

# THE FREEDOM CITY ENCYCLOPEDIA

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October 30, 2005

**Aerie, the:** Home of the Avians in the mountains of Greenland.

**ALEX** (Artificial Life-form EXperiment): Dr. Atom's helper, lab assistant, and robotic nanny for his grandchildren. It has developed the habits and personality of a fussy English butler over the years.

**Alien-Gator:** Humanoid aligator Freedom Eagle fought in the South River Swamp in the 1950s.

**Alpha-Centurion, the:** False duplicate of the Centurion created by Omega. Defeated and exiled to the Zero Zone in 2002.

**Angel Androids, the** (Aki, Ako, Aya): Creations of Doc Otaku, which look like teenaged girls, but are actually powerful androids with super-human strength and speed.

**Archer** (Ethan Keller): Disillusioned former junior partner of the third Bowman. After a falling out with his mentor and the passing of the Moore Act, Keller took on the identity of Archer and founded FORCE Ops. He adopted a more vigilante style of crime fighting, including the use of deadly force against his opponents. He dissolved FORCE Ops and quit the superhero game after the Terminus Invasion.

**Argent** (Carolyn "Carrie" Psion): Youngest of the Psions (with her twin sister Gwen), possessing telekinetic powers linked to her proximity to her twin.

**Argo, the Ultimate Android:** Android creation of Talos with the power to mimic super-powers. Duplicated the powers of the Freedom League before being defeated by them. Later rebelled against his creator, seeking to conquer the world for himself.

**Asbestos** (June Abados): Freedom City firefighter with mutant immunity to heat and fire. Divorced after her powers manifested and she chose firefighting over a career as an administrative assistant.

**Atom Family:** A family of adventurers and explorers. The current generation of the Atom Family is four siblings with super-powers. Their parents, Andrea Atom and Mentac (from the Farsider royal family) were lost in the Terminus. Their grandfather, Dr. Atom, exists as a disembodied intelligence inside a holographic computer matrix. Jack Wolf, Dr. Atom's former ward, is the Atom siblings' guardian and mentor.

**Atom, Andrea:** Scientist and adventurer, daughter of Dr. Alexander Atom, wife of Mentac, and mother of the Atom siblings. Andrea was lost in the Terminus during the invasion in 1993.

**Atom, Anne:** Wife and assistant of Dr. Alexander Atom, mother of Andrea Atom. Mrs. Atom died of cancer in 1972.

**Atom, Chase:** The youngest of the Atom siblings (b. 1989), with growing telepathic powers and a mysterious connection to the Moonstone.

**Atom, Dr. Alexander:** Brilliant scientist and inventor, advisor and aide to the Liberty League in the 1940s, later explorer in the 1960s and '70s. Memory patters transferred into a holographic computer system in the 1990s. He is now caretaker and guardian of his grandchildren, the Atom Family.

**Atom, Maximus:** Oldest of the Atom siblings (b. 1985), with the power to alter his molecular structure to grow, shrink, or become incorporeal at will.

**Atom, Tess:** Second of the Atom siblings (b. 1986), a brilliant budding scientist with the power to generate and project nucleonic radiation.

**Atom, Victoria:** "Vicky" is the third Atom sibling (b. 1988), a shy young woman with elastic powers.

**Aura** (Gwendolyn Psion): Youngest of the Psions (with her twin sister Carrie), possessing telepathic powers linked to her proximity to her twin.

**Ayesha, Queen:** Immortal queen of a hidden valley in Africa and sometime foe of the White Lion.

**Baron Samedi** (Simon DuLac): Voodoo god of death possessing a Haitian criminal and gangster, using his mystic powers to prove humanity unworthy and corrupt. Archenemy of Siren II.

**Battle Brutes (the War-born):** Magical constructs created by a Dark Lord in some netherworld which overran and destroyed their creator and all other life there. They now exist solely to fight and destroy and do so endlessly. Some sorcerers attempt to use battle brutes as weapons, but they're mindless, difficult (and dangerous) to control. The Dark Lords penned the Battle Brutes in a pocket dimension ages ago.

**Beast of Kilimanjaro, the:** Alien creature in suspended animation beneath Mt. Kilimanjaro, most likely a Preserver experiment. Defeated and re-imprisoned by the White Lion.

**Beaumont, Lord Richard:** English lord in the 13th century renowned for his skill in archery, ancestor of the Beaumont family (the modern-day Bowmen). The fourth Bowman met Lord Beaumont briefly on a trip through time.

**Bee-Keeper, the:** Silver Age foe of the Centurion in the 1960s.

**Black Avenger** (Wilson Jeffers): Black crime-fighter and martial artist in the 1970s, member of the Freedom League. Now retired and running a youth center in Lincoln, mentor of Sonic.

**Black Bowman** (Beaumont Fletcher III): Bowman IV's evil duplicate from Anti-Earth, member of the Tyranny Syndicate.

**Black Jackal:** Dark costumed assassin and foe of the White Lion with ties to the Egyptian death cult of Anubis (and through them with SHADOW and the Serpent People).

**Blackbird:** Would-be paramour of the Raven I, she adopted a similar costume and attempted to work as his "partner" for a time.

**Blackstar** (Rojan Lhar): Rogue Star Knight with alien "shadow-bands" from the Terminus and a hatred of the Star Knights and all they represent. Member of the Crime League.

**Blackthorn:** Vengeful spirit of one of the last druids, slain by Roman invaders, who focused his thirst for vengeance on Centurion (as a scion of Rome).

**Bluesman, the** (Chester Brown): Black blues guitarist and crime-fighter in the 1920s and '30s.

**Bogatyr I:** Russian hero possessing the power of a legendary champion. Fought the Centurion in the 1950s and '60s.

**Bogatyr II:** Son of the original Bogatyr and now a famed Russian superhero in his own right.

**Bogeyman:** A dream entity that feeds on fear, a foe of the current Atom Family in their childhood.

**Bolo, el** (Eduardo Guerrero): Argentine bolo expert and petty thief. Member of the Thieves' Guild.

**Bolt** (Ray Gardener, Jr.): Captain Thunder's son and a student at the Claremont Academy. Bolt has super-speed and can project lightning bolts.

**Boss Moxie:** Leader of the animated Toon Gang.

**Bowman & Arrow I** (Fletcher Beaumont & Tim Quinn): A crusading newspaperman and his young ward, who used their archery expertise and an arsenal of trick arrows to fight crime.

**Bowman & Arrow II** (Timothy Quinn & Fletcher Beaumont, Jr.): The second Bowman & Arrow team after Tim Quinn assumed the Bowman identity and trained his mentor's son as the second Arrow.

**Bowman & Arrow III** (Fletcher Beaumont, Jr. & Ethan Keller): The third Bowman & Arrow team after the first Bowman's son assumed the mantle and trained Ethan Keller as his partner. Broken up by Beaumont's bout with alcoholism. Beaumont later passed the mantle on to his son, while Ethan Keller assumed the identity of Archer.

**Bowman IV** (Fletcher Beaumont III): Grandson of the original Bowman, first graduate of the Claremont Academy, and member of the Freedom League.

