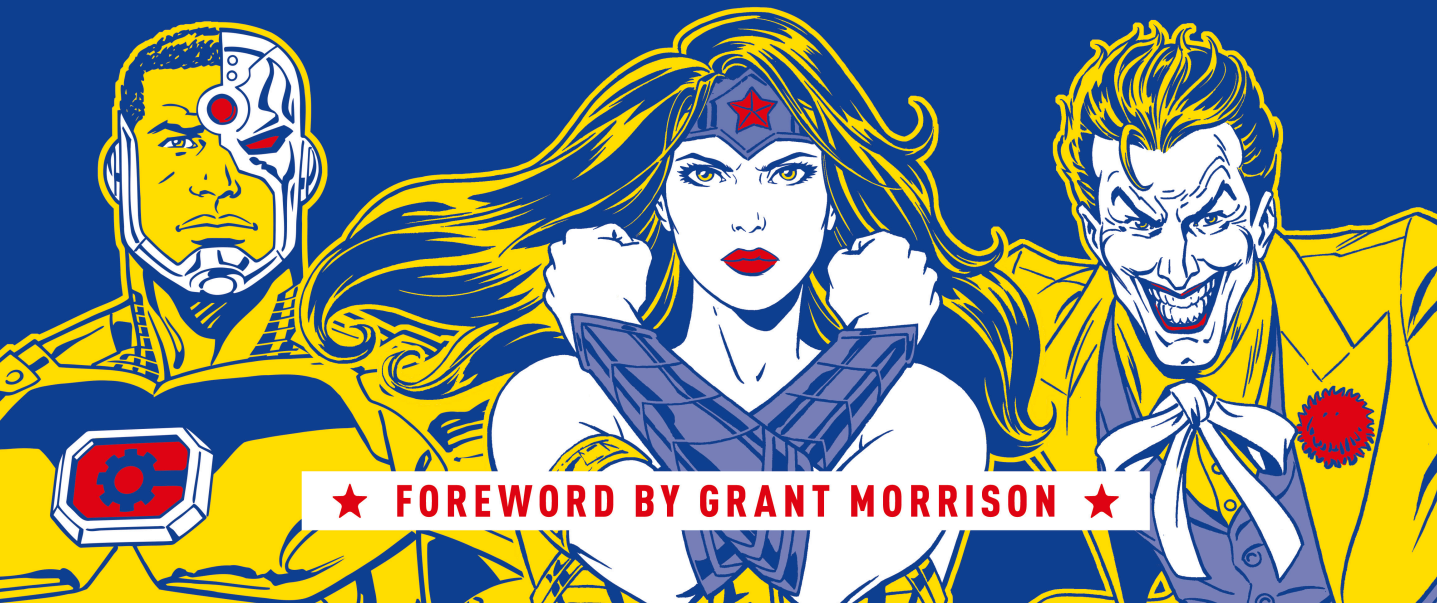


# THE DC BOOK

★ A VAST AND VIBRANT MULTIVERSE SIMPLY EXPLAINED ★



★ FOREWORD BY GRANT MORRISON ★





# THE DC BOOK



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## STEPHEN “WIN” WIACEK, AUTHOR

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Stephen “Win” Wiacek has worked in all areas of the comics industry since 1981, as a writer, artist, editor, and designer. While running his own art and design consultancy, he worked in radio, film, and television; taught and lectured on comics creation and production; and worked as a cartoonist, journalist, and consultant for TV and movies. From 1997–2007, he was chairman of the UK’s professional body the Comics Creators Guild.

As a freelance copywriter and reviewer, he writes about comics for the *DC Super Hero Collection*, *The Slings & Arrows Graphic Novel Guide*, and for books such as *The DC Comics Encyclopedia* and *DC Comics: Absolutely Everything You Need to Know*, from Dorling-Kindersley.

He lives in Kent with his extremely patient wife, Miki, suggesting that people change their reading habits on his *Now Read This* graphic novel review blog ([www.comicsreview.co.uk/nowreadthis](http://www.comicsreview.co.uk/nowreadthis)).

Dedicated to the wonderful creators who produced the stories I’ve mentioned (and those I haven’t)—the unsung heroes who turned my memories into this book.

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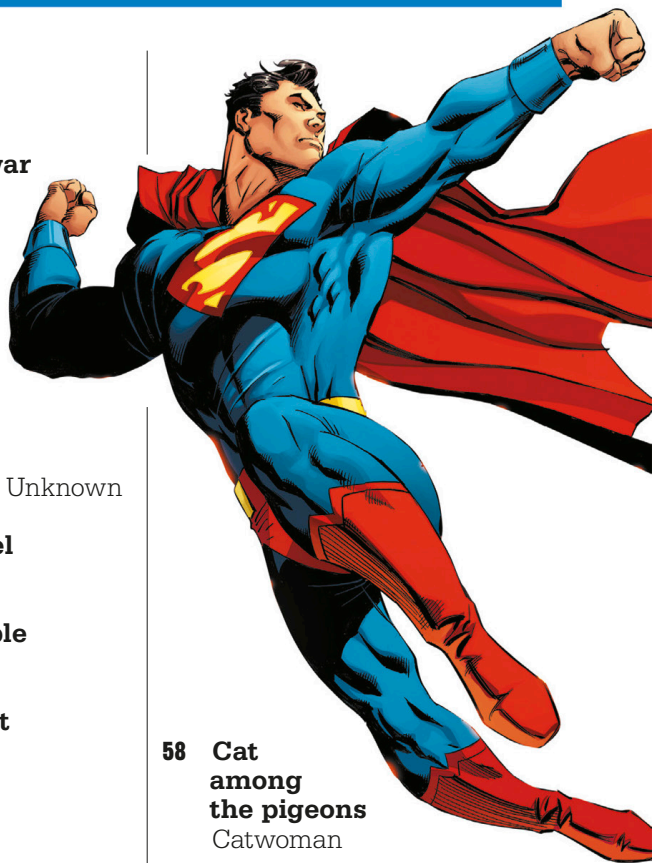
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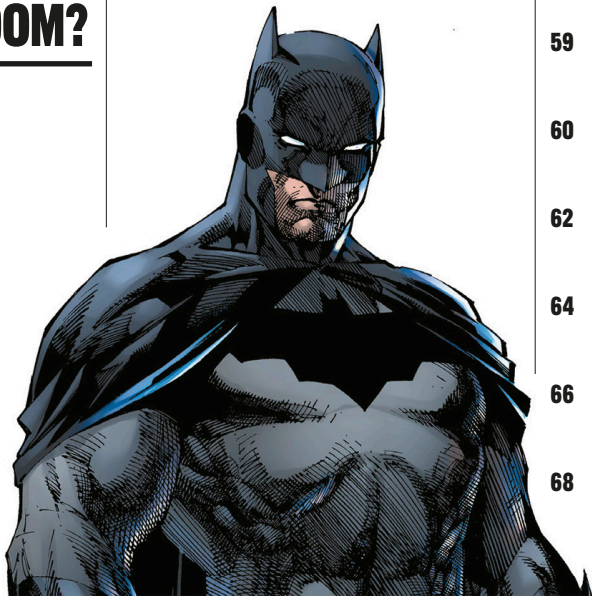
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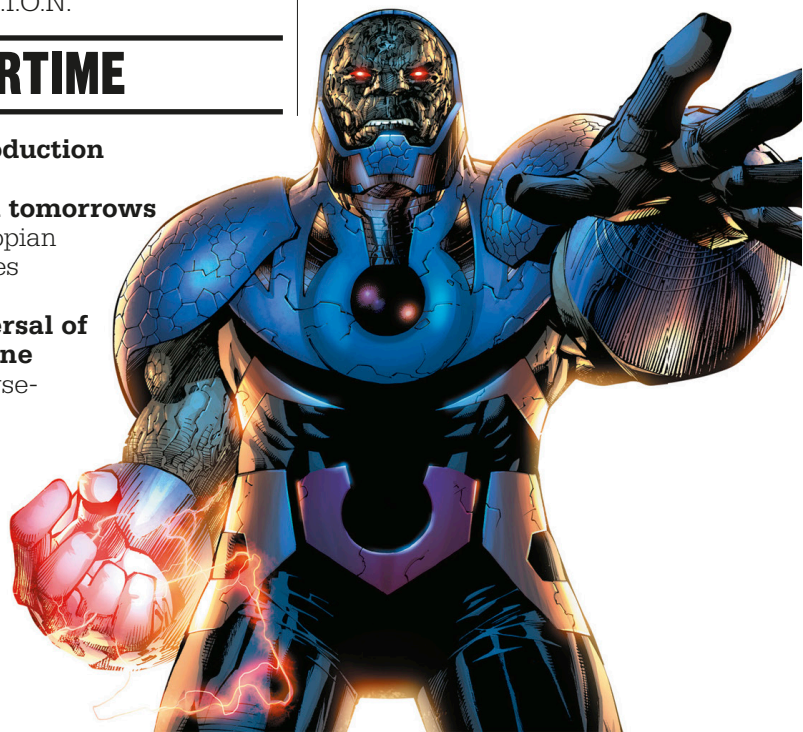
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# FOREWORD

The origins of what came to be known as the DC Universe can be found in the wartime winter of 1940 when the publication of *All-Star Comics* #3 brought together the solo stars of various early DC titles—including original or Golden Age versions of The Flash, Green Lantern, Hawkman, and Sandman as they joined forces with stalwarts like Doctor Fate, Hourman and the Atom—to form the Justice Society of America, the first Super Hero team and the first confirmation that these formerly unrelated costumed crimefighters shared not only the same coffee machine and bathroom facilities in the JSA headquarters but the same world of adventure.

So was born a fictional reality with its own colorful continuity running parallel to our own, where the appearance of the ‘mystery men’ as they were known, was to change the course of history, paving the way for 1963’s groundbreaking ‘Flash of Two Worlds’ (*The Flash* #123), where the consolidation and classification of DC’s expanding boundaries began with the introduction of Earth-2. Here, the discontinued heroes of the Justice Society had continued their crimebusting careers into middle age, prompting a trailblazing team-up with the young Silver Age heroes of the newly formed Justice League on Earth-1.

Hot on the heels of this enthralling conceptual escalation came Earth-3, where the Justice League equivalent was a squad of super-criminals known as the Crime Syndicate, and so on, incorporating stables of characters DC had acquired after buyouts of various other publishers like Quality Comics (Earth-X) or Fawcett (Earth-5), and Charlton (Earth-4), until a potentially infinite number of variations was implied.

The blockbuster series *Crisis on Infinite Earths*, published in 1985, made an epic, heroic attempt to condense the innumerable potential worlds of the DC Multiverse into one singular Earth but it’s hard to keep a good idea down, and slowly but surely a trickle of re-invention became a flood, a torrent of Elseworlds and pocket universes, anti-matter mirrorworlds, and sideways dimensions, so much so that the weekly series *52* from 2007 finally gave in to the inevitable restoration of what was, at first, a limited Multiverse—known as The Orrery of Worlds and featuring 52 organized universes—before 2017’s *The Multiversity* brought the first mention of a Multiverse-2, paving the way for the triumphant return of a truly infinite array

of storytelling possibilities and twisted new worlds so that by the time of the 2020 *Death Metal* event series, readers had been presented with not only a nightmarish Dark Multiverse, but an even grander vision that widened the scope from multiple worlds and universes to multiple multiverses!

Faced with this busy program of renovation and redevelopment, readers new to DC or those returning to the neighborhood might be expected to find themselves overwhelmed...

Enter *The DC Book!*

In your hands you hold an indispensable concordance of hundreds of heroes, villains, fantastic locations, alien worlds and cosmic hierarchies. In these pages you will find an essential guide to the current state of play in one of the longest-running, most densely populated fictional playgrounds in popular culture.

With a storytelling canvas so rich and wide-ranging, and characters so much larger than life that it takes an Omniverse, a Metaverse, to contain their activities, *The DC Book* provides an invaluable resource and a comprehensive overview, mapping and cataloguing eight decades of worldbuilding into one convenient gazetteer.

If this is your first trip to the DC Omniverse, prepare to be spellbound. If you’re a regular visitor, welcome back! There may have been a few changes, some redecoration, and many new additions but *The DC Book* has you covered!

So put on your Power Rings, grab your Cosmic Rods, and activate those Transmatter Cubes!

Adventures await...

**Grant Morrison**

Scotland April 2021



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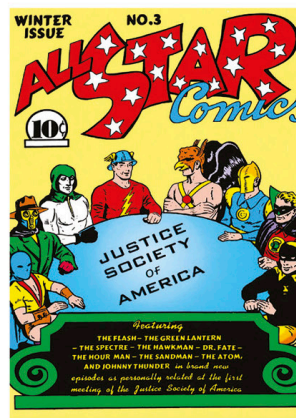
# INTRODU

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# CTION





Industry leaders since comic books were born, DC has always sought new and thrilling ways to expand and enrich their business, the medium, and the art form. Built on character innovation and top talent, the inventors of Super Heroes have never rested on their laurels, pursuing fresh themes, novel formats, new media, and better ways to entertain its global audiences.

### Hey, kids—COMICS!

In 1933, during the Great Depression, print salesmen Max “MC” Gaines and Harry I. Wildenberg devised promotional premiums for stores to give away: booklets reprinting the era’s hugely popular newspaper strips. Adding a price tag, these became a retail fixture with the 1934 release of *Famous Funnies*. Today’s DC began in 1935 as National Allied Publications, conceived by former-soldier Major Malcolm Wheeler-Nicholson. While writing nonfiction and prose adventures, he gambled on Gaines’s invention and created a new kind of graphic entertainment.

Wheeler-Nicholson’s inspiration was sidestepping the heavy costs of leasing established comics material. Popular strips were in limited supply and already spoken for, and his solution was original characters in

new stories. Cover-dated February 1935, *New Fun* #1 showcased humor and serialized adventure strips, prose fiction, and features. Largely scripted by Wheeler-Nicholson, the tabloid-size anthology was edited by Lloyd Jacquet—who would later helm many of DC’s rapidly proliferating imitators and rivals—with pages mostly filled by untried creators. *New Fun* #6 printed the debut works of writer/artist team Jerry Siegel and Joe Shuster: adventurer Henri Duval and ghost detective Doctor Occult.

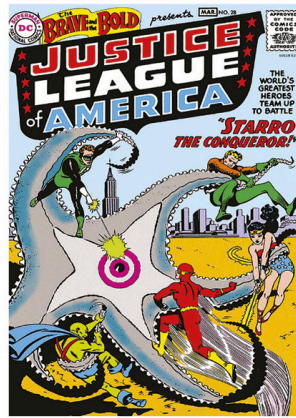
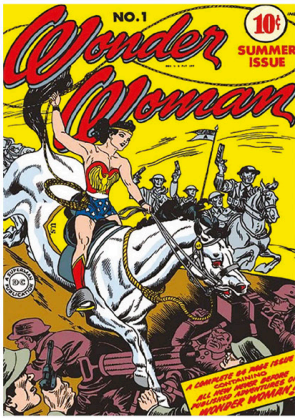
However, despite lukewarm sales, the Major persevered, launching *New Comics* as 1935 closed. It contained the first comics contributions from women creators—Emma C. Keen, Connie Naar, and Josephine Craig—and eventually became *Adventure Comics* with issue #32 in 1938. When the company began struggling financially, Wheeler-Nicholson’s main creditors—printer Harry Donenfeld and accountant Jack L. Liebowitz—stepped in. They partnered with the Major on his latest inspiration *Detective Comics*. A new single themed anthology comic book series that premiered with a March 1937 cover dated issue. 1938 would be a momentous year for the now Detective Comics Incorporated, as

Donenfeld and Liebowitz would take full control of the company and, under editor Vin Sullivan, release a title that would change comic book history with something entirely new for their next release.

