Identity
- **Motivation:**
  Responsibility of Power
- **Occupation:** Planetary Champion/ Acting Commander of L.E.G.I.O.N.
- **Wealth:** 8

TAMARAN

See entry under **THE VEGAN SYSTEM**.

THANAGAR

*O*rbiting Polaris is the planet Thanagar. This world is populated by a humanoid race which evolved and developed a highly technological civilization in which war has been rare and crime virtually unknown since the planet's early years.

Having exhausted all challenges at home, the Thanagarians turned their attention to the stars, developing sophisticated space flight and embarking on a concerted program of interstellar exploration. What they found beyond the boundaries of their home world was a multitude of worlds populated by less advanced beings of many species. Rather than attempt to live in harmony with these beings, the Thanagarians instead took a course of imperialism. They declared numerous planets protectorates of Thanagar, stripping them of their natural resources and treasures and transporting aliens by the hundreds of thousands to work as slaves in Thanagarian homes, cities, and farms.

A greatly divided society swiftly evolved on Thanagar, with the human masters living in gleaming, towering cities in the sky and their alien slaves cast down into the filth and squalor of their lower-level ghettos. These ghettos are hotbeds of crime, disease, malnutrition, murder, and black market activity. The aliens are watched closely by the Thanagarian police, the so-called Wingmen, an elite airborne corps of paramilitary personnel whose flight is made possible by artificial wings and the power of Nth Metal, an anti-gravity device; both were created by famed Thanagarian ornithologist Paran Katar.

The native Thanagarians have grown decadent, corrupt,and blind to the cruelty their society visits on the enslaved aliens. Even the Wingmen police command is believed to be rife with corruption, with officials recently proved to be involved in the drug trade that plagues the denizens of the alien ghettos.

Katar Hol (son of Paran Katar), the Wingman who broke the corruption scandal, has become famed on Earth as the superhero Hawkman.

Hawkman's statistics are found on page 38 of the *Background / Roster Book*.

BYTH

DEX:	9	STR:	6	BODY:	8
INT:	7	WILL:	8	MIND:	7
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	22	HERO POINTS:	50		

- **Powers:**

Shape Change: 13

- **Skills:**

Charisma: 7, Detective: 7, Martial Artist: 7, Military Science: 9, Weaponry: 9

- **Bonuses:**

Byth's Shape Change Power is not limited to Earth animals: he can transform himself into any animal he has seen.

- **Advantages:**

Area Knowledge (Thanagar); Connections: Thanagarian Underground (High); Wingmen (Low); Iron Nerves; Leadership; Sharp Eye

- **Drawbacks:**

Catastrophic Irrational Attraction to the "Krotan Drug;" Serious Psychological Instability; Catastrophic Rage

- **Motivation:** Power Lust
- **Occupation:**

Former Wingman, now Criminal

- **Wealth:** 12/3

TYPICAL WINGMAN

DEX:	7	STR:	5	BODY:	7
INT:	6	WILL:	7	MIND:	7
INFL:	5	AURA:	3	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	30		

- **Powers:**

Sealed Systems: 9, Skin Armor: 3, Speak With Animals: 3, Telescopic Vision: 4

- **Skills:**

Martial Artist: 7, Military Science: 6, Weaponry: 7, Vehicles (Space): 5

•**Limitations:**
Speak With Animals only works on birds.
•**Advantages:**
Lightning Reflexes; Iron Nerves
•**Equipment:**
ANTI-GRAVITY BELT [BODY: 10, Gravity Decrease: 7]
Limitation: Gravity Decrease only works on the wearer and any items he is holding.
Miscellaneous Drawback: The belt alone only allows the wearer to hover in place.
Wings [STR: 6, BODY: 10, Air Control: 4, Flight: 8]
Limitations: Flight only works if the user is wearing an anti-gravity belt.
Mace [BODY: 9, EV: 5]
Laser Rifle [BODY: 4, AV: 4, EV: 4, Ammo: 10, R#: 2]

THRONEWORLD

*T*hroneworld is not really a world at all: it is an amazing feat of technological achievement. Floating in interstellar space, Throneworld is a city suspended on a platform and the center of a vast intergalactic Empire. Some years ago, Emperor Rilsom the 18th died and was succeeded by the princess Clryssa. According to imperial law, Clryssa's brother, Gavyn, was executed by being ejected into space unprotected, to prevent civil war. Gavyn was rescued by a mysterious being known as Mn'torr, who used his technology to enhance Gavyn's natural stellar powers. Donning a costume and dubbing himself Starman, Gavyn secretly defended the Empire from outside threats. He was unable to prevent the murder of his sister, however, and Starman reluctantly became Emperor. Starman died during the *Crisis*, and his death caused the worlds of the Empire to split up, each pursuing its own unique destiny. Throneworld now stands nearly vacant, a tribute to the glory days of the Empire.

STARMAN II — *deceased*

DEX:	7	STR:	5	BODY:	6
INT:	9	WILL:	5	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	45		

•**Powers:**
Sealed Systems: 20
•**Advantages:**
Buddy (Mn'torr); Connection: Throneworld Empire (High); Iron Nerves; Rich Family
•**Drawbacks:**
Authority Figure; Forced Exile (Throneworld, early in career only); Public Identity (later in career only); Secret Identity (early in career only)
•**Equipment:**
GAUNTLETS [*STR: 7*, BODY: 6, Energy Absorption: 15, Power Reserve: 15, Flash: 3, Energy Blast: 3, Flame Project: 3, Object Awareness: 3, Flight: 40]
Limitations: Power Reserve begins at 0 APs. For every AP of energy absorbed with Energy Absorption, Power Reserve increases 1 AP, to a maximum of 15 APs. APs of Power Reserve may only be applied to *STR*, Flash, Energy Blast, Flame Project, and Object Awareness.
•**Alter Ego:** Prince Gavyn
•**Motivation:**
Responsibility of Power
•**Occupation:**
Adventurer, later Emperor
•**Wealth:** 12

UNGARA

*U*ngara is best known as the home world of Abin Sur, once the Green Lantern of Space Sector 2814. It was Sur who crash-landed on Earth and passed his Power Ring and battery on to Hal Jordan when he died.

Jordan visited Ungara several years later, where he learned that the populance held Abin Sur in an almost religious awe. When Jordan informed the Ungarans of Sur's death, they jumped to the conclusion that Jordan had slain Sur and stolen his Power Ring. This misconception was cleared up when Jordan saved the planet from the threat of a comet that was on a collision course with the planet.

After Jordan departed, the people of Ungara went mad with grief over the news of their champion's demise. The once-united Ungarans split into rival factions, each vying for supremacy. One faction launched a plasma satellite to rain destruction down on its enemies. An attempt was made to defuse the satellite, but resulted in its detonation instead. Ungara was thrown off its orbital axis by one hundreth of a degree, which was enough to cause earthquakes, tidal waves, and a paralyzing wave of ice that threatened to engulf the planet. More than one hundred million Ungarans perished in the cataclysm.

In a final act of desperation, the Ungarans sent a spaceship to Earth, with the intent of kidnapping Hal Jordan and forcing him to save Ungara. After a misunderstanding with the ship's crew, Jordan and fellow Green Lantern Arisia flew to Ungara and reversed the ice flow with a giant lens that magnified the heat of Ungara's sun, putting the planet in a state of eternal spring.

ABIN SUR — *deceased*

DEX:	6	STR:	4	BODY:	12 (4)
INT:	9	WILL:	20	MIND:	8
INFL:	6	AURA:	7	SPIRIT:	15
INITIATIVE:	21	HERO POINTS:		95	

•Skills:

Charisma: 8, Vehicles (Space): 5

•Advantages:

Connections: Green Lantern Corps (High); Scholar (history)

•Equipment:

POWER RING [BODY: 20, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 20, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 10, Regeneration:4, Skin Armor: 4, Spirit Travel: 50]

Bonus: Abin Sur's BODY is 12 APs while he is wearing the Power Ring.

Limitations: The Power Ring's BODY is only 6 APs while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Abin Sur loses 1 AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery [BODY: 20, Energy Absorption: 18, Invisibility: 15, R#: 2]

•Motivation:

Responsibility of Power

•Occupation: History Professor

•Wealth: 8

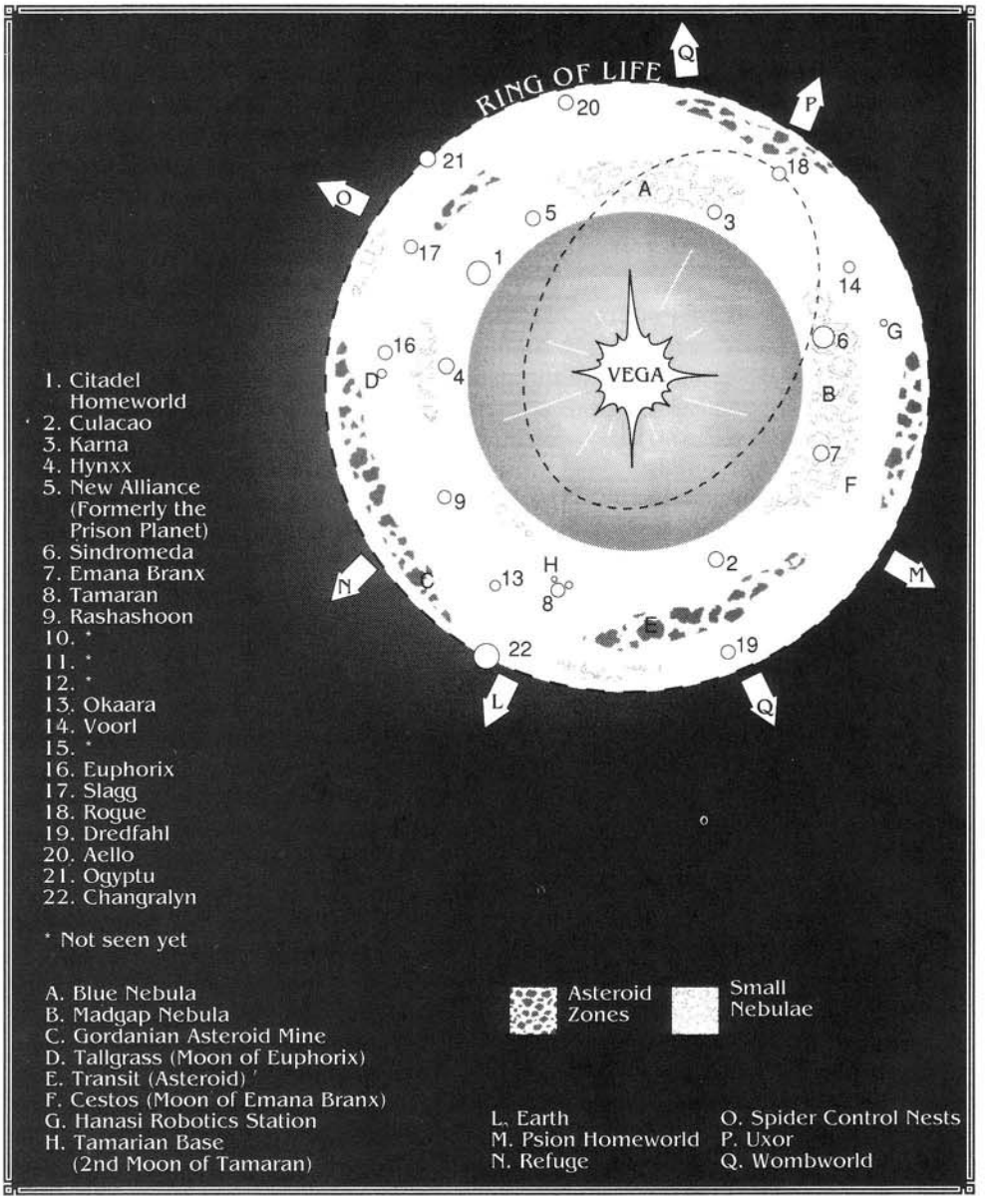
TYPICAL UNGARAN

DEX:	3	STR:	2	BODY:	2
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:		0	

•Advantages:

Miscellaneous: Ungarans have a natural life span of roughly two hundred Earth years.

THE VEGAN SYSTEM



About twenty-six light years' distance (56 APs) from Earth, the star Vega, in the constellation Lyra (the Swan), is home to twenty-two worlds, most of which are inhabited by sentient life forms. Circling the star in a ring that stretches from 600 million to 2 billion miles (39 to 41 APs) from it is the so-called "Ring of Life," or "X'Hal's Crown," a seemingly murky, almost continuous ring of matter. Upon closer inspection, however, it can be seen that the ring is actually a thick soup of asteroids, dust, moons, and the twenty-two planets.

Billions of years ago, two separate races evolved around Vega: the peaceful Okaarans and the brutal Branx Warriors. It wasn't until the Psions, aliens from outside the Vegan System, stepped in and interbred the two races that the many diverse life forms that now inhabit the worlds came into being.

One of the most profound results of this outside interference was the fate of X'Hal, an Okaaran leader who was abducted by the Branx Warriors. X'Hal was forced to mate with a Branx in hopes of creating a new species. She gave birth to two very different sons: the golden Auron and the dark First Citadellian. When the Branx attempted a second mating, the abused X'Hal overcame her peaceful nature and killed the Branx, but was fatally wounded in the struggle.

The Psions brought X'Hal back to life by recreating her essence in the form of pure energy, endowing her with mighty powers. With her new powers, X'Hal destroyed the Psion lab and returned to Okaara with her children.

The Okaarans were, in time, corrupted by the First Citadellian, who taught them the ways of war. Eventually, the surface of Okaara was destroyed by a nuclear holocaust. For this, the First Citadellian was banished. X'Hal, already showing signs of mental imbalance, flew into a rage at the news and destroyed three Vegan worlds before being subdued by a force of Okaaran Warriors.

X'Hal, imprisoned deep inside ravaged Okaara, was worshiped by her former people as a goddess. Yet, she was able to act only through her son Auron, whom she had revived from death by giving him some of her own energy powers. The goddess went through periods of severe mental instability, barely controlled by Auron. After various episodes of insanity, X'Hal finally met her ultimate fate at the hands of the Omega Men, when Primus used the ancient Oriac Device to scatter her energy throughout the Vegan system, destroying the last remains of her warped personality. X'Hal is still remembered as a goddess.

For the past several thousand years, the entirety of the Vegan System has been under the domination of the military empire known as the Citadel. Although the Citadel still holds sway over most of the Vegan System, the native group of freedom fighters called the Omega Men have, in recent years, broken the absolute supremacy of the military masters.

The Vegan system was subsequently invaded by a group of aliens known as the Spider Guild, although these alien attackers were also defeated by the Omega Men.

X'HAL

DEX:	10	STR:	20	BODY:	15
INT:	5	WILL:	9	MIND:	15
INFL:	10	AURA:	20	SPIRIT:	15
INITIATIVE:	25	HERO POINTS:	250		

- **Powers:**

Energy Absorption: 25, Energy Blast: 20, Flight: 35, Force Field: 15, Invulnerability: 15, Sealed Systems: 25, Solar Sustenance: 20, Omni-Power: 15

- **Limitations:**

All of X'Hal's Powers derive from the power of the star Vega; if X'Hal is cut off from this energy source, her Powers fade 20 APs.

- **Advantages:**

Area Knowledge (Vegan Star System); Popularity

- **Drawbacks:**

Catastrophic Rage; Catastrophic Psychological Instability; Catastrophic Irrational Attraction to destruction

- **Motivation:** Nihilist
- **Occupation:** Goddess

TYPICAL SPIDER GUILD STRAND CAPTAIN

DEX:	6	STR:	4	BODY:	8
INT:	6	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	17	HERO POINTS:	45		

•**Powers:**
Extra Limb (x4): 7, Claws: 9, Glue: 10, Full Vision: 5
•**Skills:**
Gadgetry: 7, Vehicles (Space): 9
•**Advantages:**
Connections: Control Nest (High), Psions (Low); Leadership; Lightning Reflexes
•**Drawbacks:**
Strange Appearance
•**Motivation:** Power Lust
•**Wealth:** 9

The following is a listing and description of the Vegan worlds, including game statistics for typical members of each planets' dominant species.

AELLO is an ice-covered world with a very thin atmosphere of mostly methane, although deep rifts in the planet's surface have life-sustaining oxygen at their depths. The Aellans evolved in these rifts, growing, despite their limited numbers, into a highly technologically advanced race. Aellans are humanoid, with a variety of skin colors.

If a member of an oxygen-breathing race remains unprotected on Aello's surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*).

TYPICAL AELLAN

DEX:	3	STR:	2	BODY:	4
INT:	8	WILL:	8	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	13		HERO POINTS:		0

•**Skills:**
Gadgetry: 9, Scientist: 9
•**Advantages:**
Genius
•**Drawbacks:**
Attack Vulnerability: -2 CS vs. heat; Fatal Vulnerability to lack of methane atmosphere
•**Occupation:**
Various, mostly scientists

CHANGRALYN is a gas giant with a heavy atmosphere of a composition fatal to any oxygen breathing race. To survive in this hostile environment, the Changralynians have developed into massive rock-like beings with extremely thick skin and a massive bone structure. They are egg layers, who only reproduce to replace those of their number who have died of old age, that possess a very slow metabolic rate and a temperament that is equally low-key. Although the beings of Changralyn have never been known to exhibit hostility even when provoked, the invading Citadel has placed the entire population into a drugged slumber to prevent these gentle but powerful giants from joining in revolutionary activities.

If a member of an oxygen-breathing race remains unprotected on Changralyn's surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*).

CHANGRALYN SLEEPER

DEX:	2	STR:	8	BODY:	8
INT:	2	WILL:	4	MIND:	3
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	7		HERO POINTS:		0

•**Powers:**
Skin Armor: 3, Suspension: 20◊
•**Drawbacks:**
Miscellaneous: The residents of Changralyn were put to sleep by the Citadellians, and will not awaken until a cure is found for their condition. Their sleep is represented by the APs of Suspension above.

THE CITADEL HOMEWORLD is a cold, barren world in a state of perpetual winter. Although the closest planet to Vega, it is protected from the blistering heat of the star by a thick layer of dust-like matter that absorbs energy and light, shielding the planet's surface. The First Citadellian chose this world because of its lack of natives and its harsh environment. This forces the Citadellians to adapt and survive or die.

TYPICAL CITADELLIAN

DEX:	4	STR:	9	BODY:	6
INT:	2	WILL:	2	MIND:	6
INFL:	2	AURA:	2	SPIRIT:	6
INITIATIVE:	8	HERO POINTS:			10

- **Skills:**
  Military Science: 5, Weaponry: 9
- **Drawbacks:**
  Miscellaneous: All Citadellians are clones of the First Citadellian, and therefore, there are no female Citadellians.
- **Motivation:** Power Lust

CULACAO is a largely unexplored, mineral-poor world of little interest to the Citadel, despite the fact that it is inhabited. The Culacaoan natives are of considerable interest to biologists; these primitive, marginally-sentient beings, who live on the planet's vast grasslands, comprise a single species whose males are humanoid and whose females resemble large snails.

TYPICAL CULACAON MALE

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:			0

TYPICAL CULACAON FEMALE

DEX:	1	STR:	5	BODY:	6
INT:	3	WILL:	2	MIND:	3
INFL:	2	AURA:	3	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

- **Drawbacks:**
  Strange Appearance (to off-worlders only)

DREDFAHL is a geologically active planet with a tremendous amount of volcanic activity which has rendered its atmosphere toxic. Colonization of this world was attempted in the past, but these efforts were discontinued because of the hostile environmental conditions. Instead, Dredfahl became the Vegan System's garbage dump of both toxic and hazardous waste, and of sentient trash. For many years, Dredfahl was also used as a prison planet, and, although that has been abandoned, the ruthless exile society that arose among the prisoners remains in those who elected to stay upon the planet after the prison was relocated.

If a member of an oxygen-breathing race remains unprotected on Dredfahl's surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*).

EMANA BRANX is without doubt the most brutal planet in the Vegan System, both because of its continued geological activity, and because it is the home of the Branx Warriors, one of the two original species found in the system. The beings of Branx are bred for war from birth and practice it until death, although, according to their beliefs, even death does not end the call to combat. They believe that their souls are granted but a few moments of peace before it returns them to where they will be reborn — back into the wars. Because of their warrior philosophy, the Branx were easily recruited by the Citadel, who trained them to redirect their aggression to killing other races than themselves.

TYPICAL BRANX WARRIOR

DEX:	4	STR:	9	BODY:	7
INT:	2	WILL:	4	MIND:	7
INFL:	2	AURA:	2	SPIRIT:	7
INITIATIVE:	10	HERO POINTS:			10

- **Skills:**
  Martial Artist: 7, Weaponry: 9
- **Advantages:**
  Iron Nerves
- **Drawbacks:**
  Serious Irrational Attraction to war

EUPHORIX is a lush, tree-covered world whose sentient humanoids have taken to the ways of magic and the worship of nature as the primary force of nature. Although the Euphorixians are an inherently peace-loving people, they possess a strong moral sense that does not allow them to turn their

back on injustice, putting them in strong opposition to the Citadel Empire, which has made them a frequent target in recent years.

TYPICAL EUPHORIXIAN

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	3	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	11	HERO POINTS:	35		

- **Powers:**
  Sorcery: 3, Magic Sense: 4
- **Skills:** **linked*
  Occultist: 5*
- **Motivation:** Seeking Justice

HNYXX is a world covered predominantly with water which, combined with its cooler atmosphere, produces a thick fog that permanently enshrouds the planet. Although Hnyxx is home to several water-dwelling races, as well as at least one land-dwelling race, very little is known about any of them. The military difficulties facing all the sentient beings in the Vegan System who might otherwise be inclined towards exploration have prevented them from being able to catalog worlds such as Hnyxx.

The surface of the planet has a perpetual Fog Power of 7 APs.

KARNA is a warm, humid planet of swamps and jungles alive with intensively competitive forms of plant and animal life, many of which are carnivorous. Karna is home to three dominant life forms, although it is unlikely that any of them are native to the planet. They are the SSlithiss, a race of sea squid-like beings who, although possessing superior mental abilities, have elected to remain at a level barely above those of other predators in the Karnan oceans. The Gordanians comprise a race of reptile-like sentient beings who evolved into a fierce race of slavers. Once the Gordanians became spacefaring, they brought slavery to other worlds as well. Karna is also home to the Karnan Felines, which are members of a race of bipedal great cats with a ferocious appetite for warfare.

TYPICAL GORDANIAN

DEX:	5	STR:	4	BODY:	4
INT:	5	WILL:	2	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	14	HERO POINTS:	10		

- **Skills:**
  Charisma (Intimidation): 5, Military Science: 6, Vehicles (Space): 7, Weaponry: 6
- **Drawbacks:**
  Strange Appearance (to non-Gordanians only)

TYPICAL KARNAN FELINE

DEX:	5	STR:	4	BODY:	5
INT:	4	WILL:	3	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	15		

- **Powers:**
  Claws: 7, Running: 5, Jumping: 4; Tracking Scent: 5
- **Skills:** **linked*
  Thief (Stealth): 5*
- **Advantages:**
  Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Serious Irrational Attraction to combat

TYPICAL SSLITHISS

DEX:	6	STR:	2	BODY:	2
INT:	7	WILL:	6	MIND:	7
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	[15]	HERO POINTS:	5		

- **Powers:**
  Extra Limb (x6): 2; Water Freedom: 6, Swimming: 4, Telepathy: 5
- **Drawbacks:**
  Strange Appearance (to non-SSlithiss only); Miscellaneous: Despite their high level of mental development, the SSlithiss live like other sea-going predators.

NEW ALLIANCE used to be known as the Prison Planet, and its holding facilities are still in use as the New Citadel's prison for its foes. The Citadel employs Branx and Gordanian

warriors to oversee their prisoners. Life on New Alliance is made even more difficult by its native life forms, which are little more than living expressions of aggression.

OGYPTU is a barren, rocky world inhabited by a race of stone giants who live within a different time-frame than the rest of the Vegan inhabitants. So greatly slowed is their reference of time that it appears, to an observer existing in "normal" time, as though these giants never move. Conversely, the giants view their normal neighbors as little more than speeding blurs. As of yet, no one has established a way to contact the giants.

TYPICAL OGYPTU GIANT

DEX:	0	STR:	15	BODY:	15
INT:	4	WILL:	2	MIND:	5
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	0	HERO POINTS:			0

- **Powers:**
  Growth: 10, Suspension: 30
- **Limitations:**
  Suspension is Always On, causing the giants to have no Initiative.

OKAARA, once an idyllic world of unparalleled beauty, has been reduced to a planet with a scorched and scarred surface through the misfortunes of a nuclear holocaust. Okaarans now reside in tunnels beneath the ruined surface. The Warlords of Okaara rule the planet, perfecting their military and weaponry skills, but Okaara is also known for its scholars and artists. The Warlords also sponsor a special place for scholars, where virtually all known written records and artifacts of the Vegan System's history are stored. This college is supported by the Warlords' training of the children of the rich and privileged from other Vegan worlds.

TYPICAL OKAARAN WARLORD

DEX:	5	STR:	4	BODY:	6
INT:	8	WILL:	9	MIND:	9
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:			25

- **Skills:**
  Acrobatics: 7, Charisma: 7, Martial Artist: 15, Military Science: 15, Thief (Stealth): 10, Vehicles: 10, Weaponry: 10
- **Advantages:**
  Lightning Reflexes; Iron Nerves; Scholar (warfare)
- **Motivation:** Mercenary

RASHASHOON has an atmosphere of methane and ammonia which forces its inhabitants to reside within the great domed city of Raggasshoon, which is renowned for its massive bordellos, recreation centers, and mental hospitals, all of which comprises the bulk of Rashashoon's economy. Rashashoon welcomes any beings, regardless of political belief, as long as they have the money and influence to pay their way.

If a member of an oxygen-breathing race remains unprotected on Rashashoon's surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*). The dome over Raggasshoon has a BODY of 13 APs, and the Sealed Systems Power rated at 20 APs.

ROGUE is a planet with an eccentric orbit that brings it close to Vega at regular intervals. Rogue's rotational cycle lasts fifty years. When Rogue is close to Vega, the lighted side of Rogue is molten hot, and the entire planet is convulsed by earthquakes. When Rogue is at its farthest from the star, it is dark and its atmosphere is frozen to its surface. Although life would not ordinarily exist in this environment, there is a life form inhabiting a belt of perennial twilight between the light and dark sides of Rogue. Native Roguians are extremely shy, having evolved a force shield that not only

protects them from Rogue's ravages, but hides them from one another for the length of their lives. No one has ever seen a Roguian and nothing is known about their society.

TYPICAL ROGUIAN

DEX:	2	STR:	1	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	1	AURA:	1	SPIRIT:	1
INITIATIVE:	5	HERO POINTS:			0

•Powers:

Flight: 6, Force Manipulation: 7, Force Field: 7

•Limitations:

Force Field is Always On; Miscellaneous: Force Field is opaque, hiding Roguians from outsiders (including themselves)

SINDROMEDA was once a lush, green world that was ravaged by a horrible drought. Scientists attempting to create rain brought down a rain of red crystalline spores from the Madgap Nebula by accident. These spores altered the chemical balance of the brains of the Sindromedans, releasing the latent psychic powers of the entire race. The spores also released their more aggressive tendencies, resulting in warfare that virtually destroyed the planet's environment. Sindromeda is also home to the Graffaloons, a race that looks like a cross between a hot air balloon and a Portuguese man-of-war. Although once living in symbiotic harmony with the humanoid Sindromedans, the Graffaloons escaped the effect of the red spores, which severed the link between the races.

TYPICAL SINDROMEDAN HUMANOID

DEX:	2	STR:	2	BODY:	2
INT:	6	WILL:	5	MIND:	6
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:			20

•Powers:

Sindromedan humanoids each have 1D10 Mental Powers.

•Drawbacks:

Miscellaneous: Sindromedan humanoids have been affected by a spore infestation known as the Fluxseep, which gives them their Mental Powers, but causes them to be evil.

•Motivation:

Various Villain Motivations

TYPICAL GRAFFALOON

DEX:	3	STR:	1	BODY:	3
INT:	5	WILL:	4	MIND:	8
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	11	HERO POINTS:			0

•Powers:

Flight: 2, Gliding: 5, Energy Absorption: 8

•Advantages:

Miscellaneous: The Graffaloons have the ability to temporarily merge into a larger symbiotic form. This form increases its Attributes and Powers by 1 AP every time the number of Graffaloons making it up doubles.

SLAGG is a cloud-covered rock heap of a world. Its atmosphere contains a number of inert gases which give Slagg a very weird, artificial appearance when viewed from space. The Spittroids, a yellow, lizard-like race with a single antenna and a tail, is Slagg's native race. The Spittroids were allied with the Citadel. Beings who were once slaves of the Gordanians also live on Slagg.

TYPICAL SPITTROID

DEX:	4	STR:	2	BODY:	4
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:			0

•Powers:

Danger Sense: 5, Extra Limb (tail): 5, Poison Touch: 4, Regeneration: 2

•Advantages:

Lightning Reflexes

•Drawbacks:

Strange Appearance (to off-worlders only)

TAMARAN is home to a race of golden-skinned humanoids of unusual beauty who process and convert solar energy for sustenance. The Tamaranians are a peaceful race who worship X'Hal, but, despite their pacifistic nature, they are fanatical warriors once provoked into battle. The Tamaranians possess a highly advanced technology, which they utilize to produce new forms of art, amusements, and weaponry.

TYPICAL TAMARANIAN

DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			0

- **Powers:**
  Flight: 8, Solar Sustenance: 8
- **Advantages:**
  Attractive

VOORL is a nearly-dead planet; the fierce native Voorlians have stripped Voorl of all other life forms. Possessing purple hair, orange eyes, white faces, black eyes, and humanoid forms, the death of a Voorlian triggers the generation of one hundred offspring. Consumed with greed, the natives of Voorl are a threat to any life form they come into contact with. When an alien race bartered the right to study them in exchange for food, the Voorlians were infected with a virus which rendered them incapable of reproducing. There is currently only a single Voorlian native left who is capable of reproduction, but, by all estimates, one is all that is necessary to eventually repopulate Voorl.

TYPICAL VOORLIAN

DEX:	4	STR:	3	BODY:	4
INT:	3	WILL:	2	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:			0

- **Powers:**
  Split: 100
- **Limitations:**
  Split Power is only used upon death, and creates 100 new Voorlian natives.

UNKNOWN: There are four worlds in the Vegan system that are unexplored. The nature of these worlds is unknown, as is the nature of their inhabitants, if any.