**Breakdance:** A small-time super-criminal and foe of Tectonic in the 1980s.

**Brides of the Green, the:** Three women—Maxima, Venus Man-Trap, and Flora—transformed into super-humans by the Green Man to become his “brides” and agents.

**Britannia:** Female champion of the British Isles, invested with mystic power, potentially related to Lady Liberty in some way. Like Lady Liberty, multiple women have been Britannia over the years.

**Broken Crow:** American Indian shaman and Earth’s Master Mage in the late 1800s. Although crippled as a youth, Broken Crow possessed considerable magical powers. He died at Wounded Knee in 1890.

**Cabot, Lucius:** Lawyer who sold his soul for immortality, senior partner of the firm of Cabot, Cunningham & Crowley, which represents various “special” and criminal clients.

**Captain Blood:** A ghost-pirate brought back across the veil by the Voodoo of Baron Samedi, now plundering the modern seven seas. Sometime foe of Siren II.

**Captain Kraken** (Krak-En Vas): Alien space pirate with a squid-head and a ship full of scurvy alien pirates, the *Stellar Buccaneer*.

**Captain Thunder** (Ray Gardener): Former test pilot who gained super-powers when a lightning bolt struck the cockpit of his experimental plane. Captain Thunder is super-strong, able to fly and control electricity. He’s the current chairman of the Freedom League.

**Captain Thunderbolt:** Captain Thunder’s evil duplicate from Anti-Earth, former right-hand man to the Praetor, organizer and leader of the Tyranny Syndicate.

**Centurion** (Mark Leeds): Last survivor of an alternate Earth where the Roman Empire never fell, sent to Earth to escape Omega’s conquest. Near immortal possessed of super-strength, died defending Earth in the Terminus Invasion.

**Centuritrons:** Robot duplicates of the Centurion he built and used for a number of years as surrogates, until their artificial intelligence became unstable and he mothballed them in his Sanctum.

**Challenger, Professor Arthur:** Scientist who discovered the portal to the Lost World on a plateau in South America and great-grandfather of Alexander Challenger, alias Zandar, the Jungle Lord.

**Circuit Maximus, the:** An underground fight-circuit for superhumans, run by August Roman and connected with the Power-House (which grants many of the fighters their powers). Some former members of Roman’s gang, Circus Maximus, now fight in the arena.

**Circus Maximus:** A criminal gang run by August Roman with a gladiatorial theme, former foes of the Centurion.

**Citadel:** The planetary central headquarters of the Star Knights, where their Inner Circle meets and the super-computer Mentor resides.

**Clark, Joseph, Major:** Revolutionary War era hero of Freedom City, who won the decisive victory over the British in the region.

**Cloud, Daniel:** “Captain Thunder’s Friend,” Native American mechanic who worked with Ray Gardener and was aware of his secret identity. Now married to Maria Cloud (nee Juarez) with a young son, Paul. Dan Cloud is the chief mechanic for the Freedom League.

**Collective, the:** Colony of mutant psionic cockroaches with a collective intelligence and the power to absorb energy in order to grow.

**Conqueror Worm:** Sickly, but brilliant, albino who was a crimelord in the 1960s. He operated out of the sewer tunnels under Freedom City and was primarily a foe of the Raven I. He’s been believed dead for decades.

**Conundrum** (Andre Keston): Brilliant system programmer obsessed with puzzles and playing games with heroes and the authorities. Foe of the Raven II.

**Cosmic Coil, the:** Also known as the Maze of Mystery, the Web of Worlds, the Paths of the Magi, and the Winding Road. It is the twisting and turning structure of interconnected paths between the dimensions of the multiverse.

**Cosmic Mind, the** (Mina Kosmova): Brilliant Russian psychic researcher during the Cold War, who became a being of pure psychic energy bent on incorporating all humanity into a cosmic "hive mind." Defeated on several occasions by the Atom Family.

**Cosmo the Moon Monkey:** Blue-furred monkey from Farside City with the power to teleport, pet and companion of Chase Atom.

**Cottonmouth** (Silas Vaulaire): Half-breed Serpent Person with snake-like head and lower body, and paralytic venom.

**Countess Caret** (Tiffany Caret): European thief and scam-artist obsessed with diamonds (and *not* an actual countess). Active primarily in the 1980s (cf. "Diamonds Are A Girl's Best Friend" in *Powers: Agent of AEGIS*).

**Crater Apes:** Mutant simians bred on the Moon in Farside City, possessing the ability to absorb solar radiation and channel it into strength. Originally used for heavy labor, and later as enforcers of Lady Lunar, not kept in protective isolation.

**Crime League, the:** An alliance of criminals and foes of the Liberty League in the 1940s and later the Freedom League. There have been many incarnations of the Crime League over the years, led by various masterminds. The leader of the current Crime League is Dr. Stratos.

**Crimson Corsair, the:** Red-clad pirate captain of the late 17th century, who plundered ships in the New World.

**Crimson Katana I** (Asano Ranaga): Wielder of the Three Flames Katana of Lord Tegamusha, personal bodyguard and assassin of Emperor Hirohito in the 1930s and '40s.

**Crimson Katana II** (Toshiro Ranaga): Son of the original Crimson Katana, a skilled sorcerer, and heartless mercenary, leader of the Katanarchists. He committed ritual *seppuku* to transfer his spirit into his blade.

**Crimson Katana III** (Kimiyo Ranaga): Granddaughter of Crimson Katana I, lone anti-hero wielding the Three Flames Katana, sometimes possessed by the evil spirit of her father.

**Crown of Fire, the:** The triple-flames that hover over the head of Una, Empress of the Netherworld, a symbol of her rulership and mystic power.

**Crypts of Karu, the:** The resting place of many of Earth's Master Mages, in Shambala Vale.

**Curator, the:** Alien super-computer created by the Preservers to catalog and gather samples from various worlds, taking them back to the Archive, a ringworld around a distant star. It operates through various humanoid drones and ships across the galaxy.

**Daedalus:** Ancient Greek inventor granted immortality by the gods. He wears a battlesuit of his own design based on manipulating gravity and is a member (and chief scientist and technician) of the Freedom League. Daedalus' evil duplicate from Anti-Earth is also called Daedalus, and is a member of the Tyranny Syndicate.

**daka:** Crystals found only in the African nation of Dakana, able to channel various forms of energy.

**Dakana:** African nation ruled by the White Lion and producer of daka crystals (cf. "Diamonds of Dakana" in *Atom Family*).

**Danger, John:** Leader of the Jungle Patrol in the 1930s. Raised by a shaman in Dakana, and gifted with the ability to communicate with animals. Long since retired in the present-day, but still around due to life-prolonging herbal treatments.

**Dar of the Dawn (of Man):** Sometimes called "the First Boy on Earth," Dar may have been the first true *homo sapien* on Earth, a mutant (of sorts) living amongst Neanderthals in the ancient Stone Age. Dar's birth was heralded by a comet, which might indicate involvement by the Preservers or other aliens.

**Dark Lords:** The rulers of the various Netherworlds, each the Master Mage of his or her respective realm, having assumed control over the very fabric of the realm's reality. Dark Lords are virtually omnipotent in their own domains, but frequently war against each other.