### The birth of Super Heroes

Aimed at vacationing school kids, *Action Comics* #1 launched on April 19, 1938, with the most outlandish cover and character ever seen. Who could believe a man in tights hurling automobiles around? The answer was everyone. *Action Comics* #1 was a monster hit, as was every issue that featured Superman. Siegel and Schuster’s “Man of Steel” became the company’s touchstone and the industry’s first breakout sensation. Soon costumed crusaders from other publishers flooded newsstands. The Super Hero genre was born!

Proudly adorning its covers with a “Superman-DC” logo, the company forged links to more established media. Superman joined the reputed ranks of newspaper strips on January 16, 1939; started in his own radio series from February 12, 1940; and became a movie star in 17 dazzling Fleischer Studios animated shorts between 1941 and 1943. Superman arrived without fanfare to become



perhaps DC's most emblematic and enduring icon on large and small screens to this day. Forever adding stars, DC scored another success on March 30, 1939, when, courtesy of Bob Kane and Bill Finger, "The Batman" premiered in *Detective Comics* #27, and another iconic hero joined DC's graphic firmament.

In 1938, MC Gaines partnered with Liebowitz to launch All-American Publications (AAP), an autonomous publisher sharing costs, advertising, distribution, and even in-world continuity with DC. Skillfully guided by brilliant jack-of-all-comics-trades Sheldon Mayer, AAP titles generated more timeless characters, laying the foundations for decades of enthralling adventures. Mayer and Gaines

conceived the idea of Super Hero Teams, introduced in *All Star Comics* #3's Justice Society of America, and gave the world its greatest female Super Hero, Wonder Woman, who debuted in *All Star Comics* #8. She would join Superman and Batman in DC's formidable Trinity—all surviving a temporary decline in Super Hero popularity that started soon after WWII ended.

DC absorbed AAP in 1948 and comics powerhouse National Comics Publications emerged. From inception, the home of Super Heroes understood that tastes vary and fashions shift. Seeking to engage as many readers as possible, National-DC released licensed properties (for TV or radio shows like *Gang Busters*), while creating memorable stars in western, spy, humor, and funny animal titles. DC also valued consistency—Dick Dillin illustrated the Blackhawks and Justice League for decades, while lead Superman artist Curt Swan's association with the Man of Steel spanned 1948 to 1996.

The 1950s saw DC concentrate on science fiction, supernatural, and, especially, war stories. Sgt. Rock, the Haunted Tank, and Enemy Ace were, for decades, as popular as costumed champions. Anthologies

carried tales by master stylists such as Alex Toth, Joe Kubert, Jack Kirby, Ramona Fradon, Gil Kane, and Carmine Infantino, and by veteran authors like John Broome, Gardner Fox, Robert Kanigher, David V. Reed, and Edmond Hamilton.

Inevitably, tastes shifted again, and in the late 1950s editor Julie Schwartz sensed it was time to revisit Super Heroes. His string of revived 1940s characters was a huge success. Super Heroes became a global phenomenon, and they continue to define the comics mainstream to this day. The phenomenon also highlighted DC's true strength: talented, imaginative editors anticipating trends and responding with new titles.

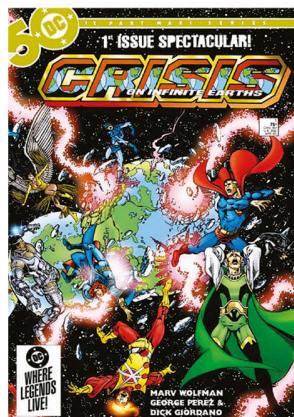
Such was true in the 1970s when supernatural themes became a global zeitgeist. DC resurrected mystery anthologies, supplemented by horror heroes Swamp Thing, The Phantom Stranger, The Spectre, and Deadman. In the 1990s, these characters would reemerge during another horror resurgence, one that spawned a DC comics imprint aimed at mature readers. These included *The Sandman*, *Hellblazer*, and *Fables*, bringing entirely new audiences to comics by offering "sophisticated suspense." »

“

Come with me ... A great adventure awaits!

**Harbinger**

”



As always, DC's 1970s editors had their finger on the public pulse, commissioning daring revivals and bold concepts, like a crusading period of advocacy combining fantasy with real-world injustices. Under the stewardship of Dick Giordano, Joe Orlando, and Julie Schwartz, a new generation of creators, including Denny O'Neil, Neal Adams, Mike Friedrich, Steve Skeates, Jim Aparo, and others, won mainstream acclaim by mixing social and ecological issues with costumed heroics in high-profile

titles like *Green Lantern/Green Arrow*, *Batman*, *Superman*, *Aquaman*, *Wonder Woman*, and *Swamp Thing*. Giordano and Schwartz also mentored young writers from DC's fan base such as Cary Bates, Elliot S! Maggin, Len Wein, Marv Wolfman, and Paul Levitz, who would become leading editorial lights of later decades.

### The New DC

Under Publisher/Editor in chief Jenette Kahn, a similar revolution saw editor Karen Berger spearhead

a "British Invasion" in the 1980s, introducing anarchic energy and sardonic fantasy through the works of Neil Gaiman, Grant Morrison, Warren Ellis, Garth Ennis, Dave Gibbons, Brian Bolland, and others. A mature-readers sensibility birthed imprints like Vertigo, enticing creators Bill Willingham, Brian K. Vaughan, Brian Azzarello, and Eduardo Risso to craft creator-owned masterpieces like *100 Bullets* and *Y: The Last Man*, while contributing to DC's overarching continuity. In 1979, DC invented

## Julius Schwartz

In a company blessed with editorial talent, one visionary editor stands out. Pioneering science-fiction fan Julius "Julie" Schwartz was literary agent for Alfred Bester, Robert Bloch, Ray Bradbury, H. P. Lovecraft, and other celebrated authors. In 1944, he got a job at All-American Publications, where Bester was scripting *Green Lantern*. When National Periodicals absorbed AAP, Schwartz stayed, becoming a key player in the company. After six years of Super Heroes

in decline, Schwartz judged the time was right for a revival and commissioned a modernization of The Flash for *Showcase* #4 in 1956. It kick-started comic books' Silver Age and revitalized Super Heroes for generations to come.

Schwartz involved himself in all aspects of the creative process, mentoring new talent while personally steering Superman and Batman for decades. Legendary as a character who would appear in his own comics, he was named Editor Emeritus and DC's permanent Goodwill Ambassador.





the “Limited Series” with World of Krypton and “Maxi-Series” like 1982’s *Camelot 3000*, specifically for a growing direct sales marketplace of specialist comic stores. In 1985, this innovative spirit led to DC reversing 50 years of carefully crafted continuity with the braided mega-series event *Crisis on Infinite Earths*, stunning readers by reinventing Superman, Wonder Woman, the Justice League, and other superstars.

The company went on to try out new formats and schedules—prestige packages evolved for landmark projects such as *Batman: The Dark Knight Returns* and *Watchmen*, weekly publications like tabloid-sized *Wednesday Comics*, and year-long weekly serial 52. These, in turn, gave rise to specialist imprints like Vertigo, Young Animal, Wonder Comics, and Black Label, while advancing another innovation—graphic novels.

Books like *Arkham Asylum* and *Dark Nights: Metal* now provide major sales in both print and digital formats, granting fans access to DC’s greatest hits. Never afraid to think big, DC has regularly refreshed and reinvented itself through continuity-wide events like *Flashpoint* or *Rebirth*; partnering

with other publishers on special events (such as team-ups between its Super Heroes and animation superstars like Bugs Bunny); and incorporating popular publishers like Jim Lee’s WildStorm.

DC embraces the broadest range of interests and age groups, not just in stories but how they are shaped, addressing gender inequality through powerful female characters such as Catwoman, Batwoman, Supergirl, and Black Canary, and characters of color such as Black Lightning, Vixen, Cyborg, The Atom Ryan Choi, Shado, Katana, and Lady Shiva. Throughout its groundbreaking past and into the future, DC’s creativity and forward thinking have led the way, successfully transferring to DC

“

It’s a maybe machine—it generates visions...

**Batman**

”

movies and streaming and gaming media. But at its core are the comics—the four-color fantasies that forever fire the imagination.

### How to explore this book

If you are seeing DC’s comics for the first time, the following pages offer a general introduction to the concepts underpinning the immense, intertwined DC universe (or more accurately, Multiverses and Omniverse) including key events, major players, and their everchanging upgrades and reinventions. On the Record boxes offer context and fast facts; timelines and infographics provide scope, clarification, and historical perspective; topic boxes detail notable people or significant phenomena; and quotes instill a feel for the characters and narrative texture of the source comics.

*The DC Book* is presented from an “in-Multiverse” point of view and is intended as both overview and introduction to a complex, compelling, ever-evolving world. It is not a replacement for reading the comics themselves. Old and new tales are readily available in a variety of print and digital formats, and you should consult them as soon as you finish here. ■

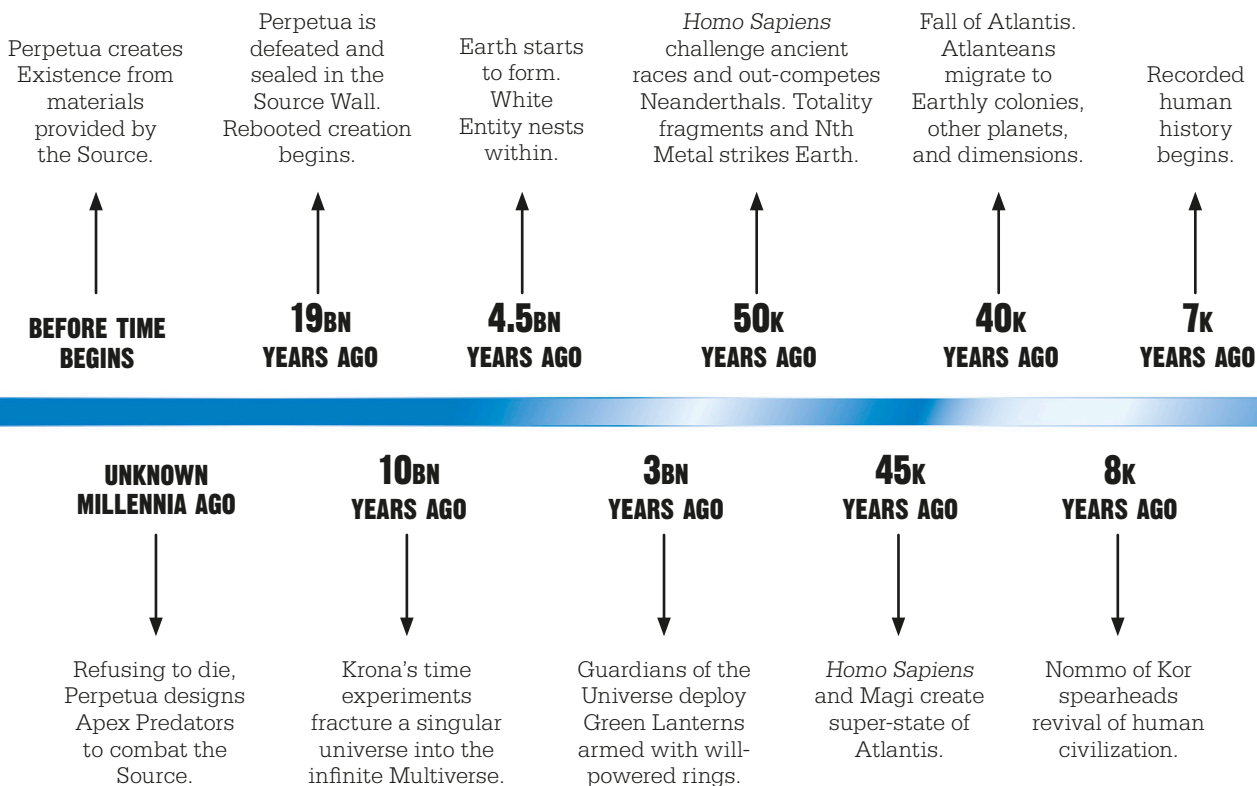
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# FORGE OF CREATIO

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**N**

**R**eality is mutable. It is augmented, replaced, and revised. Subsistence, actions, and even faith are reshaped by new realms and new histories. But living creatures always strive and abide. Is life a fragile afterthought of forces beyond imagination? The most pitiful beings may forge unexpected futures when fueled by determination, persistence, and the power of will. So is reality merely a product of chance or a facet of intelligence, choice, and life itself?



**C**reation is a never-ending work in progress, designed by godlike beings whose decisions and actions are beyond human understanding. There are at least six dimensions of existence. In each one, reality takes on more complex forms than the last. This state of affairs can pose problems. For example, human beings and Super Heroes like Superman, who inhabit the Third Dimension, have sometimes had to endure visits by higher-plane individuals such as the mischievous Fifth-Dimensional imp Mr. Mxyzptlk. Fortunately, some magical beings from the Fifth Dimension are more welcome, such as Johnny Thunder's genielike Thunderbolt.

The Third-Dimension is home to Earth and its universe, as well as innumerable planets and galaxies



There's a balance.  
**Alex Holland**



with their own populations. Earth's universe rests within a Multiverse situated within a potentially infinite Omniverse. This immeasurable expanse is abundant with life that is perpetually evolving to a higher state of being.

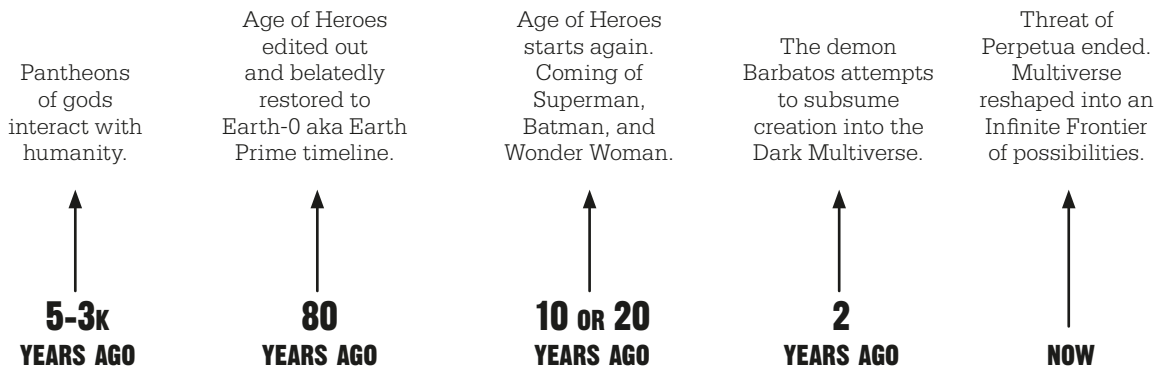
Crucially, the Sixth-Dimensional cosmic creators installed an ethical component in their creation comprised of opposing principles:

fellowship, empathy, fairness, and shared goals—"Justice"—versus self-interest and personal gratification—"Doom."

**Multiversal crisis**

Environments are carefully tailored for each world across the Multiverse, but, from the outset, the whole mechanism suffers catastrophic sabotage.

A celestial creator named Perpetua—a Hand of The Presence, the Omniverse's supreme being—creates a Multiverse using The Totality, an engine of limitless power. However, she perverts the process for her own ends and is imprisoned in a barrier known as the Source Wall. Her Multiverse is cut off from the Omniverse and reality is then erased and restarted. In this way, several Multiverses



come into being. They are both separated and connected by The Bleed, an interdimensional void.

These innumerable positive-matter realities are balanced by a vast Antimatter universe, in which new, divergent realities form from dark matter in a Forge of Creation triggered by the actions and choices of living beings within the Multiverse.

A series of reality-changing Crises created by Perpetua reduces the Multiverse to 52 universes—an “Orrery of Worlds” encircling a prime reality designated Earth-0 aka Earth Prime. The Multiverse is cloaked in energy fields—cosmic reservoirs fed by all life within the system. These reservoirs are capable of endowing certain

individuals, whether Super Heroes or Super-Villains, with incredible powers.