VENTURA

*V*entura is the home of both a humanoid race and the native Venturians, who are green-skinned bipeds. Among the natives of Ventura are Rokk and Sorban, the most infamous gamblers in the galaxy, who travel far and wide to engage their unwitting prey in whatever wagers the two decide to undertake against one another. For more information about the future of Ventura, see **Section Five: THE UNIVERSE (30th Century)**.

VOORL

See entry under **THE VEGAN SYSTEM**.

GRAVITATIONAL EFFECTS

All planets have their own unique mass and size, which result in a different degree of gravity on each world. Some of the preceding worlds have a gravity that is very close to Earth's, while others possess a gravity that is substantially greater or smaller. The table below summarizes the known gravitational information about the planets in this section. Note that natives of the planets suffer no ill effects from the gravity of their home world. A "†" on the table indicates that the information is unknown. The categories on the table are:

Name: the name of the world.

Opposing Value Increase: The OV increase of any Physical Action Checks due to any gravity differences from Earth's. After approximately sixty hours (17 APs time), Characters adjust to the gravitational differences. If the planet has a particularly heavy or low gravity, the GM may rule that this adjustment period will take a somewhat longer or shorter amount of time.

Lift: Any increase or decrease in APs that a Character can lift due to gravity. This also affects Jumping and other Automatic Actions involving strength. The modifier is in effect as long as a Character is on the planet.

NAME	OV INCREASE	LIFT
Aello	1	0
Bolovax Vik	4	-1
Brztal	†	†
Cairn	0	0
Changralyn	6	-1
Citadel Homeworld	5	-1
Colu	0	0
Culacao	0	0
Czarn	†	†
Daxam	5	-2
Dhor	0	0
The Dominion	0	0
Dredfahl	0	0
Dryad	2	0
Durla	3	0
Emana Branx	4	-1
Euphorix	0	0
Gil'dishpan	†	†
H'lven	3	-1
Hnyxx	2	1
Kalanor	1	1
Karna	0	0
Khundia	5	1
Korugar	0	0
Krypton	6	-2
Maltus	0	0
New Alliance	2	0
Oa	0	0
Ogyptu	2	1
Okaara	0	0
Rann	0	1
Rashashoon	0	0
Rogue	4	1
Sindromeda	6	-1
Slagg	0	0
Slyggia	3	-1
Takron-Galtos	0	-1
Talok VIII	0	0
Tamaran	1	0
Thanagar	0	0
Throneworld	0	0
Ungara	0	0
Ventura	1	-1

•**Alien Armadas:** While not technically a natural phenomenon, there are enough hostile alien races inhabiting the DC Universe that heroes who journey between the stars are bound to run into at least one fleet of ships hell-bent on conquest during their travels. The GM may wish build an entire adventure or series of adventures around such an encounter, or just include one as an aside or even as a humorous incident. The following abilities are suggested for use in designing starships. The AP levels assigned to each should be relative to the size and type of the vessel, as well as the technological level of the alien race involved. Abilities marked with an asterisk (*) are required for all spaceships. SPACESHIP [STR*, BODY*: ≥12, AV, EV, Flight*: ≥30, Sealed Systems*: ≥18, Radar Sense*: ≥25, Comprehend Languages, Warp, Teleportation, Swimming, Bomb (self destruct), Disintegration, Energy Blast, Lightning, Projectile Weapons, Heat Vision, Force Field, Force Shield, Energy Absorption, Invisibility, Omni-Arm, Solar Sustenance, Attraction/Repulsion (tractor beam), Life Sense, Magnetic Control, Telescopic Vision, Telepathy (communications equipment), Telescopic Vision, Power Reserve, R#: 0]

•**Asteroid Belts**: Asteroid belts are vast collections of boulders and space debris. The debris is usually so tightly clustered as to make entering the belt a dangerous proposition. Anyone piloting a spaceship into an asteroid belt must make an Action Check using his Vehicles (Space) Skill as the AV/EV against an OV/RV of 6/6 every phase that he remains within the belt, to avoid colliding with an asteroid. Any collision automatically damages the ship with an EV equal to the spaceship's speed.

•**Black Holes**: A black hole is the remnant of a massive star gone supernova. After the nova, the star collapses under its own weight and its massive gravity is exerted from a single point. This results in a powerful gravitational field that extends out into the space/time continuum. Black holes are extremely dangerous to space travelers. A black hole begins to affect a passing ship or traveler when the ship is 38 APs away from the black hole. At that point, the passerby is attacked with the Gravity Increase power rated at 32 APs, with the OV/RV of the attack being the ship or traveler's APs of Flight. If a ship is moving directly toward the black hole, 1 AP is added to the Gravity Increase for each AP closer to the black hole that the ship gets. Record the RAPs from this Action Check, then make the attack again the next phase. Keep rolling Gravity Increase attacks each phase until the target breaks away (one of the attacks fails to gain positive RAPs), or there have been a total of 38 cumulative RAPs. In the latter case, the target is pulled into the hole. Exactly what happens once one is pulled inside a black hole is unknown. Some people believe there is a powerful explosion (Bomb: 65). Others think that black holes are portals to another dimension (Dimension Travel: 30). The GM can decide which concept is correct.

The strange gravity field that surrounds black holes is very difficult to detect. A ship must gain positive RAPs on a Radar Sense Action Check against an OV/RV of 18/18 in order to detect a black hole before coming within 38 APs of it.

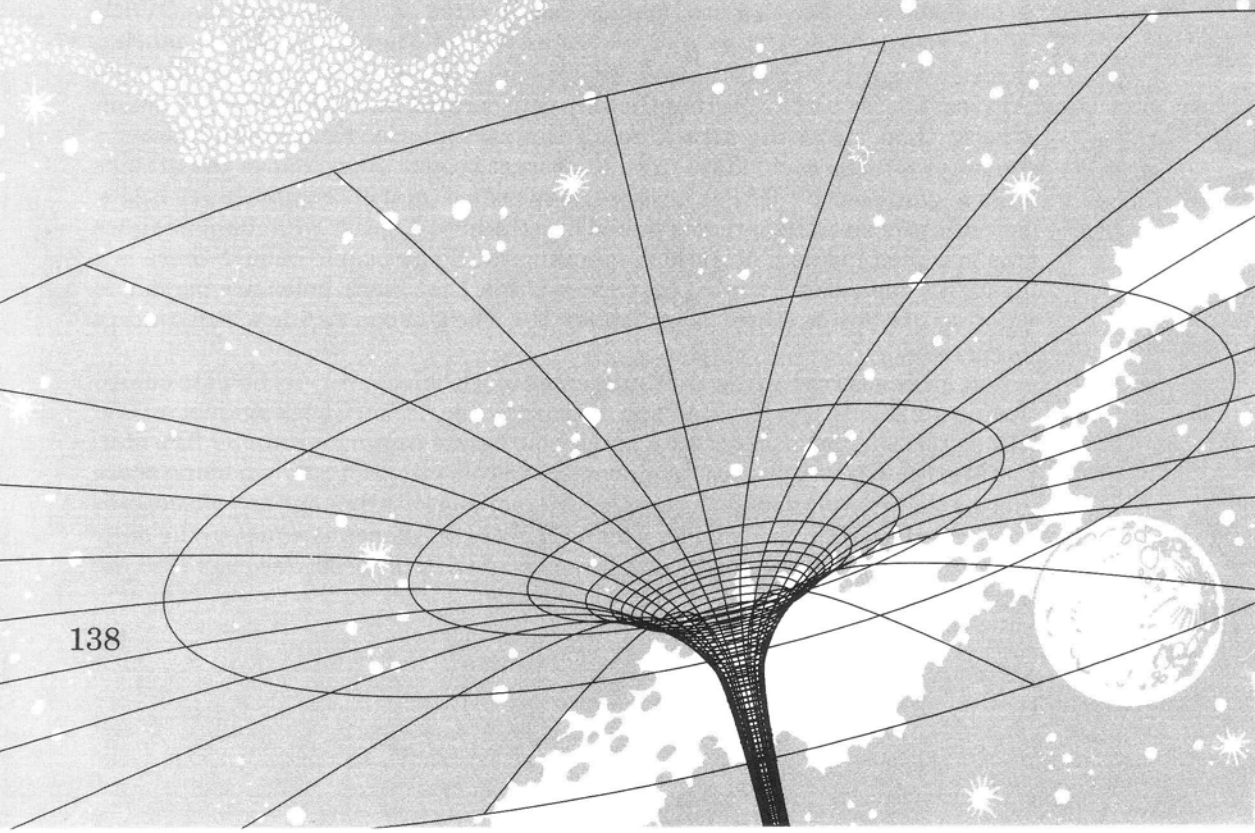
•**Meteor Showers**: A meteor shower is a collection of rapidly moving space debris that travels across the cosmos. Meteor showers damage any spaceships or characters that they strike. The AV/EV of this attack is equal to the ship/Character's APs of speed added to the shower's APs of speed. See page 12 of the *Rules Manual* for details on how to add APs.

•**Nebulae**: A nebula is as vast cloud of gasses suspended in space. Buccaneers like to hide in nebulae and ambush passing spaceships. Make an Action Check using a passing vessel's APs of Radar Sense as the AV/EV against an OV/RV of 13/13 to detect a ship or object hidden in a nebula. On 1 RAP, the ship's Radar Sense will have detected an object in the nebula; if the RAPs equal 1/2 the RV, the Radar Sense will give an outline of the object detected; and if the RAPs equal or exceed the RV, the Radar Sense will yield a complete schematic of the object.

•**Novas/Supernovas**: A nova is an exploding star. Treat a star going nova as having the Bomb Power at 70 APs; a supernova has the Bomb Power at 75 APs. There is little that can be done to prevent stars from going nova. In most adventures featuring novas, the heroes' first priority should be to evacuate any inhabitants of nearby planets before the cataclysm occurs.

•**Pulsars**: A pulsar is the core of a red giant star that has gone nova. After the explosion, the star collapses down to a tiny piece of matter about thirty kilometers across, which emits perfectly periodic streams of radiation, appearing to blink on and off in rapid regular intervals. A pulsar has Magnetic Control of 35 APs; this can pull spaceships that come within range toward the pulsar center, causing a catastrophic collision (AV/EV of 25/25). Although pulsars tend to jam the electronic operating systems of nearby spaceships (treat this situation as the use of the Military Science (ECM) Subskill of 20 APs), they are often used as navigational beacons, like "cosmic lighthouses."

•**The Silver Twist**: The Silver Twist is a strange band of energy that roams about the universe. The Twist and its random comings and goings defy description. Anyone entering the Silver Twist will be sent to an alternate universe of the GM's choice and design (Dimension Travel: 20).



For more information about the worlds of the 30th Century, consult the *Legion of Super-Heroes Sourcebook, Volume II: The World Book*. For DC HEROES statistics on the members of the LSH mentioned in this section, see the *Legion of Super-Heroes Sourcebook, Volume I*. Note that most of the information in this section predates the Great Collapse of 2989.

AVALON

Avalon is a low-tech planet with a feudal society. Its inhabitants are quite xenophobic; this quality isolates its inhabitants from other worlds in the United Planets.

Game statistics for typical Avalonians are the same as those of Earth humans, plus a Serious Irrational Fear of off-world beings.

BISMOLL



Bismoll was settled during the 25th Century by human colonists who were members of an official United Planets expedition, which was sent out to seek new worlds in this far-flung sector of the galaxy. Within several years of the colonists' arrival, however, a series of disasters struck the developing colony.

The colonists learned that communications between Bismoll and the United Planets had been cut off by interference from a cloud of radioactive interstellar dust. This revelation was followed by the discovery of a deadly alien microbe that attacked most forms of organic matter, poisoning them and rendering their food supplies inedible.

Unable to evacuate the planet and out of touch with any immediate help,

the colonists used their own devices. Their scientific members were able to develop specially bioengineered enzymes which allowed the Bismollians to digest the poisoned foodstuffs. This development not only had the immediate effect of saving the new colony from extinction, but it would also have an impact on their descendants as well. The life-saving enzymes caused a change in the genetic structure of the colonists, bringing about a uniform mutation in succeeding generations. The colonists found that their children now possessed the ability to consume and digest *inorganic* matter as well as more conventional foods.

Having overcome this obstacle to survival, and with the opening of its sector of the universe by an influx of new colonists to neighboring worlds, Bismoll grew and prospered. By the 30th Century, Bismoll had become a lush and prosperous world and a thriving center for intergalactic commerce.

Bismoll is governed by a political service which selects its candidates by a draft system. The Bismollians are strictly regulated by the Calorie Police. The planet is the home world of Tenzil Kem, who, besides being a senator in the political cabinet, is best known as Matter-Eater Lad of the Legion of Super-Heroes.

TYPICAL BISMOLLIAN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

- **Powers:**
  Acid: 15
- **Limitations:**
  Acid is in the Bismollians' digestive tract, and therefore has no Range and uses DEX as the AV; Acid is ineffective against magnozite.

BRAAL

Braal evolved as a hostile world that was home to a species of bestial and deadly metallic creatures. Braal was colonized by Earthlings in the 26th Century, and plunged the planet into a struggle that pitted the humans against the metallic creatures. At several points, the metallic beings threatened to obliterate their human rivals.

To win the war against the metallic beasts, the Terran colonists genetically engineered their race, giving the human population powerful magnetic abilities capable of fending off the metal creatures. Consequently, the humans won the war with the beasts. By the 30th Century, the population of metallic monsters dwindled to controllable numbers.

With their battle for survival behind them, the Braalians were free to pursue a steady and normal course of social evolution. By the 30th Century, Braal was to become a modern, technologically advanced civilization that has had the capacity for space travel for centuries. One of the Braalians' customs is based on their belief that a citizen reaches his or her majority at the age of 14. At this age, a Braalian boy or girl is sent to work, often to other worlds.

Recent years have seen Braal in a severe economic recession. At one point, the Braalians seemed well on their way to financial recovery. For the most part, this was due to the growing popularity across the universe of the native sport of Magno-ball. This sport attracted a sizable influx of tourist dollars. However, Braal was decimated by the galaxy-wide economic collapse that heralded the disbanding of the United Planets. As a ploy to restructure and

ressucitate the economy, Braal's leaders instigated a war with Imsk (see entry under **IMSK**). Even though their plan backfired, it helped somewhat, as Braal is now an Imsk-occupied planet.

Contrary to popular belief, former Magno-ball champion and Legion of Super-Heroes founding member Rokk Krinn, Cosmic Boy, was actually born on Earth to parents from Braal. Braal also lays claim as the ancestral home to another Legionnaire (and youngest son of the Krinn clan), Magnetic Kid.

TYPICAL BRAALIAN

DEX:	3	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

- **Powers:**
  Magnetic Control: 6

BRANDE'S ASTEROID

*T*he asteroid home of R.J. Brande (30th Century multi-billionaire founder of the Legion of Super-Heroes) is famous across the universe for its beauty and opulence. It is often compared to the legendary San Simeon, the California estate of 20th Century media baron, William Randolph Hearst. Brande's personally terraformed asteroid puts even Hearst's sumptuous castle to shame.

Brande's Asteroid is accessible by invitation only. The asteroid is protected by state-of-the-art security systems (rated at 17 APs) that have since been adapted by numerous financial institutions and intergalactic museums housing valuable commodities. The atmosphere of the asteroid has been specially engineered to be pollution-free and to afford the greatest comfort to its visitors, Brande's guests.

Also for the comfort and convenience of his guests, Brande's Asteroid features, aside from the palatial main house, three opulent guest buildings spread across the estate. These guest facilities are staffed by an around-the-clock service corps of sentient beings and robots.

Brande's game statistics can be found in the *Legion of Super-Heroes Sourcebook, Volume I.*

CARGG

*R*evolving in a complex orbit around the universe's only known triple sun system, Cargg's natives have evolved with the peculiar genetic ability to split themselves into three separate, identical, and autonomous bodies. So exact are these triplicates that it is said that only another native of Cargg can tell if an individual is a complete, unified being or a separate triplicate of oneself.

Cargg is a beautiful world of unique foliage that flourishes only under the powerful light of its three suns. The same suns that make the planet so lush also make it virtually uninhabitable to visiting alien species, requiring them to wear uncomfortable safety suits to protect them from Cargg's unusually

high background radiation.

Luornu Durgo, Legion of Super-Heroes member Duo Damsel (originally known as Triad), is a native of Cargg. She is unique among her people in that she is the only known member of her race to have survived the death of two of her three selves.

TYPICAL CARGGITE

DEX:	4	STR:	4	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:			0

- **Powers:**
  Split: 2

COLU

*H*ome to perhaps the most brilliant, innovative race in the United Planets, Colu is a high-tech wonderland of intellectual extrapolation and innovation. Colu's natives developed an early interest in the sciences, viewing study and the pursuit of knowledge almost as a religion. By the 30th Century, Colu had become the hub of scientific research in the United Planets. It is the world where the top students from the U.P. Science Academy are sent to pursue independent studies and serve their apprenticeships.

Colu's most well-known native in the 30th Century is Querl Dox, better known as Brainiac 5 of the Legion of Super-Heroes. For more information on Colu's earlier history, and game statistics for typical Coluans, see **Section Four: THE UNIVERSE (20th Century)**.

DAXAM

*L*ocated at the rim of the United Planets, Daxam is home to a race of xenophobic humanoids who were once revered throughout the universe for holding the leading edge in the field of biogenetic engineering. By the 30th Century, however, Daxam had become a feared world due to its having been conquered by the evil master of Apokolips, Darkseid. Darkseid made the planet over in his own dark and twisted image before the planet was liberated by the Legion of Super-Heroes in what has become known as the Great Darkness War.

Every man, woman, and child on Daxam was later slain in a cataclysm created by Glorith, the mistress of time. The only survivors were Laurel Gand of the Legion of Super-Heroes, and Lar Gand, a Daxamite hero from the 20th Century. Along with several other Legionnaires, including Saturn Girl, Brainiac 5, Duo Damsel, and Green Lantern Rond Vidar, the Gands avenged their people by defeating Glorith and banishing her to the end of time.

Daxamites gained superpowers in sectors of space that are under the influence of radiation from a yellow sun. A major reason for Daxamites' xenophobic behavior was the fact that native Daxamites have a fatal reaction to exposure to lead, which is a common substance on most worlds in the known universe.

Daxam's most famous citizens are Lar Gand, who is also known as Valor of the L.E.G.I.O.N. in the 20th Century, and his descendant, Laurel Gand of the Legion of Super-Heroes in the 30th Century. Unlike his fellow Daxamites, Valor possesses an immunity to lead poisoning because of a serum created by Vril Dox. Unfortunately, the serum's active ingredient (radioactive debris from the ancient planet Krypton) is so rare that it is impossible to synthesize it in quantities sufficient to render the remainder of Daxam's population immune to the fatal effects of lead. Brainiac 5 later created an improved version of this formula, which he used to save Laurel Gand from a near-fatal exposure to lead.

LAUREL GAND

DEX:	13	STR:	22	BODY:	16
INT:	6	WILL:	6	MIND:	6
INFL:	8	AURA:	5	SPIRIT:	6
INITIATIVE:	39	HERO POINTS:			75

- **Powers:**

Directional Hearing: 7, Extended Hearing: 7, Flight: 14, Microscopic Vision: 12, Invulnerability: 19, Heat Vision: 10, Sealed Systems: 9, Super Breath: 8, Super Hearing: 7 Superspeed: 12, Systemic Antidote: 14, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11

- **Advantages:**

Connection: Legion of Super-Heroes (High); Luck

- **Drawbacks:**

Married; Fatal Vulnerability: lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lack of yellow sun radiation, range of 0 APs

- **Motivation:** Upholding the Good
- **Occupation:** Heroine
- **Wealth:** 5

TYPICAL DAXAMITE

DEX:	14	STR:	23	BODY:	16
INT:	6	WILL:	6	MIND:	5
INFL:	5	AURA:	2	SPIRIT:	5
INITIATIVE:	37	HERO POINTS:			40

- **Powers:**

Directional Hearing: 7, Extended Hearing: 7, Flight: 14, Microscopic Vision: 12, Invulnerability: 20, Heat Vision: 10, Sealed Systems: 9, Super Breath: 9, Super Hearing: 7 Superspeed: 12, Systemic Antidote: 15, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11

- **Skills:**

Medicine: 5

- **Advantages:**

Genius

- **Drawbacks:**

Fatal Vulnerability: lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lack of yellow sun radiation, range of 0 APs

THE DOMINION

*O*nce one of twin worlds, the Dominion now orbits its home sun alone. Its sister planet was destroyed by the warriors of the Dominion in a recent conflict.

The Dominion, ruled by beings known as Dominators, is divided into a series of city-states spread across the inhabitable regions of the planet. Much of the world is covered by oceans teeming with a wide variety of hitherto unknown aquatic life forms. The society of the Dominators follows a strict caste system; a citizen's rank and position are indicated by the size of the disk on an individual's forehead.

The warriors of the Dominion are members of an inherently hostile race. While their ambassadors have signed treaties with the United Planets, the planet has not yet been declared open to tourism and is considered unfriendly. Unknown to most Earthlings, the Dominators were able to secretly take over Earth's government shortly after the Great Collapse.



TYPICAL DOMINATOR

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	7	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE: 14 HERO POINTS: 15-60					

- **Skills:**
  Charisma: 6, Gadgetry: 13, Military Science: 11, Scientist: 13, Vehicles (Space): 3
- **Advantages:**
  Genius; Scholar (bioengineering)
- **Drawbacks:**
  Miscellaneous: All Dominators must obey orders given to them by members of a higher caste; Strange Appearance (to non-Dominators only)
- **Motivation:** Power Lust

DRYAD

***D**ryad* was destroyed in the latter days of the 30th Century because of an instability in its radioactive core. The planet had been settled by humanoid colonists. For many years, the colonists believed the world to be uninhabited until its native population revealed itself. The Dryadans were sentient, silicon, rock life forms which had laid in a dormant state while observing the newcomers before determining that they had no hostile intentions.

The human and native neighbors existed in harmony until the discovery of Dryad's imminent destruction. The United Planets and the Legion of Super-Heroes evacuated as many inhabitants of the planet as was possible, relocating the humans on allied U.P. worlds. The natives elected to go into their dormant state and to be sent into space; they would revive when they encountered worlds capable of supporting their particular form of life.

One of the few native Dryadans not to follow his people was Blok of the Legion of Super-Heroes. Blok was still a young form of his species; as they age, Dryadans enter a period known as the "gendering," when they shed their outer skin and discover which sex they are. As they get older after the gendering, Dryadans grow larger and slow down, eventually spending much of their time in dormancy.

TYPICAL DRYADAN

DEX:	4	STR:	18	BODY:	15
INT:	3	WILL:	3	MIND:	3
INFL:	5	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:			5

•Powers:

Density Increase: 10, Energy Absorption: 10, Invulnerability: 12, Telepathy: 10

•Limitations:

Density Increase is Always On, and is reflected in the Attributes above; Telepathy can only be used to communicate withother silicon-based life forms.

•Drawbacks:

Strange Appearance (to non-Dryadans only)

DURLA

Durla is one of the most interesting worlds in the United Planets. It is populated by what is likely the most fascinating, and feared, race of beings ever encountered.

Durla is also known as the Chameleon Planet; it is a world that has slowly but surely rebuilt after a civil war in which nuclear weapons destroyed virtually all life on the planet. The native Durlans mutated, eventually developing the ability to adapt to whatever conditions they may encounter. They can change both their form and biological structure to suit conditions, allowing them to survive in an otherwise hostile environment.

Durlans are a nomadic people who live in tribes, each of the known tribes taking on a common identifying form. The Durlans' original form is unknown. The fiercely independent and divided Durlans have refused the United Planet's offer of terraforming equipment to speed the revitalization of their world.

Those natives who left Durla have, for many years, been strictly controlled by the U.P. because of a general prejudice against Durlans by many species. One "goodwill ambassador" in the fight against this prejudice has been Reep Daggle (Chameleon Boy), whose work with the Legion of Super-Heroes has helped promote a better image of his people.

TYPICAL DURLAN

DEX:	6	STR:	3	BODY:	5
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:			20

•Powers:

Self Manipulation: 8, Shape Change: 8, Chameleon: 8, Omni-Arm: 8

•Skills:

Artist (Actor): 6

GIL'DISHPAN

The Gil'dishpan are members of a race of slug-like, water-breathing sentient beings who have developed a highly technical society by virtue of their powerful telepathic and telekinetic abilities.

As a whole, the Gil'dishpan exhibit extreme distaste for airbreathing species, considering them inferior to their own race in all ways. Because of their

feelings of superiority, the Gil'dishpan have no moral qualms about conquering and subjugating airbreathing worlds for their own gain. The only problem they have is in maintaining sufficient occupation forces on the conquered worlds, as most Gil'dishpan have severe qualms about being forced into close contact with the "lesser" airbreathers.

TYPICAL GIL'DISHPAN

DEX:	0	STR:	2	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	20		

- **Powers:**
  Telepathy: 10
- **Skills:**
  Scientist: 8
- **Advantages:**
  Genius
- **Drawbacks:**
  Strange Appearance (to air-breathers only); Catastrophic Physical Restriction: Gil'dishpan cannot survive outside their protective bubbles when they are off their native planet.
- **Equipment:**
  PROTECTIVE BUBBLES [*DEX: 2, BODY: 9,* Flight: 5, Sealed Systems: 18]
- **Motivation:** Power Lust

HYKRAIUS

Hykraius is a world with a seemingly hostile methane environment. This planet supports a unique life form which thrives in its otherwise poisonous atmosphere.

Hykraius is a recent addition to the United Planet's registry of inhabited worlds; it was discovered late in the 30th Century by the Gil'dishpan. The lizard-/fish-like beings who live on the planet exist in the area they call the Great Mother Ocean, which is a roiling sea of water, methane, and other elements. The Hykrains migrate on regular paths, following the tides of the Great Mother Ocean.

Although the Hykrains have exhibited some curiosity about the worlds beyond their immediate environment, most Hykraius natives choose the comforts of their great methane sea to the discomforts required to allow them to explore offworld. Conversely, Hykraius has not been extensively explored by the U.P. because of the difficulties of outfitting non-native life forms to those selfsame seas. Other than the Gil'dishpan, themselves a non-gaseous breathing species, and some members of the Legion of Super-Heroes, Hykraius remains largely unexplored. Tellus, a Legionnaire, has opted to suffer the discomforts of living in a non-methane atmosphere in order to serve with that esteemed group.

If a member of an oxygen-breathing race remains unprotected on Hykraius' surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*).

TYPICAL HYKRAIN

DEX:	4	STR:	5	BODY:	7
INT:	6	WILL:	5	MIND:	5
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	12 [12]	HERO POINTS:	0		

- **Powers:**
  Telekinesis: 6, Telepathy: 20, Water Freedom: 4
- **Drawbacks:**
  Strange Appearance (to off-worlders only); Fatal Vulnerability to lack of contact with Hykraius' atmosphere

IMSK

*I*msk is a normal-sized planet inhabited by a race of tiny humanoids. The members of its native species possess the ability to compress their mass and shrink to microscopic size. It is a well-known legend of 30th Century space that Imsk itself shrinks periodically, but that has never been substantiated.

The people of Imsk have adapted their environment to their special ability to shrink. Much of their housing and entertainment facilities are constructed on a tiny scale that only allows access to the planet's natives. Many facilities built to "normal" scale exist for the convenience of non-native visiting life forms.

Imsk draws a sizable number of visitors every year to witness the annual hunts for the deadly race of space dragons that flock in nearby sectors of space. These hunts have led to disputes between the government of Imsk and the United Planets and have resulted in strong anti-UP feelings among certain elements of Imskian society.

In the aftermath of the Great Collapse, Imsk was attacked by Braal (see entry under **BRAAL**), but the Imskians managed to defeat and occupy Braal after they developed a device capable of robbing the Braalians of their magnetic powers.

The Legion of Super-Heroes' Salu Digby, Shrinking Violet, is a native of Imsk.

TYPICAL IMSKIAN

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			0

- **Powers:**
  Shrinking: 9
- **Skills:**
  Gadgetry: 5, Scientist: 5
- **Advantages:**
  Genius; Scholar (microcircuitry)

KARAK

*K*arak is the name given to a world that was once Earthlike, but suffered a disaster. Its sun, a blue-white star, young by the standards that apply to stars, developed an instability and became a flare star, or repeating nova. In the 29th Century, a tounge of flame hundreds of millions of kilometers in length reached out from the solar surface and seared Karak, destroying the world's atmosphere and all life on its surface.

KATHOON

*K*athoon is known throughout the universe of the 30th Century as the Midnight World — it is a planet shrouded in the perpetual darkness of eternal eclipse.

Despite its dark reputation, Kathoon's people are known for their friendliness. The planet's hospitality has helped make this world of eternal night a popular resort spot and one of the galaxy's hottest spots for honeymooners. Visitors to Kathoon stay at any of the several cluster cities built into the rocky

caverns that overlook romantic, moonlit vistas. The planet's economy has benefited greatly from tourism. However, the largely conservative government and populace does not allow certain recreational activities, such as gambling and other pastimes that they consider vice, which might bring in even more visitors.

Before she became a member of the Legion of Substitute Heroes, Night Girl was Kathoon's resident superhero. Her game statistics are found in the *Legion of Super-Heroes Sourcebook, Volume I.*

TYPICAL KATHOONIAN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

- **Drawbacks:**
  Minor Irrational Fear of daylight

KHUNDIA

Home to the most warlike beings in the universe, Khundia is a world shrouded in perpetual darkness and night. Its atmosphere has been poisoned by the Khunds' relentless rape of their environment in their pursuit of raw materials to fuel their continuous wars with neighboring worlds.

The Khunds, led by vicious Warlords, have waged numerous campaigns against the United Planets, including a full scale invasion that was, fortunately, turned back by the Legion of Super-Heroes. Khunds are trained in the ways of combat from birth, with fully half Khundia's population joining the army. It is one of only a handful of races whose belief system is structured around the concept that might makes right — a concept that extends to the Khunds' day-to-day life. In fact, Khundia's cities are dotted with Challenge Courts, where conflicts between citizens are decided by armed combat.