**Deep Ones:** Atlanteans corrupted by the Serpent People and crossbred to product aquatic humanoids with reptilian characteristics.

**Devestoids:** Giant war-robots that once threatened Freedom City.

**Devil-Ray** (Carl Mattus): Criminal wearing a stolen experimental deep-sea diving and combat suit. Member of the Crime League.

**DNAscendants:** Subjects of the DNAscend process, including the Contenders (Bear-Knuckles, Fly-Boy, Heavyweight, and TKO), the Faretti Brothers (Strong Manny, Joey Brains, and Slick Willy), Larceny, Inc. (Get-Away, Grab, Smash, and Trap-Door), el Matador, the Millennium Bug, Oliverti Family enforcers Knee-Breaker and Strongarm, Rant & Rave, the RIOT (Armored, Flag-Burner, Insurgent, Little Hawk, S.D. Ivan, and Slam Dance), Silverback, Feral, Xegnome, Daddy-O Long-Legs, Death Caul, Howl, Midnight Owl, Urban D-K, and the Verman.

**DNAscend process:** Genetic enhancement program developed in secret by Grant Conglomerates for the Labyrinth.

**Doc Holiday:** Foe of the Raven I with a penchant for holiday-themed crimes.

**Doc Otaku** (Solo Takashi): Brilliant young Japanese inventor and student of Daedalus who became a sociopath and criminal looking for challenges. Wears a sophisticated electronic "MechOtaku" suit and specializes in creating *mecha*, particularly his Angel Androids.

**Doc Prophet:** Nickname of Dr. Thomas Prophet (q.v.).

**Downtime** (David Andersen): Petty thief with an experimental time-suit giving him super-human speed by moving quickly through time.

**Dr. Metropolis:** "Spirit of Cities" that appeared after the Terminus Invasion to help rebuild Freedom City, able to control and shape urban environments. A member of the Freedom League.

**Dr. Simian:** Ape enhanced by experiments in simian intelligence at ASTRO Labs, driven to conquer humanity and replace humans as the dominant species on Earth.

**Dr. Sin** (Dr. Tzin Sing): Chinese criminal mastermind who has extended his life over a hundred years. Foe of heroes from the pulp era onward. A regular foe of the first Raven, who eventually married Tzin's daughter, Jasmine, after he was crippled by his final confrontation with the mad doctor.

**Dr. Stratos** (Sebastian Stratos): Criminal scientist who invented a weather control device (and inadvertently gave Captain Thunder his powers). Later developed weather-control powers of his own. Leader of the Crime League.

**Dr. Tomorrow** (Thomas Morgan/Tomas Morgen): Nazi "super-man" from an alternate Earth where the Axis won World War II. After a change of heart, he traveled back in time to prevent the Nazi victory and helped found the Liberty League. Later, he was appointed a guardian of time by the mysterious Time Keepers.

**Drummer, Joshua:** Warden of Blackstone Prison and secretly the half-brother of AEGIS Director Harry Powers. Drummer secretly has the power to resist super-powers used directly on him.

**Durgan, Daniel R.:** Freedom City District Attorney.

**Dust Devil** (Alejandro Roja): Elemental desert spirit and guardian of Magic Mesa.

**Dybbuk** (Ellen Kahlberg): Orphaned niece of a New Jersey crime family with psionic powers, agent of the Labyrinth.

**Eagle Rider:** A wild-west hero gifted with incredible vision and aim.

**ECHIDNA:** The Foundry's central computer system and robotic construction factory.

**Edgar:** Duncan Summers' pet raven. (He's had several of them; all named Edgar.)

**Eldrich** (Dr. Adrian Eldrich): Earth's current Master Mage, living in a mansion in Riverside with his Egyptian manservant Sallah. Seeking his eventual disciple and replacement.

**Ember** (Francine "Frankie" Psion): Hot-tempered pyrokinetic and second eldest of the Psions.

**Empath** (Juliana Psion): Eldest of the Psions, an empathic manipulator with healing powers.

**Envoy** (Sarlyn): Utopian member of the Liberty League, ambassador and envoy from his people. Now a member of the Utopian Council.

**Evening** (Elizabeth "Betty" Munroe): Former British secret agent and subject of the DNAscent program, partner of the Eye of Justice. Active in Greenbank and the Fens in the 1970s and '80s.

**Eye of Justice** (John "Jack" Richard Carlton): Cybernetic former agent of the Labyrinth, later partner of Evening. Active in Greenbank and the Fens in the 1970s and '80s.

**Fable Gang, the:** King Cole's varying gang of henchmen, with themes based on storybook and fable characters.

**Farside City:** A hidden city in a crater on the far side of Earth's Moon. Home to the Farsiders, a human offshoot settled there by the Preservers thousands of years ago.

**Fear-Master I** (Dr. Arthur Levitt): Psychologist specializing in the study of phobias who developed and used biochemical devices to induce fear, a foe of the Raven I.

**Fear-Master II** (Melvin "Vin" Blume): Nihilistic musician and artist obsessed with causing fear. Foe of the Raven II.

**Firebug** (Shawn Hensley): Wealthy pyromaniac who commits crimes to indulge his love of fire.

**Fomorians:** Failed mutant experiments of the Preservers, the Fomorians are monstrous humanoids in possession of some advanced technology. They fought wars against the survivors of Atlantis and later influenced events on the British Isles before they were exiled to another dimension.

**FORCE Ops (Freelance ORganization of Criminal Elimination Operatives):** Team of young heroes organized by Archer in the 1980s in defiance of the Moore Act, they were known for less scrupulous and peaceful methods than previous hero teams. FORCE Ops disbanded after the Terminus Invasion.

**Foreshadow** (David Sloane): Precognitive crime-fighter who tries to prevent the tragedies he foresees.

**Freebooter** (Jared McGinnis): Paraplegic hacker and techno-pirate who uses an android body to help him carry out crimes to "free" information.

**Freedom Eagle** (Michael O'Connor): Engineer who invented a winged flight-suit that Nazi spies attempted to steal, member of the Liberty League and father of Mayor Michael O'Connor, Jr.

**Freedom Hall:** Original headquarters of the Freedom League in downtown Freedom City, now the team's embassy and outpost in the city.

**Freedom League, the:** The world's premier superhero team. Based out of their satellite headquarters, the Lighthouse, they keep watch over the world. The League has many members, some of the most famous including Bowman, Captain Thunder, Daedalus, Dr. Metropolis, Johnny Rocket, Lady Liberty, the Raven, Siren, and Star Knight.

**Furies Three, the:** A trio of androids with linked sonic powers, created by Daedalus in the 1970s and originally called the Chorale. They became violent vigilantes using the names Tisiphone, Megaera, and Alecto, those of the ancient Furies.

**Galatea:** Talos' robotic "bride," who turned against him to aid the Freedom League (and joined it for a brief time). Badly damaged and deactivated thwarting one of Talos' schemes.

**Gamma, the Atom Smasher** (Adam Ward): Mutant son of an atomic researcher with super-strength and radiation powers. Blames the Atom Family for his father's accidental death and seeks revenge on all humanity.