The Multiverse contains numerous spiritual and metaphysical planes such as the Heroverse, and Collective Unconscious. Mortal life-forms also draw magical power from the Sphere of the Gods, which fosters mystic domains and sustains numerous gods. Space-time-bending power is tapped from a Speed Force dimension.

Throughout this system's duration, and while imprisoned in the Source Wall, Perpetua attempts to sabotage the Totality energy source, by launching it into various points of the timestream. Her goal is to gradually destabilize existence in order to gain her freedom and turn back time to her advantage. ■



**Wonderful beginnings**

New realities of infinite potential are born following the Dark Multiverse's overthrow.

# ENIGMAS AND VARIATIONS

## CONTINUITIES AND PARALLEL WORLDS

### ON THE RECORD

#### DESIGNATION

**Realities, continuities, existences**

#### PROPERTIES

**Time; space; attendant dimensions; immutable physical laws; infinitely diverse sentient and sapient life-forms; ideological dispute mechanisms**

#### MISSION

**Unknown, monitored by higher beings and subject to alteration**

#### STATUS REPORT

**Constantly at risk; results never as anticipated**

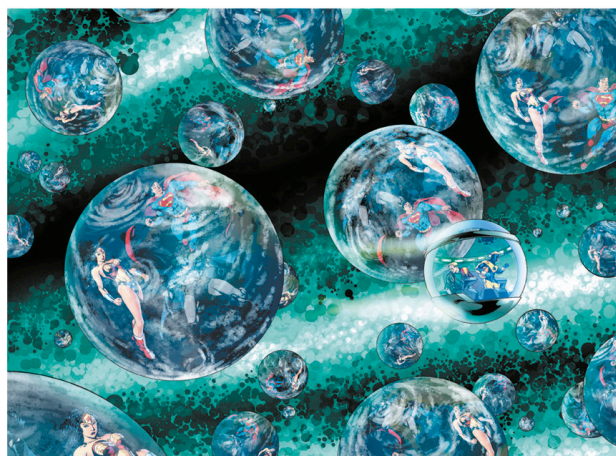
**R**eality itself is not fixed. It can be reshaped, molded, augmented, and even—under certain conditions—rolled back and replaced. Part of a greater, unknown Omniverse, the Multiverse is a collection of smaller, single

### Cosmic awareness

Rip Hunter and Booster Gold are two of the few mortals ever to experience the Multiverse.

universes. These are primarily composed of matter, antimatter, and dark matter. These elements combine to form life-rich planets and galaxies that exist in a shared space-time. However, anomalies can and do occur, such as the antimatter universe's Qward.

Multiplicities of these universes also flourish: Continuities populated by numberless races and species are connected in infinite webs of interlinked planes, realms, domains, and energy fields such as the Speed Force or the Emotional Spectrum. These universes nest in dimensional layers that are governed by often



highly complex laws or exist in as-yet-unformed states.

### From beyond the unknown

The majority of known life operates in four dimensions, with higher beings operating in the fifth and sixth dimensions. Some of these planes, such as various forms of Heaven, Hell, and Dreamland, are fueled by intelligent beings' own spirituality. Such regions generally shape themselves according to the expectations of the believers

“

Our life is a loop that can never be broken.

**Barry Allen**

”

concerned. It is unknown whether parallel Earths each have their own afterlife regions or if all feed into one vast repository of souls.

Most intelligent societies categorize the component building blocks of creation as “elements,” which underpin all physical sciences. Whether commonplace or yet to be discovered, elements, compounds, allotropes, isotopes, alloys, and other natural or artificial combinations dictate a world’s nature and development.

Other extra-Multiversal elements exist, but their introduction into existence disrupts nature and distorts life in many ways. When inserted into positive-matter realities, these elements warp biology, contaminate timelines, and bring chaos and disruption.

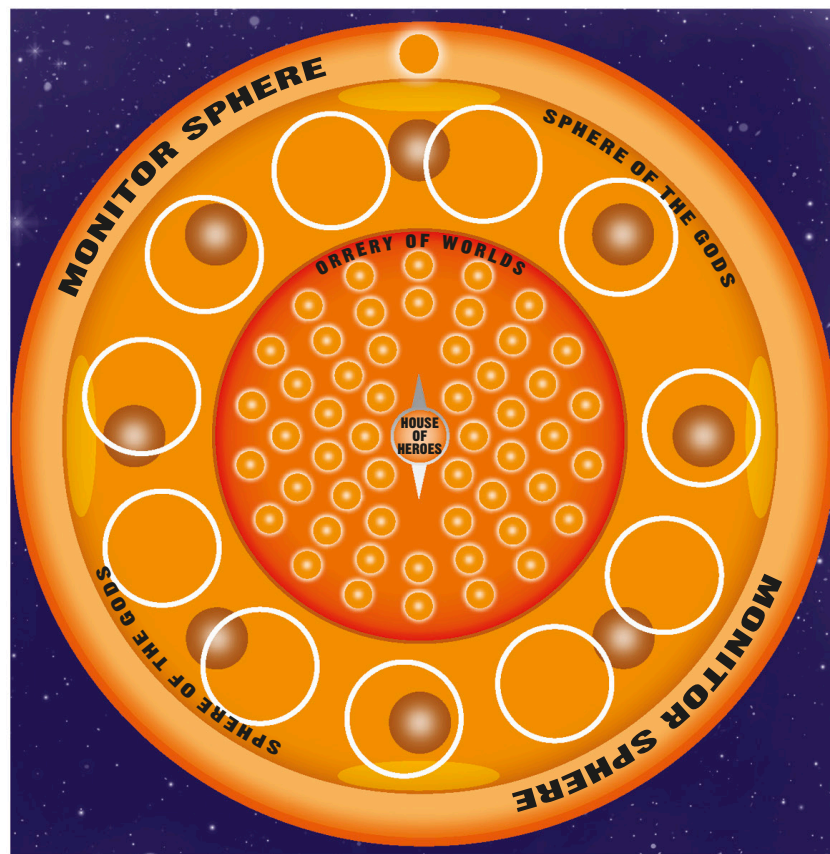
In the event known as *Final Crisis*, the Apokliptian god Darkseid excises Batman from Earth’s chronology—marooning him in Earth’s Stone Age—and the Dark Multiverse tyrant Barbatos, whose World Forge is where potential alternate realities are formed and tested, learns of realms above his own foul domain. Created to consume rejected existences, Barbatos instead infiltrates the Multiversal timeline, seeding it with extra-cosmic metals to infect Batman. Ultimately, this “mantling” culminates in Batman becoming a portal for Barbatos to enter and consume the Multiverse.

Divergent realities are easily triggered, flowing from simple decisions or reactions to critical events. Spawning entire alternate worlds, all of these possible continuities are stored in a pan-dimensional facility known as Hypertime, where no timeline or reality revision is ever truly lost or erased. Although generally beyond the reach of most Multiversal inhabitants, many of these variant existences have been accessed by Super Heroes and others. Eons ago, the god Tezcatlipoca learned how to link all his incarnations across Hypertime, greatly enhancing his

power and removing himself from bothersome mortal contact.

Reality is an ever-unfolding mystery, and scientists such as Ray Palmer have only scratched the surface of its intricacies. After years split between saving the world as The Atom and unraveling the hidden laws of physics, his size-changing research revealed something startling. He discovered an as-yet-unclear link between subatomic worlds in a vast, unexplored Microverse and the quantum-level connections that underlie physical reality and dictate the flow and progress of time. ■

**Blueprints of existence** Existence comprises matter, life, souls, energy fields such as the Speed Force, and emotional, spiritual, as well as mystical reservoirs like the Sphere of the Gods. It also encompasses an inspirational “Hero-Verse” of imagination and unfulfilled potential, accessed by talismans that mimic rotary phone dials. All are crucial to the operation and continued existence of the Multiverse.





# MOTHER OF ALL CRISES

## PERPETUA

### ON THE RECORD

REAL NAME

**Perpetua**

AFFILIATIONS

**Monitor, Anti-Monitor, Forger of Worlds, Lex Luthor, Legion of Doom**

LOCATION

**Source Wall**

POWERS

**Infinite power, universal origination and consumption, species transformation**

MISSION

**Self-preservation, creating ultimate predator species**

STATUS REPORT

**Defeated by The Batman Who Laughs**



**I**n the beginning is the void and into it comes Perpetua, dispatched by the Unseen Hand of the Source. As one of The Hands of a greater Omniverse, Perpetua is tasked with creating a living Multiverse and expected to surrender her own energies to

**Consumed with joy** Perpetua's quest for perfect primal predators begins by feeding on worlds and universes.

sustain it forever. Instead, she constructs a ferociously competitive range of existences favoring savage competition. Here, species brutally clash, devoid of the life-affirming

influences intended by The Source and The Presence to provide balance in a carefully designed example of Multiversal engineering.

### Original sin

Fashioning a bleak, ferocious cosmos to save herself, Perpetua lives on among her ever-changing spawn for

“

You cannot hold me forever!

**Perpetua**

”

billions of years. Eventually, she resolves to perfect lethally powerful Apex Predators to battle her superiors when they learn of her treachery and attempt to correct her actions. Ultimately, Perpetua's near-omnipotent first creations—Alpheus the World Forger, Mar Novu the Over-Monitor, and Mobius the Anti-Monitor—realize the truly shocking nature of their mother's transgression. They dutifully notify Sixth-Dimensional agents of The Presence, and a Cosmic Raptor appears, reducing Perpetua to energy trapped within a quarantining wall. Celestial safeguards are erected—barriers, traps, mighty distances and dimensions to traverse, as well as the deployment of primal guards such as the Omega Titans.

Eradicating Perpetua's construction, the Raptor turns back time and restarts the Multiverse within the confines of this segregated space-time. Pent within the Source Wall, Perpetua watches and schemes, subtly influencing the unfolding new Multiverse. Aware that the actions, choices, and emotions of Multiversal occupants generate energies that empower her, she methodically orchestrates events to maximize the release of these “Crisis Energies.” Luckily for her, the new realities are awash with proponents of both “Doom” and “Justice” philosophies. Greed, cruelty, madness, and evil beleaguer beings but are fiercely

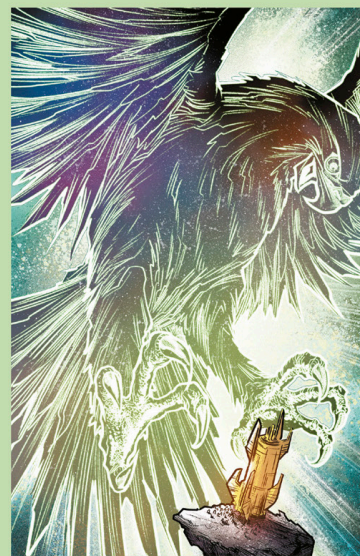
resisted by simple, decent mortals and enhanced creatures such as gods and Super Heroes.

Many early ascending beings augment her plans by rushing to godhood through selfish means. Pantheons everywhere war for personal gain. Those calling themselves Lords of Order and Chaos spark bloody, eternal conflicts over mere doctrinal beliefs.

The aggressive nature of infinite alternate realities bolsters Perpetua over eons. She creates crisis after crisis to increase her power. True breakthrough comes when her son, Alpheus, is ousted from his position as instigator of new realities in the dark matter Forge of Creation. The culprit turns out to be Alpheus's servant Barbatos, a beast created to devour unsuitable realities. Controlling the Dark Multiverse, the usurping bat-dragon now seeks to subsume Earth's positive-matter Multiverse with deviant realities that are deemed unworthy of existence.

Targeting Batman throughout his personal timeline, Barbatos unleashes a variant Dark Knight to spearhead a full-scale assault on creation. A repulsive amalgamation of Batman and The Joker, the “The Batman Who Laughs” is a cosmic wildcard who finally seizes the powers of creation—destroying his perceived rival Perpetua as she absorbs the last heroic lives of the final Earth of creation.

After all her manipulations and acts of betrayal, Perpetua is defeated by The Batman Who Laughs when he ascends to the level of godhood. This entity, also known as The Darkest Knight and the One Who Laughs, defeats Perpetua on her own celestial level. In the end, however, even he succumbs to the greater Anti-Crisis energies and adamant resolve of the Multiverse's greatest champion and defender—Wonder Woman. ■



### Cosmic Raptor

After a billion years, Perpetua's first children—Alpheus, Mobius, and Mar Novu—realize the nature of their mother's actions after viewing the Omniverse and seeing how different their aberrant Multiverse is from the rest of creation. They inform Perpetua's colleagues The Hands, and these Judges of the Source dispatch the Cosmic Raptor.

In avian form, the entity decides Perpetua has defied her function, twisting her Multiverse toward selfish gain and Doom. Despite the efforts of her hybrid Martian/human Apex warriors, the Raptor imprisons Perpetua and all her carefully stored energies (The Totality) in the Source Wall. She is condemned to helplessly witness her Multiverse's destruction and a new one replace it. The Cosmic Raptor then dissipates into the fabric of reality, ready to return if Perpetua should ever escape.



# FORCES IN MOTION

## EXOTIC ENERGIES

### ON THE RECORD

#### DESIGNATION

**Fundamental forces**

#### PROPERTIES

**Physical and metaphysical**

#### MISSION

**Designed to facilitate, test, and tempt at every level of reality**

#### STATUS REPORT

**Easily misunderstood, misused, and subverted**

**R**eality is a complex mechanism composed of physical, energetic, and metaphysical components, all working toward an unconfirmed purpose. Evidence gleaned by Wonder Woman following the defeat of Perpetua and The Batman Who Laughs suggests that the Multiverse is a vast engine for evolving intelligent lifeforms to a higher level of consciousness.

Across infinite dimensions, alternate planes, and interlinked realms—including barren regions such as Limbo or The Bleed—



**Force majeure** The fundamental energies underpinning creation fuel the powers of gods, monsters, and super-beings.

matter, energy, and organisms both large and minuscule, all have the potential to reason, to compete, and to evolve.

### Celestial engineering

Existence is an assemblage of moving parts designed by higher beings: a complex composite (or whole) dependent on specialized cosmic support structures. It is a closed system built from different exotic energies, within which living beings generate a variety of spiritual,



I saw true power.  
**The Turtle**



and metaphysical “fuels”— including love, hate, belief, and aspiration—to power and sustain the system.

At every level, principles of opposition dominate. Everything seeks equilibrium; forces exist in a state of dynamic tension with opposing forces. This results in stability, with all forces acting in harmony—like instruments in an orchestra. All are crucial and act together to maintain balance.

The system has two poles—negative and positive. The first accumulates energies of aggression and destruction. These are defined as Crisis Energy, and Perpetua feeds on them, gaining strength from universal chaos and slaughter. The opposite pole, Anti-Crisis Energy, is an accumulation of all the heroic and life-affirming deeds from across creation.

After Perpetua’s first destructive Multiverse is unmade by The Hands, defense and repair mechanisms are built into her Source Wall prison in the form of the Omega Titans. When the Wall cracks, the all-powerful Titans’ response is misinterpreted by Super Heroes, whose interference allows Perpetua to rise again.

This is not the first time that individuals’ free will disrupts the delicately balanced system. Existence has barely begun when the Guardians of the Universe attempt to suppress and banish wild magic into a mighty Starheart. Other immortal beings subdue or exile

demons such as Abnegazar, Rath, Ghast, and other magical entities, inadvertently unbalancing reality.