KHUND BATTLE CRUISERS [DEX: 8, STR: 7, BODY: 12, AV: 9, EV: 10, Flight: 39, Sealed Systems: 19, Radar Sense: 38, Hardened Defenses]

TYPICAL KHUND

DEX:	6	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	6
INITIATIVE:	14	HERO POINTS:			20

- **Skills:**
  Martial Artist: 7, Military Science: 4, Weaponry: 7, Vehicles: 7
- **Advantages:**
  Lightning Reflexes
- **Drawbacks:**
  Minor Irrational Attraction to honorable death
- **Equipment:**
  BODY ARMOR [*BODY: 7*]
  Blasters [BODY: 4, Energy Blast: 7, R#: 3]
- **Motivation:** Nihilist

KOL

Kol is a mysterious world whose origins and evolution are shrouded under the haze of centuries old myths and legends. Kol was "discovered" by members of the Legion of Super-Heroes who crash landed on the uncharted world. What the heroes found was a primitive culture which gathered in cults to worship a deity they call Kol.

According to legend, Kol led the people of this world to salvation following an event known only as the Great Explosion. It is believed that Kol still, to this day, brings his worshipers an abundant supply of food, called *manna*, in an-

swer to their daily prayers. The cultists, calling themselves the Arms of Kol, are led by the Reverend Mother Awian, through whom Kol speaks to the people.

In the Legionnaires' investigation, Brainiac 5 found evidence that the people of Kol were descended from late 24th-Century Terran colonists whose transport vehicle had crashed upon the planet. Brainiac also found that the temple where the Kolians worshiped was, in reality, a still-functioning vintage computer.

Upon their return to Earth, the Legionnaires turned their evidence over to the United Planets, but, when they sought permission to return to Kol for further study, they were informed that the planet was under strict quarantine and that offworlders were forbidden from setting foot there.

Thus, the mystery of Kol and the source of his gifts of *manna* remain unknown.

KORBAL

Rocky, barren Korbal is a nearly uninhabited asteroid in the vicinity of the planet Winath (see entry under **WINATH**). Although its orbit in Winath's system makes it ideal for numerous commercial and military applications, Korbal remains off limits to colonization under a United Planets conservation act protecting its sole native life form, the lightning beast. These beasts feed off the electrical storms that continually streak the super-ionized atmosphere, converting the raw electrical charges into life-sustaining bioelectrical energy.

Aside from its unique natives, Korbal's only other distinction is as the birthplace of Lightning Lad and Lightning Lass of the Legion of Super-Heroes, as well as the villain Lightning Lord. The three were endowed with their powers simultaneously when siblings Garth, Ayla, and Mekt Ranzz were forced by a failure of their craft to land on Korbal. In an attempt to recharge the craft's depleted batteries, they lured several lightning beasts to the grounded spacecraft, only to find themselves the recipients of the creatures' bio-electrical blasts.

Korbal is restricted by the U.P. as a protective measure for both the lightning beasts and any unwary traveler who might become the lightning beasts' targets.

LIGHTNING BEASTS

DEX:	3	STR:	5	BODY:	4
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	1	SPIRIT:	4
INITIATIVE:	6	HERO POINTS:			0

•**Powers:**
Lightning: 8

LABYRINTH

Maintained by the United Planets' Science Police, Labyrinth was carved out of a lifeless world to serve as a prison facility for the galaxy's worst criminals. The barren planetoid has been hollowed out and filled with a network of cells, which hold prisoners in life stasis for the duration of their sentences. These prisoners are periodically revived to receive psychiatric counseling.

Labyrinth is overseen by Warden Tsaquin, who commands a large corps of specially-trained Science Police officers. The planetoid is guarded by state-of-

the-art security systems (rated at 25 APs), and access to the facilities is strictly controlled.

PLANETARY FORCE FIELD [BODY: 15, Force Field: 25, R#: 2]

LALLOR

*L*allor was once one of the more warlike worlds in the known universe. However, the near destruction of all life on the planet in the Last War of Lallor cured the Lallorans of their violent tendencies. Today, the humanoid natives of Lallor live in peace and relative tranquility, pursuing a path of total friendship and harmony in an attempt to banish their aggressive past.

Lallor is a major hub world in intergalactic travel and trade. This planet is orbited by numerous space stations, one of which exists for the sole purpose of relieving all incoming vessels of their weapons. Weapons are totally banned down on the surface, with laws enforcing strict penalties for those who disobey the ban.

This planet is best known as the home of the Champions of Lallor — the superheroes known as Duplicate Boy, Evolvo Lad, Gas Girl, Life Lass, and the now-deceased Beast Boy. Statistics for all the Champions can be found in the *Legion of Super-Heroes Sourcebook, Volume I.* Lallor was recently conquered by the Khunds (see entry under **KHUNDIA**), who threw the surviving Champions into a gulag there.

LOST WORLD

*T*his dead planet contains many machines of alien science. One of the planet's most spectacular machines is the gigantic rocket engine that carries Lost World throughout the galaxy.

LYTHYL

*L*ythyl is a hostile world of sun-baked plains and fiery volcanic activity. The life on this planet must be sustained beneath its barren surface. Civilization on Lythyl is brutal, with the population divided into masters and slaves. This distinction is decided by the three Judges of Lythyl upon a being's entrance into the underground level.

The slaves lead particularly hard lives, engaged by their masters in a variety of menial tasks, but the lives of their masters are not that much easier. Indeed, the masters engage in almost constant warfare for power over one another.

At the heart of Lythyl stands the Dimensional Nexus, a gateway to any point in the universe. Most sentient beings foolish enough to travel to Lythyl come here for the purpose of searching for this gateway, as the discovery of the Nexus can lead to any treasure a being can imagine.

MARDRU

*M*ardru is a small colony world that was settled in the 27th Century by descendants of Earth.

Largely agrarian, Mardru leads the galaxy in the research and development of farming technology. It is said that the people of Mardru are born with a natural affinity for growing things; the variety and output of crops found on the planet seems to bear this out.

Mardru has few central cities; most of the population is spread across this exceptionally fertile world in small farming communities. Although the population of these areas possesses all of the most advanced farming machinery, the citizens seem to prefer more direct contact with the soil. They often leave the mechanical marvels to rust in their sheds in favor of working the land with their hands.

MARS

*M*ars was first colonized by humans from Earth in the 21st Century, in the area 30th Century maps refer to as Nix Olympia. Over the centuries, the colony expanded and new settlements were added, spreading out from Nix Olympia.

The United Planets is currently engaged in extensive terraforming activities, turning the formerly barren world into a lush, habitable planet. Fully one-tenth of Mars is inhabited, and Nix Olympia has developed into a major center for tourism and recreation. Nix Olympia is particularly coveted location for honeymooning couples. Mars is renowned as a model of industrial efficiency; its smaller work force matches the productivity of Earth's workers.

The Science Police elected to locate its training Academy on Mars, just outside Nix Olympia.

MEDICUS ONE

*A*lthough it is not a planet, Medicus One is well known throughout the universe of the 30th Century as the preeminent medical facility in Known Space. Medicus One sits in geosynchratic orbit above Earth.

Medicus One was created by the United Planets in response to the influx of the many new races that came to Earth after it had been opened to interplanetary trade and tourism. With the mingling of species came the introduction of diseases and viruses to races unfamiliar with (and unprotected against) them. The U.P. brought together the galaxies' best researchers and scientists to fulfill the needs of the multitude of alien races.

Today, Medicus One is a mecca for medical researchers. Specialists in all fields and for all races are available for visiting species. Although usually reserved for the handling of epidemics and research, Medicus One is also available for routine medical treatment. Among its distinguished list of clients are the members of the Legion of Super-Heroes. Medicus One's chief physician is the three-armed Dr. Gym'll from the planet Jaquaa.

MONSTER WORLD

*E*arth men once tried to colonize Monster World, but had to abandon such attempts due to the bizarre and deadly monsters that inhabit this planet. It once served as the home base of the Jungle King's Legion of Super-Monsters.

NALTOR

*N*altor is a world living in a future it can see today; the humanoids of Naltor are blessed with the ability to see brief glimpses of the future.

Naltor is a matriarchal society. Its government and economy is completely based on its people's ability to see into the future and is built around the common awareness of coming events. Because of the Naltorians' precognitive powers, the United Planets has banned Naltorian speculation in the Galactic Stock and Commodity Exchanges. Science flourishes on Naltor, although the need for actual experimentation is at a minimum, as the results have already been observed before they even occur.

Despite its scientific expertise, Naltorian society and the government are structured on mysticism. Naltor is ruled by the High Seer, the ultimate authority on all matters and the symbol of their belief.

The Legion of Super-Heroes's Dream Girl is a native of Naltor.

TYPICAL NALTORIAN

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			0

•Powers:

Precognition: 8

NEPTUNE

*N*eptune was settled by humans from Earth in the 23rd Century. At first, the Neptunians relied on special pressurized habitats to survive in the gas giant's super-heavy atmosphere. Over the following generations, the descendants of these colonists gradually adapted to the atmosphere until they had gained limited control over their bodies. These people are able to become as flat as a sheet of paper to lessen the effect of the dense atmosphere.

Because of its heavy atmosphere, there are very few visitors to Neptune. Those who do come to this planet are forced to remain in special pressurized habitats or risk being crushed to death. If a member of an oxygen-breathing race remains unprotected on Neptune's surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*).

TYPICAL NEPTUNIAN

DEX:	2	STR:	4	BODY:	4
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

•Powers:

Two-Dimensional: 7

NULLPORT

*N*ullport is a man-made structure orbiting the Earth of the 30th Century. This place is the center of all shipping both to and from the United Planets, as well as the dry dock for half of the U.P.'s company and military ships.

Nullport is manned by personnel from most worlds in the U.P. to service the wide variety of ships, technologies, and life forms that patronize the massive satellite. Indeed, Nullport's technological expertise makes its equipment and spacecraft among the finest available in the universe.

ORANDO

*O*rando, which was settled in the 25th Century by emigrants of Gemworld (see entry under **GEMWORLD**) operates under a system of feudalism. A medieval world whose culture is based on mysticism and magic, Orando is ruled by a monarchy. The Orandans, one of the few magically-based societies in the universe, are extremely xenophobic.

For thousands of years, Orando existed side-by-side with its neighbors in the United Planets, but the 30th Century natives had grown to fear outside influences on its world; they viewed these influences as a threat their world's dependence on its magical heritage. Because of this, Orando's monarch, Queen Projectra (formerly Princess Projectra of the Legion of Super-Heroes) ordered the entire planet moved to another, less-inhabited dimension, where they might continue their mystical lifestyle without rousing the fears and greedy manipulations of outsiders.

PHLON

*P*hlon is one of the newer colony worlds in the United Planets. Its importance to the U.P. stems from the abundance of valuable and rare minerals under its hostile surface. Beneath the specially designed pressure domes that also serve as their homes, the colonists of Phlon are also responsible for the synthesis of many of the mineral ores that are too dangerous to transport in their raw state.

Phlon is essentially a mining world, with the majority of its citizens engaged in the mining or processing of the raw materials. The planet is governed by a U.P. commission, as it has yet to be named a self-supporting entity and sovereign world. Also, due to its hostile environment, there is little chance that Phlon will ever make it as a tourist spot.

Phlon's most famous native is Chemical King, a deceased member of the Legion of Super-Heroes.

PREZTOR

*P*reztor is an ocean world with almost no land masses. Its residents live on the high continental shelves in undersea domes, fishing and extracting minerals from sea water. One of the few islands on the world, Taboo Island, is avoided scrupulously by the world's inhabitants, who believe that demons reside there.

THE PROTEAN PLANET

*O*rbiting the star Antares, the Protean Planet is home to a race of sentient, yet simple, creatures who possess the uncanny ability to change their forms and assume any shape they desire.

The beings of the Protean Planet are shapeless, simple creatures that live in small family units. They are highly social, and there is free and frequent interaction between the families. The Proteans are quite friendly and almost devoid of hostility. They are telepathic and very much attuned to the emotional moods of their brethren and other species.

TYPICAL PROTEAN

DEX:	5	STR:	2	BODY:	4
INT:	2	WILL:	1	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:			0

•Powers:

Self Manipulation: 8, Shape Change: 7, Telepathy: 6, Empathy: 5, Broadcast Empath: 5

RIMBOR

*A*lthough it is an official world of the United Planets, Rimbor's attitude is more that of a rough-and-tumble colony world. Located near a heavily-mined asteroid belt, Rimbor serves as a way station for the miners, affording them all the pleasures that men working for months at a time in isolated mining communities could desire.

Virtually anything the heart desires can be procured on the Rimborian black market, and, while actual crime statistics show that Rimbor's crime rate does not greatly exceed those of other supposedly tamer worlds, the locals take a certain perverse pride in exaggerating and embellishing their tough reputation.

While most of Rimbor's areas would be considered lower-class areas or red-light districts, the planet does have several regions of their various city-states which are quite well-to-do. Legion of Super-Heroes member Ultra Boy was born and raised in one of these wealthier areas.

One of Rimbor's chief black market exports is the relatively safe liquid drug called "Silverale." Jo Nah, formerly known as Ultra Boy, enjoyed a healthy career as a Silverale smuggler for several years after the disbanding of the Legion.

SEERIS

*S*eeris is a world seemingly in decay. Its inhabitants, an ever-dwindling race, have abandoned most of the unneccessary baggage of the physical world to engage in the pursuits of the mind. Accordingly, the world has grown poor and always appears languid and unkempt. Starvation is neither uncommon nor unremarkable. However, many of the most adept members of the race have left their physical bodies behind and exist now only as incorporeal intelligences. Regardless of the truth of this assertion, it is a fact that Seeris has never been invaded or conquered, even though it is not far from either U.P. or Khund space.

SHANGHALLA

Shanghalla is one of the most peaceful and revered locations in the universe. An asteroid of only twenty-three miles in diameter, Shanghalla has, for centuries, served as a memorial world and final resting place for heroes from across the universe who have been killed in the line of duty.

No one knows who placed the first memorial upon Shanghalla; it is believed that a passing race of beings came across the lifeless asteroid and buried a dead member of their expedition there, leaving a marker which attracted others to utilize Shanghalla for the same purpose. The United Planets has since formalized the use of this asteroid as a sanctified burial ground, where any hero of any species whose actions have been certified may be interred. Among the hundreds laid to rest on Shanghalla are slain members of the Legion of Super-Heroes: Ferro Lad, one of Triplicate Girl's three bodies, Invisible Kid I, Chemical King, and Karate Kid. The churches of many hundreds of the universe's worlds maintain chapels on neighboring asteroids.

SHWAR

The atmosphere of Shwar is low in oxygen, giving rise to a race of humanoids with a far slower metabolic rate than that of most such races across the galaxy. A major result of its strange atmosphere is the virtual absence of fire; this condition has been cited as the cause for its relatively backward technological development. Nonetheless, the United Planets has placed Shwar on probationary status as a member world. If a member of an oxygen-breathing race remains unprotected on Shwar's surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*).

SIMBALLI

Also known as the Jungle World, Simballi is a lush, primitive-looking world with a tropical climate. Ninety percent of the planet's surface is covered by dense jungles and tangled rain forests.

Simballi is home to a race of humans descended from 26th Century Terran colonists. It also possesses a wide variety of native beasts. Many of these species are prized as objects of big game hunts, which attract tourists by the tens of thousands every year to Simballi. The majority of Simballians are engaged in work supporting this tourist trade, from working at the large resort areas to maintaining the vast game preserves and operating as licensed big game hunters.

SOMAHTUR

Somahtur is perhaps the 30th Century galaxy's best kept secret, mostly out of necessity. Discovered less than a century ago, the United Planets found a world populated by humanoid natives who act as host bodies for thriving colonies of bacterial and viral diseases, many of which are unknown beyond the confines of this bizarre planet.

The Somahturans have developed a symbiotic relationship with many of these diseases, and, unlike any other species in the galaxy, cannot live without them. The entire sector of space in which this world exists is under tight U.P. quarantine for all except authorized personnel from Medicus One (see entry under **MEDICUS ONE**). The doctors of Medicus One sometimes come to Somahtur to collect samples of various diseases and use the planet to warehouse specimens of diseases considered too dangerous to store anywhere else.

The Legion of Substitute Heroes's Infectious Lass is a native of Somahtur, having been taken offworld by personnel of Medicus One in order to study the unique Somahturian physiology. She escaped their examination chambers; the authorities have been unable to return her to the world of her birth for fear that any overt action against her by them will publicize the existence of Somahtur and cause a hypochondriacal panic across the galaxy.

TYPICAL SOMAHTURIAN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	3	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

•Powers:

Poison Touch: 8

•Limitations:

Poison Touch is Always On and has Area Effect

•Drawbacks:

Dark Secret (their very existence); Strange Appearance

STARHAVEN

After thousands of years of persecution and unfair treatment on their native Earth, a colony of American Indians (Amerinds) emigrated from Earth in search of a more spiritually pure homeland. After generations of travel, they found Starhaven.

Starhaven is located in the sparsely populated core of the Milky Way system. Bringing with them the traditions and love of the land of their early Terran ancestors, the colonizing Amerinds settled Starhaven with respect for its unspoiled beauty. This planet is resplendent with a wealth of geologic wonders, near-perfect weather, and totally unspoiled environment. In fact, although 30th Century Starhaven remains one of the most naturally beautiful of worlds and could derive far greater revenue from tourism, the government instead severely restricts visitors to insure the planet's continued conservation.

Starhaven's citizens still maintain the customs and traditions passed down from their native American forbearers. These people are not far removed from their ancestors who originally emigrated here seven centuries ago except for their wings, which are a result of genetic experimentation.

Starhaven native Dawnstar is a member of the Legion of Super-Heroes.

TYPICAL STARHAVEN NATIVE

DEX:	8	STR:	3	BODY:	4
INT:	4	WILL:	2	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			0

•Powers:

Flight: 20, Sealed Systems: 15, Life Sense: 10

•Limitations:

Minor Power Burnout on Life Sense; Miscellaneous: Flight is provided by wings (average wing span ten feet).

•Advantages:

Sharp Eye

TAKRON-GALTOS

*A*t the outer fringes of the United Planets, far from any major inhabited world, was the world of Takron-Galtos, once the U.P.'s principal prison planet and criminal rehabilitation facility. Takron-Galtos had been used as a prison planet as early as the 20th Century. In the middle of the 30th Century, the planet was acquired by the United Planets, and originally designed to serve as the Science Police's main base and training academy, with a small prison facility attached. After a successful prisoner revolt during which the inmates seized and damaged the S.P. arsenal, the S.P. plans were scrapped, and the facility was converted into a high-security prison.

Despite a great many safeguards, Takron-Galtos had a very checkered history of success. During the period between 2983 and 2985, Takron-Galtos was ravaged twice in attacks by the renegade Daxamite youth Ol-Vir, resulting in widespread breakouts that Legion of Super-Heroes intervention was required to suppress. During the second of these assaults, the Legion of Super-Villains, using the powerful teleportation beam of their Gil'Dishpan ally Zy'myr, were able to penetrate the crippled force shield and recruit several prisoners into their ranks.

Takron-Galtos was assaulted by an anti-matter wave during the *Crisis*, which forced a massive Legion-assisted evacuation of the facility's prisoners onto a massive S.P. ship and destroyed the planet when the anti-matter struck the planet's main power generators.

While still in existence, Takron-Galtos' security system was rated at 20 APs, and had the following protective barrier surrounding the planet:

PLANETARY FORCE FIELD [BODY: 13, Force Field: 23, R#: 2]

TALOK VIII

*T*alok VIII is an old world of windswept plains of sand, which are broken only by scattered fortress-like cities and eroded mountain ridges. The planet, nonetheless, possesses a certain grandeur in its bleakness.

Talok VIII is populated by humanoids who have a few notable diversions from the standard humanoid form. The indigenous race is blue-skinned, pointed-eared and black-haired. Although Talok VIII belongs to the United Planets, local politics remain a mystery to the rest of the U.P. The ruling class lives in highly technological cities on the plateaus and valleys, while an "untouchable" class of "mountain men" struggles to survive in the surrounding peaks. Recent unrest has centered around an attempt by the mountain men to capture the cities and enjoy the wealth and luxury denied them.

In the 30th Century, the mantle of planetary champion has fallen into the hands of *two* beings for the first time in the world's history. Grev Mallor and his sister, Tasmia, both have the shadow powers granted to the champion by the shadow spirits of Talok. While Grev has remained on Talok VIII to serve as champion in the guise of Shadow Lad, Tasmia serves the galaxy as Shadow Lass of the Legion of Super-Heroes.

For more information on Talok VIII's history, see **Section Four: THE UNIVERSE (20th Century)**.

TALTAR

*T*altar circles a blue-white sun. It is very close to Earth in gravity, climate, and atmosphere, but is sociologically quite different, as it is ruled by a matriarchal oligarchy. It has inculcated a profound female superiority into its society, to the point where men cannot own property or participate in government.

THARN

*T*harn is a pastoral, medieval world now occupied by the residents of Zerox (see entry under **ZEROX**), who moved there after the Sorcerors' World was destroyed. It is ruled with an iron hand by Mordru, a powerful enemy of the Legion of Super-Heroes.

THARR

*T*harr was first settled in the 25th Century by mutated human colonists who were biogenetically engineered to withstand its blazing hot environment, which was made that way by the planet's proximity to its sun.

Although deemed a difficult challenge, Tharr was too rich in rare mineral deposits to ignore. Thus, volunteering colonists underwent a mutagenetic manipulation which imbued them with the ability to project a field of intense cold around them to counteract Tharr's blazing heat. The second step of the process to claim Tharr involved developing methods of enabling the colonists to construct underground cities with massive cooling systems and towers to chill and circulate the outside air. Tharr is blessed with a geologically dead and cold core, which makes this particular colonization plan possible.

Tharr's unique environment has rendered some long-held theological beliefs topsy-turvy, most notably in their belief that hell is up and heaven is down. The wealth of natural resources are in plentiful supply, ensuring Tharr of continued prosperity.

TYPICAL THARRIAN

DEX:	3	STR:	2	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:			0

•Powers:
Ice Production: 8, Icing: 6

TITAN

*T*he largest of Saturn's many moons, Titan was colonized by humans from Earth during the 22nd Century. Although it is little understood, either certain properties of the Titan atmosphere or its proximity to the rings of its mother planet have endowed the Titanites with a wide variety of unexplainable powers; most of these powers are psychic, and they often follow no traceable sequence of genetic transference.

Titanites are known for powers ranging from illusion to telepathy and

beyond. This has naturally fostered a great interest in psychic phenomenon on Titan and has led to the creation of the foremost academy of psychic sciences in the galaxy.

Titan has a societal structure quite similar to Earth's, albeit with a far more effective bureaucratic system, since inefficiency and corruption are easily weeded out in a society of telepaths. Titan is also one of the Sol System's most popular resort planets.

Founding Legion of Super-Heroes member Saturn Girl is a native of Titan.

TYPTICAL TITANITE

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			0

•Powers:

Telepathy: 6, Mind Probe: 4

TROM

Despite its dangerously high level of radiation, the planet Trom gave rise to a sentient race of human-appearing beings. Only a single broad valley on Trom was radiation-free and thus suitable for human life to evolve.

Despite their supposedly safe location, the Tromians were, over innumerable generations, altered by the high background radiation. Early on, there were numerous deaths from the radiation, but part of the change included the adaptive ability to withstand the higher radiation levels. Another more dramatic mutation was the Tromian ability to transmute the elemental structure of anything they wish.

The people of Trom kept their transmutation ability a secret from the rest of the United Planets. They saw their power as the divine gift from a higher source, and feared that offworlders might try to exploit them for monetary gain. They used their power in tribute to its giver, creating architecture and art in tribute to Trom.

Unfortunately, the Tromians' worst fears were realized when alien pirates heard of their ability and tried to force them to cooperate. When they refused, the enraged pirate band wiped out the entire population, save for one teenage boy who managed to escape. This lone survivor was Jan Arrah, who went on to become Element Lad of the Legion of Super-Heroes. Arrah has been deemed the rightful heir to Trom and its resources, but he has elected to leave the planet uninhabited in tribute to his slain ancestors.

Trom recently became a part of the ever-increasing Khund territories, but space travelers of all races know better than to set foot there. A giant graveyard of a world, it is protected, sometimes hideously brutally, by Jan Arrah, who has returned to his home.

TYPICAL TROMIAN — *deceased*

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	2
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:			0

•Powers:

Transmutation: 6

TULVA

*T*ulva, a highly Earthlike world not far from known space lanes, is remarkable because it is uninhabited. At first glance, it is difficult to explain this fact, for it seems to be a paradise of the first order: wide, unsullied oceans, rain forests, majestic mountain ranges, and broad plains. U.P. records show three unsuccessful colonization attempts, each one ending in murder, suicide, or widespread destruction by fire. There have been no survivors to question.

The reason, as yet unknown to the U.P., is a dreaded being who dwells deep in the rain forests of the northern continent. This being, a white, shaggy, man-sized creature called the Witch Wolf, is among the most dangerous creatures on any planet. He has the power to turn the worst fears of his enemies against them, using mystical powers as mighty as any wielded by the great sorcerers of legend. Fortunately, the Witch Wolf is an enchanted creature who cannot leave its world, because if he were to do so, he would crumble to dust.

WITCH WOLF

DEX:	8	STR:	6	BODY:	6
INT:	6	WILL:	5	MIND:	5
INFL:	13	AURA:	15	SPIRIT:	14
INITIATIVE:	31	HERO POINTS:	40		

- **Powers:** **Mystic Linked*
  Aura of Fear: 15*, Mind Blank: 15*, Illusion: 20*, Mind Drain: 20*, Mind Probe: 17*
- **Skills:** **linked*
  Martial Artist: 8*, Military Science (Tracking): 9, Thief (Stealth): 8*
- **Advantages:**
  Area Knowledge (Tulva); Lightning Reflexes
- **Drawbacks:**
  Catastrophic Irrational Attraction to slaying trespassers on Tulva; Catastrophic Rage
- **Motivation:** Nihilist

TYRRAZ

*N*ot only is Tyrraz one of the most hostile worlds in the galaxy, but it had also become the most dangerous when the warrior beings of this world outfitted Tyrraz with massive propulsion units large enough to move the entire planet. Tyrraz became known as the Warworld — quickly establishing itself as the scourge of the galaxy — attacking, plundering, and destroying countless worlds outside the realm of the United Planets.

Eventually, Tyrraz's course took it directly towards the heart of the U.P. system. The Legion of Super-Heroes attacked the Warworld before it reached U.P. space and destroyed the planet's main star drives, stranding it in orbit around a distant star.

Tyrraz virtually stripped itself of natural resources in order to create its star drive units. Fully half the world is covered by these mammoth engines, while the rest of the planet has been covered and reinforced with concrete and steel. It is unlikely that Tyrraz will ever be able to find the raw resources they require to rebuild the star drives.

The natives of Tyrraz comprise a red-skinned humanoid species with overly aggressive tendencies. They lead a lifestyle that emphasizes armed warfare and personal honor through combat. They are led by Tyr, the Warlord of Tyrra.

VENEGAR

On Venegar, the emphasis is on beauty rather than technology. This is a world of lush, tropical beauty, with ancient myths that speak of a long-ago age of magic. Humanoid life evolved naturally on Venegar and developed in relative peace. The people of this planet shun large cities and worship nature.

One of Venegar's darkest moments came when a native Venegaran gained incredible mystical powers from, some say, an ancient relic she discovered in a cavern there. Whatever the source of her powers, the woman, who became known as the Emerald Empress, used them to make herself ruler of Venegar before the irate people rebelled against her dictatorial reign and drove her out of power and off the planet. The Emerald Empress went on to become a member of the Fatal Five, who are foes of the Legion of Super-Heroes.

Today, Venegar is once again a lush resort world. It is much prized for its natural beauty and quiet, hidden spots, which are ideal for couples.

VENTURA

The business of Ventura, of which there is much, is pleasure. It exists to support the massive casinos that are suspended by a web of anti-gravity units above the surface of the planet.

Ventura is home to the mystical Luck Lords, beings who gather the power of chaotic chance in an attempt to influence the universe in accord with their grand designs. Living atop the Ziggurat of Ventura, a mountain in an uninhabited area of the planet, the Lords appear only during times of specific cosmic convergences. They remove themselves to an unknown locale for contemplation during the times between these stellar events.

Most of Ventura is inhabitable and quite fertile, but the rents charged to work the land by the wealthy casino owners who own the world are too high for anyone to pay. The casino owners are among the wealthiest sentient beings in the 30th Century universe; all industry that exists onworld is owned by these casino owners and exists to support the magical gambling palaces hovering above the planet's surface.

The casinos are a gambler's paradise, offering, in addition to most known games of chance in the universe, an atmosphere of menace, which is intentionally designed into the environment. This ambiance is perhaps the most prominent feature of the planet, one which brings the tourists back to the Venturan casinos.

THE LUCK LORDS

DEX:	2	STR:	2	BODY:	2
INT:	7	WILL:	8	MIND:	6
INFL:	9	AURA:	8	SPIRIT:	9
INITIATIVE:	18	HERO POINTS:	0		

- **Powers:**
  Dumb Luck: 15, Remote Sensing: 50
- **Bonuses:**
  Dumb Luck is Usable on Others
- **Advantages:**
  Scholar (chance); Miscellaneous: a large part of the galaxy's population believes that the Luck Lords are a myth.
- **Drawbacks:**
  Secret Identity; Strange Appearance
- **Motivation:** Unknown
- **Occupation:** Not Applicable
- **Wealth:** Variable

WEBER'S WORLD

*W*eber's World, the bureaucratic heart of the United Planets, is an artificial planet constructed for the sole purpose of housing the governmental workings and data banks necessary for managing the massive multi-planetary system.

Weber's World was originally constructed in the space of Earth's solar system, then propelled by its massive warp engines to the border space of U.P. territory. It will remain here until a new border is established by the induction of the border worlds into the federation.

In the wake of the disbanding of the United Planets, Weber's World no longer serves a diplomatic function. Its exact fate has yet to be revealed.

WINATH

*W*inath is a peaceful, mainly agricultural world on which every living creature and flora has a twin. Originally settled as one of mankind's earliest interstellar colonies, the settlers of Winath soon found that they had become the recipients of an inexplicable symbiotic reaction with the planet itself.

Long a sovereign state of the United Planets, Winath maintains an agrarian society, with its resources and technology all aimed at promoting their way of life. Farms are worked by collective communities and barter in trade with other farms. The farmers most often employ offworld merchants to sell their surplus crops to other worlds. Winathians prefer to stay on their home world with their twins, traditionally marrying other sets of twins and creating new splinter farms.

Twin Legion of Super-Heroes members Garth and Ayla Ranzz (Lightning Lad and Lightning Lass) are natives of Winath, as is Mekt Ranzz, their brother (who is considered an unbalanced individual since he was both without a twin, according to Winathian way of thinking), who was once also known as the supervillain Lightning Lord. Contrary to popular legend, the Ranzz siblings gained their powers not on Winath, but on the nearby asteroid Korbal (see entry under **KORBAL**).