**Gatekeeper:** Young mystic in San Francisco who is a living "nexus" between dimensions and a guardian of Earth's reality. He's an outspoken member (and unofficial protector) of the city's gay community.

**Gathering, the:** A periodic competition among the world's greatest unarmed fighters.

**Gemini:** Telepathic serial killer killed by Agent Powers of AEGIS in a shoot-out in the 1980s.

**Get-Away** (Maria Traykos): Runaway and DNAscent with super-speed, member of Larceny, Inc.

**Ghostmane:** Shaman foe of the White Lion and would-be usurper of the throne of Dakana.

**Gigantosaur:** Giant radioactive reptile that threatens coastal areas when it goes on a rampage.

**Glacier** (Prince Gela-Ziir): Lone survivor of the Ice People, a now extinct race from the Antarctic. He is a blue-skinned man with cold control powers who has attempted to bring on a new Ice Age to allow remaining survivors of his race to re-take the world.

**Golemeth:** Golem created by a rabbi in Warsaw in 1940 to fight the Nazis. "Killed" in Utska, Poland in December, 1941 (although it may simply be inert).

**Grab** (LuAnn Grimes): DNAscendant with elastic powers, member of Larceny, Inc.

**Granite** (Bill Cole): Bruiser and bodyguard for Dr. Calumus, transformed into elemental stone by the Prime Elements. Member of the Factor Four.

**Grant, Jonathan:** Head of Grant Conglomerates, a bio-tech megacorp and front for the Labyrinth.

**Green Dragon Society, the:** A cabal of Japanese magicians in service to Emperor Hirohito and Premier Tojo during World War II.

**Green Knight, the:** Champion of Avalon and Camelot, invested with pagan mystic powers and weapons. He served as an agent of Merlin and was a target of Morgan LeFey's temptations. One of the few survivors of the fall of Camelot, now living in Avalon.

**Green Man, the** (Nathan Grovemont): Botanist who transformed himself into a plant lifeform with power over vegetation.

**Guillotine:** French resistance fighter against the Nazis in 1940, partner of Le Reynard Rogue. Killed in Utska, Poland in December, 1941.

**Guinee:** "The Island Beneath the Sea," home of the loa or Voodoo pantheon of gods, including Siren II and Baron Samedi. Ruled by the snake-loa Damballah and Ayeda-Wedo, the Snake Father and Mother of the Rainbow.

**Hades:** Greek god of the Underworld and implacable foe of Daedalus, after the inventor tried to spurn the gods' gift of immortality. Forbidden to intervene directly in mortal affairs, Hades plots and schemes and works through agents and intermediaries, including Taurus and the Murder Spirit Jack-a-Knives.

**Hanks, Dr. Peter:** Mad geneticist working for the Labyrinth who has grafted two gorilla arms below his original arms.

**Hellqueen** (Gwen Nugent): Confused young woman duped by a Satanic cult into becoming the host for a malign infernal power. Foe of Captain Thunder with a desire to seduce him.

**Heru-Ra:** Ancient Egyptian prince and champion of the gods. Slain by sorcerer Tan-Aktor and reincarnated as Alexander Rhodes, the Scarab.

**Hiroshima Shadow:** Mysterious force of nuclear devastation and foe of Dr. Metropolis.

**Horus the Avenger:** Egyptian god of light, son of Osiris and Isis, grandson of Ra. He was active as a superhero on Earth occasionally in the 1960s.

**Huckster** (Johnny Goff): Salesman and conman with various trick gadgets, including a sword cane, rocket-powered pogo stick, and acid "cream pies."

**Human Tank & Gunner** (Hank & Tommy Griffin): Members of the Allies of Freedom. Brothers granted super-powers in a lab explosion; Hank (the Human Tank) was transformed into "living metal" while Tommy (Gunner) could create sprays of metal and absorb metal weapons, including bullets, into his body for more "ammo." Killed by Crimson Katana I in Japan in 1946.

**Hyperborea:** Another name for Ultima Thule, Actic home of the Ultima.

**Invisible Empire, the:** Secret criminal conspiracy in America the 1930s and '40s. Parts of it may have been incorporated into SHADOW.

**Jack-a-Knives:** The Spirit of Murder, a psychic entity controlled by Hades and invested into different hosts to create soulless killers to bring new souls to Tartarus.



**Johnny Rocket I** (John Wade): Member of the Liberty League. Young lab assistant exposed to chemicals that gave him super-human speed. Grandfather of Johnny Rocket II.

**Johnny Rocket II** (John Wade): Member of the Freedom League with super-speed, grandson of Johnny Rocket I. Outed as gay a few years ago.

**Johnny Speed:** Johnny Rocket's evil duplicate from Anti-Earth, member of the Tyranny Syndicate.

**Jump** (Joshua Psion): Teleporting member of the Psions, serving as the team's primary transportation and "escape clause."

**Kaiju Island:** Island in the Pacific near Japan, home to various mutant monsters.

**Kamikaze:** The "Divine Wind," an agent of the Japanese Empire during World War II with air control powers.

**Kane, Barbara:** Police Commissioner of Freedom City, former police officer from a police family.

**Keres** (various aliases): Talos' right-hand, chief assassin, and secondary head of the Foundry. Possesses disguise and life-draining powers.

**Khana, Queen:** Ruler of the Stellar Khanate in the early part of the Twentieth Century. Khana attempted to seduce the Centurion while he was on her world, considering him a physically ideal mate and consort, but he spurned her advances. Her son is the current Star-Khan.

**King Cole:** Criminal mastermind fond of storybook themes, foe of the Raven I. (cf. "The Storybook Crimes" in *The Raven*).

**King, Hieronymus:** Criminal businessman and owner of Majestic Industries, secret supplier and financier of super-criminals.

**Knave, the:** A foe of Star Knight I.

**Koradji:** Aboriginal shaman in Australia, guardian of Uluru. His name means "medicine man" or "shaman."

**Krewe, the:** A band of criminals with a Mardi Gras theme, foes of Siren II.

**Labyrinth, the:** Secret criminal organization controlled by Taurus, consisting of numerous fronts and shells to conceal the true core of the cartel.

**Lady Celtic** (Amanda Phipps-Gordon): Member of the Allies of Freedom. British woman wielding the magical power of the druids, later Hank Griffin's wife.

**Lady Liberty I** (Elizabeth Forester): Masked heroine of the American Revolution.

**Lady Liberty II** (Donna Mason): FBI secretary invested with the power of the Spirit of Liberty after she uncovered a Nazi sabotage plot in Washington DC. Lady Liberty possessed super-strength and wielded "the Light of Liberty."

**Lady Liberty III** (Beth Walton-Wright): Current wielder of the Light of Liberty and member of the Freedom League. Married to police detective Trevor Wright.

**Lady Lunar** (Selene): Member of the Farsider royal family driven mad by the Moonstone. Led a coup against her relations and become tyrant ruler of Farside City until overthrow by the Atom Family.

**Lady Mamba** (Marie Vaulaire): Voodoo sorceress and head of the Mayombe, mother of Dahlia and Cottonmouth.

**Lady Tarot** (Alicia Driogano): Fortune-teller and daughter of Freedom City's mob boss, who uses her magical abilities to aid her father out of a sense of family obligation.