Ultimately, intelligent beings decipher the underlying mechanics of reality, cataloguing its powerful energy fields. The first to be discovered is the Emotional Spectrum—electromagnetic bandwidths attuned to different emotions experienced by living creatures. Stored behind the Source Wall, these seven emotions form a power reservoir of seven branches tapped into by agents representing each emotion—a legion of Lantern-bearing Ring-wielders able to manipulate the physical universe with light. These positive forces are countered by an Invisible Spectrum

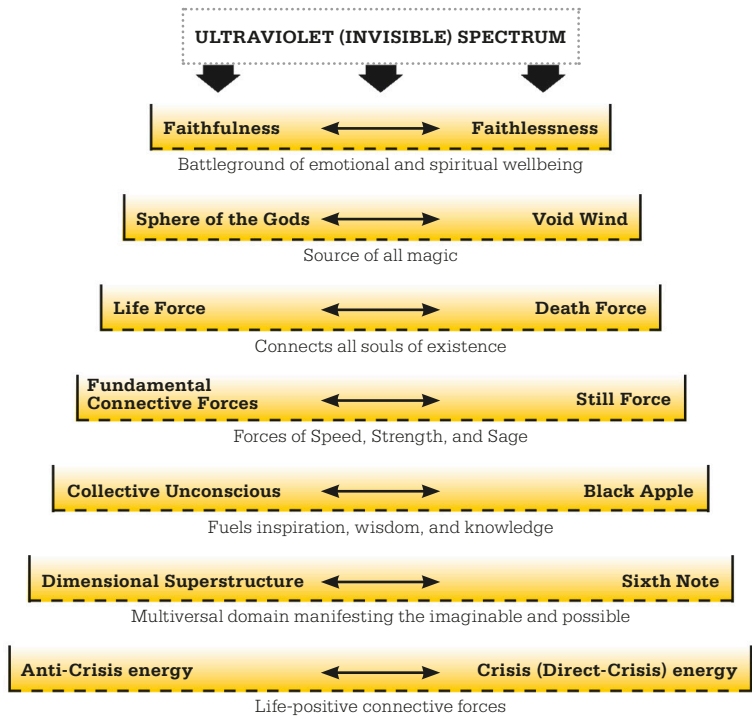
that marshals negative emotions of hatred and misery. When the Invisible Spectrum’s power is tapped into by renegade Thaal Sinestro as an Ultraviolet light force, he is acting in the destructive service of Perpetua.

Many Super Heroes are connected to hidden multiversal energies. Speedsters all tap into the Speed Force and soon learn of its affiliated branches (Strength and Sage) and the motion-stopping counter-power the Still Force.

As Perpetua’s plan proceeds, all the clandestine forces of creation are revealed as she pitilessly seeks to end everything. ■

**See also:** The Flash, Earth Prime, Crisis and Reinvention

**Forces of creation** Existence depends on a finely balanced construct of opposing forces. If lifeforms meddle with the system, great personal power is gained, but only by destabilizing existence itself.



EMOTIONAL SPECTRUM								
WHITE	VIOLET	INDIGO	BLUE	GREEN	YELLOW	ORANGE	RED	BLACK
Life	Love	Compassion	Hope	Will	Fear	Greed	Rage	Death



# CENTER OF CREATION

## EARTH PRIME

### ON THE RECORD

#### DESIGNATION

**Earth Prime (aka Earth-0)**

#### LOCATION

**Sol system, Space Sector 2814, Universe-0, positive matter Multiverse**

#### INHABITANTS

**Humans, animals, metaphysical entities, metahumans, aliens, gods, demons, monsters, magical creatures, AIs and robots, others**

#### MISSION

**Keystone of Multiversal parallels, proving ground for infinite variations**

#### STATUS REPORT

**In a state of constant flux and peril**

**T**here are infinite Earths across the Multiverse but Earth Prime is unique.

Geological data notwithstanding, it is the oldest planet in existence. Formed in creation's wake, it is used as a nest by the White Entity, which

“

That smell! You can only find it on Earth!  
**Opal warrior**

”

is the source of all life everywhere. As the Entity gestates deep within the planet's mantle, its power radiates outward, sparking life on countless worlds. The principles of evolution bring thought and emotions—accumulated energies that can be tapped as visually distinct power sources. The Emotional Spectrum manifests with a counter-balancing invisible antithesis, adhering to the inescapable cosmic equations of forces in opposition seeking equilibrium.

#### Respect our authority

The Oan Guardians elect themselves custodians of all life in the universe.

On Earth, life-forms constantly evolve and fade, leading to humankind, a hugely adaptable life pattern that repeats—with minute variations—across all creation. Humans are aggressive and smart but inherently flawed. They are violent toolmakers who prove to be selfish and wasteful, their worst excesses diluted by Earth's other inhabitants. Ascending to group sentience, atmosphere, strata, plants, animals, and other elemental



components of the biosphere form alliances—policing their interests in Parliaments of Red, Green or Black while also deploying a succession of human/animal avatars such as Swamp Thing.

### Someone to watch over me

Earth is connected to the pan-dimensional Rock of Eternity, facilitating access to every point in space-time and most magical realms and dimensions. It is a situation that renders the world highly susceptible to time-based Reality alterations. In the planet's earliest eras, this makes Earth a magnet for mystic forces and higher beings like gods and demons. As humanity develops, select individuals master magic, while unearthly gods sustain themselves on mortal faith. Mythologies are born as gods and, worse, learn to feed on the human hunger for and love of stories.

This causes their downfall as a rapid rise of rationalism diminishes divine power and influence. Magic fades. Science discards faith and simply is. Eventually only the fanatical or devout can use primal forces to any degree. Officially, the oldest universal civilization develops on Maltus, where the dominant species spawn an offshoot of physical



**Back from the dead** The White Entity began course correcting the universe by returning life to a host of fallen Super Heroes and Super-Villains.

and intellectual super-beings, scientist-philosophers with an unquenchable thirst for knowledge. When chronal inquiries by Maltusian researcher Krona critically damage the universal fabric, his fellows elect themselves Guardians of all lesser sentient species. Relocating to the cosmologically central planet Oa, they dedicate their energies to eradicating chaos and evil.

Over eons, their bodies atrophy as their mental powers expand. Ideological schisms regarding the suppression of emotion create factionalism—callous Controllers and passionate Zamaron, among others. At this time, the Guardians discover the secret of Earth and create a Big Lie to better safeguard universal life. Creating a disinformation protocol depicting Earth as a minor mudball in cosmic consciousness, they suppress all knowledge of the Entity within it. When it awakes during the Blackest Night, Earth is acknowledged as a planet of countless potential White Lanterns.

To bolster their subterfuge, the Guardians early embargo humans joining their Green Lantern Corps, but destiny will not be denied. Despite the Oans capturing primordial universal magic and binding it in a “Starheart,” that force escapes to Earth, empowering and inspiring engineer Alan Scott to create an arcane Green Lantern to battle evil. Some extra-universal beings hypothesize that such heroic trigger events will always happen because Earth Prime is a sentient “Metaverse,” instinctively reshaping itself according to some incomprehensible cosmic design. ■

## Nekron, Black Hand, and Blackest Night

As the font of all Life, Earth draws instinctual interest from numerous races mundane and mystic and is a place of countless restless spirits. Eventually, as the dead of the universe mount in their dimension of Death, their manifested overlord Nekron attempts to annexe realms previously denied to him.

After failing to invade the lands of Life—thanks to the intervention of the Green

Lantern Corps—he nominates criminal William Hand to be his avatar and launches a long-prophesied Blackest Night. During this grim crusade, heroes of many worlds are targeted by malign revenants of their fallen loved ones reanimated by Black Lantern rings. Black Hand's efforts lead to the awakening of the White Entity and proves to ordinary mortals that death is not final for all Earth's teeming billions.





# ALTERED STATES

## CRISIS AND REINVENTION

### ON THE RECORD

#### DESIGNATION

**Realities**

#### PROPERTIES

**Time, Space, other dimensions, immutable physical laws, sentient lifeforms in infinite diversity, philosophical and ideological disputes**

#### MISSION

**Defined, designed and monitored by higher beings**

#### STATUS REPORT

**Results never as anticipated**

**B**efore time commences and reality begins, a prior existence is born, lives, and dies. After the rogue Multiversal originator Perpetua betrays her responsibilities, her violently aberrant Multiverse is unmade, she is imprisoned in the Source Wall, and reality restarts.

One being, known as Relic, survives from this previous existence. However, it is unclear if Relic comes from Perpetua's aborted Multiverse or if he originates from



an even older continuum. Relic is a Lightbringer, a warrior-scientist who exploits the Emotional Spectrum before realizing that it is a finite resource that is rapidly running out. Awakening in current reality, he becomes a fierce opponent of the Green Lanterns and other Corps that utilize the spectrum, killing many Ring-wearers.

### Ever-present danger

During the 19 billion years of Perpetua's incarceration in the Source Wall, the structure of reality

**Superman lives** Multiversal archetypes such as Superman endure across Hypertime, striving to save and protect all life.

becomes compromised. Thanks to the meddling of the Maltusian Krona, a single universe splits into an infinite Multiverse. Expanding without limit, it also generates a reservoir of all possible, probable, and potential realities, dubbed "Hypertime" by myriad lifeforms inhabiting the infinite universes contained within it. Although

apparently stable, the structure of this Multiverse is complex, highly intricate, and prone to catastrophic failure or abuse.

Across countless planets and galaxies, in numerous alternate realities, intelligent beings evolve and explore their environments. Whether wedded to scientific principles or aligned with mystic forces, the greatest minds extend the boundaries of their various disciplines and in the process weaken the fabric of reality.

Fortune, fate, and acts of heroism constantly converge to preserve existence, but it becomes ever more apparent to creation's wisest beings that life in all realities is in constant peril.

### Time under threat

The nature of time is the greatest concern. Every action or decision is liable to spawn divergent "Elseworlds" of possibility and potential harm, while various Super Heroes and Super-Villains discover that time-travel techniques are relatively simple to master.

“

I am the protector of this world.

**Wonder Woman**

”

In countless alternate existences, groups like the Linear Men, Fuginauts, and Time Masters police history and battle the predators, such as chronovores, who make the timestream their hunting grounds.

Universes and divergent timelines in a greater Multiverse are, in essence, an extraordinarily precarious structure. They are a cosmic "house of cards" requiring only miniscule misfortune to collapse into utter disaster. Moreover, the many cosmic close calls narrowly averted by various Super Heroes weaken the bonds that restrain Perpetua. This is

something she eventually exploits by sparking a string of existence-threatening, time-altering events that mortals and gods come to call "Crises." Most of these incidents have limited repercussions for the beings who survive them or are subsequently resurrected. Mass amnesia grips those who are not directly involved—a metaphysical defense mechanism that generally excludes the Super Heroes responsible for ensuring continued existence.

As Crises mount and intensify, however, cracks appear in the system. Following timeline resets sparked by a divergent reality's atomic god, both the 1940s Justice Society of America and 31st-century Legion of Super-Heroes vanish and are later restored to mainstream reality. The Flash (Wally West) is suddenly joined by an older version of himself, and suffers a series of agonizing temporal seizures. These attack his mind, soul, memories, and atomic structure—and even threaten to vibrate him out of existence. ■

### Crisis management

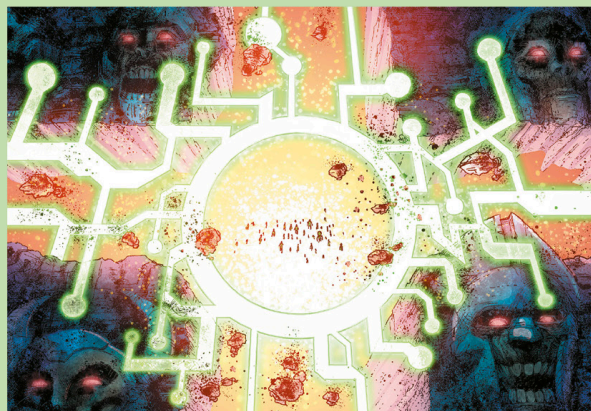
The unstable nature of Multiversal reality is generally beyond the perception of living creatures. Humanity is painfully aware of global emergencies like infiltrating robotic Manhunters (*Millennium*), alien invasions or Darkseid's war on Super Heroic legends, but cosmic "Crises" are never recalled.

History-warping events are orchestrated by Perpetua to weaken reality's fabric and chip away at the Source Wall (pictured) imprisoning her. The destruction of infinite earths and their replacement with a single reality pass

unnoticed, as does the violent reordering of universal history dubbed *Zero Hour* and *Flashpoint*. These events, and Multiversal assaults like the *Infinite Crisis* and *Final Crisis*, all add and

subtract places and beings while also redirecting the course of universal progress.

Ultimately, as Perpetua's plans come to fruition, later Crises become impossible to



hide. Terrified beings become all too aware of Dark Multiversal Metal storms, attacking Omega Titans, and the tipping of cosmic scales from Justice to Doom.

---

**JUSTICE  
OR  
DOOM?**

---

**L**ife persists and sentience develops. From subatomic to macroscopic, beings form and entities propagate. Across the Multiverse all living things seek growth. Even stars harbor conscious creatures, yet nowhere are there enough resources to sustain all things. Life is a constant struggle for survival. Some entities help lesser beings while others thrive on the despair and destruction of rivals. The whole of existence is engaged in an inescapable and brutal choice between justice and doom.

Krona splinters universe into infinite realities with differing time-rates and vibrational levels.

**10BN  
YEARS AGO**

Anti-Monitor destroys the Multiverse. Surviving Earths form a singular universe.

**CRISIS ON  
INFINITE EARTHS**

Guardians abandon the universe. Robot Manhunters attempt to destroy their legacy.

**MILLENNIUM**

Extant and Parallax attempt to recreate the old Multiverse, altering Earth's timeline.

**ZERO HOUR**

Reality exiles Kal-L and Superboy-Prime seek to restore the original Multiverse.

**INFINITE  
CRISIS**

Darkseid invades Earth, seeking to remake the Multiverse as new Apokolips.

**FINAL  
CRISIS**

**20TH  
CENTURY**

Constant global war leads to the Age of Heroes.

**LEGENDS**

Darkseid seeks to destroy the concept of heroism. Super Heroes briefly outlawed.

**INVASIONS!**

Coalition of alien races attack Earth to obtain the secret of the metagene.

**FINAL NIGHT**

Earth's sun consumed, and then reignited by Hal Jordan, sacrificing his life and redeeming his soul.

**52**

Mr. Mind's time-tampering creates a Multiverse of 52 linked realities.

**M**ultiversal universes are a complex amalgam of physical and metaphysical systems governing matter, forces of energy, and life in all its infinite variations. These Multiversal universes are also components in an incomprehensibly vast cosmic construct created by extra-dimensional Higher Beings to refine the moral and ethical composition of lesser living creatures across realities. Before time commences, these higher beings—agents of sixth-dimensional overseers—initiate an experiment with infinite and minute variables. They establish a range of potential and actual environments designed to simultaneously nurture and challenge intelligent creatures on countless worlds. Having set their masterplan in motion, these beings

“  
Has a balance been struck?  
**Rama Kushna**  
”

withdraw to observe the results.

After a false start caused by the rogue Hand Perpetua, and following 19 billion years of trial and error, the process eventually records its first success. The experimental parameters are brutally simple. Within a vast, multilayered, but enclosed environment, creation is defined by opposing principles—selfless sharing and empathy

against selfish advancement and personal gratification. These principles continually clash in both physical and metaphysical domains. All opposing forces seek to cancel out or balance each other. This propensity results in a state of equilibrium, with neither principle achieving supremacy over the other.

### **Choose your Doom**

Over and again, on innumerable planets, life evolves, adapts, and, in various ways, seeks to dominate its environment. For most beings, existence is frequently harsh and generally brief. Many lifeforms falter, stagnate, or expire, and are then superseded by newer forms. However all have to face up to the cosmic question of good versus evil. A newly liberated and determined Perpetua, the first originator of

Barry Allen creates dystopian Earth after changing history to save his murdered mother.