Since the disbanding of the Legion, Garth and Imra Ranzz (formerly Saturn Girl) have retired to Winath, where they run the Lightning Ring Ranch, Winath's most successful agrarian farm. The couple have twin sons, Graym and Garridan and are expecting more children. Garridan Ranzz carries in him a transmittable virus nicknamed unaffectionately by other Winathians the "Validus Plague," that is capable of horribly distorting and crippling those infected with it. Garth Ranzz himself has endured the partial loss of use of one leg due to the virus. Garridan is being treated by Brainiac 5, who hopes to find a cure for the virus.

XANTHU

*T*hanks to its unusually thin and clear — but life-sustaining — atmosphere, Xanthu has developed into a planet of stargazers. This planet is an old, established colony of Earth descendants and possesses an unusually high percentage of astronomers, celestial navigators, and astrophysicists.

Xanthu is ringed by orbiting space stations, which have been created for the purpose of the further study of the stars. One of the planet's claim to fame is Xanthu Port, the finest research and study center of the old colony worlds. There, the galaxy's finest pilots, navigators, and space medicine experts are trained and headquartered.

The planet is home to a pair of great heroes: the champion Atmos, and Star Boy, of the Legion of Super-Heroes. Xanthu is ruled by the Tribune, the hereditary ruler of the planet.

ZEROX

Sometime in the past, the mystical otherdimensional world known as Gemworld (see entry under **GEMWORLD**) moved into the Earth dimension and became known as Zerox. The exact circumstances that led to this change in location remain a mystery, although it is known that it happened sometime between the twentieth and thirtieth centuries.

A rich source of magical energy throughout recorded history, Zerox was also known by fellow members of the United Planets as the Sorcerer's World. The face of Zerox was ever-shifting and ever-changing under the magical influence of its humanoid natives, and was governed by a council of resident magicians. Travel to Zerox was restricted to those approved by this council.

The only fixed spot on the entire planet was Teachers' Isle, where elemental sorcerers spent their time in contemplation and the teaching of each new generation of magicians. These sorcerers believed that the Zeroxan's mystical powers should be utilized in the pursuit of universal harmony. For the most part, their students have adhered to this tenet, with the notable exception of the evil Mordru.

Zerox is the source of the powers of the White Witch of the Legion of Super-Heroes, who was actually born on Naltor (see entry under **NALTOR**). The Sorcerer's World was destroyed in the cataclysmic Magic Wars late in the 30th Century. The surviving sorcerers migrated to Tharn, where they fell under the sway of Mordru (see entry under **THARN**).

TYPICAL ZEROX SORCERER

DEX:	3	STR:	2	BODY:	3
INT:	9	WILL:	8	MIND:	9
INFL:	12	AURA:	10	SPIRIT:	10
INITIATIVE:	22	HERO POINTS:	100		

- **Powers:**
  Awareness: 7, Enchantment: 9, Exorcism: 9, Magic Sense: 10, Sorcery: 15
- **Skills:** **linked*
  Occultist: 12*
- **Advantages:**
  Intensive Training; Omni-Connection; Scholar (sorcery)
- **Drawbacks:**
  Age (old)
- **Motivation:** Upholding the Good
- **Occupation:** Teacher
- **Wealth:** 10

TYPICAL ZEROX STUDENT

DEX:	2	STR:	2	BODY:	2
INT:	6	WILL:	5	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	15	HERO POINTS:	50		

- **Powers:**
  Enchantment: 5, Magic Sense: 7, Sorcery: 6
- **Skills:** **linked*
  Occultist: 7*
- **Advantages:**
  Connection: Teacher's Isle (High); Intensive Training
- **Motivation:** Upholding the Good
- **Occupation:** Apprentice
- **Wealth:** 7

ZOON

Zoon orbits within a highly unstable triple sun system. Perhaps it is this instability, fostering a fatalistic bent in native Zoonians, that has led to the humanoid population's poisoning and strip-mining of the planet's environment.

Zoon long ago became a barren, murky, toxic mess. Its people retreated to small communities within the caverns crisscrossing beneath the surface. These caverns are the result of generations of mining for various materials, particularly for zuunium, one of the rarest elements in the universe. Zoon's only central city exists as housing for the multitudes who work the mines of the nearby Ebony Mountains.

Zoon's technology is aimed at the work of mining, and, while the people do possess androids, they limit their use to only the most hazardous of mining duties.

If a member of an oxygen-breathing race remains unprotected on Zoon's surface, he will begin to die per a Fatal Vulnerability (see pages 22-23 of the *Character Handbook*). Timber Wolf, of the Legion of Super-Heroes, was born on Zoon.

ZWEN

Another early Terran colony world, Zwen's rate of planetary rotation is so slow that its nights are over six Earth months long. Early colonists were driven nearly insane by the endless nights. This lead to a biogenetically engineered mutation that enabled the people to effectively hibernate through these long and dark months. Since Zwen was a world filled with natural predators, this mutation acquired the protective feature of being able to turn the body to a stone-like consistency. Zwenian culture soon developed around these long hibernations, great pride being taken in an individual's ability to partake in long periods of unconsciousness. Few natives possess the desire to leave Zwen, although their natural ability to spend extended periods in hibernation have put them much in demand for deep space exploration.

Zwen is the home planet of Stone Boy of the Legion of Substitute Heroes.

TYPICAL ZWENITE

DEX:	3	STR:	2	BODY:	4
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:			0

- **Powers:**
  Suspension: 15
- **Limitations:**
  Miscellaneous: When Suspension Power is used, a Zwenite's body turns to stone and he is immobilized. His DEX is reduced to 0 APs, but his normal APs of DEX are added to his BODY for the duration of the Suspension.

GRAVITATIONAL EFFECTS

All planets have their own unique mass and size, which result in a different degree of gravity on each world. Some of the preceding worlds have a gravity that is very close to Earth's, while others possess a gravity that is substantially greater or smaller. The table below summarizes the known gravitational information about the planets in this section. Note that natives of the planets suffer no ill effects from the gravity of their home world. A "†" on the table indicates that the information is unknown. The categories on the table are:

Name: the name of the world.

Opposing Value Increase: The OV increase of any Physical Action Checks due to any gravity differences from Earth's. After approximately sixty hours (17 APs time), Characters adjust to the gravitational differences. If the planet has a particularly heavy or low gravity, the GM may rule that this adjustment period will take a somewhat longer or shorter amount of time.

Lift: Any increase or decrease in APs that a Character can lift due to gravity. This also affects Jumping and other Automatic Actions involving strength. The modifier is in effect as long as a Character is on the planet.

NAME	OV INCREASE	LIFT
Avalon	0	0
Bismoll	0	0
Braal	0	0
Brande's Asteroid	1	1
Cargg	0	0
Colu	0	0
Daxam	5	-2
The Dominion	0	0
Dryad	2	0
Durla	3	0
Gil'dishpan	†	†
Hykraius	†	†
Imsk	0	1
Karak	0	0
Kathoon	1	-1
Khundia	5	-1
Kol	2	0
Korbal	3	3
Labyrinth	0	0
Lallor	0	0
Lost World	2	-1
Lythyl	0	0
Mardru	2	-1
Mars	1	0
Medicus One	0	0
Monster World	2	-1
Naltor	0	0
Neptune	4	-2
Nullport	0	0

NAME	OV INCREASE	LIFT
Orando	0	0
Phion	0	0
Preztor	0	0
The Protean Planet	0	3
Rimbor	0	0
Seeris	0	0
Shanghalla	3	4
Shwar	2	-1
Simballi	0	0
Somahtur	0	0
Starhaven	0	0
Takron-Galtos	0	-1
Talok VIII	0	0
Taltar	0	0
Tharn	0	0
Tharr	0	0
Titan	0	1
Trom	0	0
Tulva	0	0
Tyrraz	0	0
Venegar	0	0
Ventura	1	-1
Weber's World	0	0
Winath	0	0
Xanthu	0	0
Zerox	0	0
Zoon	0	0
Zwen	2	-2

THE AFTERWORLDS

The Afterworlds are the final resting place of departed souls. They are divided into two main areas, commonly referred to as Heaven and Hell, with a mediating area, the Realm of the Just Dead (see **REALM OF THE JUST DEAD**) lying between the two.

Heaven is a place of light and happiness, where souls are freed from the burdens of life, and rest until they decide to be reincarnated. A lush, pastoral world, Heaven is suffused by love and good feelings. Anyone who spends even a short time there will be invigorated and enlightened. The permanent residents of Heaven are angels, who can assume any shape but are most often seen as spheres of pure white light. They take little part in the affairs of men, spending most of their energies maintaining the sanctity of Heaven.

Hell, on the other hand, is a place of darkness and sorrow, where evil souls are punished for the sins of their lives. Marked by smoldering pits of lava and brimstone, Hell is overwhelmed by despair and corruption. Even a short time in Hell will seem like an eternity. Demons rule in Hell, overseeing the tortures of the damned and reveling in the sufferings they create. They are ordered by a strict caste system, of which the rhymer class is very high. Etrigan, a demon long bound to the will of the wizard Merlin, has recently ascended to the rhymer caste. At present, Hell is ruled by a triumvirate consisting of the demons Lucifer, Beelzebub and Azazel. For more information on demons, see entry under **DEMON PRISON DIMENSION**.

A separate section of the Afterworlds has been taken over by the gods of Mount Olympus (see entry under **MOUNT OLYMPUS**) for the rewarding and/or punishing of beings who worshiped those gods in life. This area is known as the House of Hades, and is separated from the rest of the Afterworlds by the river Styx (see entry under **HOUSE OF HADES**).

ETRIGAN

DEX:	9	STR:	10	BODY:	12
INT:	12	WILL:	17	MIND:	14
INFL:	13	AURA:	17	SPIRIT:	12
INITIATIVE:	34	HERO POINTS:	130		

- **Powers:** **Mystic Linked*
  Awareness: 11, Claws: 13, Flame Project: 13*, Jumping: 3, Precognition: 30*, Magic Blast: 16, Mind Probe: 20*, Sorcery: 15
- **Skills:**
  Occultist: 15
- **Limitations:**
  Miscellaneous: Mind Probe may only be used to learn what the target has experienced in the past, not what he is thinking.
- **Advantages:**
  Area Knowledge (Hell); Connection: Hell (High); Iron Nerves
- **Drawbacks:**
  Miscellaneous: Etrigan always speaks in rhyming verses.
- **Alter Ego:** Jason Blood
- **Motivation:**
  Responsibility of Power
- **Occupation:**
  Demon Lord (rhymer caste)

TYPICAL DEMON (lower caste)

DEX:	7	STR:	9	BODY:	10
INT:	8	WILL:	10	MIND:	10
INFL:	10	AURA:	12	SPIRIT:	9
INITIATIVE:	25	HERO POINTS:	50		

•**Powers:** **Mystic Linked*
Animate Objects: 12, Awareness: 7, Energy Blast: 10*, Magic Sense: 7, Matter Manipulation: 12*, Sorcery: 10
•**Skills:**
Occultist: 9
•**Advantages:**
Area Knowledge (Hell); Iron Nerves; Scholar (torture)
•**Motivation:** Nihilist
•**Occupation:** Demons

THE ANTI-MATTER UNIVERSE

See entry under **QWARD**.

APOKOLIPS

*T*here is no darker, more dismal place in any known universe than Apokolips, home to the New God Darkseid and his legions of minions. For a complete description of this world, and statistics on its inhabitants, consult the *Apokolips Sourcebook*.



Apokolips was created at the time of the death of the old gods. In a blinding flash of indescribable power, their home was split into two great halves, filling the universe with the blinding death-flash of its destruction. These two giant, molten halves were sent adrift in a silent, dead universe; they remained here for uncounted centuries, swept clean of all living things. That era of lifelessness was followed by the coming of an age heralded by the dawning of a new light, which brought new life to the now-cooled dual planets. On one of these planets, the living atoms of Balduur, one of the old gods, gave rise to a race of nobility

and strength. That world became New Genesis (see entry under **NEW GENESIS**), home to the New Gods.

The other world was saturated with evil and darkness, spinning forever in the shadow of New Genesis. It became Apokolips, an unclean world of great ugliness and suffering, and home to some of this dimension's greatest evils. Ruling Apokolips is Darkseid, son of former ruler Queen Heggra, from whom he seized power. Darkseid is the personification of evil: a monstrous, stone-faced figure who seeks the legendary Anti-Life Equation, with which he will be able to rule the universe.

Darkseid rules Apokolips from his Tower of Rage, a monumental, fortress-like palace built in its master's own image. The Tower is protected by a nearly-impenetrable network of defense systems; anyone foolish enough to venture inside its walls is unlikely to ever leave. Darkseid is advised by his uncle, Steppenwolf, and the technological genius of DeSaad, both of whom are members of Darkseid's Ruling Elite (a.k.a. Darkseid's Henchmen).

Nothing grows in what little remains of Apokolips' fouled, acidic soil that hasn't been paved over by concrete and steel or covered by dismal gray structures and massive machines of war. The air is thick with the smoke and gases from the energy-producing Flame Pits that dot the planet. The Flame Pits, which supply light and power to this world, are worked endlessly by the so-called Hunger Dogs, the enslaved peasants of Apokolips' Armagetto. The Hunger Dogs have been known to rebel against their enforced labors. These rebellions have resulted in temporary worldwide power outages, but Darkseid's fierce troops have always managed to restore order.

One of the most feared places on Apokolips is Granny Goodness' Happiness Home, a brutal orphanage/boot camp for the dreaded Dog Soldiers, the fierce warriors who do Darkseid's bidding. The fiendish and masochistic Granny Goodness (another member of Darkseid's Ruling Elite) is also responsible for the ruthless and rigorous training of the Female Furies.

Apokolips and New Genesis have been at war since the two worlds were formed, the former fighting on the side of evil, the latter representing the forces of good. At one point in their histories, in a last ditch, desperate attempt at peace, Darkseid and the ruler of New Genesis, Highfather, traded sons. Darkseid sent his son, Orion, to be raised on New Genesis; Highfather sent his own son, Scott Free, to be tutored in the ways of Apokolips. In time, the pact was broken, and while Orion fought his evil heritage and battled against his father, Scott Free stayed true to his background, eventually escaping Granny Goodness' clutches and fleeing to Earth. Today he is the costumed hero, Mister Miracle. Scott Free's wife, Barda, is another rebellious alumnus of Granny Goodness' training, a one-time member of the Female Furies.

Other well-known and greatly-feared denizens of Apokolips include: Mantis, Kalibak the Cruel, Doctor Bedlam, Dr. Virmin Vundabar, Glorious Godfrey, Amazing Grace, Kanto the Assassin, and the Deep Six (a team of fish-like humanoids born and trained on Apokolips).

Apokolips and New Genesis exist in a "closed" galaxy — it is accessible only through a Boom Tube. Travel between Apokolips and New Genesis within the "closed" galaxy is possible without a Boom Tube. However, the distance between the two planets is so wide that even a high-speed spacecraft would spend several weeks traveling through space to reach the other planet. Boom Tubes are capable of bridging the distance automatically.

BOOM TUBES

Boom Tubes (sometimes known as Stargates) are wide, hollow cylinders of gleaming energy. They appear with a loud *BOOM!* from which they take their name.

In game terms, they are mere a peculiar type of Warp. To create a Boom Tube, a Character must obtain the Warp Power from either the X-Element (a special New God energy source), or from the Omni-Power of a Mother Box (see statistics under **NEW GENESIS**). Any other use of the Warp Power is the normal kind, not a Boom Tube. Using the Boom Tube to travel from place to place within the confines of the Milky Way Galaxy works exactly according to the description of the Warp Power in the *Character Handbook*. To travel from the Milky Way Galaxy to the New Gods' Galaxy or the Promethean Galaxy requires an Action Check using the APs of Warp as the AV/EV and 8/11 as the OV/RV. Positive RAPs indicate that a Boom Tube between the two galaxies has been successfully opened.

THE AREOPAGUS

*T*he Areopagus is the private realm of Ares, the god of war. Ares created this land so that he could withdraw from his fellow gods. He once suffered a humiliating defeat at the hands of Princess Diana of Themyscira (see entry under **THEMYSCIRA**).

The Areopagus is a dark and foreboding sub-dimension of Olympus (see entry under **MOUNT OLYMPUS**). This realm was once a land green and fertile with several species of life. Ares' growing madness, however, soon corrupted the land, blackening it, destroying all life, and rendering it forever a dead place. In his madness and delusions, Ares believes he has driven all life from The



Areopagus; he hopes to destroy all life on Earth one day.

Ares shares his evil realm with the demons who resided in Pandora's Box.

ARES

DEX:	10	STR:	22	BODY:	16
INT:	18	WILL:	26	MIND:	20
INFL:	17	AURA:	17	SPIRIT:	18
INITIATIVE:	45	HERO POINTS:	250		

•Powers: **Mystic Linked*

Animate Objects: 19, Aura of Fear: 12, Energy Blast: 20*, Control: 7*, Darkness: 15*, Dimension Travel: 25, Energy Absorption: 13*, Flame Project: 16*, Flight: 20*, Growth: 8*, Hypnotism: 16*, Invulnerability: 25*, Life Sense: 17, Mind Blast: 15*, Mystic Shield: 16, Sealed Systems: 20*, Skin Armor: 12, Telepathy: 15, Teleportation: 25*, Sorcery: 20

•Skills:

Charisma: 20, Occultist: 17

•Bonus:

Ares can make himself or selected individuals visible within his Darkness.

•Limitations:

Flame Project creates enchanted fire that uses the target's DEX/BODY as the AV/EV, but does damage to the target's Current SPIRIT Condition.

•Advantages:

Area Knowledge (the Areopagus, Mount Olympus); Connections: All Military Organizations (High), the Areopagus (High), Mount Olympus (High); Iron Nerves; Leadership; Scholar (warfare)

•Drawbacks:

Authority Figure; Voluntary Exile (New Olympus); Catastrophic Irrational Attraction to warfare

•Equipment:

ARMOR [*BODY: 20*]

•Alter Ego: Mars

•Motivation: Power Lust

•Occupation: Olympian God of War

ASTRAL PLANE

*T*his dimension is a gray, formless void that is closely intertwined with the other planes of existence. It is inhabited by monsters that sometimes escape to the Earth Dimension. It is frequently visited by the mysterious Dr. Occult.

DOCTOR OCCULT

DEX:	6	STR:	4	BODY:	5
INT:	8	WILL:	7	MIND:	8
INFL:	9	AURA:	10	SPIRIT:	9
INITIATIVE:	23	HERO POINTS:	85		

•Powers: **Mystic Linked*

Dimension Travel: 7, Invisibility: 7*, Hypnotism: 9*, Illusion: 7*, Telekinesis: 9*

•Skills:

Detective: 11, Occultist: 11

•Advantages:

Area Knowledge (Astral Plane); Buddy (Rose Psychic); Connections: Mystical Community (High), the Seven (High); Genius; Iron Nerves; Sharp Eye

•Drawbacks:

Dark Secret

•Equipment:

Mystic Symbol [BODY: 4, SPIRIT: 5, Mystic Link (Reflection/Deflection): 7, Exorcism: 11]

Psionic Sensor [BODY: 3, Detect (evil thought waves): 9, R#: 3]

•Alter Ego: Unknown

•Motivation: Seeking Justice

•Occupation: Private Investigator

•Wealth: 5

AZARATH

*O*ver 900 years ago, a large group of cultists, under the leadership of a woman named Azar, renounced the violent ways of Earth and left the planet. Utilizing their powers and belief, Azar and her followers traveled to another dimension, where they established the pacifistic community called Azarath.

Azar and her people cleansed themselves of their evils and aggression in this dimension, but these evil forces were not destroyed. Rather, they merged, growing and flowing out of Azarath into the surrounding dimensions beyond the portal known as Azarath's Great Door. And, while the followers of Azar lived their lives of peace and harmony, a dark, evil threat, born of their expunged evil natures, was fermenting in other realms.

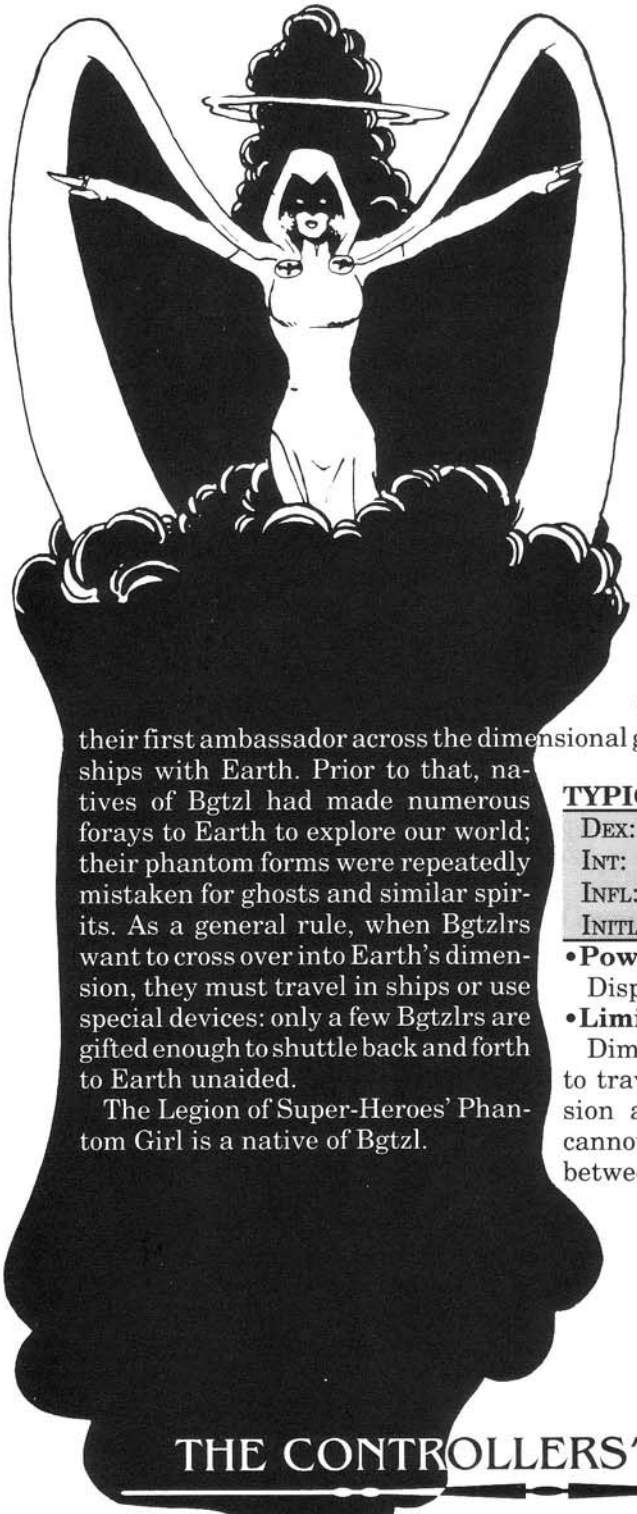
In another dimension, the last inhabitants of a dying world had successfully mated a woman of their mystic sect with one of their demon-gods. The ritual called upon the evil forces from Azarath and resulted, nine months later, in the birth of the demon-child Trigon. Within three short decades, Trigon had destroyed his mother and her home world and ruled his entire dimension and its millions of inhabited worlds. In his unquenchable thirst for power, he sought to rule all dimensions. In his pursuit of that goal, Trigon seduced an Earth woman and fathered a child. Upon learning who her lover had been, the woman went mad and was about to commit suicide. However, an emissary from Azarath appeared to the woman and promised her and her child sanctuary in a realm where peace and pacifism was practiced. She accepted the offer and went with the emissary to Azarath, where she was named Arella (the Messenger Angel).

Arella's child, a girl who was named Raven, was born on Azarath. On the day Raven was born, the formerly-clear blue skies of Azarath turned dark and stormy, and its people feared the offspring of an otherdimensional demon and Earth woman. They feared she might one day be taken over by her father's dark side, but the goddess Azar took Raven in and gave her an inner calm, teaching her to suppress her emotions and to resist Trigon's influence.

Trigon spent decades trying to pierce the dimensional barrier between his dimension and Earth, but he was held at bay by a group of Azarathian sorcerers. Despite their efforts, Trigon eventually succeeded. Raven, with the help of the New Teen Titans and Arella, forced the demon-god into a netherverse, its dimensional doorway to be guarded through eternity by Arella. Trigon eventually succeeded in escaping, however, and channeled the life-forces of the billion souls in his dimension to grant him the power to once again enter Earth's dimension. Weary of the Azarathians' interference, Trigon used his power to utterly destroy Azarath. The Azarathians' souls still existed, however; they resided in special rings worn by Raven. These souls' combined power was eventually utilized to destroy Trigon.

Azarath was the ultimate realm of beauty and peace. Here, soaring towers of unimaginable grace and beauty were connected by graceful skyways. The dimension had a wealth of fragrant flora which was unknown in any other dimension, and gentle beasts roamed freely across the land. Violence and aggression were unknown, and all disputes were settled by the goddess Azar, whom the people of Azarath worshiped for her kindness and gentle nature.

For more information on Raven, Arella, Azarath and Trigon, see the *New Titans Sourcebook*.



BGTZL

*B*gtzl is one of the most unique planets in known space. It shares the same space as Earth, but exists on the fourth dimensional plane. What makes Bgtzl unique is the ability of its inhabitants to become immaterial at will and pass through solid objects. When they phase through objects, the Bgtzlrs are actually shifting themselves into an enormous buffer zone between Bgtzl and Earth known as the "Bgtzl Zone."

Bgtzl was unknown to the people of Earth until the 24th Century, when the Bgtzlrs sent their first ambassador across the dimensional gulf to open diplomatic relationships with Earth. Prior to that, natives of Bgtzl had made numerous forays to Earth to explore our world; their phantom forms were repeatedly mistaken for ghosts and similar spirits. As a general rule, when Bgtzlrs want to cross over into Earth's dimension, they must travel in ships or use special devices: only a few Bgtzlrs are gifted enough to shuttle back and forth to Earth unaided.

The Legion of Super-Heroes' Phantom Girl is a native of Bgtzl.

TYPICAL BGTZLR

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

- **Powers:**
  Dispersal: 8, Dimension Travel: 3
- **Limitations:**
  Dimension Travel can only be used to travel between the Earth Dimension and Bgtzl; Dimension Travel cannot be used to transport others between dimensions.

THE CONTROLLERS' DIMENSION

*T*he Controllers are descended from the immortal Maltusians (see entries under **MALTUS, OA**), from whom they broke off over a philosophical dispute many millions of years ago.

One of the Maltusians, a being called Krona, had unleashed evil upon the universe about ten billion years ago by conducting illegal experiments in an

attempt to learn the nature of the origins of the universe and life. The Maltusians banished Krona from their universe, and, in penance for the evil perpetrated upon the universe by one of their number, migrated to Oa and elected to dedicate their immortal existence to combating these evil forces.

The majority of Oans, realizing that their numbers were too few to effectively conduct this mission themselves, chose to act through agents who would work from within mortal societies. From this idea, the robotic agents called Manhunters evolved; later, the Green Lantern Corps was started. The Oans then became the Guardians of the Universe.

A minority of the Guardians, however, disagreed with this philosophy and believed that the evil Krona had loosed upon the universe was an infection that needed to be destroyed and cut out like a cancer. When the two factions failed to reach an amiable solution, the more radical Oans decided to quit Oa and left their home dimension for other realms.

Once settled in their new dimensional space, these renegade Oans developed weapons of awesome power, one of which was assigned to each of their number. They were then each assigned a specific segment of the time/space continuum to watch over. Their mission was simple: observation, and the destruction of any dimension and/or portion thereof where evil had gotten out of control. They called themselves Controllers, and, over the billions of years that followed the split, evolved into a new race greatly different from the Oans who had remained behind.

The Controllers applied their philosophy of destruction to many different "infected" dimensions and galaxies, but never had cause to touch Earth's dimension until the 30th Century. It was then that the Controller assigned to this dimension elected to unleash his weapon, a Sun-Eater, on Earth's solar system. The Controller's weapon was stopped by the heroic sacrifice of the Legion of Super-Heroes' Ferro Lad.

The Controllers are beings of great powers and have the ability to alter matter and energy at will. Because of this, the Controllers' dimension is an ever-changing place, with the environment constantly being altered to suit the whims of its inhabitants. While the Sun-Eater (a gaseous entity capable of consuming entire stars) is the only one of the Controllers' weapons that has been seen, it is assumed that other, equally potent devices exist. However, with the vast mental powers at the Controllers' disposal, it is impossible to even imagine what form these devices might take.

TYPICAL CONTROLLER

DEX:	6	STR:	4	BODY:	14
INT:	15	WILL:	25	MIND:	20
INFL:	10	AURA:	13	SPIRIT:	10
INITIATIVE:	31	HERO POINTS:			100

•Powers:

Comprehend Languages: 14, Energy Absorption: 15, Matter Manipulation: 25, Invulnerability: 24, Regeneration: 12, Telepathy: 25, Omni-Power: 12

•Skills:

Gadgetry: 15, Scientist: 15

•Advantages:

Connections: Guardians of the Universe (Low), Legion of Super-Heroes (Low); Genius; Omni-Connection

•Drawbacks:

Guilt

•Motivation:

Responsibility of Power

DARKWORLD

Darkworld is an otherdimensional realm that is adjacent to Earth. From this realm, the planet's magical energies, or *mana*, have been derived since the rise of the people who became the citizens of Atlantis (see entry under **ATLANTIS**).

Darkworld's origins were unknown to even the magically sophisticated Atlanteans. When attempts at exploration nearly one million years ago proved too dangerous to those who dared to cross the magical threshold between the worlds, the investigations were halted. Darkworld lapsed into the realm of superstition and myth; it became a place that was used to frighten unruly children into submission. Atlanteans believed Darkworld to be the plane which housed their concepts of heaven and hell and the source of all the magical power in the universe. Darkworld was also believed to be home to a wide array of Atlantean deities, both good and evil, and of mythical demons, imps, and beasts.

In truth, Darkworld came into being in a flash of thought, more than one billion years ago, in the mind of an otherdimensional universal being whose dark dreams were given solid reality as a separate dimension within the universal consciousness. Born at that instant of creation were the magical gods and creatures who inhabit that world. Chief among these deities were the Weaver, the guardian and master of the mystical multi-colored threads of magical energies; Calculha, the benign master of all that is pure in the magical arts; Chaon, the twisted god of evil and Chaos; his cosmic opposite, Gemimn, goddess of Order; Tynan, the cosmic Balancer of Chaos and Order; Deedra, goddess of nature and Earth; and Jheryl, goddess of truth and knowledge.