**Lantern Jack:** Ghostly Revolutionary War hero who carries a mystic lantern. He has been the protector of Lantern Hill in Freedom City for over two hundred years.

**LeBlanc, Henri "Lupus":** Frenchman accused of sorcery and being a werewolf in Colonial-era Freedom.

**Le Reynard Rogue** (Amelie Dutemps): Masked French Resistance fighter renowned for her cunning, the "Rogue Fox" was the bane of Nazis occupying France and the leader of the Allies of Freedom.



**Leeds, Laurie** (nee Lamont): Mark (Centurion) Leeds' girlfriend and later wife. They were married in the 1950s, and Mrs. Leeds passed away in the late 1980s.

**Lenore:** Pale, dark-haired femme fatale foe of the Raven I, later revealed to be a vampire. Believed destroyed by exposure to sunlight in a church, her ashes scattered.

**Lighthouse, the:** Satellite headquarters of the Freedom League following the Grue Invasion, built with the aid of the Star Knights, and linked to League outposts on Earth, including Freedom Hall.

**Lockpick** (Thomas "Tommy" Mendola): Expert gymnast and thief, agent of the Labyrinth.

**Lonesome Dove:** Mysterious grey-clad female gunslinger and bounty hunter in the Old West.

**Looking Glass** (Marguerite Frey): Mistress of mirrors, committing crimes with various mirror-based weapons.

**Luna Moth:** Foe of the Raven I who wore gossamer wings allowing her to fly and used various pheromone-based weapons.

**Mad Maple, the** (Adam Jury): Crazy Canadian with ice-controlling weapons and a desire to redress "economic imbalances" (namely stealing from wealthy American corporations).

**Madame Colt:** Gunslinging Wild West heroine.

**Madame Guillotine:** French self-styled slayer of politicians.

**Madame Sin:** Raven II's evil duplicate from Anti-Earth, member of the Tyranny Syndicate.

**Maddicks, Bill "Bulldog":** Captain of the STAR (Superhuman Tactics and Regulation) Squad for the Freedom City Police Department.

**Maestro, the** (Basil Fatherton): Would-be composer and conductor whose research into sonics and obsession with classical music led him to become a criminal and foe of the original Freedom League. After a stint of retirement, his psychoese reasserted themselves and he is once more a member of the Crime League.

**Magic Mesa:** A "power spot" in the American Southwest and an occasional portal to other dimensions. In the Nineteenth Century, it was the sanctum of the Master Mage Broken Crow. In modern times, it's guarded by the "desert ghost" called Dust Devil.

**Magmin:** Sub-terran mutant Morlocks with rocky bodies, emitting volcano-like heat.

**Magpie:** World's greatest thief, aided by a mutant teleportation power. His greatest theft is attempting to steal away the heart of the second Raven.

**Maitre Carrefour:** Corrupt Voodoo sorcerer and foe of Siren.

**Malador the Mystic:** Undead Atlantean sorcerer with designs on becoming Master Mage and ruler of Earth's dimension.

**manaka root:** Rare root known the Native American tribes in eastern North America. Properly prepared, an extract of manaka root grants short bursts of super-human strength. Manaka gave the Revolutionary War hero Minuteman his powers. It was later used as a component in the treatments giving the Patriot his powers, and as the biochemical basis for the designer drug "max."

**Mandragora:** One of Omega's lieutenants in the Terminus, possessed of super-strength and energy manipulation powers.

**Marhime:** Gypsy hero and resistance fighter against the Nazis in 1940. Died in Utska, Poland fighting Nazi super-soldiers in December, 1941.

**Mary Minstrel:** Sometime member of the Freedom League in the 1960s with sonic powers. After her death in 1970, Daedalus used her brain patterns as the basis for the Chorale (Aria, Peaen, and Panegyric), the androids that became the Furies Three.

**Master Lee:** Aged martial arts instructor in Freedom City, seeking worthy students for his knowledge.

**Master Metropolis:** Dr. Metropolis' evil duplicate from Anti-Earth, member of the Tyranny Syndicate.

**Mastermind:** Primitive hunter transformed by the alien Preservers into the ultimate human, with tremendous intellect and psionic powers, along with the megalomania to plot the conquest of the world.

**Matador, el:** Spanish hero with a magical cloak. Subject of the DNAscent process.

**Medea:** Ancient sorceress from Colchis, niece of Circe, former wife of the hero Jason and long-time foe of Daedalus. Member of the Crime League.

**Megalodon** (Connor Kirkstrom): Marine biologist who attempted to use shark DNA as a regenerative treatment, but it turned him into a monstrous man-shark.

**Megastar** (Christopher Beck): Teenager invested with the MEGAS, an ancient alien weapon that turns him into an adult with super-human strength.

**Mentac, Prince:** Last survivor of the royal line of Farside City, exiled to Earth after the deaths of his family. Mentac (like all royal Farsiders) possessed psionic powers. He adventured with the world-famous Atom Family and later married Andrea Atom. The couple had four children. Mentac was lost during the Terminus Invasion and the unleashed cosmic forces caused him to "evolve" into a being of pure mental power.

**Mentor:** Super-intelligent bio-computer created by the Preservers. Founder and guiding intelligence of the Star Knights.

**Mercury:** Roman name used by the Greek god Hermes on occasion, particular during forays to Earth to challenge Johnny Rocket.

**Merlin:** Earth's Master Mage and advisor to King Arthur during the reign of Camelot.

**Meta-Grue, the:** A rogue agent of the Grue Unity, possessed of all the powers of the Atom Family.

**Meta-Mind, the:** Ruler of the Grue Unity, an entity made up of the most evolved Grue mentalities, possessing considerable intellect and mental powers.

**Midnight** (Travis Hunter): Dark-cloaked fedora-wearing crime-fighter in the 1930s and '40s with darkness powers, member of the Liberty League. First appeared when he thwarted a robbery during Orson Welles' *War of the Worlds* broadcast on Halloween (cf. "The Hold-Up from Outer Space!" in *Midnight Adventures*).

**Millennium Bug:** Costumed madman with a talent for controlling computers and other machines, including his so-called Y2Kdrones.

**Ministry of Powers, the:** British agency responsible for dealing with superhumans and superhuman crimes.

**Minuteman:** Masked Colonial hero during the Revolutionary War who used the rare Indian herb malaka to grant him minute-long bursts of super-human strength ("the strength of ten men!").

**Moonstone, the:** An alien crystal created or discovered by the Preservers and used for millennia as a power-source in Farside City until it was usurped by Lady Lunar. The Moonstone enhances psionic powers and serves as a near-limitless source of extra-dimensional energy. It's currently back in the care of the Farsiders.

**Mr. Infamy:** Mysterious power-broker who grants your deepest desired, so long as they are certain to corrupt you.

**Mr. Mist** (Brad Raymond): ASTRO Labs technician molecularly destabilized in a teleportation accident, turning him into an insubstantial mist.

**Ms. Scarlet** (Thea): Taurus' lieutenant, bodyguard, and chief trainer. She's a mistress of unarmed combat and the use of a whip (her primary weapon).