### FLASHPOINT

Extra-Multiversal Brainiac pits Hypertime realities and timelines against each other.

### CONVERGENCE

The Dark Multiverse tries to absorb existence, unleashes The Batman Who Laughs.

### DARK KNIGHTS METAL

Super Heroes murdered in psychiatric facility by one of their own.

### HEROES IN CRISIS

Reality collapses. Darkest Knight beats Perpetua, but is defeated by Wonder Woman.

### DARK NIGHTS: DEATH METAL

### BLACKEST NIGHT

The dead return to torment and destroy all life.

### NEW 52

Barry Allen's attempts to repair reality form a new Multiverse and "Earth Prime."

### REBIRTH

Multiple time-interventions restore much of pre-New 52 timeline.

### NO JUSTICE

Cosmic mechanics the Omega Titans fail to repair cracks in Source Wall.

### YEAR OF THE VILLAIN

Perpetua liberated, recruits Super-Villains and reconstructs reality.

### NOW

Infinite Frontier opens.

existence, and her high priest Apex Lex Luthor repurpose this dichotomy as a war between "Justice vs. Doom."

Even if a majority of beings across creation abide by principles of trust, cooperation, and mutual respect, it only takes a few unscrupulous, self-serving individuals to upset the delicate moral balance and dominate.

To prevent evil triumphing over good, higher beings set up a counterbalance to aid those unable—or too passive—to stand up for themselves against tyranny. Through history everywhere, the concept of heroism and might in service of right flourishes. Extraordinary beings come to the defense of the helpless and downtrodden everywhere. On Earth, even pre-human Miro-pteranodon men and avian Ornitho-men have their champions. Later humanity

looks to heroes such as Arion of Atlantis, Nommo of Korr, wandering warrior Atlas, and the Amazons.



**Worlds away** Every earth in existence is the real one for the embattled beings living and dying there.

This correcting function reaches its zenith in the modern Age of Heroes when Perpetua's efforts to escape imprisonment trigger reality-warping Crises. The greatest Super Heroes become endlessly recreated to shield the innocent in a myriad of differing realities. However, champions of Justice such as The Flash, Green Lantern, Aquaman, Hawkman, Shazam, The Phantom Stranger, and others are themselves balanced by Doom's preeminent Super-Villains, such as Lex Luthor, Rā's al Ghūl, The Joker, and more, who are also endlessly regenerated.

In all cases, changed realities benefit from a potent constant—an eternal trinity of Super Heroes. In all corners of Creation, the helpless and oppressed can call on some incarnation of Superman, Batman, and Wonder Woman. ■

# AN ENDLESS BATTLE

## THE HEROIC PRINCIPLE

### ON THE RECORD

#### DESIGNATION

**Heroes**

#### POWERS

**Always useful, but not mandatory**

#### MISSION

**Fighting for truth, justice, liberty, and the benefit of all**

#### STATUS REPORT

**Doing good is hard and often fatal**

**W**hat transforms simple struggles for food or desperate defense of family into the high ideals of heroism? For Earth, the answer is divine intervention.

In primordial times, conceptual being Ahl—God of Super Heroes—visits a dinosaur-infested region that millions of years later becomes the Justice League's first HQ. He intends to imbue the planet with an ideal of heroism and sacrifice but almost

“

I'm just an idea ... still small.  
Still new.

**Ahl**

”

dies in despair after being ambushed by time-bending villain Chronos. The modern-day madman seeks to remake reality to his advantage but is foiled by a 21st-century League taskforce led by Atoms Ray Palmer and Ryan Choi. The dauntless conceptual fruits of Ahl's intervention suitably ensure the universe unfolds as it should.

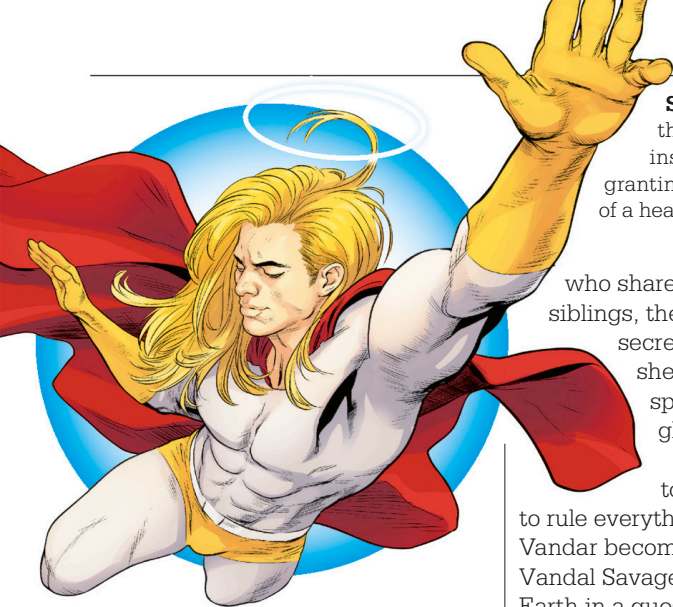
### Lasting legacy

Mission accomplished, Ahl returns to Final Heaven, leaving life to grow or die through constant battle for survival, liberty, and communal security but bolstered by beliefs



**First boy on Earth** Anthro's valiant daily efforts benefit all his people, not just close kin and potential mates.

in self-sacrifice and a greater good. Mankind evolves and develops language. Clans grow larger and cooperation leads to specialization.



**Sky's the limit** Ahl, the god of Super Heroes, inspires by example, granting humanity the dream of a heaven on Earth.

who shares his gift with four siblings, thereafter creating secret societies to shepherd his entire species to greater glory and better lives.

His rival succumbs to self-interest, hungry to rule everything and everyone. Vandar becomes voracious tyrant Vandal Savage and terrorizes Earth in a quest for dominance spanning all human history.

Critical advances like managed fire and agricultural principles end nomadic life. Humanity overcomes every obstacle in its march to dominate Earth. Cro-Magnons like Anthro and his ingenious brother Lart outcompete their Neanderthal contemporaries. Later descendants such as Kong the Untamed unite families and clans into tribes.

As they proliferate, distinct splinter groups such as diminutive Elvarans or magic-wielding Homo Magi seek separate regions to expand into.

Throughout this march to civilization, humanity wars with the environment and its own nature. No thought of abandoning crippled Lart is countenanced by his brother or family. The clan shoulders the extra burden and caters to his needs. They are rewarded with many of Lart's observations and inventions. His agile mind makes group survival far easier.

Eventually, greedy, aggressive mankind cleaves into ethically divided groups—Bear, Wolf, and Bird tribes. Fifty thousand years ago, extra-Multiversal force the Totality strikes Earth, bestowing superpowers and immortality on warring chiefs Vandar Adg of the Wolf and Klarn Arg of the Bears. Ahl's principles bloom in Klarn,

Caves become huts and buildings. Trading goods leads to greater knowledge. Civilization spreads, and humanity further polarizes. While most are content to live communally for security and sufficiency, some crave more than they need. A crucial component of human evolution is the challenge of mystery. Thanks to Lart's legacy and later artisans like Vulcan, rational deduction is a tool for unlocking existence's secrets. Methods used to decipher physical laws are repurposed to expose thieves, killers, and social transgressors. As a result, lawmen and detectives become a vital component of civilization.

Tribes become nations, competing for resources and territory. Strong, avaricious rulers accrue great wealth yet covet more: taking it through guile, politics, and force of arms. Triumphal warriors are acclaimed conquering heroes, but the eternal war between Doom and Justice generates a new breed—valiant, sympathetic champions aiding the weak and downtrodden regardless of family or tribal connection. Not all have mystic connections or metahuman power, but all are extraordinary. ■

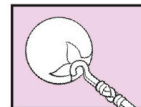
## Discovery and reinvention

Throughout human history, cosmic principles of Justice and Doom endlessly clash and compete, and an arms race begins as unearthly powerful processes are used to devise unique weapons for heroes and villains. Some are actual gifts of the gods; others result from human investigation and ingenuity. In time, all are lost but eventually recovered to imperil humanity in the Age of Heroes.



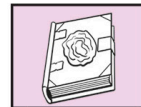
### Claw of Horus

Nth Metal war gauntlet built by Nabu, disrupts energy fields



### Orb of Ra

Staff of mutagenic meteor ore transforms humans into elemental warriors



### Eternity Book

All-knowing demonic grimoire of Belial, originally used by Merlin



### Worlogog Stone

Reality-warping artifact connected to all time and space



### Medusa Masks

Metallic masks controlling emotions. Provenance and composition are unknown



### Trident of Poseidon

Sea god's water-controlling, weather and reality-manipulating weapon



### Tantu Totem

Taps morphogenetic field imparting animal powers on individuals



### Helmet of Fate

Repository of immense arcane knowledge, eldritch power, and the personality matrix of Nabu



### Ibstick

Egyptian Middle Kingdom period wand granting any wish its wielder asks for



### Mystic Symbol of the Seven

Energy-deflecting, spell-amplifying, and demon-repelling talisman



# DIVINE WRATH

## WARS OF THE GODS

### ON THE RECORD

#### DESIGNATION

**Earthly divinities**

#### BASE

**Sphere of the Gods, individual realms**

#### POWERS

**Worship-fueled immortality, reality manipulation, omnipotence, omniscience**

#### MISSION

**Regulating existence—on their terms**

#### STATUS REPORT

**Forgotten but not gone**

**A** preordained grand design, reality propagates physical and emotional conflict, with the aim of developing ascendant beings from mortal flesh and spirit. Within the Multiverse, the process infinitely repeats. It sparks and shapes rudimentary life-forms driven by instinct, through to increasingly evolved sentient creatures gaining knowledge and power while struggling with ethical questions of survival and purpose. Always, the

earliest beings to evolve draw forces of creation to themselves—learning to hoard and manipulate immense powers such as the raw magic permeating existence.

### Armageddon times

Front runners in the race become gods or devils according to their natures. To lesser beings, the difference is difficult to distinguish. With basic needs fulfilled by monopolizing the forces stored in the all-encompassing Sphere of the Gods, these mortals ascend to higher states of being but seem unable to shed primal passions. Moral and conceptual disputes grip them, but their inability to accept opposing views creates waves that shake reality. Primal Godworld Urgrund descends into devastating



**Power corrupts** Hecate waits eons to punish her betrayers, tormenting successors such as Circe and Zatanna.

conflict before shattering—inundating universes with a transformative “Godwave” that spawns countless new pantheons.

As Urgrund’s remnants cool, forming planets Apokolips and New Genesis, Earth especially reacts to Godwave energies. Here, sages entrap and transform the primal spirit of magic into the subservient witch-goddess Hecate, before splintering into family pantheons

“

Only gods should be gods!  
**Amazon Xandra**

”



**Darkness rising** The Otherkind feed on all magic and deem modern Earth their perfect hunting ground.

dominating geographical regions and indigenous inhabitants, divinities specific to Africa, Greece, Asia, Scandinavia, and elsewhere. All establish self-aggrandizing mythologies, exploiting humanity's addiction to stories while absorbing their nourishing worship.

One group declare themselves to be Lords of Order and Chaos. Abandoning physicality, they engage in an eternal war of principles. Over millennia, their dispute kills and damns billions but finally stalls when their avatars Hawk and Dove find

ways to cooperate rather than clash. Ultimately, when magic is threatened by the all-consuming Otherkind, the Lords return to eradicate magic itself but are defeated by merely mortal Super Heroes. The horrific Otherkind are revealed as the result of that first act of desecration—militant, rejected mirror spawn of Hecate's power, locked away to fester in the Dark Multiverse until freed to seek vengeance.

Throughout history, some magic remains the province of mortals, but gods constantly inject themselves into human affairs—siring children, aiding heroic quests, sponsoring and aiding favored worshippers, or inciting them to battle rivals.

Atlantis is the high point of early human culture, combining advanced technologies such as computers and robotics with eldritch powers. The result is a nation of wonders, but human passions and jealous enemies bring it all to a catastrophic close. It is also a place where humanity confronts and clashes with rival gods like Calculha, Majistra, and Poseidon on a daily basis.

Ancient Egyptian and Greek deities are particularly active. Restless gods, magic wielders like The Wizard, and Lord of Order Nabu train heroes Khufu, Chay-Ara, and Teth-Adam to preserve humanity, while Hellenic gods meddle incessantly with their most devout acolytes. Themysciran Amazons are made jailers of debased war god Ares, while despised Hercules roams the world seeking atonement for his sins. Like many in his pantheon, he remains on Earth into present times, as do the Orishas of Africa, evolving into environmental protectors like Shango and Anansi and rebranding themselves as Loa for voodoo rites. All remain bellicose, eager to renew old grudges, but are now as much prey as patrons. ■

## Judgment of the gods

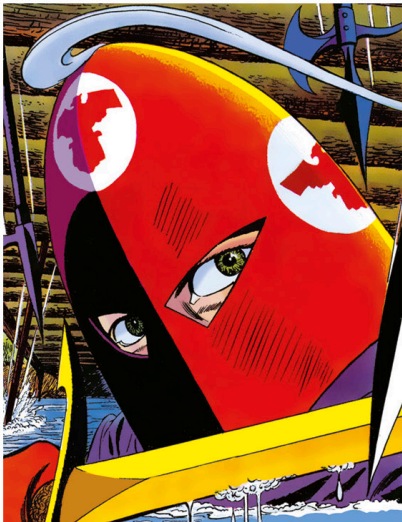
Many worlds spawn interventionist divinities, generally in the dawning days of existence when mystical resources are most abundant. Eventually, thirst for dominance and power, or hunger for worship energy, sets even the most elevated beings against each other.

Eons ago, when Atlantis's seafaring empire is at the height of its power, alien sea god triumvirate Captain Gall, Commander Drogue, and Fleet Admiral Tyyde (pictured in

order) visit Poseidon. He has invited them at the suggestion of arch-mage Arion but grows jealous and fearful of them. Tricking Arion into distilling the Multiversal force of death into a weapon dubbed the Tear of Extinction, Poseidon poisons the divinities and exiles their spirits to the Graveyard of Gods.

Millennia later, Poseidon is killed by the Cheetah and Black Manta of Perpetua's Legion of Doom, freeing his ancient victims to seek godly revenge on all peoples of Earth.





# THE BRAVE AND THE BOLD

## HEROES OF HISTORY

### ON THE RECORD

#### NOTEWORTHY LEGENDS

**Atlas, Golden Gladiator, Beowulf, Viking Prince, Arak, Robin Hood, Silent Knight, Black Pirate, Captain Fear**

#### LOCATION

**Earth Prime**

#### POWERS/ABILITIES

**Peak human fitness, brilliant tacticians and strategists, occasionally magically enhanced or metahuman**

#### MISSION

**Fighting the good fight**

#### STATUS REPORT

**Old heroes never die—sometimes literally**

**A**s civilization spreads, humanity further polarizes. While most are content to live communally for security and sufficiency, some crave more than they need. Tribes become nations, competing for resources and territory. Greedy rulers accrue wealth yet covet more, taking it

through guile, politics, or force of arms. Triumphant soldiers are acclaimed conquering heroes, but in the eternal war between Doom and Justice, a new breed evolves, valiant champions defending the weak and downtrodden regardless of family or tribal connection. Not all have mystic connections or metahuman power, but all are extraordinary.

In Rome, wrongly accused Marcus is a Golden Gladiator saving others from injustice. Barbarian prince Beowulf destroys monsters in the northlands and wondrous warriors like Shining Knight (Sir Justin) gather in Camelot. Not all fall there with King Arthur, and the following Dark Age sees chivalry endure. Displaced Quontauka shaman Arak (Bright Sky After Storm) battles across Europe and former noble Robin Hood defends England's lowliest, a duty later continued by privateer

Jon Valor—the Black Pirate. He and Moro swashbuckler Captain Fear continue good works even after death claims them.