Darkworld, at its height, was apparently infinite, its landscape ever-changing according to the whims of the gods and the expectations and state of mind of the observer. This magical dimension is not the location of the Atlantean heaven and hell, although the mystic essence of slain sorcerers are returned to Darkworld to rejoin the mystic whole and await rebirth. The place where the non-magical dead go is accessible through Darkworld to those who possess the proper incantations. At the very heart of Darkworld lies a nexus through which other dimensions and worlds can be accessed.

Arion, Lord of Atlantis, the immortal son of the god Calculha and the evil sorceress Dark Majistra, spent most of his existence in Darkworld after the destruction of his physical being 500,000 years ago in a battle for power between his mother and father. After five hundred millennia under the care of the goddess Jheryl, Arion was recalled to the land of the living, where he was instrumental in the later battle for the preservation of Darkworld and its magical powers.

When Atlantis was young, the powers of Darkworld were at their greatest. However, with the passage of time, the power of the *mana* began to weaken, the Atlanteans believing that their heavy use of magic to maintain the world had depleted its strength.

The truth, however, was that the universal consciousness was beginning to awaken, the dreams of Darkworld fading in the process. Since time flowed differently for this otherdimensional being, the awakening took tens of thousands of years. But, with the lessening of the *mana* came an increase in trouble for the world.

Now unable to maintain its control over their environment, the Atlanteans began to suffer through climatic and geological disasters ranging from the

coming of deadly ice ages to earthquakes and volcanic eruptions. Creatures that mankind now considers mythical and which once flourished on Earth began to die from the lack of magic. The Atlantean civilization was forced to begin an exploration of the physical laws and sciences to replace their magically driven civilization.

While Earth was suffering the side effects, Darkworld itself was coming apart, much like the threads of a tapestry, unraveling and shrinking. Entire portions of the realm were disappearing and only the strongest of the gods and mystical beings were able to maintain their tenuous hold on existence. Some 45,000 years ago, Arion, now king of the dying Atlantean civilization, spearheaded the effort to return Darkworld's universal consciousness to a state of sleep and preserve the magic, for if all the magic left the world, the Atlanteans themselves would perish. Arion and his allies, both human and godly, were only partially successful, their efforts resulting in the reclamation of only a small fragment of Darkworld, giving the Atlanteans a renewed, albeit relatively brief, time of existence.

Eventually, the *mana* dwindled down to the barest trickle, and all save a few Atlanteans who were able to adapt to an existence of science, died. Of Arion's fate, nothing is known for sure, but it is believed he resides in what is left of Darkworld, forever cut off from the world by the barriers that prevent all but the barest of magical energies from leaking through to the Earthly realm.

DEMON PRISON DIMENSION

Many eons ago, before the arrival of mankind, Krona of Maltus (see entries under **MALTUS, OA**), an almost unequaled scientist, foolishly delved into the one area of science forbidden even to the worldly Maltusians: the origin of the universe itself. Krona's actions split the universe into two equal halves, the positive matter, and the anti-matter, and unleashed the forces of evil and chaos.

This evil, hitherto unknown, manifested itself on the newly forged Earth in the form of many powerful races of demons, who sprang up and took control of the planet. Under the demons, Earth was a dark place upon which chaos ruled and nightmares came true. Eventually, the evil Earth attracted the attention of the mystical Lords of Order (see **DOMAIN OF THE LORDS OF ORDER**). After a long and bloody struggle, the Lords of Order managed to round up all of the demons and banish them to a nether dimension, while constructing a barrier that would prevent them from ever again breaching the Earth plane.

Anticipating banishment, each demon constructed and hid his own mystical talisman somewhere on Earth. These mystical tools were often disguised as simple items of antiquity, such as a wheel or a bell. Each of these powerful objects allows the demon to whom it is linked to breach the dimensional barrier constructed by the Lords of Order and again enter the Earth plane. The catch is that the talisman must be in the possession of someone already on the Earth dimension capable of performing the ritual that activates the device. Ever since the Earth's Middle Ages, there have been cults of human demon worshipers who spend their time trying to locate and activate as many of the mystic talismans as possible.

While the demons can travel from this dimension to many others, especially the Afterworlds (see entry under **THE AFTERWORLDS**), they are not able

to use the Dimension Travel Power to go to the Earth dimension unless summoned. Beings other than demons can travel to and from this dimension normally.

Talismans [BODY: 25, SPIRIT: 25, Dimension Travel: 65]

Limitations: A special ritual must be performed over a talisman by one of the corresponding demon's agents on Earth, and the agent must receive positive RAPs on a Dimension Travel Action Check against an OV/RV of 50/50. The Power of the Talismans is useless for any other purpose.

DOMAIN OF THE LORDS OF ORDER

*T*his vast plane of white light is home to the nigh-omnipotent Lords of Order. The Lords believe that the history of the universe is defined by four separate eras, or *yugas*. The first yuga is characterized by perfection, with no disorder or evil to be found anywhere in the multiple planes of existence. In the second yuga, existence still acts in harmony, but the first tracings of evil begin to creep into existence. The third yuga is an all-out battle between the forces of chaos and the forces of order — a battle that order is doomed to lose. In the fourth, or *kali yuga*, chaos rises triumphant and darkness reigns over the universe until existence comes to an end and the cycle begins all over again.

The Lords of Order believe that the kali yuga began with the Anti-Monitor's assault on the positive matter universe (see entry under **QWARD**), and have removed themselves from the battle against chaos, much to the chagrin of their erstwhile Earthbound agent, Doctor Fate. The Lords have even gone so far as to try and speed chaos' victory, in hopes of bringing about the end of the universe and the rebirth of the first yuga. Doctor Fate has sworn to prevent this end, as it would mean the destruction of creation as we know it.

THE DREAM DIMENSION

*T*he exact location of the Dream Dimension has not, and most likely cannot, ever be known. However, it is believed that all beings who dream have access to it at some time or another, even if only for brief moments, while they sleep.

The Dream Dimension is ruled by Morpheus, a.k.a. the Sandman, a humanoid entity who is believed to be omnipotent in his realm. The Sandman is the absolute monarch of his dimension; he is master over whatever (mostly unknown) forms of life may reside there. It is difficult to describe the topography of the Dream Dimension — it is essentially formless and ever-changing, depending on the particular dream that one is experiencing.

Within the Dream Dimension resides every dream, hope, and fear of mankind, upon which the Sandman can eavesdrop at will. When these dreams and nightmares get out of control for their human recipients, the Sandman is able to intercede on their behalf to help them solve their problems.

There is no known access to the Dream Dimension except through one's dreams; even then, the individual may never realize exactly where he or she has been. From time to time, it has been possible to reach the Afterworlds from the Dream Dimension, but these occassions are very rare. Two "outposts" of

the dream realm are known to make periodic visits to Earth: the House of Mystery and the House of Secrets (see entry under **HOUSE OF MYSTERY AND HOUSE OF SECRETS**), which are operated by the reincarnations of the biblical Cain and Abel, respectively.

Statistics for Morpheus can be found on page 67 of the *Background / Roster Book* of the DC HEROES Role-Playing Game.

EARTH DIMENSION

*T*his dimension contains not only the Earth, but also all of the other planets, galaxies and solar systems that make up the known universe. This dimension is outlined in **Sections One** through **Five**.

THE FIFTH DIMENSION

See entry under **ZRFFF**.

GEMWORLD

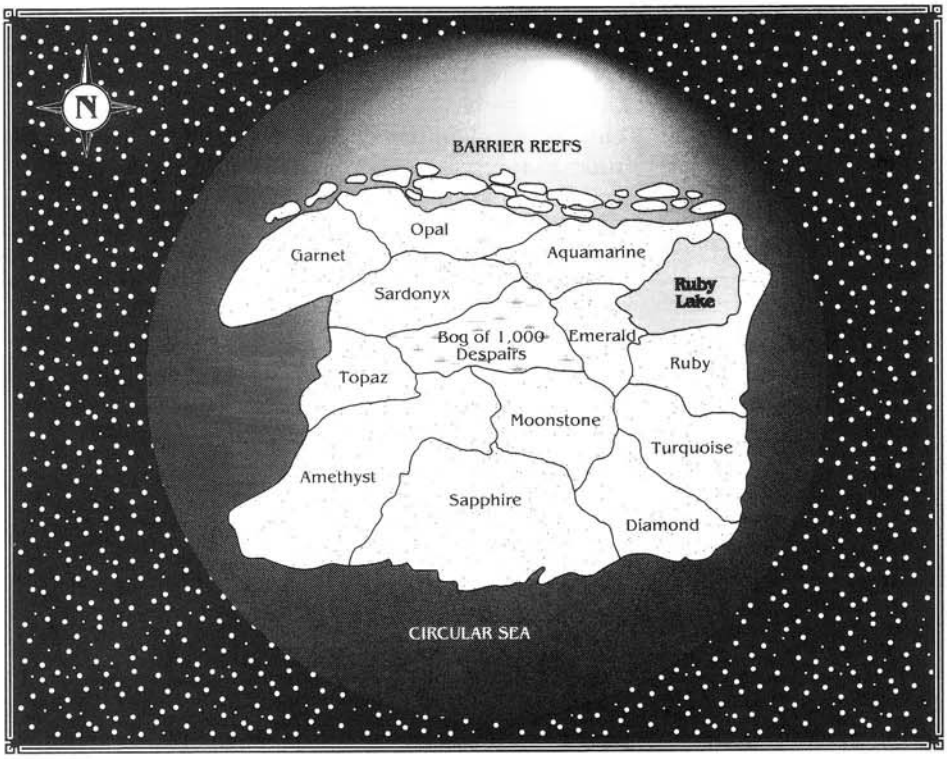
*G*emworld is a land of unimaginable beauty and strange, storybook-like magic that exists on a dimensional plane adjacent to the Earth.

Gemworld's origins lay in Earth's ancient past, in an age predating known history when the planet was ruled by magic. In that age, Earth was populated by normal, nonmagical humans, as well as by a race of powerful sorcerers who coexisted with the mythological beasts of a thousand different realms and worlds. These sorcerers, whose existence was kept secret from the mundane world, exerted considerable influence upon Earth and were separated into twelve great nations, or Houses, of magicians. Each House had its powers keyed to a different gemstone; each stone had unique properties to which the sorcerers of that House owed their particular powers.

The magicians of the twelve Houses were eventually forced to flee Earth when a distant cosmic catastrophe caused repercussions which would soon wipe the planet and dimension clean of magic. With the zodiacal alignments disrupted by the catastrophe, the magic began to slowly fade away, threatening to reduce these magical beings to the level of normal humans. To protect their magic, the masters of the twelve Houses banded together and gave their great powers to a young witch named Citrina. The sorcerers sent Citrina off to seek a new, unformed magical dimension beyond the Earthly plane. Once the dimension was discovered, she was to pour forth her powers to create a new home for the magicians.

What Citrina discovered was Gemworld, a place conceived on a medieval paradigm that was made to work by magical means. The Houses relocated their people to this realm, where the laws of physics have been supplanted by the laws of magic. Here, such concepts as gravity and time are controlled by the whims of its magical masters.

The physical plane of Gemworld consists of a single great land mass



surrounded by a vast sea, with several small clusters of islands just off shore. Gemworld is flat, and its sea is circular in shape and continually cascades off the ends of the world. It is not known what lies beyond the edge. The land of Gemworld is broken up into twelve nations corresponding to the Houses. These are: Amethyst, Aquamarine, Diamond, Emerald, Garnet, Moonstone, Opal, Ruby, Sapphire, Sardonyx, Topaz, and Turquoise. In most cases, these nations take on the character and properties of their gemstones; for example, the people of Aquamarine are seafarers.

Perhaps one of the most peculiar aspects of this dimension is its sun, which is a living entity. As the sun moves from east to west across the Gemworld sky, it depletes its fiery energy so that by the time it is two-thirds of the way through its journey, it has become a moon, bringing night to the world. By morning, its energy is replenished and it begins the cycle anew.

Gemworld is overseen by the Council of Houses and has been ruled over by various Houses throughout its history. The first of these was the House of Ruby. It was later peacefully supplanted by the House of Amethyst, which led Gemworld through a long, beneficent reign. Dark Opal, Lord of the House of Opal, seized control of Gemworld for a time. The Princess Amethyst eventually regained control and was returned to Gemworld from Earth, where she had been hidden by the Witch-Mother Citrina for this purpose. It was eventually learned that Princess Amethyst was the first human-born Lord of Order (one of the two factions [the other being the Lords of Chaos] who have fought for control of the universes of all dimensions since the dawn of time).

Sometime in the future, Gemworld will be transported back to the Earth dimension, where it will become known as Zerox (see entry under **ZEROX**), the Sorcerers' World from which the 30th Century's Legion of Super-Heroes' White Witch and their magical foe, Mordru, will come.

AMETHYST

DEX:	4	STR:	3	BODY:	7
INT:	10	WILL:	14	MIND:	9
INFL:	10	AURA:	15	SPIRIT:	15
INITIATIVE:	24	HERO POINTS:			85

- **Powers:** **Mystic Linked* Awareness: 10, Flight: 10*, Magic Sense: 10, Sorcery: 22
- **Skills:** Occultist: 11, Weaponry: 4
- **Advantages:** Area Knowledge (Gemworld); Connections: Gemworld (High), Lords of Order (Low); Popularity
- **Drawbacks:** Innocent; Catastrophic Physical Restriction (blind, later in career only)
- **Alter Ego:** Amy Winston
- **Motivation:** Upholding the Good
- **Occupation:** Princess of Gemworld
- **Wealth:** 8

DARK OPAL

DEX:	8	STR:	7	BODY:	9
INT:	7	WILL:	9	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	11
INITIATIVE:	25	HERO POINTS:			50

- **Powers:** Magic Sense: 8, Sorcery: 15
- **Skills:** Charisma: 11, Martial Artist: 10, Occultist: 9, Weaponry: 10
- **Advantages:** Area Knowledge (Gemworld); Connection: Lords of Chaos (Low); Iron Nerves; Leadership
- **Drawbacks:** Authority Figure; Serious Rage; Strange Appearance
- **Equipment:** MYSTIC ARMOR [*BODY: 11, SPIRIT: 13*]
- **Motivation:** Power Lust
- **Occupation:** Deposed Ruler of Gemworld
- **Wealth:** 10

THE GREEN

*L*ocated in a grove in Brazil, south of Concordia and near the source of the river Tèfe, is the place known as the Parliament of Trees. This area is a tiny pocket of lush, fertile greenery in a world otherwise poisoned by pollution.

It is in this grove that the plant-like elemental beings who watch over the Earth seek refuge when they have grown weary of their duties. These elementals have been walking the Earth (which is itself a living, sentient entity, albeit one whose particular form of sentience is beyond the comprehension of all but a few select beings) since before the dawn of human history. The elementals are created from men who have died in flames; the humans' bodies are replaced by inhuman-looking plant elementals bearing a consciousness patterned after that of the dead man. They form by arising from the mire in which the dead had been submerged.

Upon their creation, the plant elementals (known as Erl-Kings) are sent out into the world as protectors and guardians of the plant realm. Eventually, each tires of his duties or the distractions of the outside world, at which time he is summoned to join the Parliament of Trees. The Parliament consists of the earlier elementals, all of whom have taken root in the Brazilian grove in the form of trees. In time, they abandon all mobility and power of speech, communicating telepathically among themselves. The elementals of the Parliament oversee the Earth and attempt to protect it from the damage wrought by its human inhabitants; the Parliament is also responsible for the continuation of the plant elemental line that serves as the Earth's champions.

In addition to existing on the Earth plane as trees, the members of the Parliament have the ability to submerge their consciousness into the Green, the living life force of the planet. Only Characters with the ability to leave their bodies and travel astrally can enter the Green. While traveling in spirit form through this region, the Green appears as a nurturing field of green force that ebbs and flows in response to stimuli from the Earth. Sometimes, glimpses of the Earth dimension can be seen from the Green, although these are usually restricted to visions of the roots of great trees and other plants. When a Parliament member leaves the Green to resurface on Earth, he grows a new body from the local vegetation for his mind to inhabit or reenters a discarded body grown previously.

Known members of the Parliament include: Great Url, guardian of prehistoric Africa; the Ghost Hiding in the Rushes, who once dwelt in and protected China; Erl-King, of medieval Europe; and Jack in the Green, from turn-of-the-century England.

The currently active plant elemental is Swamp Thing, whose consciousness is derived from deceased scientist, Alec Holland. This Swamp Thing was preceded by two previous "Swamp Things," the first of which began life as scientist Alex Olsen, who died in flames in 1905. After Olsen's retirement to the Parliament, he was replaced in 1942 by German military pilot Albert Hollerer, who was shot down in flames and crashed down into a bog. The consciousness that arose was damaged and confused and spent a dozen years in aimless wandering across the Earth before joining the Parliament. This incarnation of Swamp Thing brought a toy plane with him as a reminder of his past life; the plane now hangs from one of the branches in the Parliament grove.

Hollerer was succeeded by Alec Holland, who was shown the way to the Parliament by one of the few humans to know of its existence, John Constantine. Humans are not allowed to stand before the Parliament unless summoned by the elementals.

THE HIDDEN LAND

*T*here were once two branches of the human race, our own *homo sapiens*, and another, the *homo magi*. Where the homo sapiens struggled with nature and learned the laws of nature and primitive science, bending those laws to his will, the homo magi were one with the natural order, controlling the forces of magic. The early homo sapiens tribes led a hard life, fighting for every morsel of food, learning the art of war and the science of killing, while the homo magi, able to command mystical forces, lived in a veritable paradise. Despite their fewer numbers, the homo magi would have ruled the world, but for one weakness: whenever a member of the homo magi race met a homo sapiens of the opposite sex, both were immediately attracted to each other. As the generations and centuries passed, the two races evolved in parallel ways, but with one crucial difference: while homo sapiens increased in number, the homo magi dwindled, a situation that was worsened for the homo magi by the constant intermarriage between the species, inspired by the strange genetic attraction.

Finally, during the time of the fall of the Roman Empire, fearful that there race would be absorbed by homo sapiens, the homo magi fled the known world, and created a hidden retreat in a valley in northern Turkey. To protect their new home from the outside world, the Hidden Land was shifted into a nearby dimension, where it would be safe from the prying eyes of mankind. This

dimensional shift is held in place by a gem called the Medulla Jewel: once per generation, a member of the homo magi is born with one of the gems in the medulla section of their brain. The most recent possessors of the Medulla Jewel have been Sindella, one of the few homo magi to leave the Hidden Land since its creation, and her daughter, the heroine known as Zatanna, who has rejected her role in the destiny of the homo magi in order to serve the world at large.

TYPICAL HOMO MAGI

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	8	HERO POINTS:			0

•**Powers:**
Sorcery: 5

HOUSE OF HADES

*T*he spirits of those mortals who worshiped the gods of ancient Greece reside in Hades, one of the smaller areas of the Afterworlds (see **THE AFTERWORLDS**).

The House of Hades is connected to Olympus (see entry under **MOUNT OLYMPUS**) by the river Styx, a motionless river of black waters over which Charon, the boatman, transports the dead souls to their final resting place.

The House of Hades is divided into two realms: Elysium and Tartarus. The fields of Elysium are bright and beautiful; this land is where the souls of the good and heroic go to spend all eternity in blissful peace with their loved ones. Tartarus is the deep, black abyss where the evil and the non-believers are sent to live out eternity in torture and sorrow, alongside imprisoned Titans and an assortment of vile monsters.

The House of Hades is ruled by Hades, who keeps to his shadowy realm of the dead. He spurns the company of his Olympian brethren in favor of his own dark work. While there is little he can do to the souls fortunate enough to enter the Elysium Fields, Hades finds much amusement in devising new and more hideous tortures for those consigned to endure the horrors of Tartarus. There are as many different possibilities for landscapes and settings in Tartarus as there are souls to torment.

While the House of Hades is the realm of the dead, living beings have been known to seek entry across the river Styx, usually on a quest to contact or rescue one of the souls it has claimed. While such expeditions usually end in failure, a few have been known to successfully cross the river and return to the land of the living. More often, however, Hades will claim these unwitting travelers and condemn them to a life of living hell under his dark rule.

THE HOUSE OF MYSTERY AND THE HOUSE OF SECRETS

*T*he House of Mystery and the House of Secrets are two huge, old, sprawling mansions located on opposite sides of a cemetery; they are sometimes found somewhere in the Kentucky Hills. The provisional nature of their location is due to the fact that both of these ancient structures are interdimensional

portals between Earth and the Dream Dimension (see entry under **THE DREAM DIMENSION**). The Houses have been known to change locations with apparent randomness, or, at times, to depart the Earthly dimension entirely and return to the outskirts of the Dream Dimension for unknown durations, as time flows differently in this foreign realm. In short, the Houses appear whenever and wherever they are needed.

The caretaker of the House of Mystery is Cain, while the House of Secrets is overseen by Abel. Cain and Abel are reincarnations of the biblical brothers and are subservient to the will of their master, the Sandman. The Sandman gave the brothers their renewed lives and assigned them to their posts in the Houses in some far-distant past time. Both Cain and Abel are master storytellers; they assist the Sandman by helping the men and women who reach their macabre residences (most often while in a dream state) through their difficulties with an endless supply of allegorical tales designed to resolve their troubles.

When someone first approaches the Houses, he or she is greeted by Cain or Abel and offered a choice of being entrusted with either a mystery or a secret. Mysteries are always dark and impenetrable, but offer their recipients salvation. Secrets must be forever kept to one's self. After making his or her choice, the visitor is taken inside the house and is shown a lesson that relates to that person's life or situation. It is believed that only those selected by the Sandman are ever able to find and enter the Houses.

The Houses themselves defy all rational explanation and perception, existing outside the laws of reason and physics. These ramshackle Victorian mansions appear normal from the outside, but inside they are seemingly unending, with a myriad of twisting passages, secret access ways, hidden tunnels, and an uncountable number of rooms. Each room houses the secrets, relics, beings, or artifacts of different cultures from a variety of different times and interdimensional spaces. Periodically, Cain and Abel are required to catalog this wealth of possessions that overflow their Houses.

Cain and Abel have been at odds ever since their initial incarnations as the first murderer and his first victim. While both brothers have apparently been granted immortality by the Sandman, they nonetheless continue their ancient feud, with the masochistic Cain forever harassing the shy, retiring Abel.

Game statistics for Cain and Abel may be found on page 22 of the *Background / Roster Book*.

LAND OF THE NIGHTSHADES

Set in a dark, distant, dimensional plane, the Land of the Nightshades is a strange, "Alice In Wonderland"-like realm of shadow and sorcery.

The Land of the Nightshades is accessible to Earth only through shadows and by those who were born on that otherdimensional world. It is a strange, psychedelic realm of small, independent feudal city-states, each of which is ruled by a hereditary monarch. Though wars are not common, it is not unknown for two or more city-states to engage in armed disputes over territorial matters. Such conflicts do not often last long, and the continued disunity between the various monarchs make it unlikely that any number of them will ever band together to make a serious, full-scale conflict possible.

The one thing on which all the monarchs can agree is the threat of the evil Incubus, a magical, evil being who commands fierce flying warriors. The Incubus spent several thousand years attempting to conquer the kingdoms of

the Land of the Nightshades, but, thanks mostly to the efforts of one royal family, he had been prevented from accomplishing his goals. However, the last remaining member of that family, the Princess Magda, was forced to flee her native dimension when the Incubus proved too great a threat. Magda settled on Earth, married a U.S. senator, and had two children, Eve and Larry. She did not tell her secrets to her husband, and it wasn't until many years later that she told the two children the truth of their otherdimensional origins.

Magda showed her children how to use their inherited powers to cross the dimensions through shadows. Upon landing in the Land of the Nightshades, they were attacked by the Incubus' warriors. Magda was fatally wounded, and Larry was carried off by the vile horde before Eve could escape back to Earth. Eve vowed to one day return to the Land of the Nightshades to avenge her mother and rescue her brother.

Years later, Eve returned to the Land of the Nightshades with the Suicide Squad, only to find that the Incubus had occupied Larry and was using him as a host body. In the melee that followed the Squad's arrival, the sharpshooter known as Deadshot killed Larry, and presumably the Incubus as well. upon the Incubus' death, the Land of the Nightshades began to crumble, and it is believed that it is now completely destroyed. Only with the help of Shade the Changing Man (see entry under **META-ZONE**) was the Squad able to return to Earth.

For Nightshade's statistics, see page 56 of the *Background / Roster Book*.

LIMBO

The only feature of Limbo is its complete featurelessness. There is no color, light, darkness, height, weight, depth, or time in Limbo; just total nothingness. Since its discovery by Earth magicians in the Middle Ages, Limbo has been a favorite dimension for the banishing of enemies, as it is very easy to get into Limbo, but nearly impossible to get out. If a being is banished to Limbo, the Character using the Dimension Travel (Banishment) Power receives a -2 CS bonus to the OV/RV of his banishing Action Check. All attempts to leave Limbo suffer a +2 CS penalty to the OV/RV of the Dimension Travel (Summoning *or* Travel) Action Check.

MERA'S WORLD

Details of this otherdimensional world and its undersea civilizations are few; even its actual name is unknown. It has come to be known as Mera's World because of one of its three inhabitants known on our own dimensional plane is Mera, the wife of Aquaman.

It is assumed that the civilizations of Mera's World are similar to those of Atlantis (see entry under **ATLANTIS**) on Earth. That is, it is inhabited by a race of water-breathing humanoids, spread over several city-states on the ocean floor. It is further assumed that Mera's World is covered almost entirely by vast oceans.

What is known for certain is that Mera herself was a queen on this world, having inherited the throne upon the death of her father. The usurper Leron, however, led powerful rebel forces, overthrew Mera and seized control of the kingdom. Mera fled for her life through a dimensional warp created by the

scientist Xebel. In this way, she came to Earth's Atlantic Ocean, where she met Aquaman and Aqualad of Atlantis, and gained a psionic power that enabled her to solidify and shape water at will. Aquaman and Aqualad helped her to return to her home world and defeat Leron so that Mera could regain the throne. Mera voluntarily abdicated her rule a short time later so that she could return to Earth and be with the man she loved, Aquaman (who she eventually married).

Mera and Aquaman lived happily until the death of their infant son. After that, Mera's mental state deteriorated, and she blamed her husband for their son's death. When, in her madness, Mera tried to kill her husband, Aquaman accidentally killed her while defending himself against her attack.

Mera's game statistics are located on page 93 of the *Background / Roster Book*.

THE META-ZONE

The Meta-Zone is the home dimension of the world Meta, a planet of high technology and advanced science.

Meta is ruled by a powerful elected official who oversees the world's planet-wide government, including the military, the legislature, and the secret service. This world leader is advised by a cadre of specialists from many fields including economics, the sciences, agriculture, and the arts. The cities of Meta are high-tech wonders of architecture where poverty is all but unknown. These cities are situated on the three major continental land masses of Meta, which are widely separated by seas teeming with a wide variety of life forms. The polar regions of the planet are mostly uninhabited, except for scattered scientific outposts.

Vast government-owned farming communities manned by highly-paid agricultural specialists across the planet provide a more than adequate supply of food for all of Meta's population. Despite these seemingly idyllic conditions, Meta is rife with political dissent, with various factions constantly vying for supremacy. Because of this, the planet's secret service is a vast bureaucracy with its many hands in virtually every aspect of Metan life.

The main political threat to Meta's peace and security was Sude, the Supreme Decider and head of a conspiracy to take over both Meta and Earth. Earth had been discovered by Metan scientists years before, existing on the far side of the mysterious Zero-Zone, a realm of empty space that separates Earth from the Meta-Zone. With only a few living beings having ever entered the Zero-Zone, almost nothing is known of this strange, otherdimensional realm, except that it is sometimes known as the Area of Madness.

Thanks to the efforts of Rac Shade, the top agent of the Metan secret service, Sude was defeated and the threat to Meta ended. Shade was outfitted with the M-Vest (an invention of the planet's greatest scientist, Dr. Miraco), which enabled him to distort others' perceptions according to their emotional state. The vest also projected a protective force field that enabled Shade to travel between dimensions. While stranded on Earth, Shade is known as the superhero Shade the Changing Man and works with the Suicide Squad (see entry under **BELLE REVE**). After a mission on Apokolips, Darkseid seemed to send Shade back to Meta, but whether or not he finally arrived remains to be seen.

Shade's DC HEROES statistics are located on page 56 of the *Background / Roster Book* in the DC HEROES Role-Playing Game.

MOUNT OLYMPUS

*O*lympus has, since the dawn of time, been home to the deities of the Greco-Roman pantheon. Legend has it that Olympus was located atop the 9,570 foot-high Mount Olympus, part of the twenty-five mile long chain of mountains located in northern Greece. In reality, however, that high peak served only as the interdimensional gateway to the powerful magical pocket dimension where the gods actually dwelt.

Mount Olympus was established during an age long before the birth of mankind, after the six children of Chronus and Rhea overthrew the reigning Titans. The three brothers of Rhea's brood then cast lots for dominance over the three domains of the mundane world, with Poseidon drawing the seas, Hades the netherworld of the dead (see entry under **HOUSE OF HADES**), and Zeus the skies.

Each of these gods reigned supreme over his respective world, with only the Earth itself and the realm of Olympus left as common ground to all. By virtue of his reign over the skies and thunder, Zeus, the father of the gods, was given the power to rule Olympus itself.

The physical laws of the Olympian dimension differ greatly from the natural laws of Earth. The structure of its space is non-Euclidean, with physical space wrapping around itself, the magical nature of its reality allowing for an artificial gravity to exist on any surface.

Mount Olympus was a beautiful, otherworldly place of classical Greco-Roman architecture, monumental fountains and pools, and the Hall of the Gods, a structure whose majesty defies description.

Among the gods who live upon Mount Olympus are: Hera, consort of Zeus and the patroness of marriage; Poseidon, whose children, some claim, created Atlantis (see entry under **ATLANTIS**); Demeter, goddess of agriculture; Hestia, goddess of home and hearth; Aphrodite, the goddess of love and mother of Eros; Athena, goddess of wisdom; Ares, god of war (see entry under **THE AREOPAGUS**); Hephaestus, god of fire and metalworking; Hermes, god of commerce, herdsmen, and thieves, who is also the herald of the gods; Apollo, god of light, poetry, and music; his twin sister Artemis, goddess of the hunt; Dionysus, god of the vineyards and wine; Pan, god of the countryside and nature; and Persephone, goddess of Spring.