**Myrmidons:** Various combat robots built by the Foundry for sale to clients and use in Foundry facilities.

**Nacht-Krieger** (Johann Dietrich Meinhoff): Nazi assassin and super-soldier with the power to turn into an incorporeal shadow with deadly claws.

**Nereid** (Thetis): Princess of Atlantis, daughter of Sea King, and granddaughter of Siren I. Student at the Claremont Academy with aquatic powers, including the ability to transform into water.

**Nero:** Insane pyrokinetic and foe of the Centurion. Committed to the Providence Asylum.

**Netherworlds:** A collection of other dimensions ruled by their respective Master Mages, who have made them into places of chaos where magic reigns supreme and physical laws are local at best. The only “natural law” in the Netherworlds is that imposed by the ruling Dark Lord. Some netherworlds are “hell dimensions” similar in many respects to human myths of an afterlife.

**Newcomers, the:** A band of young alien heroes from different planets, stranded on Earth for various reasons in the 1970s. They fell in with youth culture, where they were able to blend in and do some good deeds (and start a traveling rock band, while they were at it).

**Next-Gen:** An “unofficial” team of young heroes in training, students at the Claremont Academy. The team includes Bolt, Megastar, Nereid, Seven, and Sonic. Bowman IV was leader of the Next-Gen until he joined the Freedom League.

**Nightrage:** Vampire vigilante in Freedom City in the 1980s during the Moore Act.

**Norn, the:** Manifestation of cosmic destiny in the universe, sometimes known as Lady Fate, the Weaver, or She Who Is Three. “She” usually appears as a woman of varying age—a young maiden, mature woman, or aged crone—made up of starry blackness. The Norn has vast, undefined, powers, but rarely involves herself in mortal affairs.

**Nosferatu:** Austrian vampire agent of the Nazis during World War II.

**O'Connor, Michael, Jr.:** Son of the Freedom Eagle and long-running and beloved Mayor of Freedom City.

**Olympus:** Extradimensional home of the Greek pantheon of gods. Its earthly focus is the peak of Mt. Olympus in Greece.

**Omega, Lord of the Terminus:** Cosmic ruler of the Terminus dimension with nihilistic plans to conquer and consume the multiverse.

**Omegadrones:** Omega’s brainwashed and cyber-enhanced soldiers from the Terminus.

**Order of Light, the:** A loose alliance of magicians devoted to the responsible and just use of the mystic arts.

**Orion the Hunter** (Jack O’Ryan): Mercenary hunter and assassin hunting the most dangerous of prey. Sometime member of the Crime League.

**Overshadow** (Wilhelm Kantor): Incarnation of the ancient Egyptian sorcerer Tan-Aktor, former SS officer, founder and leader of SHADOW. Overshadow possesses considerable arcane and technological knowledge, and wears an advanced suit of power-armor with mystic enhancements.

**Pale Ranger, the** (Adam Prophet): Texas Ranger slain by bandits and restored to life by the shaman Broken Crow. He dressed in white and cultivated a reputation as a ghost, riding a white stallion named Phantom. His son Thomas was born an albino with unusual physical and mental prowess, possibly due to Adam’s resurrection, his exposure to raw uranium, or the mystic forces at Magic Mesa (see *Prophet, Dr. Thomas*).

**Patriot** (Jack Simmons): Subject of an experimental serum that granted him near-perfect human abilities. Member of the Liberty League. Later first director of AEGIS. After his death from cancer, his mind was placed in an android body and he continues to work as a covert agent of the U.S. government.

**Payback** (Asad Sabir): Agent of the Labyrinth with a cybernetic arm and the power to cause technology to go haywire.

**People’s Heroes, the:** Soviet-era super-team led by Bogatyr I, disbanded after the dissolution of the USSR.

**Phantom Ace, the:** Costumed ace pilot of World War I.

**Pharos:** Ancient Egyptian hero invested with the power of light (the same power later wielded by White Rose, White Thorn, and Beacon).

**Philosopher’s Stone, the:** An enchanted stone with the power to transmute elements. Widely sought after by mystics of all stripes.

**Power Corps, the:** Team of mercenaries outfitted with advanced battlesuits by Mastermind. They later went independent and now hire themselves out to the highest bidder.

**Power-House, the:** An underground “enhancement” clinic granting clients super-strength and constitution, but also causing unusual mutations, and often brain damage.

**Powers, C. Horatio “Harry”:** Director of AEGIS after a long-time career as one of its premier agents (cf. *Powers: Agents of AEGIS*). Powers secretly has the ability to sense superhumans.

**Praetor:** Centurion’s evil duplicate from Anti-Earth and ruler of Empire City. Sent into the Terminus as a child, where he gained superhuman powers. Overthrown and killed by the members of the Tyranny Syndicate in 1993. It was later revealed Praetor and Centurion (and possibly other alternates) originated from the same individual sent through the Terminus decades ago, “refracted” across multiple realities.

**Primate Patrol:** The greatest heroes of Earth-Ape, including Iron Monkey, Elastigibbon, Brainiape, and Chimpanzoom.

**Prime Elements, the:** Four magical stones containing the mystical powers of the four elements (air, earth, fire, and water). Their power transformed four criminals into the Factor Four.

**Professor Fathom** (Dr. Richard Calumus): Former student of Dr. Atom transformed into a being of elemental water by the ancient Prime Element stones. Leader of the Factor Four.

**Professor Psion** (Parker Psion/Artur Zion): Brilliant expert in psionics who gave himself limited mental powers and induced them in his children and grandchildren, the Psions.

**Proles:** The lowest-ranking inhabitants of the Terminus, under the rule of Omega.

**Prophet, Elijah, Reverend:** Famed monster-hunter of Colonial America who led a “crusade” against witchcraft and the unholy in Freedom.

**Prophet, Dr. Thomas Osiris:** “Doc Prophet, Man of Marble.” Pulp-era adventurer in the 1930s, known for his albino characteristics and near-perfect level of physical and mental development.

**Pyre** (Jack Connors): Hotshot pilot and driver transformed into a being of elemental fire by the ancient Prime Element stones. Member of the Factor Four.

**Quirk:** Extra-dimensional imp who takes the form of a bored kid looking for fun things to do with his third-dimensional “toys.”

**Raven I** (Duncan Summers): Dark-clad crimefighter in the 1960s. Later married the daughter of his archenemy. Succeeded by his daughter, Callie, and now headmaster of the Claremont Academy.

**Raven II** (Callie Summers): Costumed crimefighter and member of the Freedom League. Trained by her father Duncan, the first Raven.

**Red Death:** Red-cloaked foe of Raven I who used a chemical nerve gas weapon.

**Red Knight:** Mysterious crimson-armored foe of the Green Knight in the Age of Camelot. Ally of Morgan LeFey and the Fomorians.

**Red Siren:** Siren’s evil duplicate from Anti-Earth, member of the Tyranny Syndicate.

**Reeds, Dr. Victor:** Labyrinth scientist specializing in cybernetics and psionics, who has altered himself with cybernetic parts.