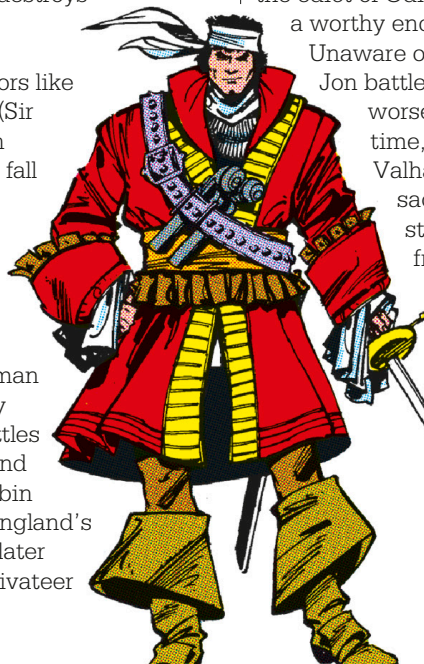
Some, such as reincarnating Egyptian heroes Khufu and Chay-Ara, challenge evil throughout history in such guises as Silent Knight (Brian of Kent, pictured above) and Lady Celia Penbrook.

Perhaps the most restless is Viking Prince (Jon Haraldson), a wanderer unable to die due to the edict of Odin who demands a worthy end for the warrior.

Unaware of his own origins,

Jon battles monsters and worse, is cast adrift in time, and reaches

Valhalla only after sacrificing himself to stop the Frost King from creating a 10th-century global Fimbulwinter. ■



### Blurred lines

Champions like Captain Fear might have been outlaws but are heroes to the poor.



# WHO GOES THERE?

## SECRET SOCIETIES AND IMMORTAL IDEOLOGUES

### ON THE RECORD

#### NOTABLE EXAMPLES

**League of Assassins, Kobra**

#### RESOURCES

**Variable and secret**

#### MISSION

**Ruling hearts, minds, souls, and treasuries**

#### STATUS REPORT

**Always lurking, always rebuilding**

**H**unger for control infects humans, but not all possess innate personal power. Charismatics and would-be tyrants invoke collective effort, adopting strategies of priesthoods and magical cults. They cloak their actions in secrecy and ritual as they use new technologies or magical artifacts to compensate for lack of manpower.

Compelling myths of personal exceptionalism and shared antiquity are invaluable to Secret Societies. Leaders offering world-altering destinies or preordained holy purpose can sway the basest misfit into atrocity and willing submission.

Often goals start small—freedom, wealth, rewards—but success also breeds fanaticism. In ancient Arabia, physician Rā's al Ghūl (pictured above) liberates his homeland with a trusted band of followers, before deducing the world needs his guidance. Over centuries, he builds a network of followers—spies, technicians, and a League of Assassins allowing the “Demon’s Head” to cull excess humanity and restore ecological balance.

Brother Blood’s personality cult grows into a religion able to buy governments and nullify Super Heroes. St. Dumas builds a science-sect obsessed with biblical justice, while the Kobra Cult declare war on civilization. Immortal Vandal Savage remakes Persian Hasan Y. Sabah’s



**Crusaders** The Knights Templar becomes the Order of St. Dumas and fully exploit the power of ritual.

murderous Hashishin into political predators the Illuminati.

The quasi-religious model benefits gangs like crime bankers the Ninth Circle, science cabal the Council, C.A.W., O.G.R.E., H.I.V.E., and Leviathan. Otherworldly horrors also exploit this human susceptibility: Apokoliptian agents spread evil-worship via a Religion of Crime, and Barbatos’s Parliament of Owls molds Batman into their key to Multiversal invasion. ■

**See also:** Perpetua, Mad Scientists, and Bad Ideas

“

Hear my words my troops ...  
and heed them!

**Kobra**

”



# WAY OUT WEST

## SIX-GUN HEROES

### ON THE RECORD

#### NOTEWORTHY PEACEKEEPERS

**Tomahawk and Dan Hunter, Strongbow, Nighthawk and Cinnamon, Johnny Thunder, Jonah Hex, Brian Savage, El Diablo**

#### LOCATION

**US, circa 1770—1901**

#### MISSION

**Keeping the peace, exploring the West**

#### STATUS REPORT

**An upsurge of righteous champions spontaneously defending the helpless**

**E**scalating tensions between nations and ideologies make the 19th and 20th centuries a period of perpetual conflict. The battles are not just between the booming masses benefitting from advances in medicine and science but also against the hidden unnatural forces lurking, as always, at society's fringes and borderlands.

As humanity progresses, clashes between Justice and Doom intensify,

with a particular concentration of bizarre and mystical incidents in the Americas. After the United States wins independence, its greatest champion—frontier scout Tom Hawke, aka Tomahawk—battles not only thieves, spies, and renegades but also a procession of wizards, techno-savants, monsters, and aliens. In this dedicated endeavor, he is aided by Dan Hunter, a youthful time-traveling relative of chrononaut Rip Hunter.

As settlers push westward, greed and opportunity spark criminality, countered cooperatively by honest, decent folk and a few extraordinary heroes such as Brian Savage (Scalphunter), schoolteacher John Tane—who battles bandits disguised as Johnny Thunder—and wandering vigilantes Nighthawk and Cinnamon (bird-themed identities of eternally reincarnating heroic lovers Khufu and Chay-Ara—ultimately reborn as Hawkman and Hawkwoman).

The era and region are also a hot

spot for strange phenomena, spawning unlikely champions to balance the scales. The most enigmatic is the magical gunfighter El Diablo—a vengeful spirit periodically possessing paralyzed sinner Lazarus Lane (pictured above). However, the most infamous is the bounty hunter Jonah Hex, a Confederate Civil War veteran on a path of redemption. Hex roams far and wide, dispatching wicked men for pay, but with his partner Tallulah Black spends much more time

ending uncanny menaces. Over a century later, his descendant Jinny Hex will inherit his vast collection of magical and alien devices confiscated from the scum of the Earth and elsewhere. ■

#### Lone justice

Jonah Hex is a legendary bounty hunter of the Old West, hunting down those who do harm to the innocent.





# OUR ARMIES AT WAR

## FORCES IN COMBAT

### ON THE RECORD

#### DESIGNATION

**Military service personnel**

#### AFFILIATIONS

**United States of America**

#### BASE

**Mobile, as deployed**

#### MISSION

**Doing their duty**

#### STATUS REPORT

**Always ready and willing to answer the call**

**W**hen World War I erupts—thanks in part to the machinations of immortal plotter Vandal Savage who had acted as an adviser to Germany's Kaiser Wilhelm—the global conflict triggers astounding advances in war technologies. It also produces champions to inspire mankind—passionate warriors such as America's Steve Savage and Germany's idealistic fighter ace Hans von Hammer. In the "killer skies" or the trenches, elements of the supernatural manifest such as proto-metahuman Hugo Danner.

A generation later, a worldwide war resumes, and, as ever, the majority of fighting falls to ordinary mortals. Patriotic and brave, they daily prove the value of "mere" humans: soldiers such as Sgt. Frank Rock of Easy Company; troubled survivors "The Losers"; joint-service team Red, White & Blue; or Captain Ulysses Hazard, seeking parity for all black servicemen as "Gravedigger."

The discredited world of ghosts, demons, and super-beings emerges from the shadows to impact a previously oblivious mankind. All sides employ magic and superhumans. Psychic tank commander Jeb Stuart obtains vital intel from a patron ghost, while multinational aviator squadron The Blackhawks tackle the worst Nazi super-science can conceive. Unnatural forces demand extraordinary responses: a time-lost Viking Commando battles modern Huns, and child soldiers "the Boy Commandos" fight as men on every front. America even deploys GI Robots and the monstrous Creature Commandos against Axis aggression on a lost island.

Perhaps their greatest asset is an immortal, faceless superspy



**War heroes** Blackhawk and his squad of high-flying freedom fighters took on the Nazi menace in WWII and beyond.

who will ultimately safeguard liberty in every American war to come—a remorseless, infallible Unknown Soldier.

Soon, however, the world will change forever as Super Heroes take the stage in every theater of war. ■

**See also:** Fringe Science Unleashed, Lost Lands, Champions of Fringe Science



# PATRIOTIC DUTIES

## SUPER HEROES IN WAR

### ON THE RECORD

#### PARTICIPANT

**Every patriotic son and daughter of Earth**

#### ALLEGIANCES

**Liberty, Democracy, America, Justice**

#### BASE

**Washington, D.C., Gotham City**

#### MISSION

**Crushing tyranny and defending universal freedoms**

#### STATUS REPORT

**Outlived their political usefulness**

**W**hen economic turmoil, warring political ideologies, and the machinations of power-hungry individuals such as Vandal Savage create a global conflagration, the result is a proliferation of metahumanity exposed at last to public scrutiny.

On countless alternative Earths, World War II unleashes a wave of

Super Heroes, heralded by the debuts of Superman, Batman, and Wonder Woman. On those occasions when reality-realignments remove these heroes from the field of battle, other beings of power and resolve replace them, establishing WWII as the true beginning of the Age of Heroes.

On Earth Prime, the trigger event follows the banding together of regional mystery men into a loose-knit association dedicated to preserving lives and stopping criminals. This Justice Society results from American president Franklin Delano Roosevelt personally requesting mystery men to clandestinely intervene in the “European war.” With the British Isles facing imminent invasion by Nazi troops, robotic terror weapons, and mystical Valkyries in the fall of 1940, global democracy is in jeopardy. However, the makeshift task force buys the nation time to regroup and even saves Roosevelt from assassination.

### Justice battalions

Mighty masked champions and elite combatants spring up everywhere. Some are former military, such as the Blackhawks, a multinational fighter squadron led by Polish pilot

“  
We’ll band together . . . form a special Super-Battalion. . .  
**Hawkman**  
”

Jan Prohaska, while some are more otherworldly, such as Ghost Patrol. However, many are simply gifted volunteers, determined to play their part in saving the world from evil.

Other heroes form teams, such as the Crimson Avenger’s Seven Soldiers of Victory, who battle spies and saboteurs in the US, or the Freedom Fighters, recruited by the spiritual manifestation of American patriotism known as Uncle Sam. After fighting fascism on their own Earth, they abruptly abandon it to defend the even more embattled Earth-X from the Nazi scourge.

In early December 1941, much of the Justice Society vanishes—ambushed by enemies from their own troubled future—just as President Roosevelt receives



advance intelligence of an imminent Japanese attack on Pearl Harbor naval base. Roosevelt issues a public appeal to this untapped resource of new champions, but the response comes too late.

United in the tragic aftermath and led by Hawkman and Liberty Belle, the disparate heroes form an All-Star Squadron (pictured opposite page). This new team comprises established and new heroes,

**Birth of a notion** The formation of the Justice Society signaled a new age of heroes and changed Earth forever.

consolidating the nation's metahuman capabilities. Their mission is to defend America until victory is achieved, and soon they are the main defense against not only enhanced agents and weapons of the Axis powers but also opportunistic aliens, monsters, and Super-Villains out to exploit global chaos.

Despite marshaling enormous power, the All-Stars are unable to end the war thanks to mystic wards created by Hitler's use of the Spear of Destiny and other arcane artifacts. That task is left to human warriors because a mystical barrier covering all Axis-controlled territories enslaves magic-based or empowered heroes but does not affect ordinary mortals.

When the war ends, the Squadron disbands and the heroes who staff it return to their singular pursuits—but not for long. Changing political tides bring forth new leaders who decide that independent, unchecked superhumans cannot be permitted any further opportunities to shape the New World Order. ■

## Tough guys and mystery men

In America, many veterans of the first Great War channeled their service experiences into careers. Several became cops or government operatives, while a few mavericks such as private detective Slam Bradley or freelance adventurer Speed Saunders used their unique gifts in more personally gratifying ways.

Wealthy, socially prominent former soldiers Travis Lee and Wesley Dodds shielded their reputations and still fed their desire for social justice by

creating masked vigilante personas. Lee and Dodds battled crime and corruption as the Crimson Avenger and Sandman (pictured), respectively. Their exploits set the scene for a wave of similarly well-intentioned imitators. Many of these extraordinary mortals employed clever gadgets, rigorous training, and sheer determination in their missions. These new heroes were soon joined by beings who possessed fantastic abilities that were technological, mystical, or metahuman.





# COLD WARS

## NEW WORLD ORDERS

### ON THE RECORD

#### DESIGNATION

**Covert agencies**

#### ALLEGIANCES

**Fluid**

#### BASE

**Classified**

#### CAPABILITIES/RESOURCES

**Classified**

#### MISSION

**Maintaining the status quo**

#### STATUS REPORT

**Still suppressing brushfires wherever necessary**

**A**fter the horrors of World War II, with humanity reeling from years of conflict and economic troubles, victorious nations set about rebuilding, but soon political ideologies clash and a Cold War begins. Although violently opposed in dogma, the leaders of the Free World and the totalitarian states of the Soviet Union still agree on one abiding principle—uncontrolled metahumans are a dangerous threat to orderly recovery.

**Fearless defenders** Rick Flag Sr. and his team are never at a loss facing monsters but drift away from normal human interaction.

Following Communist victory in 1949, extraordinary Chinese individuals are outlawed in the new People's Republic. The Warsaw Pact also responds, with superpowered beings declared property of the state in the Eastern bloc. In the US, a different tactic is employed—redundancy and self-reliance. Many Super Heroes simply retire. Those who do not are hounded out in a fevered anti-communist witch-hunt with senators demanding that “true patriots” all unmask.



The absence of Super Heroes is quietly accepted as former military intelligence assets are repurposed for domestic duties. The newly formed Central Intelligence Agency targets foreign subversion, while others focus on sedition and crime within US borders. One division is hived off, vanishing from official records. The Office of Strategic Services (OSS) is tasked with tackling the most formidable, unpredictable threat to American progress—metahumans and the monsters and aliens inevitably drawn to them.

### Keep watching the skies

Uniting war veterans Sgt. Frank Rock and Rick Flag Sr. with top spies such as King Faraday, former

“  
Welcome to the real world,  
Faraday!  
Rick Flag Sr.

## Global superpowers

After WWII, America rejects Super Heroes, but liberated Europe chooses a different path. The newly formed European Economic community seeks to manage and coordinate metahuman activity. It extends membership to every continent on Earth, with African sorcerer Dr. Mist dividing his time between his Leymen and the Dome's Super Hero arm—the Global Guardians.

Fearful of potential consequences, decades pass before totalitarian leaders develop state-controlled—

or at least state-sanctioned—champions. When the time comes, Russia's People's Heroes and China's Great Ten (pictured) immediately prove the old guard were right to be scared.

Even small or rogue states like Markovia and Bialya join the metahuman arms race, with maverick biologist Helga Jace creating incredibly powerful heroes and villains.

Ultimately, market forces dominate. Corporate-created metahumans lead to UN oversight from task force StormWatch, but too late.



Now even bootleg and knockoff metahumans like the Justice League of China are loose to destabilize the fragile planet.

OSS leader "Control" creates self-funding project Argent and a public, media-distracting covert unit Task Force X—the Suicide Squad.

In the war, Fighter pilot Flag leads a "Suicide Squadron" (pictured far left)—convicted felons he hones into an elite combat team. When he and battlefield legend Sgt. Rock join Argent, both are retroactively reported killed in action, a necessary fiction before the two veterans dedicate themselves to confronting extreme threats to Earth.

A campaign targeting Super-Villains and monsters is carefully stage-managed. The intention is to mollify and modify public opinion, promoting consumer security and prosperity by reinforcing notions of ordinary American soldiers or scientists' exceptionalism. Argent steers clear of media darlings the Challengers of the Unknown when they debut and unwittingly take up some of the workload.