In recent years (as time is reckoned on Earth), the villainous Darkseid of Apokolips (see entry under **APOKOLIPS**), one of the race of New Gods who supplanted the Olympians, nearly succeeded in destroying Mount Olympus. To fight Darkseid's evil, the gods of Olympus were forced to abandon their ages-old home. Zeus and his brothers,, Hades and Poseidon, banded together to forge a new compact, which led to the creation of New Olympus, a new secret pocket dimension located far from Earth's own dimensional plane. Their move caused a temporary rift between the gods and their last remaining worshipers, the Amazons of Themyscira (see entry under **THEMYSCIRA**). However, the move was both necessary and worthwhile; the gods now enjoy a far greater safety and security from a repeat of Darkseid's attack. New Olympus has been crafted to resemble the original Mount Olympus in both architectural and spatial structure.

For more information on the Olympian Gods, consult *Strangers In Paradise*, the Wonder Woman sourcebook.



MYRRA

*M*yrra is a medieval magical dimension adjacent to Earth. How it came to be and how long it has existed is unknown, but it is believed that it has remained unchanged since its creation during the dark times before recorded history.

Myrra's most famous legend is that of two mighty warriors, Nacht and Brom, who received two great magical weapons from their king and his court sorcerer, Farben: the Sword of Night (for Nacht) and the Mace of Mists (for Brom). Brom was not satisfied with his position as one of Myrra's great heroes and plotted with Farben to slay the king and Nacht so that he could take over the world. Though Nacht defeated the treasonous Brom in combat, the sorcerer Farben magically transported the Champion of Myrra out of the dimension to the Earthly plane. With Nacht's disappearance, the mighty Sword of Night inserted itself into a pillar of stone, where it would remain until a descendant of Nacht returned to claim it.

For the next 1,000 years, Brom and his descendants, the Warlocks, besieged Myrra with their evil sorcery, refusing to give up on Brom's dream to rule the planet. Thus Myrra, a once-magnificent world of unparalleled beauty, was slowly reduced to a state of despair and decay; its people became shriveled and ugly under the unabated assault of the Warlocks' evil.

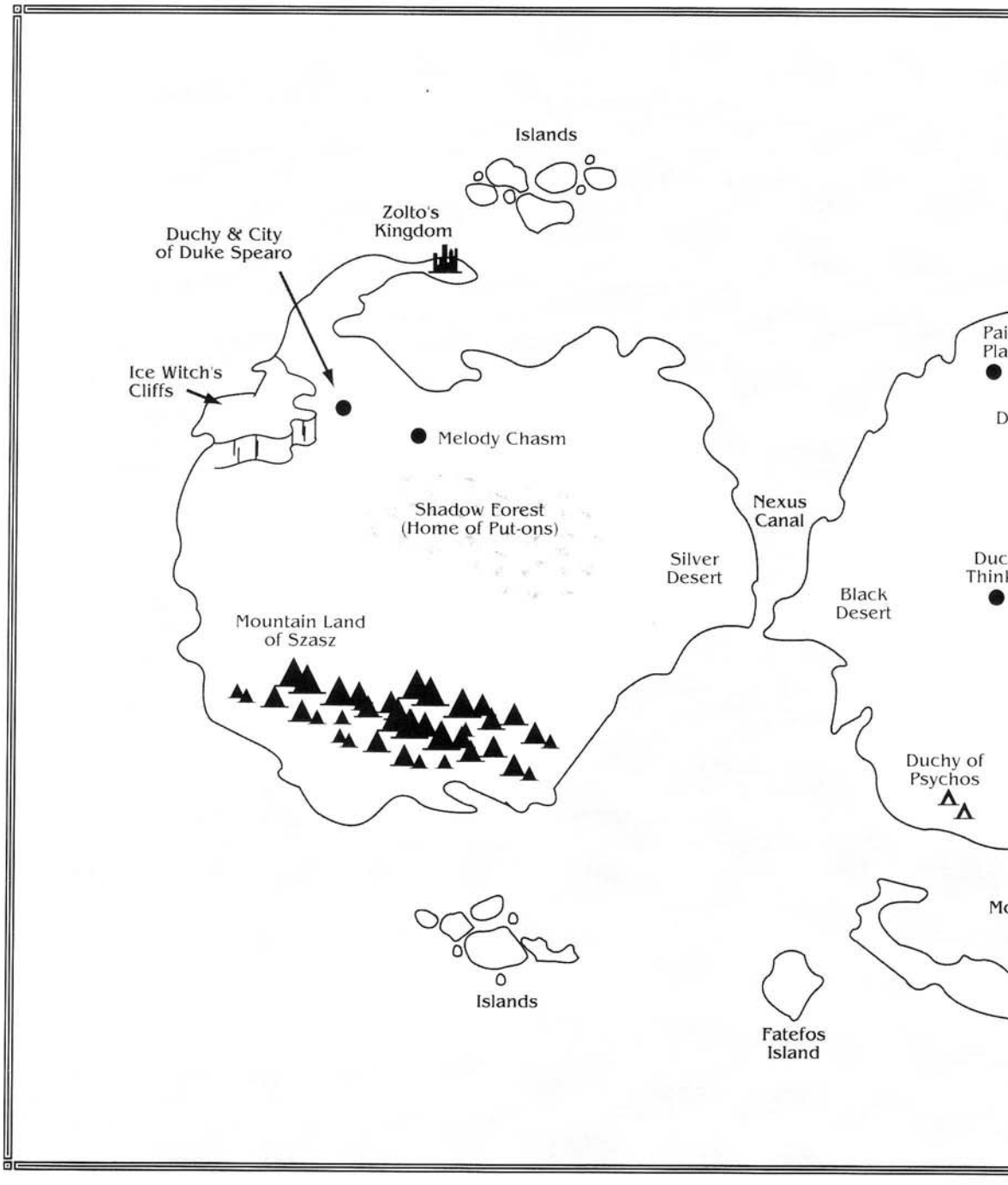
Ultimately, a change in the forces of the cosmic alignment enabled Myrra's King Zolto, a sorcerer of considerable power, to cast a spell that reached into the Earthly realm and brought a descendant of the vanquished Nacht back to Myrra. The descendant, a rock musician named Jim Rook, accepted the role of Myrra's champion and retrieved the Sword of Night from its pillar of stone. He succeeded in defeating the Warlock hordes and freed Myrra before returning to Earth. It is not known if he ever returned to Myrra.

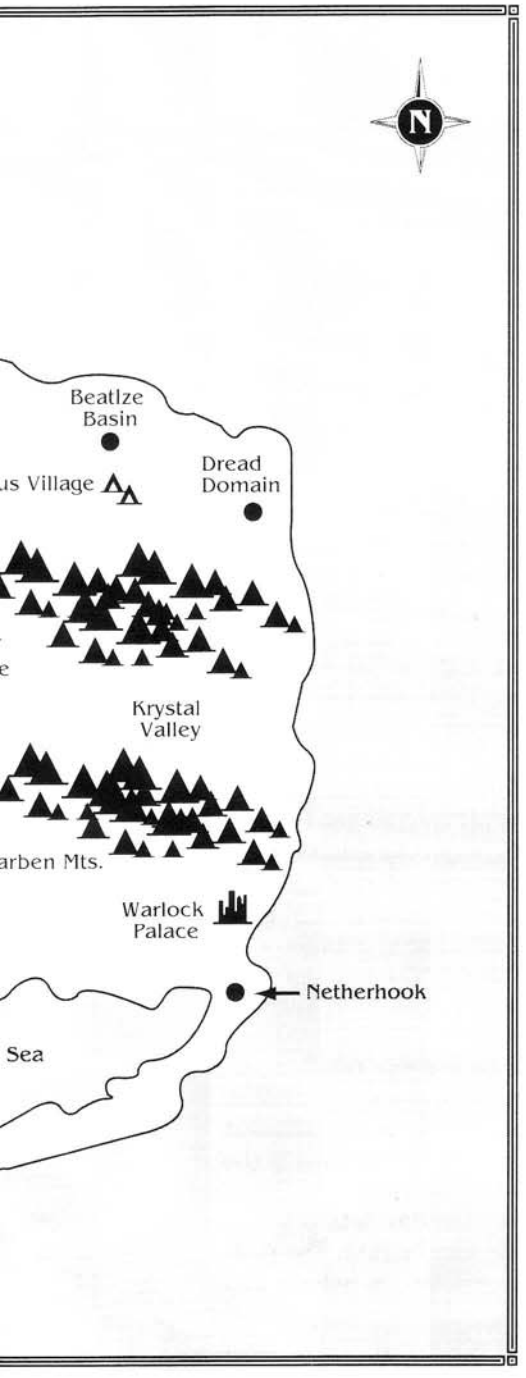
Once a proud, majestic realm, the Warlocks turned Myrra into a dark and evil land overrun by evil, unspeakable demons and creatures of the night. Its once proud and handsome people were deformed and twisted by black magic. Some of the once-human inhabitants became a new race of hideous, evil demons. With the defeat of the Warlocks, however, Myrra has begun its road to recovery, rebuilding and attempting to renew the old ways and the life they once knew.

NIGHTMASTER

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:	65		

- **Skills:**
  Artist (Musician): 7, Charisma: 7, Martial Artist: 5
- **Advantages:**
  Popularity
- **Equipment:**
  Sword of Night [*STR: 6*, BODY: 10, SPIRIT: 7, EV: 8, Mystic Shield: 7, Mystic Link (Danger Sense): 9, Control: 11]
  Bonus: Only a descendent of the Myrran hero, Nacht, can wield (or even lift) the Sword of Night.
  Limitation: Control can only be used to make a being who is touching it tell the truth.
  COSTUME [*BODY: 7*]
- **Alter Ego:** James Rook
- **Motivation:** Unwanted Power
- **Occupation:** Rock Singer
- **Wealth:** 8


Islands
Zolto's Kingdom
Duchy & City of Duke Spearo
Ice Witch's Cliffs
Melody Chasm
Shadow Forest (Home of Put-ons)
Nexus Canal
Silver Desert
Black Desert
Mountain Land of Szasz
Duchy of Psychos
Islands
Fatefos Island



TICKEYTARKOPOLIS

DEX:	4	STR:	5	BODY:	5
INT:	3	WILL:	2	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	35		

- **Skills:**
  Animal Handling: 5, Military Science (Tracking): 5, Thief (Stealth): 7, Weaponry (Melee): 7
- **Advantages:**
  Area Knowledge (Myrra); Connection: Nightmaster (High); Iron Nerves; Lightning Reflexes
- **Drawbacks:**
  Minor Rage
- **Equipment:**
  Sword [BODY: 8, EV: 6]
- **Alter Ego:** "Tark"
- **Motivation:**
  Responsibility of Power
- **Occupation:** Barbarian
- **Wealth:** 0

DUKE SPEARO

DEX:	3	STR:	2	BODY:	3
INT:	6	WILL:	7	MIND:	7
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	50		

- **Skills:**
  Charisma: 6, Occultist: 5
- **Advantages:**
  Area Knowledge (Myrra); Connection: Warlocks (High); Gift of Gab; Leadership
- **Motivation:** Power Lust
- **Occupation:** Would-Be Conqueror
- **Wealth:** 7

WIZARD

DEX:	2	STR:	2	BODY:	2
INT:	9	WILL:	6	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	7
INITIATIVE:	17	HERO POINTS:	75		

- **Powers:**
  Dimension Travel: 5, Magic Blast: 7, Mystic Link (Chameleon): 5, Sorcery: 9
- **Skills:**
  Occultist: 7
- **Bonus:**
  Chameleon is Usable on Others.

- **Limitation:**
  Chameleon cannot be used on self.
- **Advantages:**
  Connection: Warlocks (High); Scholar (Myrran magic)
- **Drawbacks:**
  Age (old); Unluck
- **Equipment:**
  7 AP ABC Omni-Object
- **Motivation:** Power Lust
- **Occupation:** Spearo's Flunky
- **Wealth:** 4

NEW GENESIS

New Genesis was created at the same instant as Apokolips (see entry under **APOKOLIPS**) when the old gods who ruled the cosmos died in a cataclysmic release of indescribable power which tore their otherdimensional home world asunder. The two halves of this great world were sent spinning off through space by the blinding flash of energy that signaled their death, and the destructive fury wiped out all traces of what had existed on them. In time, these halves cooled and settled into individual orbits and new life developed. One of these worlds became Apokolips, the other New Genesis, and both became home to the race of beings known as the New Gods.

On Apokolips arose the dark side of the universal force, led by the personification of evil, Darkseid. On New Genesis was born all that is good in the universe. The benevolent master of New Genesis was Izaya the Highfather.

New Genesis was an unspoiled world of great beauty, full of sunlight and green forests, shining white mountains, and unspoiled bright waters. The gods of New Genesis labored in peace and love, communing with the splendors of its natural beauty and seeking paths of peace and contentment. The evil that was Apokolips would not let New Genesis exist in peace for long, however, and war soon broke out between the opposing worlds.

Apokolips' war machines devastated New Genesis before the two leaders were able to reach a pact that brought an uneasy peace back to their universe. The sons of Highfather and Apokolips were sent to live on the worlds of their respective foes. Each son was to be brought up and schooled in the ways of the other's planet, so that they might better understand one another.

The aftermath of the war left New Genesis a barren and desolate place; it took ages for New Genesis to be returned to its paradise-like beauty. The gods of New Genesis had moved their great cities to Supertown, a golden city orbiting high above the planet's surface.

Supertown is a magnificent golden city where the New Gods continue their peaceful pursuits, surrounded by towering spires, great memorial statues of their heroes and fellow gods, and the Park, a vast oasis of greenery where the Highfather addresses his people, and the teachers of New Genesis pass along the accumulated wisdom of the New Gods to the young.

In addition to the great race of New Gods who live in Supertown, New Genesis itself was home to a race of subterranean "bugs," insect-like humanoids and near-humanoids that were the result of genetic engineering experiments performed by the New Genesisians during the first war with Darkseid.

For more information on New Genesis, and statistics for some of its most notable residents, see the *Apokolips Sourcebook*.

Mother Box/MOTHER BOX

DEX:	0	STR:	0	BODY:	7
INT:	10	WILL:	6	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	6

HERO POINTS: 75

•Powers:

Danger Sense: 12, Life Sense: 6, Omni-Power: 11

•Advantages:

Leadership

•Description:

Each Mother Box is a free-thinking entity, a living computer with incredible power. Many New Gods carry personalized models for companionship and service. They range in size from a deck of cards to a small suitcase. When a Mother Box has been worked into an individual's clothing or equipment, it is listed as a MOTHER BOX, since it cannot be taken away in combat when carried in this fashion.

Mother Box is a special kind of Omni-Gadget, because she can be used over and over again, unlike a standard Omni-Gadget. However, her primary use is to create Boom Tubes for travel between the New God galaxy and the rest of the cosmos. Boom Tubes are also useful for instant travel to any distant location. Any Character who possesses a Mother Box can make a Dice Action to create a Boom Tube. The Character uses his INT/WILL as the AV/EV against an OV/RV of 3/3. This action does not count as a Dice Action in combat. If successful RAPs are gained, a Boom Tube is created, using the RAPs of the Dice Action as the APs of the Warp Power.

Because Mother Box has the Leadership Advantage, she can transfer some of her Hero Points to her user. In addition, through his own affection for Mother Box, the user can transfer some of his Hero Points back to her. This requires a successful Action Check using INFL/AURA as the AV/EV against an OV/RV of 6/6 (Mother Box's INFL/SPIRIT). The RAPs are the maximum number of Hero Points that can be transferred. Only one such attempt may be made per game day. Mother Box can transfer Hero Points to her user at any time, per the Leadership Advantage. All Hero Points spent for the use of Mother Box's Omni-Power must come from Mother Box herself.

NEW OLYMPUS

See entry under **MOUNT OLYMPUS**.

THE OTHER SIDE OF THE WORLD

*T*he otherdimensional realm known as The Other Side of the World is unlike any place in known time and space. Whereas most universes were created by the process that is known as the Big Bang (in which all matter exploded from a single, central, great mass), The Other Side of the World was created in a steady flow of primal matter. As a result of this process, time and the forces of life as we know them do not exist on this plane. Physics do not operate as they

do on the Earthly plane; instead, a form of magic is utilized. Also, its physical composition is inconsistent, due to the magical nature of its environment.

The only known native inhabitant of The Other Side of the World is the being called the Warlock of Ys. His origin is unknown, as is the source of his great powers, but it is known that he has been present on The Other Side of the World for as long as life has been present on Earth. The Warlock had grown bored with endless time, and, with a device called a magic mirror, set out to observe other planes of existence, discovering Earth in the process. However, while he was quite powerful on his own plane, the Warlock was not powerful enough to leave his own world for Earth.

In time, the Warlock was able to contact the priestess of an early Earth god. At the Warlock's direction, she created the Gate of the Blue Flame, which served as a portal that allowed entry to The Other Side of the World. A Roman centurion in the time of Julius Caesar was the first human known to have stumbled through the gateway. Others have followed throughout the ages. These humans remain on this plane today and never age, due to the peculiarities of The Other Side of the World's unique time continuum.

In Earth's late 5th Century, Dahut, the evil daughter of King Gradlon of Comouaille, persuaded her father to build the great city of Ys in the Bay of Douamenez, not far from the Gate of the Blue Flame. A great dike was built around the city to keep out the sea. Dahut devised matters which eventually led to the opening of the dike and the destruction of Ys; the Warlock took his name from this event.

Throughout the centuries, the Warlock sought conquest and continued his efforts to break free of his native dimension and enter ours. It was not until Earth's modern age that he was able to exert enough power to confront Earth's heroes, specifically Green Lantern and Zatanna. The Warlock switched places with Green Lantern before Zatanna defeated him and returned him, powerless, to The Other Side of the World.

As best as can be determined, The Other Side of the World is currently populated by those people who have accidentally stumbled through the Gate of the Blue Flame.

WARLOCK OF YS

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	6
INFL:	7	AURA:	10	SPIRIT:	9
INITIATIVE:	21	HERO POINTS:	95		

- **Powers:**
  Sorcery: 15
- **Skills:**
  Occultist: 15
- **Advantages:**
  Area Knowledge (Other Side of the World)
- **Drawbacks:**
  Miscellaneous: The Warlock of Ys must switch places with a being with a SPIRIT of 9 APs or greater in order to leave the Other Side of the World. He uses Sorcery to mimic the Dimension Travel Power when he attempts to do so.
- **Equipment:**
  GATE OF THE BLUE FLAME [BODY: 0, SPIRIT: 5, Dimension Travel: 12]
  Limitation: The Gate can only be used to travel between the Earth Dimension and the Other Side of the World.
- **Motivation:** Power Lust
- **Occupation:** Warlock

PARADISE ISLAND

See entry under **THEMYSCIRA**.

THE PHANTOM ZONE

*T*he Phantom Zone is a misty, formless realm that bridges the present with the past of the planet Krypton (see entry under **KRYPTON**). There is no oxygen in the Zone, but for some reason beings who enter the Zone can breathe. The laws of physics in the Earth dimension do not apply to the Phantom Zone. Hundreds, perhaps thousands of relics from Krypton float in the Zone, like a vast museum of lost science and technology.

The first known gateway into the Phantom Zone was created by the mysterious Kryptonian artifact known as the Eradicator, in its attempt to fulfill its programming and recreate Krypton on Earth. To this end, it pulled a number of Kryptonian artifacts and technology through the Phantom Zone to Superman's hidden Antarctic fortress on Earth. When the Man of Steel discovered what the Eradicator was doing, he entered the Phantom Zone and traveled back in time to just before Krypton exploded. There he met his parents and underwent a Kryptonian rite of passage, a ceremony that ultimately allowed Superman to take control of the Eradicator and to destroy the gateway into the Phantom Zone. Whether or not the way to the Zone will be opened again remains to be seen.

QWARD

*Q*ward was created, along with the rest of the Anti-Matter Universe, almost ten billion years ago, at the time when Krona of Maltus (see entries under **OA, MALTUS**) defied the native taboos of his people that forbade inquiry into the origins of creation. The result of his tampering with nature somehow triggered the creation of the Anti-Matter Universe.

Qward and the rest of the Anti-Matter Universe is a mirror image of the Positive Matter Universe. Thus, the Anti-Matter Universe is a darker place, with a noticeable evil presence, and things we would consider ugly, they find beautiful. This entire universe is comprised of anti-matter, the fundamental state of sub-atomic particles which exist directly in opposition to our own so-called "normal" matter. Because of this opposition, should even the smallest amount of matter from the positive universe come in contact with anti-matter from that universe, the result would be a release of energy with tremendous destructive power.

Another inexplicable result of Krona's work was the spontaneous generation of the being known as the Anti-Monitor, who came into existence on Qward's moon. This infinitely powered being conquered Qward and created an army of warriors to serve him. These beings, known alternatively as the Destroyers and the Thunderers, wielded weapons of great destructive power called thunderbolts, or *qwa-bolts*. The most vicious of these warriors were transformed by their master into Shadow Demons, which the Anti-Monitor employed in spreading his reign of terror throughout the Anti-Matter Universe.

Eventually, the Anti-Monitor and his positive universe counterpart, the Monitor, engaged in a million-year long war. The battle ended when the two superior beings attacked one another simultaneously; the clash of their opposing energies sent them both into a suspended animation which lasted nine billion years.

Freed from the Anti-Monitor's rule, a group of Qwardians known as the Weaponers of Qward rose to power and became masters of their world, utilizing the Thunderers as their primary force of conquest. The Qwardians revel in violence and evil, devoting their every waking moment to the spread of that evil and the creation of great weapons of destruction.

The Weaponers have been able to find a way to bridge the gap between the opposing universes with a "transformer bridge." This device allows beings from one dimension to cross over to the other by reversing their subatomic structures, enabling them to safely exist in the other dimension. The Weaponers used this dimensional bridge to invade the world of their ancient enemies, the Guardians of Oa, the masters of the Green Lantern Corps. They were aided in this endeavor by Sinestro, the renegade Green Lantern whom the Guardians had banished to Qward. The Weaponers were unsuccessful in this attempt, thwarted by members of the Green Lantern Corps, most notably Hal Jordan.

The Weaponers, the Thunderers, and the Shadow Demons also played a role in the newly awakened Anti-Monitor's attempt to destroy all universes except his own Anti-Matter Universe. The result of this cosmic conflict left the Monitor and the Anti-Monitor dead and the Positive and Anti-Matter Universes the only major otherdimensional spaces remaining. The Weaponers regained power over Qward.

Qward itself is a massive world, analogous to the planet Oa in the Positive Universe, located in the exact center of the universe. It is a horribly gray world dominated by steel and stone structures. Qward's capital is Qwar-Deen, which has set itself up as the paragon of the Qwardian sensibility (i.e., ugliness and evil). Qwar-Deen is surrounded by a dark, dangerous jungle that is mostly unexplored and covers half the planet. The other half of Qward is a cold, desolate desert.

Many civilizations in the Anti-Matter Universe have developed the technology for space travel. There is considerable travel between worlds, although this is an even more dangerous proposition in the Anti-Matter Universe than it is in our own. The reverse-nature of this dimension makes warfare and conflict the accepted norm; the odds of passing through a large-scale interworld conflict while traveling through Anti-Matter space are quite high.

There is something twisted and grotesque in virtually every aspect of the Anti-Matter Universe. Nights are longer and darker, and days are shorter. Technology is often advanced, but always in the service of war. Construction on the planets is rapid and prolific, but the architecture is cold and ugly; the structures are executed in dull gray stone and metal. Here, beauty is ugliness and ugliness beauty.

In addition to the "transformer bridge" created by the Weaponers, there are also a few Cosmic Gateways, which open and close at random intervals, that lead directly from our universe to Qward. Like the "transformer bridge," these Gateways automatically reverse an individual's structure from matter to antimatter and vice versa. However, it is impossible to predict where a Gateway will leave a person unfortunate enough to slip through it. One known Gateway appears periodically on the edge of Coast City (see entry under **COAST CITY**).

Statistics for the Monitor and the Anti-Monitor can be found on page 14 of the *Background/Roster Book*.

TYPICAL WEAPONER OF QWARD

DEX:	6	STR:	6	BODY:	6
INT:	9	WILL:	7	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE: 21		HERO POINTS:			60

•Skills:

Gadgetry: 12, Military Science: 10, Scientist: 11, Weaponry: 10

•Advantages:

Area Knowledge (Qward); Connections: Anti-Monitor (High), Sinestro (Low); Genius; Scholar (warfare)

•Equipment:

Thunderbolts/Qwa-Bolts [BODY: 1, Lightning: 15, R#: 2]

Bonus: The Thunderbolts are yellow, and therefore immune to the direct effects of a Green Lantern's Power Ring.

Shield [BODY: 8, Force Shield: 8, R#: 2]

Deto-Flare [BODY: 4, Flash: 12]

Miscellaneous Drawback: The Deto-Flare can only be used once.

Finder [BODY: 6, Object Awareness: 35]

B-Stage Image Repeater [BODY: 6, Illusion: 15, R#: 2]

•Motivation: Nihilist

•Wealth: 9

TYPICAL THUNDERER

DEX:	9	STR:	7	BODY:	7
INT:	6	WILL:	7	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE: 24		HERO POINTS:			45

•Skills: **linked*

Martial Artist: 9*, Thief: 9*, Vehicles: 9*, Weaponry: 9*

•Advantages:

Connections: Weaponers of Qward (Low), Sinestro (Low), the Anti-Monitor (Low); Intensive Training; Lightning Reflexes

•Equipment:

Thunderbolts/Qwa-Bolts [BODY: 1, Lightning: 15, R#: 2]

Bonus: The Thunderbolts are yellow, and therefore immune to the direct effects of a Green Lantern's Power Ring.

Shield [BODY: 8, Force Shield: 8, R#: 2]

VEKO [STR: 15, BODY: 13, Running: 4, Lightning: 12, Projectile Weapons: 8, Telepathy: 16, Hardened Defenses]

Vekos are powerful tanks that the Thunderers use against particularly dangerous foes.

•Motivation: Nihilist

•Wealth: 4

TYPICAL SHADOW DEMON

DEX:	11	STR:	15	BODY:	13
INT:	6	WILL:	9	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	11
INITIATIVE: 27		HERO POINTS:			75

•Powers:

Acid: 8, Dispersal: 15, Flight: 8, Growth: 6, Two-Dimensional: 6

•Limitations:

Acid has a Range of Touch

•Drawbacks:

Catastrophic Irrational Fear of extremely bright light; Attack Vulnerability: -4 CS versus light-based attacks.

•Motivation: Nihilist

REALM OF THE JUST DEAD

*T*he spirits of the dead travel here for a brief time, awaiting final departure to their final resting places (see entry under **THE AFTERWORLDS**). It is a foggy realm where the deceased are acclimatized to their new state. Residual life energies are collected and consumed by Poltergeists, which resemble human brains with jellyfishlike tentacles. While totally mindless and not malevolent, those who pass through the Realm of the Just Dead are warned to keep clear of the Poltergeists, as they have been known to attack. At the edge of the Realm of the Just Dead, deceased souls are occasionally met by the Phantom

Stranger, who escorts them either to Heaven or to Hell. Boston Brand, also known as Deadman, is frequently found hovering around the Realm of the Just Dead.

Statistics for Deadman and the Phantom Stranger are located on page 28 of the *Background / Roster Book*.

SKARTARIS

Skartaris is a world unto itself that exists in otherdimensional space, accessible from our world through points near Earth's North and South Poles. Skartaris was originally believed to exist in the center of the Earth itself, but recent studies have revealed this to be a trick of the time/space continuum.

Skartaris was once known as the Wizard World because it was inhabited by an odd collection of mythical and legendary beings and creatures, among them goblins, dwarves, Cyclops, Centaurs, and the like. This was during the Age of the Wizard Kings, when the powers of magic were at their greatest in this otherdimensional realm.

Over the ages, the magical energies weakened somewhat, and many of these magically-based creatures died out. At the same time, many species from Earth found their ways to and through the polar nexi into the world that came to be known as Skartaris. Thus, dinosaurs and early races of man, long extinct on Earth, live on in Skartaris.

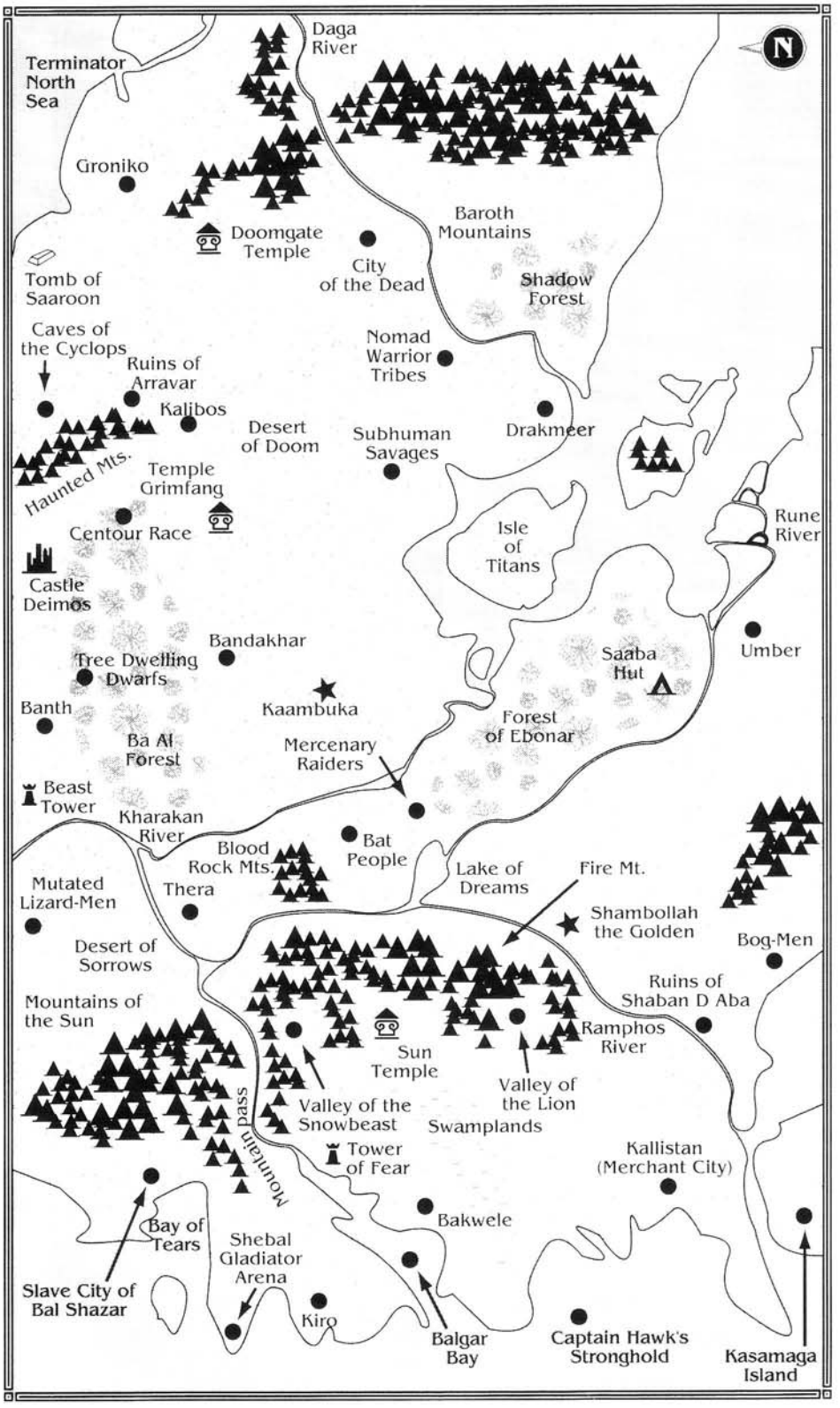
In addition, a large fleet of Atlanteans (see entry under **ATLANTIS**) escaping the sinking of their great civilization sailed through the Arctic nexus. The Atlanteans were responsible for rebuilding the otherdimensional realm, including the glorious city of Shamballah, and for bringing advanced technology to Skartaris. But, the creators of this great realm were also responsible for the destruction of civilization when nuclear war broke out between the Atlantean city-states.