**Rhymer, Thomas:** AKA “True Thomas.” Irish sometime musician and magician drawn into Faerie for a night of revelry. He has since become a wanderer in the mundane world, gifted (or cursed) with the bard’s talent for prophecy and influence, arcane knowledge, an a penchant for getting into trouble. He’s infamous within the world’s mystic community.

**RIOT:** A band of criminal mercenaries and foes of FORCE Ops. Members include Armorine, Flag-Burner, Insurgent, Little Hawk, S.D. Ivan, and Slam Dance.

**Roman, August:** Criminal mastermind and foe of the Centurion who fancied himself a latter-day “Emperor” in the style of ancient Rome. Head of Circus Maximus, now a “promoter” running the underground Circuit Maximus fights and supplying super-powered muscle to other criminals through the Power-House. Father of Saturnalia.

**Roman, Saturnalia:** The beautiful, brilliant, and ruthless daughter of August Roman, heiress to his criminal empire.

**Rookery, the:** The Raven's secret headquarters, currently a penthouse in downtown Freedom City owned by Callie Summers.

**Rote Adler, der:** The "Red Eagle," Nazi airman with the power to fly at super-sonic speed. Possibly the first modern human to break the sound barrier. Particular foe of Spitfire Jones of the Allies of Freedom.

**Russian Guard, the:** Independent team of Russian superheroes, organized after the breakup of the Soviet Union, sometime allies of the Freedom League.

**Sanctum, the:** The Centurion's sanctuary and headquarters, hidden under the ice caps near the North Pole (and the hidden city of Ultima Thule). The Sanctum is, among other things, a monument to the Centurion's lost home world, and now a monument to him as well. It contains an arsenal of advanced weapons and a menagerie of alien creatures as well as the Centurion's original dimensional life-pod. Heroes sealed up the Sanctum after Centurion's death.

**Scarab, the (Alexander Rhodes):** Reincarnation of Egyptian prince Heru-Ra and modern-day philanthropist with *ka* (psychic) powers. Member of the Freedom League until his death in 1979 fighting the Sons of Sobek.

**Scions of Sobek:** Splinter cult of SHADOW and the servants of Set. Responsible for the deaths of Scarab and Brainstorm.

**Scrap:** Near-mindless monster made of trash and remnants of the city.

**Scylla:** The Foundry's sentient computer and security system.

**Sea-King (Theseus):** The current King of Atlantis, son of Siren I and Prince (later King) Thallor. Member of the first Freedom League. Father of Thetis (Nereid).

**Sea-Wulf, der:** Nazi werewolf with aquatic abilities.

**Secret Circle, the:** Ascended mystics and former Master Mages who help instruct and guide the current Master Mage. Members of the Secret Circle have lived many incarnated lifetimes.

**Sergeant Shrapnel (Tony Gorman):** Member of the Allies of Freedom. American soldier abducted by aliens who acquired the power to metallic objects, particularly machines, stop working or explode.

**Seven (Serena Vervain):** Seventh-generation hereditary witch with magical powers, granddaughter of Lillian Verain.

**SHADOW (Secret Hierarchy of Agent for Domination Over the World):** Vast criminal conspiracy devoted to world-domination, controlled by the mysterious Overshadow.

**Shadow Realm, the:** Another term sometimes used for the *astral plane* (not to be confused with the *Shattenwelt*).

**Shambala Temple:** One of the most ancient and powerful mystic sites in the world, overlooking Shambala Vale and maintained by an order of monks.

**Shambala Vale:** Hidden valley in the Himalayan Mountains, where an ancient mystic order protects the magical secrets of the ages.

**Shattenwelt, der:** The "Shadow World," an extradimensional source of pure darkness and a source of power for *der Nacht Krieger* and other shadow-wielders. So far as is known, the *Shattenwelt* is an infinite expanse of dark nothingness with a predatory, life-draining nature.

**Shwarzpanzer, die (Black Tank):** Nazi super-soldier. Killed in Utska, Poland on December 1st, 1941 while fighting the heroes who would become the Allies of Freedom.

**Sidetrack (Samantha Blackwood):** Agent of the Labyrinth able to distract foes with a dazzling burst of light while she teleports away

**Silencer, the (Thomas Oliverti):** Scientist and brother of Mafia Don Giovanni Oliverti, driven to become a vigilante and killer of Mob criminals using his sonic technology.

**Silver Hyena (Dr. M'genda):** African doctor and humanitarian bitten by a were-hyena and infected with its curse. The Silver Hyena is a humanoid with black and silver fur and a hyena's head. It can mimic other voices and its laugh can induce fear, rage, and other emotions. Foe of Lady Liberty and the White Lion.

**Silver Scream** (Lauren Hammond): The ghost of a "scream queen" actress from the golden age of cinema, with the power to create illusions and transform into movie monsters.

**Silver Sheriff, the:** Western hero known for his silver badge and six-shooters loaded with silver bullets.

**Siren I** (Lynn Sidon): Torch singer thrown overboard in a U-boat attack on a passenger ship. Rescued by Prince Thallor of Atlantis and given aquatic and sonic powers. Member of the Liberty League, later married to Thallor, mother of Theseus (Sea King), grandmother of Thetis (Neried), and Queen Mother of Atlantis.

**Siren II** (Cassandra Vale): Voodoo loa (goddess) of the sea, bonded with a mortal psychologist, and wielding power over the sea and weather. Protector of New Orleans.

**Sky Lord:** A criminal scientist in the 1930s who constructed a massive flying platform and used a fleet of planes to conduct daring raids and thefts.

**Smash** (Ernest "Ernie" Connors): Brain-damaged DNAscendant with super-strength, member of Larceny, Inc.

**So-Lar, the Living Sun:** A sentient star, able to travel through space and consume entire planets by engulfing them. So-Lar's swath of destruction was averted by the Centurion and Daedalus on previous occasions.

**Sonic** (Lemar Phillips): Sonic-controlling black kid from Lincoln, student of Wilson Jeffers and the Claremont Academy.

**Space Ranger** (Chuck Shepard): American astronaut who passed through a "black hole" (actually an unstable wormhole) in the 1960s and became champion of an alien world — where he remains thanks to their life-extension technology.

**Spitfire Jones** (Horatio "David" Jones): Member of the Allies of Freedom. British RAF pilot able to fly and exert considerable strength while doing so.

**Star Knight I** (A'Lan Koor): Lor Star Knight assigned to Earth to capture the renegade Blackstar. Joined the Freedom League and was a hero on Earth for many years before returning to space.

**Star Knight II** (Maria Montoya): First Terran to join the Star Knights, assigned as the Star Knight of Earth's sector of space.

**Star Knights:** An interstellar order of protectors organized by the super-intelligence Mentor. Star Knights wear suits of advanced armor, allowing them to fly through space and project powerful energy fields for offense and defense.

**Star Marshall:** Name adopted by a Star Knight who operated undercover briefly on Earth in the Wild West in the late 1800s.

**Star-Khan** (Kinan Khan): Warlord of Zultas and conqueror of worlds on the fringes of the Lor Republic. Created a Stellar Khanate and led an invasion of the Republic barely repelled by the Star Knights and Daedalus. A brilliant warrior who lives for conquest.