As the 1950s end, few remember costumed heroes or caped crooks, and government fears of war-traumatized populations in global revolt or seduced into secret societies like Kobra or Demon's

Head have faded. With Flag as Task Force X figurehead, Faraday inherits Control's job, covertly neutralizing extraterrestrial threats too terrifying for public consumption. His team utilizes confiscated technology and interstellar vehicles, while the US and USSR publicly struggle to put Sputniks in orbit and dream of men on the moon—the site of Argent's clandestine extraordinary rendition facility for almost 10 years.

As rogue factions such as the Secret Six herald a return to unsanctioned crime-busting in the 1960s, Argent shuts down when alien infection "the Red Wave" ravages their agents.

Eventually metahumanity reemerges and new public agencies A.R.G.U.S., Checkmate, the DEO, S.H.A.D.E., and Spyril are formed to manage and monitor a world of unchecked Super Hero proliferation. Unknown to all, the last survivors of Task Force X are watching them from a secret satellite. Flag and Karin Grace are silent sentinels in space, ruminating on lost chances. If Task Force X had still been active, a certain rocket from Krypton would never have landed in Kansas. ■

**Magic merry-go-round** Faraday's war never ends but goes underground to fight monsters from much further away.





# CHEATING DEATH

## CHALLENGERS OF THE UNKNOWN

### ON THE RECORD

#### BASE

**Challenger Mountain, Colorado**

#### ORIGINAL TEAM

**Lester "Rocky" Davis, "Prof." Walter Haley, Kyle "Ace" Morgan, June Robbins, Matthew "Red" Ryan**

#### POWERS/ABILITIES

**Bravery, ingenuity, and determination, augmented by technology**

#### ALLEGIANCES

**Justice League of America, Doom Patrol, Justice League Dark**

#### MISSION

**Dispelling fear by solving mysteries**

#### STATUS REPORT

**Cheated death again**

**A**lthough post-WWII governments around the world are largely successful in locking down metahuman crime incidents, they have little hope of concealing the increasing number

of extraterrestrial landings and supernatural incursions. In an era of growing paranoia, Cold War "Red Scares" and UFO sightings, a lessening of tensions begins with the advent of a very public cabal of champions who pave the way for the return of Super Heroes. Now the ruling powers are exposed to constant journalistic scrutiny and must accept true accountability to those who elect them.

The Challengers of the Unknown are formed after pilot and Korean War veteran "Ace" Morgan, wrestler "Rocky" Davis, circus daredevil "Red" Ryan, and pioneering ocean explorer



**Pet project** The Challengers face trouble as a young alien tries to turn them into his playthings.

“

There it is, boys, a death warrant for one of us!

**Ace Morgan**

”

"Prof." Haley survive a plane crash on their way to appear on a radio show. Declaring that they are "living on borrowed time," the quartet unite as adventurers, resolving to confront the world's growing chaos.

The new team investigates strange events, mystical intrusions, alien invasions, and super-crime. Achieving global fame as monster hunters, the Challengers eventually learn the true nature of metaphysical existence and that, by cheating death, they are no longer listed in the omniscient Book of Destiny. This exalted status leads to their becoming the book's caretakers after Destiny, one of the ethereal and mysterious entities known as the Endless, removes himself from mortal concerns.

## Agents unknown

As their cases become wilder, the team expands and contracts—most notably admitting pioneering roboticist June Robbins—and are cut adrift from reality. They counter the stratagems of Dark Multiverse overlord Barbatos and await the next crisis. Lost to the masses who once followed their every exploit, they preserve themselves in stasis chambers within a purpose-built fortress at Challengers Mountain.

Simultaneously susceptible and impervious to reality-alterations, the Challengers sleep as their brand and legend are repurposed over and over again. Replacement squads of parapsychologists and adventurers come and go. Following the Flashpoint event, a TV reality show cast and crew are compelled by cosmic forces to recreate the team. Surviving a Himalayan plane crash, presenter Clay Brody, producer June, pilots Ace and Maverick, plus other contestants gradually recuperate in fabled enclave Nanda Parbat. Given a holy mission by the head priest, they are sent forth to challenge the unknown and save the world.

For decades, the legend of the original Challengers inspires a generation of Super Heroes who come out of the shadows to fight for their

**Lust for life** All Challengers realize that their second chance at living comes with an unknown expiration date.

planet and humanity. In the darkest hour of this new Age of Heroes, the true Challengers explosively return to counter Barbatos's invasion and battle his diabolical Dark Knights.

In recent times, they learn a Dark Multiverse doppelganger of Prof. has formed a new squad. Soldier Bethany Hopkins, healer Trina Alvarez, computer hacker Moses Barber, and professional thug Krunch are duped into helping the infernal imposter recover the scattered, power-filled remains of a Dark Multiverse god. Initially violently at odds, the old and new Challengers ultimately unite to defeat the scheme. They now remain ready to face whatever the unknown has in store for them and ever-beleaguered Earth. ■



## Ordinary heroes

Many factors make heroes, but superhuman ability is not one of them. Throughout history but particularly in the postwar world, when glamorous costumed symbols are suppressed, weird threats and uncanny enigmas are confronted by mere mortals displaying fortitude, empathy, and resolve.

Soldiers of fortune, the Blackhawks continue deposing dictators and having extraterrestrial experiences—especially after Carter Hall draws them into his research into the mysterious Nth Metal. Globetrotting adventurers Speed Saunders, Mark Merlin, and Johnny Peril are drawn into bizarre situations—equal parts cunning criminality, alien encounters, and supernatural assault—while the Sea Devils (pictured) discover the oceans are unplumbed depths of monstrous mystic mystery. However, while “Ghostbreaker” Dr. Terry Thirteen never finds a haunting he cannot debunk through rational deduction, subterranean explorer Cave Carson and his team confirm incredible realms beneath our feet, promising decades of exploration and astonishing exploits.



# THE MAN OF STEEL

## SUPERMAN

### ON THE RECORD

#### REAL NAME

**Clark Kent (born Kal-El)**

#### ALLEGIANCES

**Justice League of America, the Trinity**

#### BASE

**Fortress of Solitude, Bermuda Triangle**

#### LOCATION

**Metropolis**

#### POWERS

**Solar-powered Kryptonian physiology generating super-strength and speed, invulnerability, flight, heat vision, freeze breath**

#### MISSION

**Helping those in need**

#### STATUS REPORT

**Archetypical Super Hero, always leading by example**

**S**uperman is the greatest Super Hero in creation, battling injustice across the Multiverse. He is graced with exceptional powers and abilities

“

Never give up the fight.  
**Jonathan Kent, Sr.**

”

fueled by alien cells that hyper-efficiently process the solar energy of yellow suns. Arguably the most powerful being on Earth, the Man of Steel helps form the Justice League, while his son, Jon, inspires and serves with the 31st-century Legion of Super-Heroes before returning to defend his own era.

### House of heroes

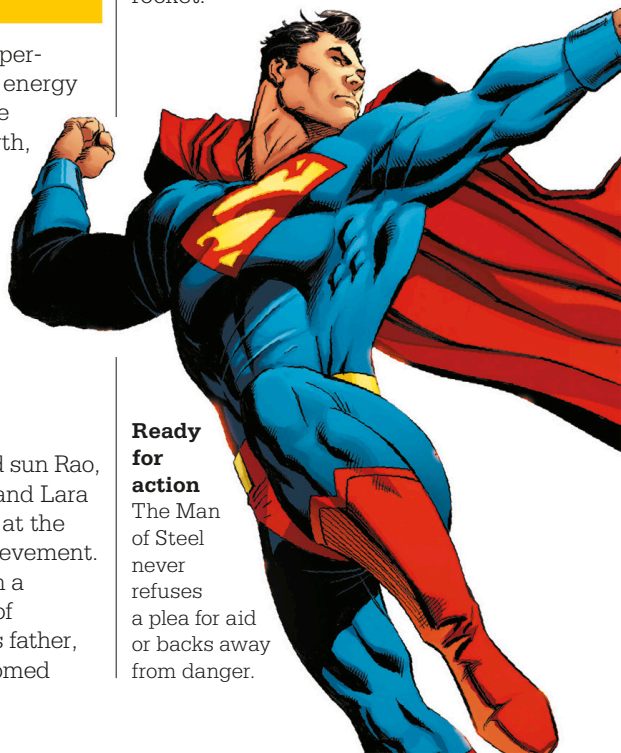
Born on Krypton, circling red sun Rao, Kal-El is the child of Jor-El and Lara Lor-Van, from a civilization at the height of technological achievement. The infant is sent to Earth in a starship prototype—an act of desperation and hope by his father, who knows his planet is doomed

to explode. Despite imminent extermination, Krypton's rulers forbid Jor-El from fomenting unrest by warning of impending catastrophe.

Despite ignoring the ruling, Jor-El cannot convince anyone to respond. Desperate, he and Lara trust fate and their own technology, dispatching their precious son from Krypton in a hastily reprogrammed rocket.

### Ready for action

The Man of Steel never refuses a plea for aid or backs away from danger.



The ship crashes on Earth near Smallville, Kansas, and the baby is found and adopted by farmers Jonathan and Martha Kent. Naming the precocious child Clark, they raise him as their own. Clark soon learns that anyone in need must be helped and it is his duty to do the right and just thing. Thanks to his new parents' love, warmth, and socially conscious example, the alien grows up wholly human on the inside, with uncompromising principles shaping his life and benefitting the world.

Clark is not the only remarkable child from Smallville. Neighbor Lex Luthor grows up to be the smartest man on Earth, President of the United States, and a universe-shaking Super-Villain. Carl Draper uses his formidable skills as the criminal Master Jailer, and Kenny Braverman, mutated by Kryptonite radiation, threatens Earth as Conduit. Clark's best pal Pete Ross becomes Luthor's Vice President and succeeds him when Lex is forced from office, while close childhood friend Lana Lang grows up to be a brilliant inventor, journalist, and costumed hero Supergirl.



**Family tradition** While Superman and his wife and son regularly save lives and defend universes, they still consider themselves ordinary people at heart.

Moving to Metropolis, Clark becomes a reporter on the *Daily Planet*, where he meets true love Lois Lane and carves out a second life as Superman. He actively separates his twin careers—human reporter and alien Super Hero—and

builds a succession of isolated citadels to contain alien and dangerous technologies. Grown from sentient Sunstone, his Fortress of Solitude first rested in the Arctic and is currently hidden deep in the Bermuda Triangle.

Always saving lives—and even fighting his way back from death—Superman faces deadly foes like Luthor, Brainiac, Doomsday, Darkseid, and more and plays a critical role in all reality-rendering Crises. Key archetypes of Multiversal continuity, both he and new wife, Lois, survive *Flashpoint*, and when reality realigns, they exist outside the newly formed existence.

On a revised “Earth Prime,” they retire to raise their infant son, Jon, in secret, but timestream corruption triggers the deaths of this reality's younger Lois and Clark, and they reluctantly replace them in public life. Eventually, they learn from Fifth-Dimensional prankster Mr. Mxyzptlk that living and dead iterations are actually equal halves of the same unique beings. The eventual merging of these halves reunifies the fractured timelines, cementing a true rebirth of existence. ■

## Lois Lane-Kent

Across the Multiverse, Lois Lane is capable, determined, and high-principled, with an intense sense of justice and hatred of secrets. On Earth Prime, she is the eldest daughter of US General Sam Lane, a hard-line military policy maker with connections to the global intelligence community. Lois and sister, Lucy, grow up on army bases all over the world, giving Lois a cosmopolitan outlook and keen distrust of authority.

Settling in Metropolis, Lois becomes an award-winning

investigative reporter for the *Daily Planet*, exposing crime, civic malfeasance, and corruption everywhere. Powerful men such as Lex Luthor respect her intelligence, dread interviews with her, and justifiably fear her attentions.

After marrying Clark Kent, she continues her quest for knowledge until the birth of their son, which coincides with the destruction of their reality. Transported to another Earth, they raise Jon in secrecy into his teens, after which she resumes her stellar investigative career.





# MAN OF THE PEOPLE

## LEX LUTHOR

### ON THE RECORD

#### REAL NAME

**Alexander Joseph Luthor**

#### ALLEGIANCES

**LexCorp, Legion of Doom, Justice League, Secret Society**

#### BASE

**Metropolis**

#### ABILITIES

**Super-genius, master of all sciences, devious strategic and tactical planner**

#### MISSION

**Proving his superiority, destroying Superman**

#### STATUS REPORT

**Constantly defeated, never beaten**

**L**ex Luthor is a complex man. A multidisciplinary scientific genius and billionaire entrepreneur, he is also utterly amoral, a sociopathic Super-Villain, and adulation-hungry would-be hero. His intellectual brilliance is coupled to an obsessive need to be the undisputed best at whatever

endeavor he attempts. Unhindered by scruples or ethical compass, Lex gets what Lex wants, and woe betide anybody who gets in his way.

### Triumph of the will

Born and raised in Smallville, Kansas, Lex Luthor is abused by his scientist father. Lionel Luthor is employed by Vandal Savage to master the Totality and Reality's seven hidden forces, but Savage rewards him by destroying the researcher's intellect. Reduced to drunken brutality, Lionel turns his frustrations on his family, dying a broken man. Rumors persist that Lex murdered his father to protect his sickly little sister, Lena, stories Lex denies but does nothing to dispel.

Lionel's time-bending inquiries involve abducting and torturing an alien child, latter-day Martian Manhunter J'onn J'onzz. Befriended by little Lex (aka "Albie"), J'onn escapes and returns to Mars. Their memories are altered, but Lex and J'onn remain connected, a fact Lex exploits to defeat the Justice League and absorb Martian DNA while becoming Perpetua's ultimate weapon.



### Winner takes all

There is no triumph or accolade Lex Luthor does not covet, and he will destroy and kill anybody who disagrees.

“  
In the future,  
gods will bow to men.  
**Lex Luthor**

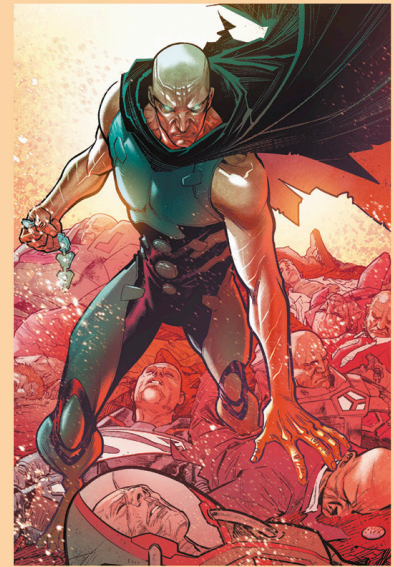
## Apex Lex

Despite belief in scientific rationality, faith in human dominance, and utter conviction of his own superiority, Lex surrenders everything he is after experiencing a vision of himself worshipped by future mankind. Divesting himself of fortune and patents, he fakes his death, becoming Perpetua's high priest, preaching her truth in a religion of self-interest. His missionary zeal and gifts of power convert many Super-Villains and the majority of Earth's common population.

Lex even forsakes his treasured humanity and

sacrosanct DNA, becoming the prototype hybridized Human/Martian predator conceived by Perpetua. She saw them as the Multiverse's ultimate life-form, her invincible army against her Sixth Dimensional nemeses The Hands.

True to the ideals of self-serving Doom, Perpetua ultimately discards Apex Lex, and he retaliates by betraying her to the remaining Super Heroes of the Death Metal universe. Dying to destroy Perpetua's dream forever, Lex Luthor is reborn as his original unfathomable, unbeatable self.



Determined to prove himself the greatest man in history, Lex Luthor is the personification of humanity's drive to succeed. He possesses all the finer feelings and higher ideals that bring mankind close to divine spirituality, but they never weaken his resolve to attain his goals.