Today, the descendants and survivors of the Atlantean era live on as barbarians or in medieval civilizations. The Atlantean civilization itself survived in the form of a settlement which escaped the destruction to settle in a nether region between Earth and Skartaris.

Skartaris is covered by a huge jungle, which is broken up by mountain ranges, swamp lands, deserts, and cities carved from the wilderness. The great land mass is surrounded by seas, including the Sea of Grel to the west, the Dragon Sea to the south, and the Terminator North Sea to the northeast. The three primary mountain ranges are the western Mountains of the Sun and the eastern Haunted Mountains and Baroth Mountains.

Among the major cities of Skartaris are the Slave City of Bal Shazar, Kiro, Bakwele, the merchant city of Kallistan, Shamballah the Golden, Thera, Bandakhar, Kaambuka, Umber, Drakmeer, and Groniko. Other features of this magical land are the Desert of Doom, the Caves of the Cyclops, the land of the Tree Dwelling Dwarfs, the Temple of the Sun, the Ruins of Shaban D'Aba, the Valley of the Snowbeast, the Doomgate Temple, and the Cavern of Timelessness.

Skartaris is a land of odd scientific laws. It is lit by constant daylight and a moon that wobbles through the sky in a highly eccentric orbit. Time flows more slowly on Skartaris than it does on Earth; indeed, it moves at different speeds


Terminator
North
Sea
Daga
River
N
Groniko
Doomgate
Temple
Baroth
Mountains
Tomb of
Saaroon
City
of the Dead
Shadow
Forest
Caves of
the Cyclops
Ruins of
Arravar
Nomad
Warrior
Tribes
Kalibos
Desert
of Doom
Subhuman
Savages
Drakmeer
Haunted Mts.
Temple
Grimfang
Centour Race
Isle
of
Titans
Rune
River
Castle
Deimos
Bandakhar
Tree Dwelling
Dwarfs
Saaba
Hut
Umber
Banth
Kaambuka
Forest
of Ebonar
Ba Al
Forest
Mercenary
Raiders
Beast
Tower
Kharakan
River
Blood
Rock Mts.
Bat
People
Lake of
Dreams
Fire Mt.
Mutated
Lizard-Men
Thera
Shambollah
the Golden
Bog-Men
Desert of
Sorrows
Ruins of
Shaban D Aba
Mountains of
the Sun
Ramphos
River
Sun
Temple
Valley of
the Lion
Valley of the
Snowbeast
Swamplands
Mountain pass
Tower
of Fear
Kallistan
(Merchant City)
Bakwele
Bay of
Tears
Shebal
Gladiator
Arena
Slave City of
Bal Shazar
Kiro
Balgar
Bay
Captain Hawk's
Stronghold
Kasamaga
Island

in different sections of Skartaris. This fact was discovered by Travis Morgan, a pilot from Earth who accidentally crash-landed in Skartaris through one of the polar nexus points. Morgan became known as the Warlord and spent many years exploring this strange land. At last report, Morgan had left Skartaris and returned to Earth, but it is through his explorations that we have gleamed most of our information about this otherdimensional realm.

THE WARLORD

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	10	MIND:	8
INFL:	8	AURA:	8	SPIRIT:	7
INITIATIVE:	27	HERO POINTS:	100		

•Skills: **linked*

Acrobatics: 5, Animal Handling: 8*, Charisma: 10, Martial Artist: 8*, Military Science: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•Advantages:

Area Knowledge (Shamballah); Connections: Shamballah (High), Wizard World (Low), Green Arrow (Low); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Popularity; Sharp Eye

•Drawbacks:

Authority Figure; Voluntary Exile; Married; Public Identity

•Equipment:

Hellfire [BODY: 12, INT: 1, INFL: 6, AURA: 6, SPIRIT: 6, EV: 10]

Miscellaneous Drawbacks: Hellfire may only be wielded by Morgan or one of his blood relatives: anyone else who tries to unsheathe the sword is Mystically Attacked using the sword's INFL/AURA as the AV/EV; Hellfire must draw blood every time it is unsheathed or it attacks its user as above.

•Alter Ego: Lt. Col. Travis Morgan

•Motivation: Upholding the Good

•Occupation:

Warlord/Former Air Force Pilot

•Wealth: 7

DEIMOS — *deceased*

DEX:	4	STR:	3	BODY:	3
INT:	8	WILL:	8	MIND:	8
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:	19	HERO POINTS:	100		

•Powers:

Invulnerability: 5, Shape Change: 10, Dimension Travel (Summoning): 10, Sorcery: 10

•Note:

Deimos had these Powers only after his resurrection by the Mask of Life.

•Skills: **after resurrection only*

Charisma: 9, Gadgetry: 9, Medicine: 5, Occultist: 7*, Scientist: 7, Weaponry: 5

•Limitations:

Shape Change could only be used to transform himself into a serpent or dragon.

•Advantages:

Area Knowledge (Skartaris); Connections: Thera (High), the Evil One (Low); Connoisseur; Leadership; Scholar (ancient Atlantean technology)

•Drawbacks:

Strange Appearance (later in career only); Unluck

•Equipment:

ATLANTEAN COMPUTER [BODY: 6, INT: 10, Illusion: 10]

Mask of Life [BODY: 4, SPIRIT: 10, Animate Dead: 12]

•Motivation: Power Lust

•Occupation: High Priest of Thera

•Wealth: 11

TARA

DEX:	7	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	85		

•Skills:

Acrobatics: 4, Animal Handling: 7, Charisma: 7, Martial Artist: 5, Military Science (Tracking): 5, Thief (Stealth): 5, Weaponry (Melee): 7

•Advantages:

Attractive; Connections: Shamballah (High), Travis Morgan (High); Iron Nerves; Leadership; Scholar (politics)

•**Drawbacks:**
Authority Figure; Married; Public Identity
•**Equipment:**
Sword [Body: 8, EV: 4]
Throwing Dagger [Body: 8, EV: 3]
The dagger may be thrown a distance in APs equal to the wielder's Str.
•**Motivation:**
Responsibility of Power
•**Occupation:** Queen of Shamballah
•**Wealth:** 15

SHAKIRA

Dex:	11	Str:	3	Body:	3
Int:	4	Will:	2	Mind:	5
Infl:	6	Aura:	3	Spirit:	5
Initiative:	25	Hero Points:			35

•**Powers:**
Mystic Link (Shape Change): 10
•**Skills:**
Acrobatics: 11, Charisma: 5, Martial Artist: 7, Military Science (Tracking): 9, Thief (Stealth): 11, Weaponry (Melee, Missile): 7
•**Limitations:**
Shape Change can only be used to assume the shape of a black cat.
•**Advantages:**
Connection: Travis Morgan (High); Lightning Reflexes
•**Drawbacks:**
Dark Secret (origin); Miscellaneous: Shakira tends to think and react like a feline, even when in her human shape.
•**Equipment:**
Spear [Body: 5, EV: 4]
The spear may be thrown at a range equal to the thrower's Str.
•**Motivation:** Thrill of Adventure
•**Occupation:** Cat
•**Wealth:** 2

MACHISTE

Dex:	7	Str:	4	Body:	6
Int:	7	Will:	4	Mind:	4
Infl:	6	Aura:	5	Spirit:	4
Initiative:	22	Hero Points:			45

•**Skills:** **linked*
Animal Handling: 6*, Martial Artist: 7*, Military Science (Tracking): 7*, Thief: 7*, Weaponry (Melee): 7*
•**Advantages:**
Connections: Kiro (High), Travis Morgan (High), Wizard World (High); Intensive Training
•**Drawbacks:**
Serious Physical Restriction (Machiste has only one hand; he wears a spiked mace on his right wrist)
•**Equipment:**
SPIKED MACE [Body: 9, EV: 6]
Knife [Body: 8, EV: 3]
•**Motivation:** Thrill of Adventure
•**Occupation:** Monarch
•**Wealth:** 9

TINDER

Dex:	5	Str:	2	Body:	2
Int:	4	Will:	4	Mind:	4
Infl:	6	Aura:	5	Spirit:	6
Initiative:	15	Hero Points:			30

•**Skills:**
Thief (Stealth, Pickpocketing): 8
•**Advantages:**
Connections: Travis Morgan (Low), Shamballah Underworld (Low); Iron Nerves
•**Drawbacks:**
Secret Identity
•**Alter Ego:** Joshua Morgan
•**Motivation:** Thrill of Adventure
•**Occupation:** Thief
•**Wealth:** 1

JENNIFER MORGAN

Dex:	3	Str:	2	Body:	3
Int:	7	Will:	9	Mind:	8
Infl:	9	Aura:	9	Spirit:	8
Initiative:	19	Hero Points:			85

•**Powers:** **Mystic Linked*
Magic Blast: 8, Force Field: 5*, Telekinesis: 7*, Teleportation: 20*, Remote Sensing: 20*, Sorcery: 15
•**Skills:**
Occultist: 9
•**Bonus:**
Teleportation and Remote Sensing can be used to move/sense between points in time as well as space.

•**Advantages:**
Connection: Travis Morgan (High); Extensive Headquarters (Castle Deimos)

•**Motivation:**
Responsibility of Power
•**Occupation:** Sorceress Supreme
•**Wealth:** 8

SUPERTOWN

See entry under **NEW GENESIS**.

TEALL

*T*eall is an otherdimensional world existing on a subatomic level. All of its inhabitants, who are energy beings, share what is best described as a group-mind. In their own world, these communal beings resemble amoebas and live in an environment of plasmic substance. Individuality is all but unknown on Teall; each being is a part of the universal mind, sharing their thoughts, ideas, and emotions among the whole. It is not known how this unique race came into being.

Amazingly, the Teallians have developed a highly technical and complex society, although a full sociological survey of its structure has never been made. One of its greatest accomplishments was the implementation of a space program. The object of this program was to seek out other energy-based beings which could be converted to members of the group-mind.

Since the Teallians need the group-mind to exist to their fullest potential, they faced the problem of "manning" their space probe, which could support only a single individual. While individuality is virtually unknown, it does occur; one such occurrence was a being named Quislet.

Quislet accepted the role as Teall's first astronaut. However, his innate curiosity caused him to go astray of his mission by entering a black hole, which brought his ship to the 30th Century dimension of the Legion of Super-Heroes. None of his race had ever seen such quantities of organic life forms and matter. He was fascinated by his discovery and elected to remain in this realm. Quislet eventually became a member of the Legion, where his energy form enables him to possess inanimate objects and exert control over them. Quislet eventually returned to Teall, leaving his Legion comrades to ponder his ultimate fate. Quislet's statistics can be found in the *Legion of Super-Heroes Sourcebook, Volume I.*

THEMYSCIRA

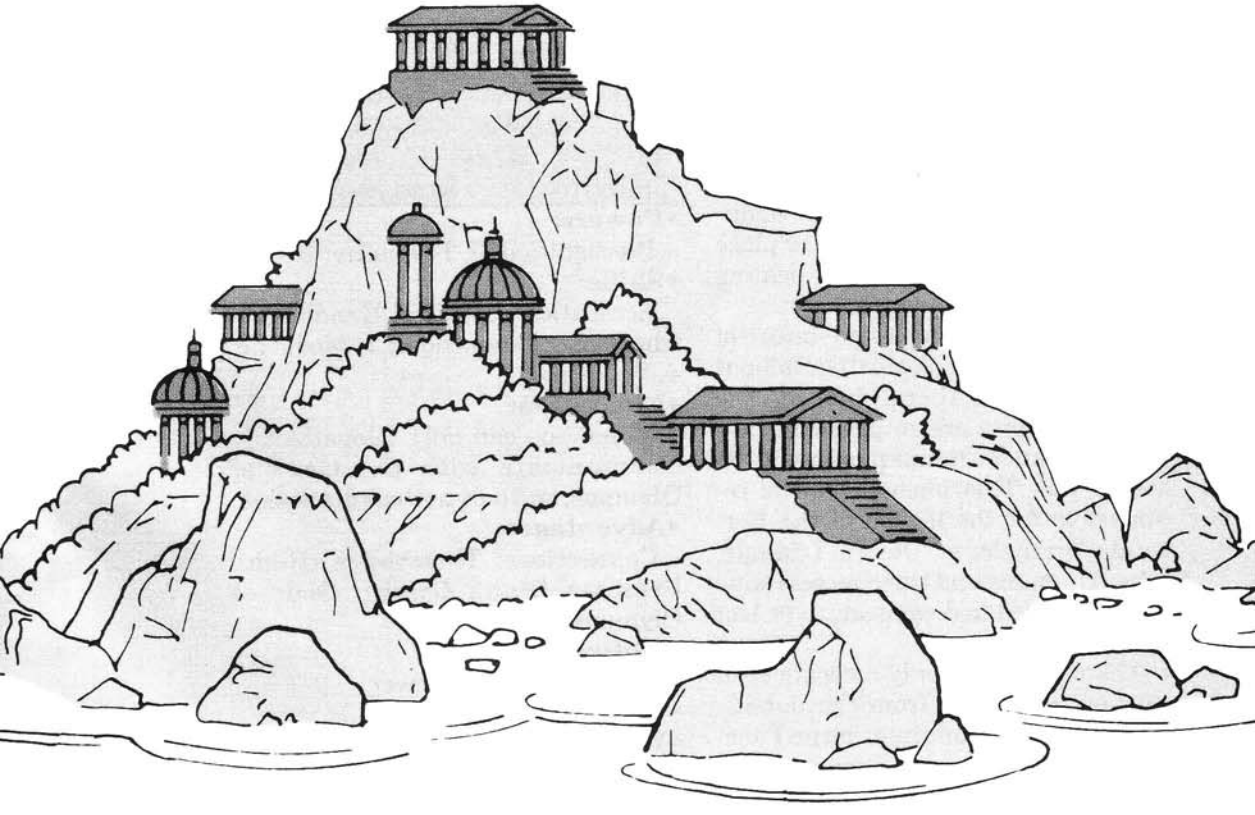
*T*hemyscira, also known as Paradise Island, is the home of the Amazons. It exists somewhere in the mid-Atlantic, in the area known as the Bermuda Triangle. Themyscira is protected from the sight of man by a perpetual blanket of clouds and fog. It is believed that Themyscira is actually situated in a small dimension of its own, adjacent to both the Earth and Olympian dimensions (see entries under **EARTH DIMENSION**, **MOUNT OLYMPUS**).

Named for the walled city in ancient Greece that was their original home,

Themyscira was settled centuries ago, after the warrior race of Amazon women had been seduced and humiliated by the man-god Heracles and his troops. Placed in bondage by men, they were finally freed by the goddess Athena in exchange for their renunciation of their warlike ways and their rededication to the ways of the Earth-goddess Gaea. Queen Hippolyte accepted Athena's conditions, while her sister, Antiope, refused, renouncing her Amazon heritage and taking her followers from Themyscira forever.

Hippolyte and the remaining Amazons were sent by Athena and the other goddesses to an uncharted island, beneath which an unspeakable evil had been imprisoned. In exchange for an agreement to act as jailers to this evil for all eternity, the souls of the Amazons would be purified once again, and they would be granted immortality as long as no man ever set foot upon the island. The sea-god Poseidon parted the waters of the Aegean Sea so that the Amazons could walk to their new home.

Their island home had been declared a paradise, and the Amazons built a new city where they could live and house their art and history. Great halls of justice serve as icons to the glory of the gods and an offshore island as a great center of medicine and healing. While the Amazons developed their new civilization on the island, the unknown evil remained imprisoned below. It was kept at bay by giant battlements and Amazon guards, many of whom died over the centuries in the battle to keep it contained.



Over the centuries, the Amazons kept their vow to Athena, keeping Themyscira free from man's influence. They remained hidden from man's view and knowledge until a military jet piloted by Colonel Steve Trevor crashed just off of Themyscira's shores. At first, this seemed to be a random accident, but it was learned that the plane had been sent to destroy the island as part of the war-god Ares' scheme to conquer the world. The Amazons were forced to send their chosen representative back to Man's World with Trevor to oppose Ares' master plan. This representative was Hippolyte's daughter, Diana, who has since become known as Wonder Woman. Game statistics for Princess Diana are located on page 47 of the *Background / Roster Book*, while Queen Hippolyte's are on page 24 of that book.

Among Themyscira's main features are:

• **The Coliseum**, where the Amazons test, hone, and display their skills and prowess.

• **The Royal Palace**, located at the center of the island on Themyscira's highest elevation, overlooking the rest of the island. The Palace, a grand and regal structure, is home to Queen Hippolyte.

• **The Senate Chamber**, where the Amazon representatives meet to discuss important issues of the day and create policy for the Amazon society.

• **The Temple of the Oracle**, adjacent to the Royal Palace and Menalippe's sanctuary, where the Amazon priestess consults with the Olympian gods (see entry under **MOUNT OLYMPUS**).

• **The Statue of Artemis**, which was created in honor of the goddess who championed their cause. The statue is located in a clearing in the woods and was constructed as the highest, most visible feature on the island.

• **The Temple of Hades** was built to honor the god of the dead, whom the immortal Amazons do not fear. Enshrined within the Temple are relics of the Amazons who have died.

• **The Island of Healing**, located on a small island chain near the mainland. This is a tranquil, serene place where pure waters flow and healing herbs grow in abundance.

Because of the enchanted nature of Themyscira, technological equipment does not work there. Indeed, the island's magics are so powerful that even airplanes or ships passing by the island fail. This phenomenon is responsible for the legend of the Bermuda Triangle, or Devil's Triangle, where humans and their vessels have been rumored to disappear, to be lost forever.

Themyscira has only recently been opened to visitors from the outside world. For more information on Paradise Island, consult *Strangers In Paradise*, the Wonder Woman sourcebook.

MENALIPPE

DEX:	6	STR:	5	BODY:	4
INT:	8	WILL:	6	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	21			HERO POINTS:	5

•**Powers:**
Precognition: 6, Telepathy: 16

•**Skills:**
Acrobatics: 3, Animal Handling: 6, Charisma (Persuasion): 7, Medicine: 4, Weaponry: 5

•**Limitation:**
Menalippe can only telepathically communicate with the Gods of Olympus, and only at their discretion.

•**Advantages:**
Connections: Themyscira (High), Princess Diana (High), Gods of Olympus (Low)

•**Motivation:**
Responsibility of Power

•**Occupation:** Oracle

•**Wealth:** 5

TYPICAL AMAZON

DEX:	8	STR:	6	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:			10

- **Skills:** **linked*

Acrobatics: 6, Animal Handling: 3*, Martial Artist: 8*, Medicine: 4, Military Science: 6*, Thief: 8*, Weaponry: 8*

- **Advantages:**

Connection: Themyscira (High); Intensive Training; Iron Nerves; Sharp Eye

- **Equipment:**

Various melee and missile weapons; Various armor and helms

- **Motivation:**

Responsibility of Power

WIZARD WORLD

See entry under **SKARTARIS**.

THE ZERO-ZONE

See entry under **THE META-ZONE**.

ZRFFF

Also known as the Fifth Dimension, Zrfff is a bizarre world of magical energies where practical joking is considered the highest form of art.

Zrfff is a freewheeling place, with a constantly changing landscape and architecture altered by the magical whims of its inhabitants, a race of humanoid imps. Anything goes on this Fifth Dimensional planet (as long as it's funny).

The best known native of Zrfff is Mr. Mxyzptlk, a particularly mischievous imp who first came to Earth several years ago. When he came upon Earth, he set about plying his magical pranks on the magicless Earthlings. These dealings are what first brought him to the attention of Superman.

When Mxyzptlk first met the Man of Steel, he challenged Superman to trick him into speaking his name backwards. If Superman could get Mxyzptlk to say "Kltpzyxm" out loud, the imp would voluntarily return himself to Zrfff. By a clever ruse, Superman succeeded and Mxyzptlk went home. Several months later, however, Mxyzptlk returned, and this time Superman had to trick him into painting his own face blue for him to leave the Earth dimension. Again, the Man of Steel managed to outmaneuver Mxyzptlk and send him packing. Since then, Mxyzptlk has returned to plague Superman several times, but each time Superman has managed to trick him into returning to his home dimension.

Mxyzptlk's DC HEROES statistics can be found on page 86 of the *Background / Roster Book*.

TRAVEL VALUES

*I*f a Character has the Dimension Travel Power, he may be able to move between the dimensions, to summon beings from another dimension, and/or to banish beings from one dimension to another. See page 48-49 of the *Character Handbook* for details on this Power. The Travel Value of a dimension determines how easy or difficult it is for a person with this Power to move between the dimensions. The following chart contains the Travel Value for all the dimensions listed in this section.

NAME	TRAVEL VALUE
The Afterworlds	8
Anti-Matter Universe/Qward	**10**
Apokolips	Special (see entry)
The Areopagus	**13**
The Astral Plane	4
Azarath	**7**
Bgtzl	3
The Controllers' Dimension	**5**
Darkworld	8
Demon Prison Dimension	**16**
Domain of the Lords of Order	16
Dream Dimension	**9**
Earth Dimension	2
Fifth Dimension/Zrfff	**10**
Gemworld	7
The Green	**11* (see entry)**
The Hidden Land	4
House of Hades/Afterworlds	**8**
House of Mystery/Dream	9
House of Secrets/Dream	**9**
Land of the Nightshades	7
Limbo	**8**
Mera's World	5
Meta-Zone	**10**
Mount Olympus	13
Myrra	**5**
New Genesis	Special (see entry)
New Olympus	**13**
The Other Side of the World	12
Paradise Island/Themyscira	**6**
The Phantom Zone	10
Qward	**10**
The Realm of the Just Dead	6
Skartaris	**7**
Supertown/New Genesis	Special (see entry)
Teall	**11**
Themyscira	6
Wizard World/Skartaris	**7**
Zero-Zone	10
Zrfff	**10**

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How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. GMs who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero(es), or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as GM.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and GMing for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as GM.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in First Edition DC HEROES Role-Playing Game modules, the *Background / Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules were modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*Str, Body*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (Str, Body) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

GM's Introduction: This section provides the GM with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occassionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background / Roster Book* in the DC HEROES Role-Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup, Players' Information, GM's Information,* and *Troubleshooting.* Brief descriptions, including maps, game mechanics, etc., are often included in the Encounters.

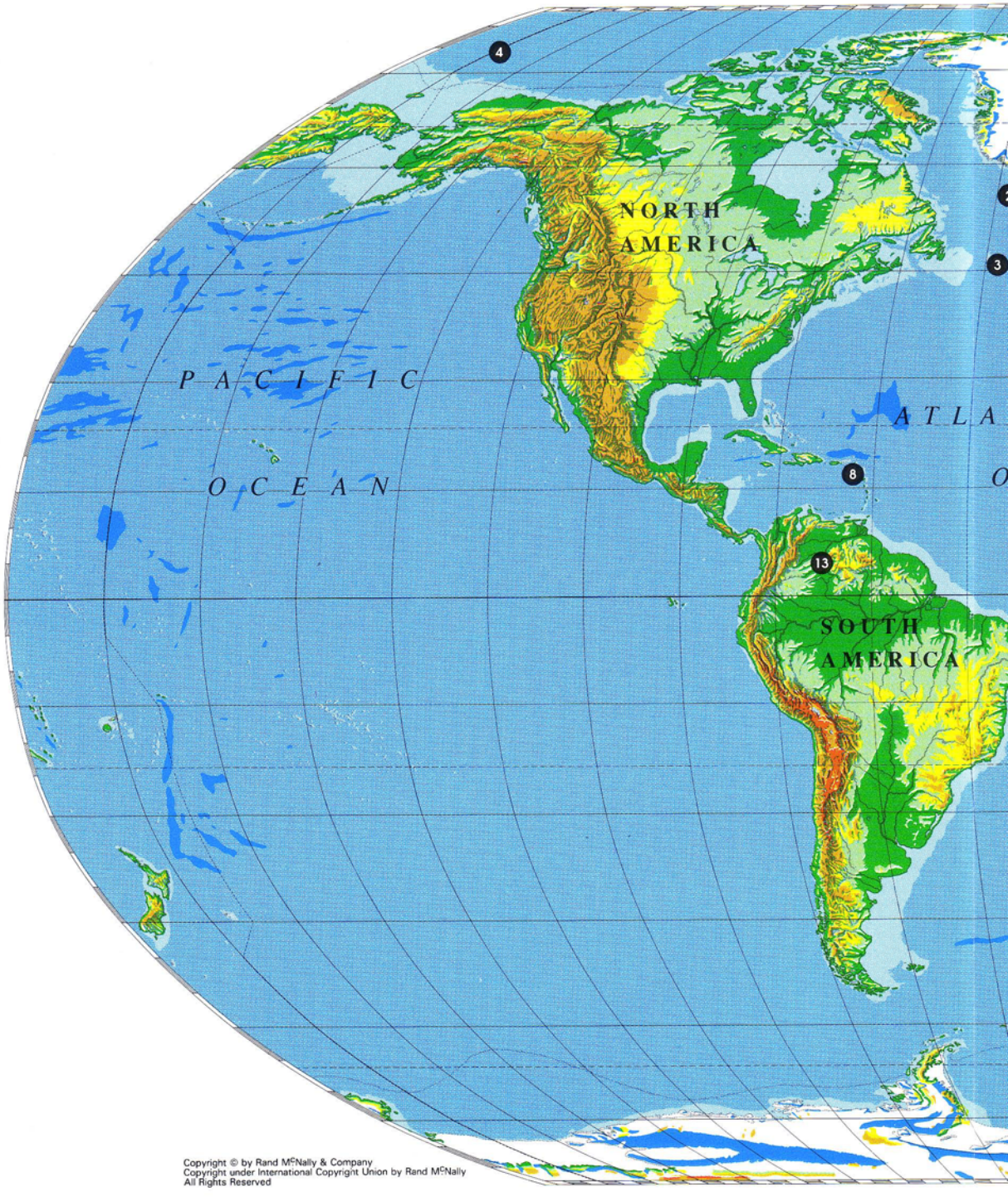
Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
Aura	Aura Attribute
AV	Acting Value
Body	Body Attribute
CS	Column Shift(s)
Dex	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
Infl	Influence Attribute
Int	Intelligence Attribute
Mind	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s	)Result AP(s)
RV	Resistance Value
R#	Reliability Number
Spirit	Spirit Attribute
Str	Strength Attribute
Will	Willpower Attribute
2D10	Two Ten-Sided Dice

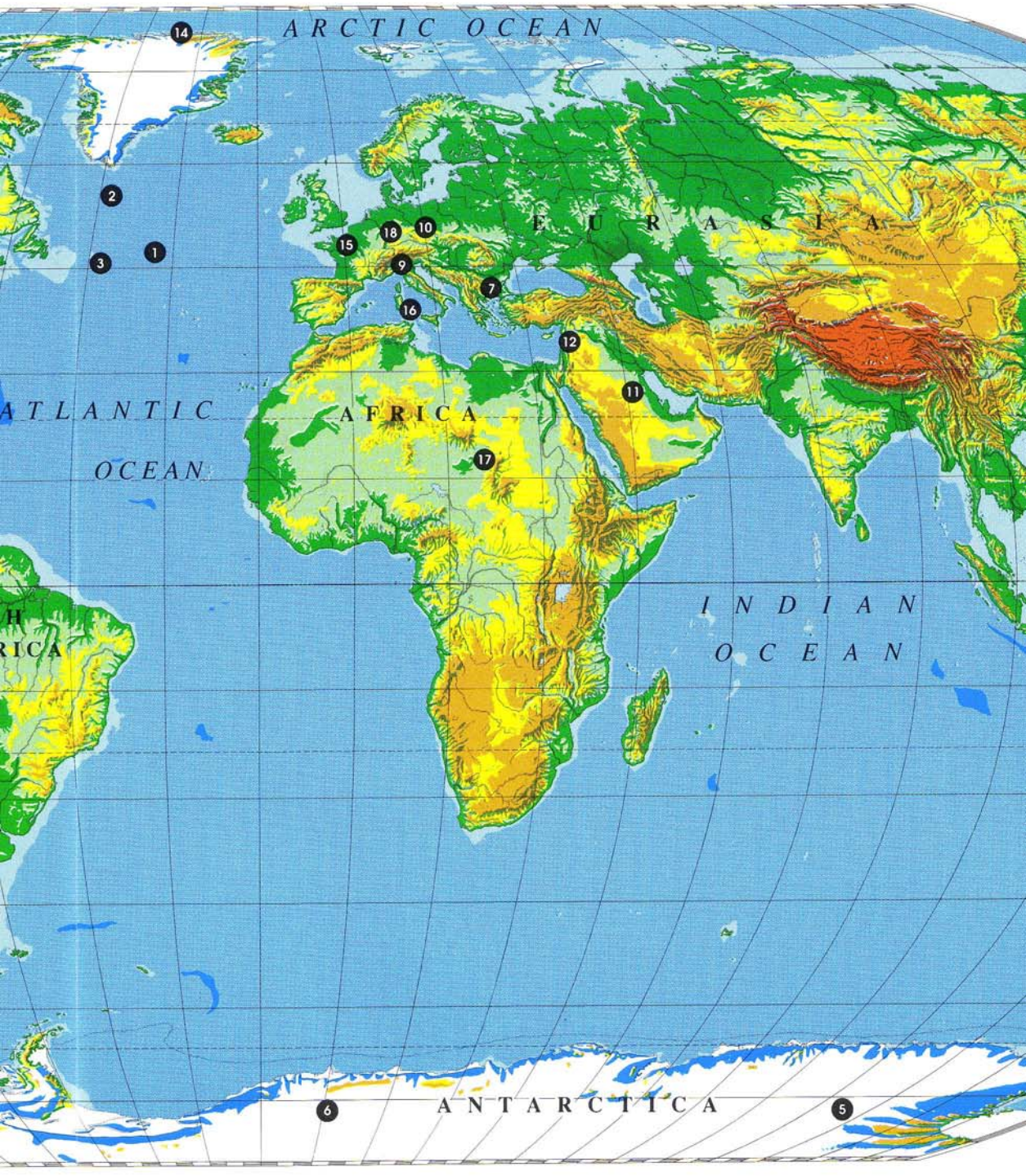
A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