**Starstone, the:** Alien crystal and extradimensional energy source for the Star Knights, found in the Star Citadel, their galactic headquarters.

**Superior** (Kal-Zed): A rogue Ultiman, intrigued by the doctrines of the Nazis, who became the example of Hitler's "Übermensch." He planned to aid Germany in winning the war, then overthrow Hitler and take control. He was a devoted foe of the Centurion. Exiled from Ultima Thule, he was imprisoned in the Zero Zone indefinitely.

**Sylph** (Sylvia McAllister): Paramour of Professor Fathom, transformed into a being of elemental air by the Prime Elements, member of the Factor Four.

**Talona:** Fierce champion of the Aerie with avian characteristics and the power to communicate with and command birds.

**Talos:** Magical man of bronze created by Hephaestus, later repaired by Daedalus after his defeat by Jason and Medea. Obsessed with the superiority of "created" life and intent on replacing organic life with machines. Creator of the Foundry and Argo, along with various other androids, robots, and machines.

**Tamper** (Charles O'Neil): Former IRA bomb-maker with the "God-given" power to turn targets' super-powers against them.

**Tan-Aktor:** Ancient Egyptian sorcerer-priest who murdered Prince Heru-Ra, later reincarnated as Wilhelm Kantor (see *Overshadow*).



**Targette** (Isabela Varianza): Ex-street kid with the power to absorb attacks and transfer the pain back to her attackers.

**Taurus:** The mythic Minotaur, restored to life by Hades, and head of the mysterious criminal organization, the Labyrinth.

**Temple of Sirron, the:** Hidden Atlantean ruin in Northern Africa where Malador the Mystic was imprisoned for millennia.

**Terra King** (Jerris Trent): Ruler of the underground kingdom of Sub-Terra and the mutant Sub-Terrans (genetic creations of the Serpent People). Has attempted on occasion to conquer the surface world with Sub-Terran soldiers and mutant monsters.

**Thieves Guild, the:** A loose alliance of costumed criminals interested primarily in profit through theft. They sometimes work together to pull off major heists.

**Thule Society, the:** Nazi mystic order devoted to discovering the ancient "Aryan" homeland. Made contact with the Ultima in the 1930s, leading to Kal-Zed's involvement with the Nazis. Wilhelm Kantor (Overshadow) was an initiate of the society. He eventually rose to control it, and remnants of it were later incorporated into SHADOW.

**Time Keepers, the:** Mysterious entities from "the end of time" devoted to maintaining order and balance within the Time Stream. They periodically appoint "Guardians of Time" (like Dr. Tomorrow) as their agents.

**Toon Gang:** A group of cartoon gangsters brought to life by Toy Boy (using a device provided by Quirk). The Toon Gang consider themselves part of the Freedom City underworld, even if the rest of the city's criminal element doesn't agree.

**Toy Boy** (Desmond Lettam): Victim of a genetic disorder keeping him perpetually a child, the brilliant Desmond Lettam amuses himself with the creation of deadly toys and games for him to "play."

**Trap Door** (James Shore): DNA descendant with teleportation powers, acrobatic skills, and a kinetic shock staff. Leader of Larceny, Inc.

**Trawler:** Undersea scavenger and foe of Sea-King who wore a high-tech diving suit.

**Tyranny Syndicate:** Evil duplicates of the Freedom League from Anti-Earth, which they have largely conquered.

**Ultima Prime:** The appointed leader of the Ultima.

**Ultima Thule:** A hidden city in the Arctic Circle, home to the Ultima.

**Ultima, the:** *singular:* Ultiman. Also known as the Hyperboreans, an advanced offshoot of humanity with cosmic powers. (cf. "City of the Supermen!" in *Centurion*).

**Una:** Empress of the Netherworld, known by many titles, including the Ultimate, the Uncaring, the Unforgiving, the Unknown, and the Inevitable. She wears the Crown of Fire and rules over her dark netherworld as Master Mage, having conquered many other such worlds. Adrian Eldrich has been her foe for decades, thwarting her efforts to conquer Earth.

**Unspeakable One, the:** Cosmic entity of madness and chaos worshipped by the Brotherhood of the Yellow Sign.

**Urallos, Constantine:** Greek businessman and agent of the Labyrinth, indebted to Hades.

**Usher, Alister:** Wealthy sufferer of Porphyria's (allergy to sunlight) who built a criminal empire later brought down by the Raven I.

**Valkyrie, die:** Nazi "super-woman" invested with super-human strength and fighting prowess by a mystic rite of the Thule Society.

**Volt:** Electrical creature created by Dr. Stratos, capable of feeding on electricity, to unleash on Captain Thunder.

**Voodoo Dahlia** (Dahlia Dupree): Voodoo sorceress and temptress, member of the Mayombe.

**Voyeur** (Richard Royer): Mutant able to broadcasting anything he sees and hears to nearby television receivers. Star of the reality show P.O.V. (Point of View) and award-winning documentary filmmaker.

**vril:** Ultiman term for cosmic energy. A *vril-ya* is a master of such energy, and related Ultiman disciplines for wielding it.



**Warden** (John Warden): Prison technician and designer black-listed for his methods, who became a criminal master of traps, restraints, and imprisoning devices, obsessed with imprisoning those who violate his warped sense of “law and order.”

**Weather Mistress** (Courtney Cline): Meteorologist who developed a “weather vane” able to control the weather, using it to commit crimes.

**Weird Maggie:** Strange homeless woman in Freedom City’s Southside, seems to have unusual knowledge of both the past and the future, as well as a level of mystical awareness. May be immortal or unusually long-lived.

**White Knight** (Daniel Foreman): White supremacist and hate-monger granted fire-generating powers by a mysterious stranger (Mr. Infamy).

**White Lion** (M’Balla): King of the African nation of Dakana, gifted with peak human strength, speed, and agility as well as a brilliant technical mind.

**White Rose & White Thorn** (Sophie & Wolfgang Shaal): Members of the Allies of Freedom. German wielders of the mystic “White Light” energy hunted by SS officer Wilhelm Kantor and der Nacht-Krieger. Sacrificed themselves to imprison Nacht-Krieger in the sea near Freedom City.

**Wildcard** (Jake Walker): Gambler and thief with probability-influencing powers. Member of the Crime League and foe of Raven II.

**Wolf, Jack:** Ward of Dr. Alexander Atom and member of the Atom Family. Adventurer and explorer in the 1960s and ‘70s, soldier of fortune in the 1980s. Became the lycanthrope Wolfjack under the influence of the Moonstone.

**Wolfjack:** Werewolf form of Jack Wolf created by Lady Lunar’s use of the Moonstone.

**X-Isle, the Living City:** A massive living being outwardly resembling Freedom City, with a desire for inhabitants, which it ensnares. X-Isle floats in the Terminus, occasionally kidnapping new “citizens” from Earth.

**Zandar, the Jungle Lord** (Alexander Challenger): Descendent of an explorer of the Lost World and its renowned champion.

**Zero Zone, the:** A realm of white nothingness “between” dimensions or layers of reality. The Centurion exiled some particularly dangerous foes to the Zero Zone through the Zero Room in his Sanctum, including the rogue Ultiman Superior.