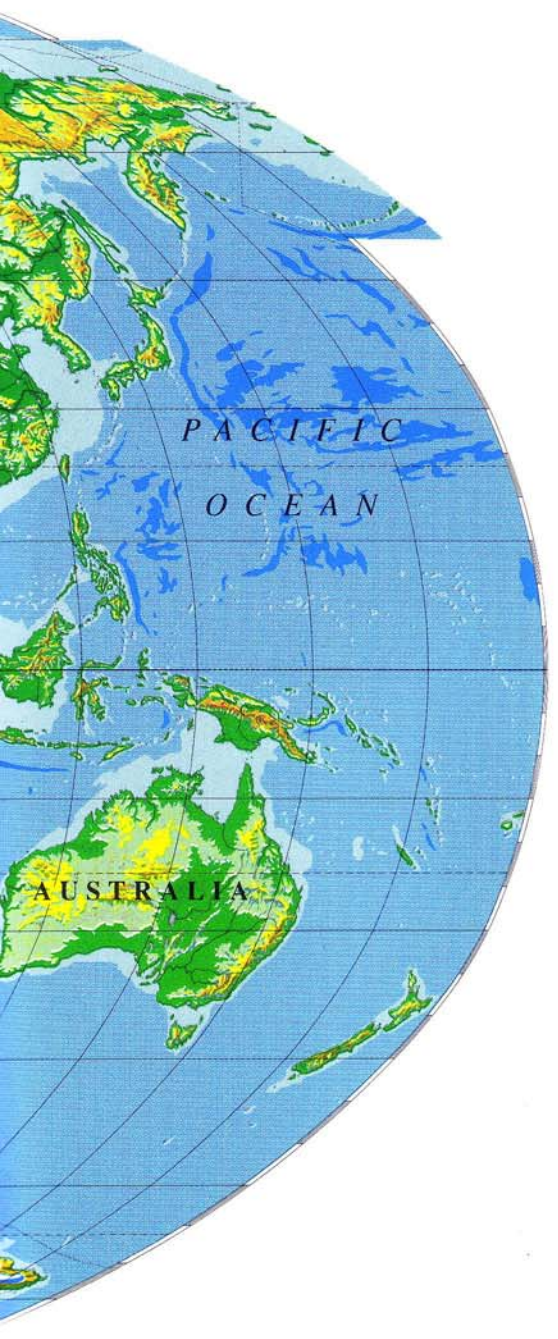


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THE W


ARCTIC OCEAN
EURASIA
AFRICA
ATLANTIC
OCEAN
INDIAN
OCEAN
ANTARCTICA
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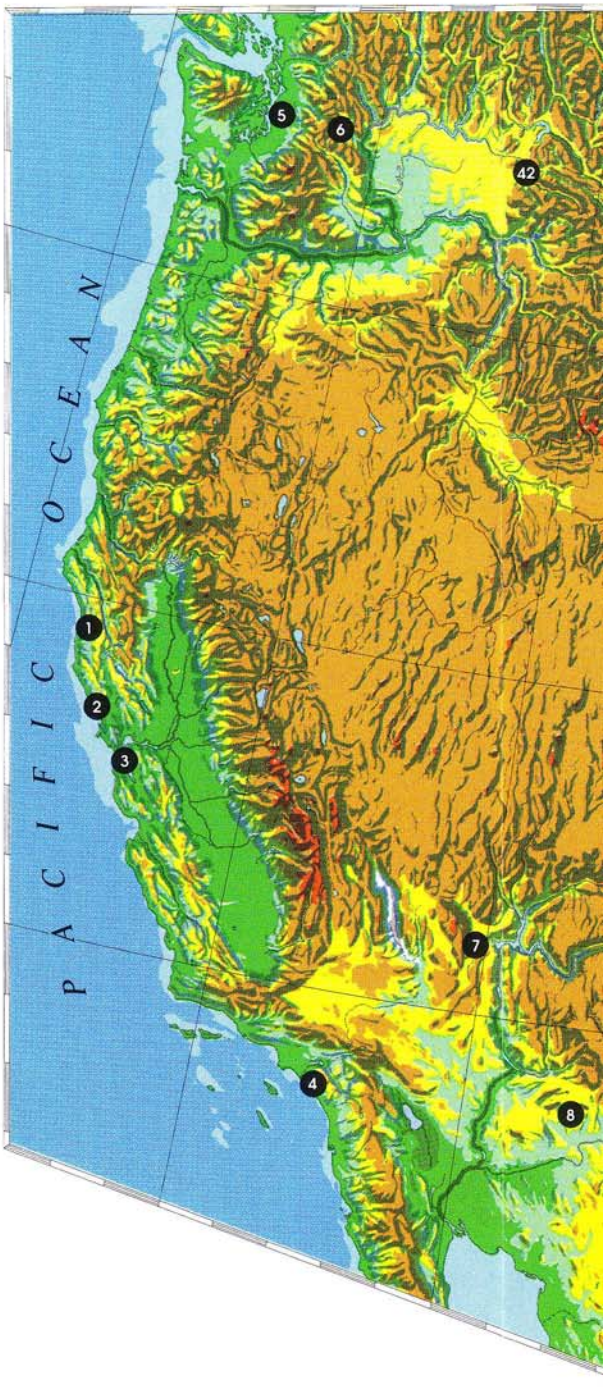
WORLD MAP



N
W E
S

LEGEND

1. Site of the City of the Golden Gate
2. Tritonis
3. Poseidonis
4. North Polar Opening to Skartaris
5. South Polar Opening to Skartaris
6. Fortress of Solitude
7. Vlatava
8. Diablo Island
9. Markovia
10. Modora
11. Qurac
12. Bialya
13. Bogatago
14. Feithera
15. Austanburg
16. Zandia
17. Gorilla City
18. Possible site of Badhnisia?

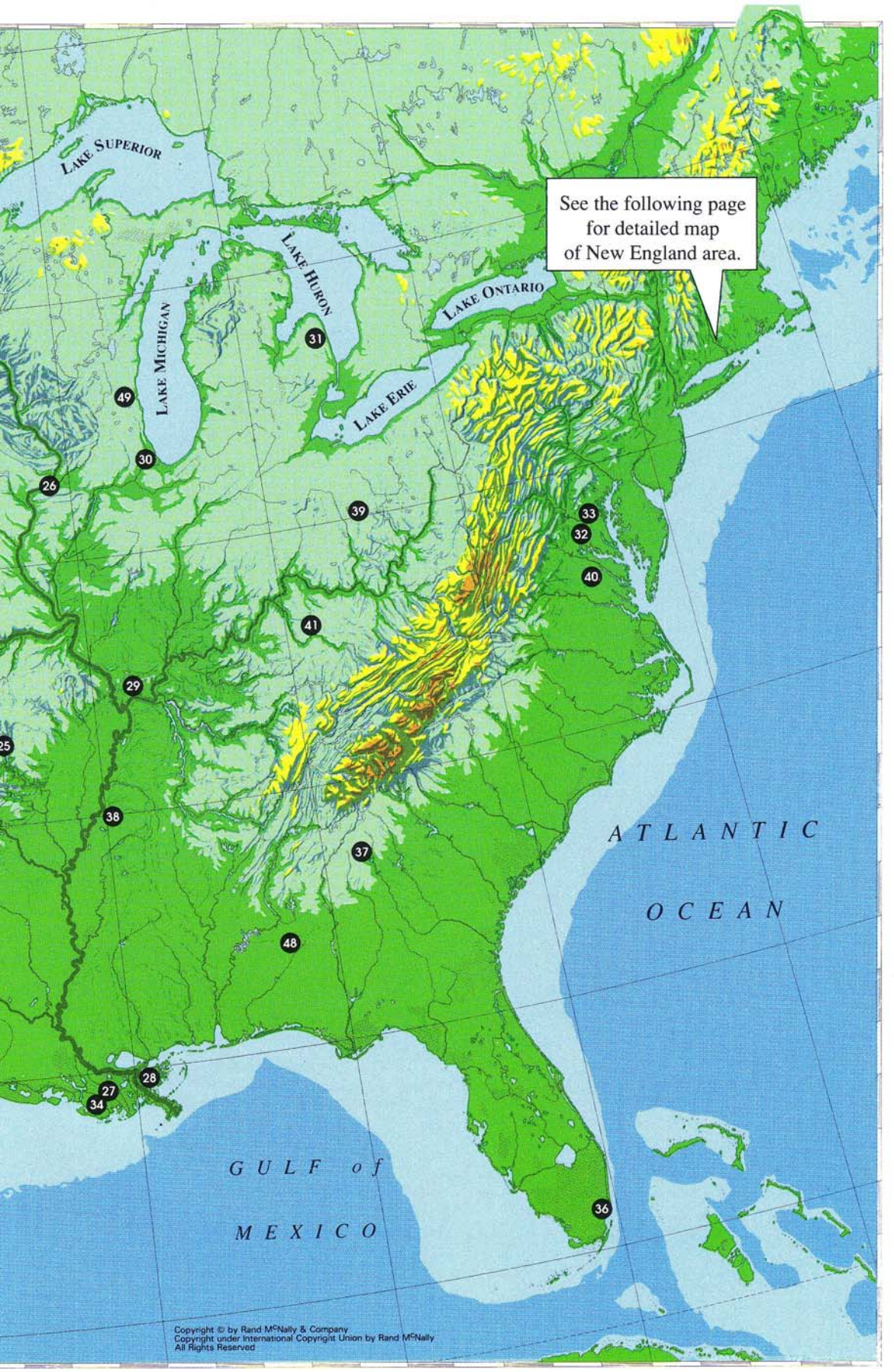


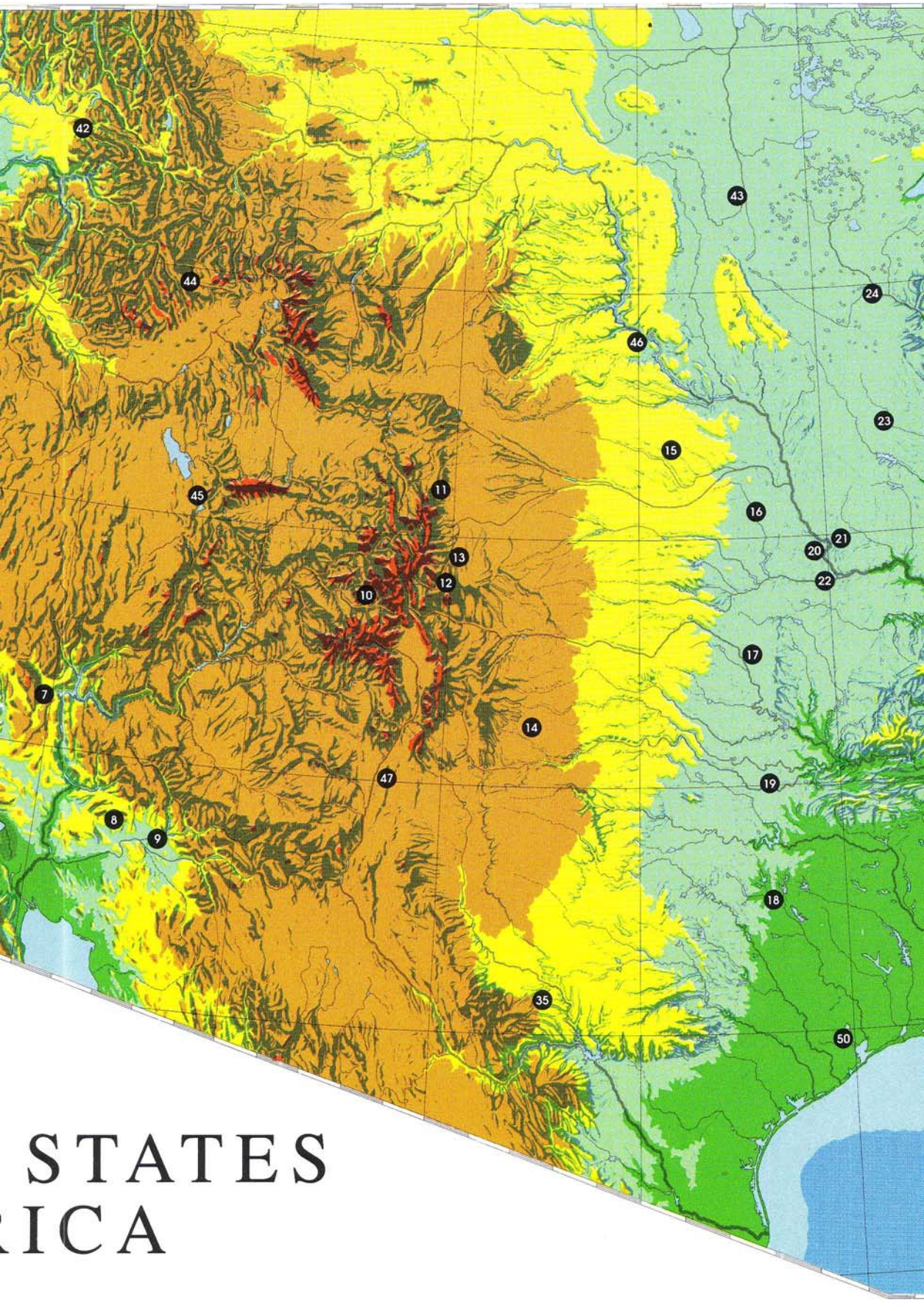
N
W E
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LEGEND

1. Star City
2. Coast City
3. San Francisco
4. Los Angeles
5. Seattle
6. Evergreen City
7. Las Vegas
8. Mesa City
9. Phoenix
10. Challengers' Mountain Amusement Park
11. Littleville
12. Middleton
13. Denver
14. Rocky City
15. Blue Valley
16. Waymore
17. Smallville
18. Dallas/Ft. Worth
19. Oklahoma City
20. Keystone City
21. Central City
22. Kansas City
23. Pittsdale
24. Minneapolis/St. Paul
25. Farmville
26. Quad Cities
27. Houma
28. New Orleans
29. Hub City
30. Chicago
31. Midway City
32. Elmond
33. Washington, DC
34. Belle Reve Prison
35. Dos Rios
36. Miami
37. Atlanta
38. Memphis
39. Columbus
40. Richmond
41. Lexington
42. Coeur d'Alene
43. Fargo
44. Butte
45. Salt Lake City
46. Pierre
47. Albuquerque
48. Montgomery
49. Milwaukee
50. Houston

THE UNITED STA OF AMERICA


LAKE SUPERIOR
LAKE MICHIGAN
LAKE HURON
LAKE ONTARIO
LAKE ERIE
See the following page for detailed map of New England area.
ATLANTIC
OCEAN
GULF of
MEXICO
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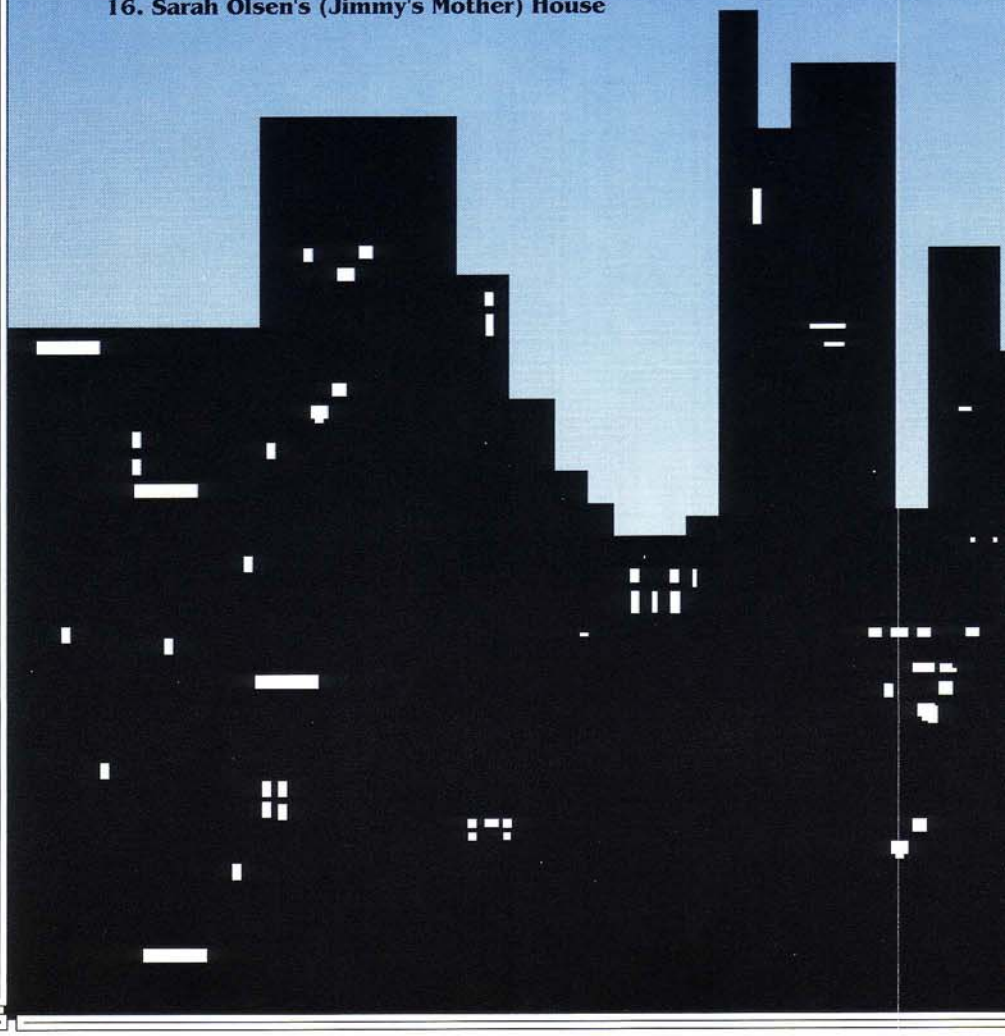
STATES
RICA

KEY for Metropolis

TUNNELS

BRIDGES

1. Centennial Park
2. University of Metropolis
3. Stryker's Island
   (Maximum Security Internment Center)
4. Metropolis International Airport
5. Lexcorp Building
6. Galaxy Communications Building
7. Daily Planet Building
8. Vernon Memorial Park
9. Metropolis Park
10. 344 Clinton St. (Clark Kent's Apt.)
11. The Cadmus Project
12. Professor Emil Hamilton's Apt.
13. Jose (Gangbuster) Delgado's Apt.
14. Lois Lane's Apt.
15. Perry White's Apt.
16. Sarah Olsen's (Jimmy's Mother) House




11
VERNON
PARK RIDGE
LAFAYETTE
RACINE
Hob's Bay
1
2
SUICIDE SLUM
13
12
9
MIDTOWN
14
NEWTOWN
15
QUEENSLAND PARK
MOUNT ROYAL
PELHAM


N
16
OAKTOWN
BAKERLINE
HAMSTEAD
UPTOWN
6
ST. MARTIN'S ISLAND
EAST SIDE
7
CENTRAL BUSINESS DISTRICT
TROY
5
10
4
TEALBORO
HELL'S GATE
SENRE VILLE
8
THE OLD CITY
NORTH BRIDGE

KEY for Gotham City

1. CENTRAL BUSINESS DISTRICT
- a. Theater District
- b. Gotham State Building
- c. Financial District
- d. Gotham Museum
- e. Gotham Art Institute

2. LOWER EAST SIDE
- a. Conrail Switch Yard
- b. Luxor Oil Terminal

3. CHELSEA
- a. Gotham University
- b. Gotham Planetarium
- c. Kingston Square

4. EAST RIVER
- a. Reservoir

5. BRISTOL
- a. Crest Hill
- b. Yacht and Tennis Club/ Tennis Hall of Fame
- c. Stately Wayne Manor

6. BRYANTTOWN
- a. Site of old Gotham State Prison ("Tombs")

7. CHINATOWN

8. NEVILLE
- a. Wayne Foundation
- b. Ritz Hotel
- c. Museum of Primitive Art

9. MIDTOWN
- a. S.T.A.R. Labs
- b. Gotham General Hospital
- c. Gotham Gardens
- d. Museum of Military Antiquities
- e. Forum of the Twelve Caesars Museum
- f. Bradon Building

10. WATERFRONT

11. UPTOWN
- a. Gotham Park
- b. Diamond District
- c. Adams Convention Center
- d. Ambassador Hotel
- e. Sprang Memorial
- f. Patriot League Headquarters
- g. Tolliver Art Gallery

12. THE BOWERY
- a. Park Row
- b. Sheldon Park

13. GLENDALE
- a. Gotham Institute of Technology (G.I.T.)
- b. Glendale County Sheriff's Dept.
- c. Gotham County Fairgrounds

14. EVANSTOWN
- a. Mother Goose Amusement Park

15. IRVING GROVE
- a. Spring Mountain Ski Resort
- b. Dayton Forest Preserve
- c. Adam Howe Historical Museum
- d. Front Street Mall

16. GOTHAM CITY

17. SOMMERSET

18. SCITUATE
- a. Gotham Stadium
- b. Herod Arena
- c. Wayne Field
- d. Dean Stadium

19. LYNTOWN

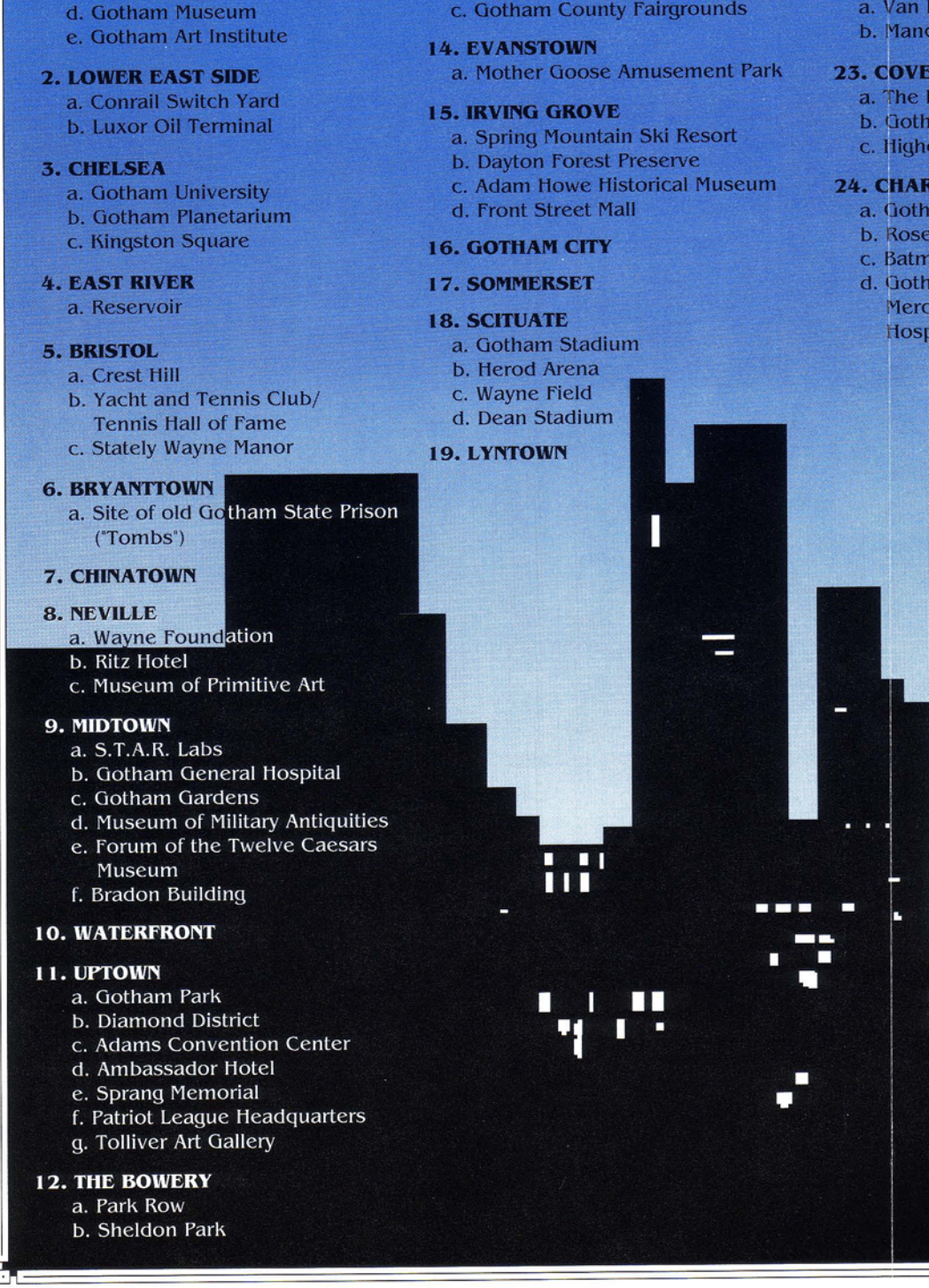
20. VICT
- a. Indus

21. LITTL
- a. Goth

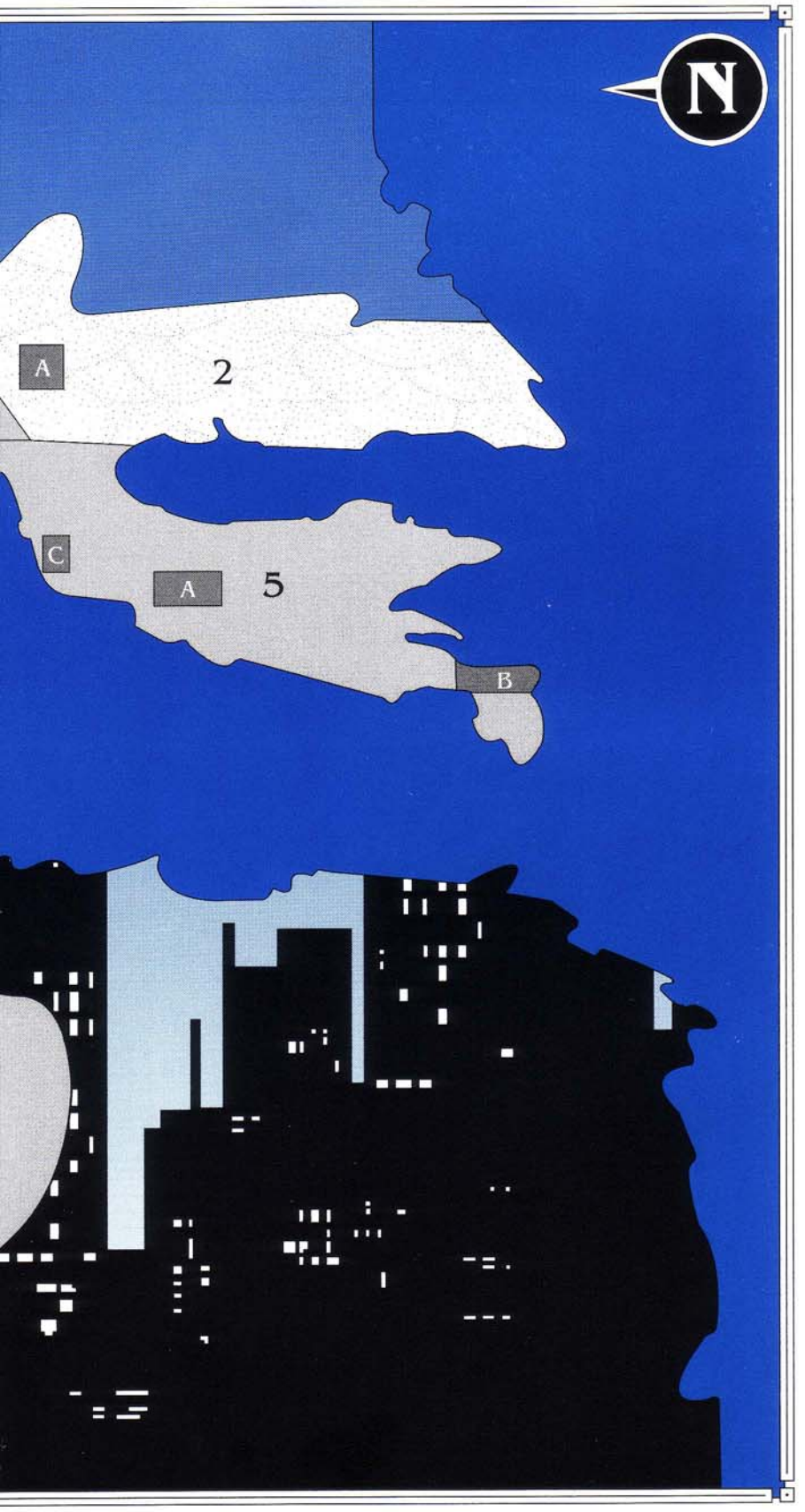
22. MANC
- a. Van
- b. Manc

23. COVE
- a. The
- b. Goth
- c. High

24. CHAR
- a. Goth
- b. Rose
- c. Batm
- d. Goth Merc Hosp




20. VICTORIA PLACE
a. Industrial Park
21. LITTLE STOCKTON
a. Gotham International Airport
22. MANCHESTER
a. Van Dyke Gallery
b. Manchester Viaduct
23. COVENTRY
a. The Priory
b. Gotham Zoo
c. Higher Historical Library
24. CHARON
a. Gotham Memorial Cemetery
b. Rose Lawn Cemetery
c. Batman Museum
d. Gotham Mercy Hospital
Arkham Asylum


N
A
2
C
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5
B

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And all places in between!

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