## Success story

Arguably the most selfish, predatory human alive, Lex is able to trick and deceive politicians, military men, cunning super-criminals, alien overlords like Darkseid, and even utter maniacs like The Joker. An American success story and source of employment for millions, Lex is adored and envied by many who readily forgive such minor sins as murder, theft, fraud, extortion, arms-dealing, and illegal experimentation. His ambition builds a vast corporate empire, but simple jealousy brings about his ruin as he expends capital and goodwill trying to destroy Superman, who he sees as an "unworthy" alien intruder.

Despite constant defeats and humiliations at the hands of Super

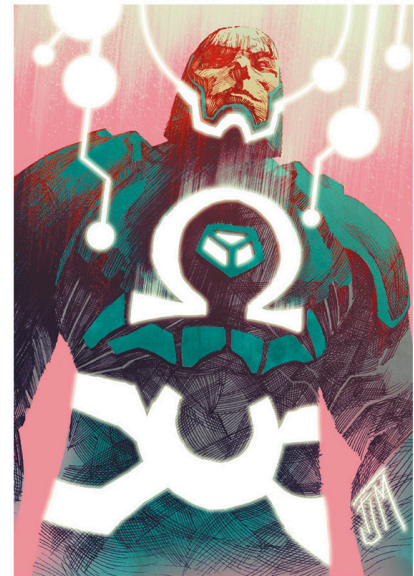
Heroes and even after being forced from the office of President of the US for crimes and misdemeanors, Luthor remains an idol to many.

In truth, he is a dedicated champion, but Lex defends mankind like it is his beloved pet. He is incapable of valuing individuals—killing without mercy or compunction for momentary gain or to assuage an imagined slight. He destroys lives simply because he can.

In the ethically warped universe of Earth-3, where good and evil are switched as dominating principles, Alexander Luthor is the prime foe of the wicked and brutal Crime Syndicate. When they invade Earth Prime, Lex reclaims his reputation by defeating them and rescuing the Justice League. After helping the heroes defeat the terrifying Amazo Virus, which he causes, Lex bullies and buys his way onto the team and becomes a god on Apokolips, before forsaking extraterrestrial divinity for domination of Earth.

After reveling in the adulation of inferiors while attempting to supplant the Man of Steel and

become Earth's true Superman, Lex eventually succumbs to seduction—tricked by imprisoned cosmic originator Perpetua to become everything he despises. True to his nature, however, Lex Luthor again has the last word. ■



**Dark Messiah** Lex rejects ruling the ancient gods of Apokolips to subjugate and remake humanity in his own image back on Earth.



# THE DARK KNIGHT

## BATMAN

### ON THE RECORD

#### REAL NAME

**Bruce Wayne**

#### ALLEGIANCES

**Justice League, The Outsiders, Gotham Knights**

#### BASE

**Gotham City**

#### ABILITIES

**Brilliant mind; extensive knowledge of all sciences, history, criminology; peak physical condition; master of various martial arts**

#### MISSION

**"I swear on the spirits of my parents to avenge their deaths by spending the rest of my life warring on all criminals."**

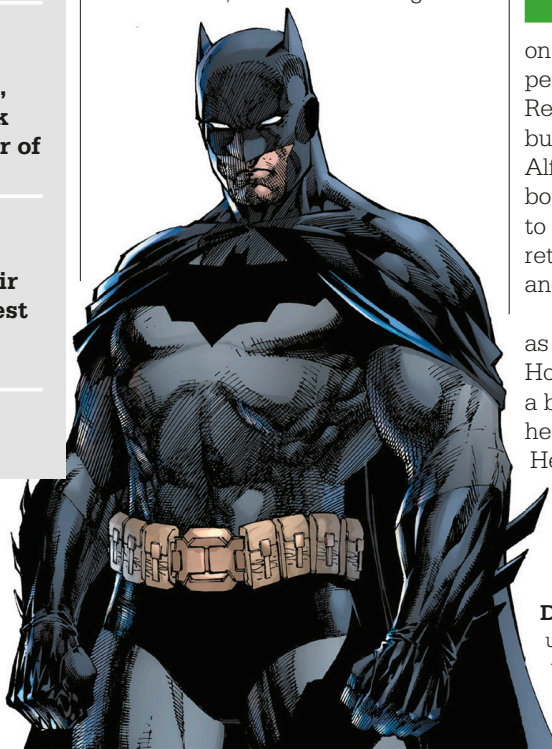
#### STATUS REPORT

**Fighting crime**

**W**ith Superman and Wonder Woman, Batman comprises a trinity of heroic archetypes recurring throughout the Multiverse, and arguably

is the greatest of the three. Inherently human, a mortal shaped by tragedy and tainted by darkness, he is an indomitable warrior for the weak and an avenger of the universal wrongs that spawned him.

Born into Gotham City's financial aristocracy, eight-year-old Bruce Wayne witnesses his parents' murder by mugger Joe Chill. Deeply traumatized, he swears to wage war



I shall become a bat!  
**Bruce Wayne**

on crime—intent on becoming a perfect instrument of justice. Reluctantly supported by family butler and appointed guardian Alfred Pennyworth, Wayne hones body and mind, traveling the world to acquire an arsenal of skills before returning to his increasingly corrupt and crime-ridden hometown.

His initial misguided efforts as a vigilante are unsatisfactory. However, as he ponders his future, a bat crashes into his study and he is gripped by a dark inspiration. He decides to use fear and superstition as his primary tools and hunt evil dressed as a creature of the night.

**Dress code** Batman constantly upgrades his outfits with advanced technology to aid his war on crime.



**Dark legacy** Batman's help transforms many victims into powerful champions of hope and vengeance.

### World's greatest ...

For Batman, no crime is unworthy of attention, and his greatest regret is that he cannot prevent them all. Acting covertly, he wins allies such as Police Lieutenant James Gordon and District Attorney Harvey Dent, but also seems to attract murderous madness. Simple criminals are gradually sidelined by homicidal maniacs with uniquely themed motifs and motivations. Always tainted by oppressive Doom, Gotham City becomes a playground for humanity's most depraved monsters and madmen. Even Batman's true love, the exotic thief Selina Kyle, lives a deadly double life as the fearsome Catwoman.

For Batman, all crime is personal and every situation is assessed for threat potential. He completely trusts his allies in the Justice League and

The Outsiders but devises methods of defeating them "just in case" they ever turn evil. He establishes Batman Incorporated, placing trained and trustworthy substitute Batmen across Earth. He also adopts young victims of crime, training them to channel their own traumas. Dick Grayson, Jason Todd, Tim Drake, Stephanie Brown, and others all serve as junior partner Robin, prior to solo heroic careers. Batman equips Barbara Gordon (Batgirl), similarly aiding Cassandra Cain (Orphan), Harper Row (Bluebird), and Duke Thomas (The Signal).

His finest work is redeeming the lost—trying to cure Harvey Dent when he becomes lunatic killer Two-Face, reforming shapeshifter Clayface, Killer Frost, and deranged metahuman Gotham Girl. His greatest success is his own son. Damian Wayne is born and raised as an assassin by his cult leader mother, Talia, and ecoterrorist grandfather, Rā's al Ghūl, but chooses to live with and learn from his father.

Despite creating elite young Super Heroes and founding many teams, utilizing a council of consultant criminologists such as Detective Chimp and Elongated Man Ralph Dibny, and allying with champions across the universe, in the final accounting, Batman only ever depends on or risks himself.

This failing almost ends creation when Darkseid maroons Batman in the Stone Age, where Dark Multiverse dragon-god Barbatos infects him with exotic metals. This "Mantling" transforms Batman, allowing Barbatos to consume reality through him, while unleashing The Batman Who Laughs and a legion of deviant-reality alternates. It is conclusive proof that the Dark Knight is the most potent, potential-laden weapon in existence. ■

**See Also:** World's Greatest, High Hopes, Secrets and Identities.

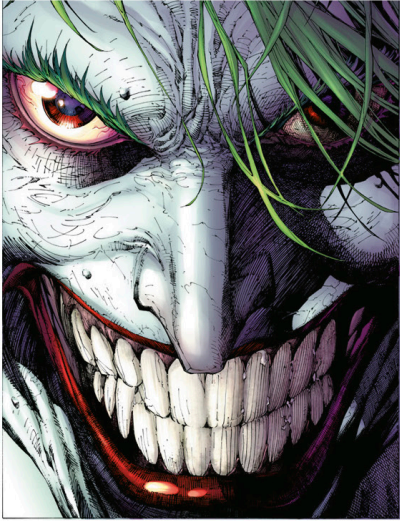


### Alfred Pennyworth

Rebellious Alfred Pennyworth rejects a tradition of domestic service to join the British army, become a spy for MI5 (Military Intelligence), and, later, try his hand as an actor. On the death of his father, however, Alfred dutifully replaces him as Thomas and Martha Wayne's butler and administrator. When they are murdered four years later, Alfred becomes guardian to their young son, Bruce.

A true polymath, Pennyworth excels in combat, medicine, and engineering, with little compunction about killing to serve a greater good. While supporting Batman's career, he prays Bruce will abandon his dark crusade. Alfred treats all of Batman's junior partners as though they were his own children, showering them with the affection Batman could not.

Always supporting the extended Batman Family, Alfred willingly dies to preserve their ideals. He is eliminated by Bane when the criminal mastermind takes over Gotham City. Alfred's role falls to Wayne Industries CEO Lucius Fox, who also shares Batman's secrets.



# DIE LAUGHING THE JOKER

## ON THE RECORD

### REAL NAME

**Undisclosed**

### ALLEGIANCES

**Legion of Doom, Secret Society of Super-Villains, Red Hood Gang**

### BASE

**Gotham City**

### ABILITIES

**Resistance to pain, skilled chemist and engineer, powerful charisma**

### MISSION

**Make 'em laugh ... and die.**

### STATUS REPORT

**At large, with Jim Gordon in hot pursuit**

**I**n a world of mystery and impossible wonders, often barely clinging to sanity and logic, the comfort of Super Heroes is always welcome. However, amazing powers are of little use when facing a living incarnation of chaos, immune to sentiment and devoted to inflicting pain and terror. The Joker is the most terrifying force for

evil on Earth—an undying man devoted to madness, murder, and the wholehearted destruction of every decent human feeling. Dreaded by cops and heroes, he is truly feared by fellow villains who know team-ups with the Clown Prince of Crime tend to end abruptly, with a shrill laugh and the cooling corpses of his allies.

## Object lessons

Since first plundering Gotham City as leader of the Red Hood gang, The Joker has waged war on the city, persecuting citizens and relentlessly stalking its heroes. The only verifiable facts are that while evading Batman, “Red Hood One” is saturated by toxic spillover at the Ace Chemical Processing Plant, bleaching his skin and turning his

“

I just love large dead crowds.

**The Joker**

”



## Last laugh

Life means nothing to The Joker. His atrocities are performed solely for their emotional effect on his true audience—Batman.

hair green. Years later, The Joker duplicates the accident to seal his hold on his submissive partner-in-crime Harley Quinn.

## Mad Love

The Joker exerts near-hypnotic charm on those around him. His macabre influence has warped many exposed to his depraved sway, but henchmen and minions have learned far too late the attraction is strictly one way. His most destructive affect is on women who mistakenly believe that he needs them.

His most recent convert is Alexis Kaye. A rare survivor of one of his mass atrocities, she is obsessed with a supposed metaphysical message in his

acts. After becoming his ardent pupil, she embarks on her crazed career as Punchline.

The most tragic victim of The Joker's allure is criminal psychologist Dr. Harleen Quinzel who treated The Joker in Arkham Asylum. Whether seduced into darkness or liberated from tenuous sanity, Dr. Quinzel becomes Harley Quinn, The Joker's ever-willing, adoring acolyte. She endures abuse and frequent attempts on her life until breaking free of The Joker's abusive control.

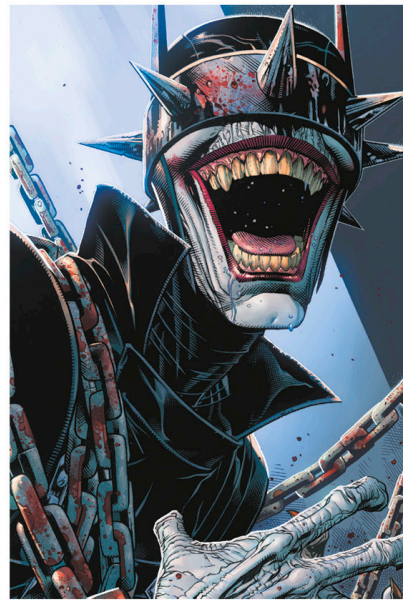


He is a living enigma, seeding his past with false flags and red herrings to obscure his origins. So deep is his derangement that he may actually believe each story. Considering himself a social critic whose comedy contains a vital message, The Joker steals to pay for his schemes and ruthlessly targets families as his natural prey. His primary opponent is Batman—a man he considers his true, but unenlightened, equal.

He torments Police Commissioner Jim Gordon for years, shooting and paralyzing his daughter, Barbara, and orchestrating the relapse and death of recovering mental patient James Gordon Jr. The clown's proudest moment is brutally killing Batman's partner Robin (Jason Todd), a feat he has perpetually sought to encore, ever since the boy was resurrected to become a new crime-busting Red Hood.

The Joker's antisocial mania changes the world as the troubled, disenfranchised, and disaffected adopt his compelling imagery and attitude to authority. Street gangs calling themselves Jokerz spring up all over Earth, growing for decades, to threaten probable futures in timelines far beyond the present.

Adoring classic comedy and family fun, The Joker adapts vintage practical jokes to his needs—high-explosive cigars, razor-sharp playing cards, ejector seat Jack-in-the-boxes, lethal-voltage joy buzzers, and lapel flowers ejecting acid or poison are regular schticks for the

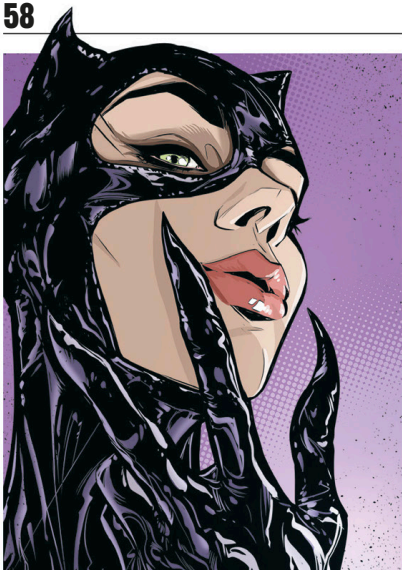


**Die laughing** The Joker's imagination and Batman's resolve merge to create reality's greatest predator—the Batman Who Laughs.

Clown Prince of Crime. His guns may fire flags instead of bullets. Of course, the flags hang from sharpened darts, ejected with the force and speed of spear guns.

A true theatrical showman, The Joker is also an improvisational maestro, gleefully killing bystanders, or henchmen who ask questions, by shoving them into traffic, down elevator shafts, or simply with his lavender-gloved hands.

The absolute antithesis of Batman, The Joker is a cosmic archetype constantly recurring across the Multiverse. His madness has literally infected worlds and even resists telepathic cures from heroes such as the Martian Manhunter. The power of his insanity almost erases reality itself when his personality transforms an alternate-Earth Bruce Wayne into the deadly Batman Who Laughs. Combining the gifts of Dark Knight and Killer Clown, this deadly Dark Multiverse composite ruthlessly gathers power until it is able to destroy cosmic mother Perpetua, before finally falling to the pure might of Justice as wielded by an ascended, all-powerful Wonder Woman. ■



# CAT AMONG THE PIGEONS

CATWOMAN

## ON THE RECORD

REAL NAME

**Selina Kyle**

AFFILIATIONS

**Batman**

BASE

**Gotham City**

ABILITIES

**Master thief, pickpocket, hacker, safecracker, elite acrobat and martial artist, affinity with felines, cat-themed gimmicks, whip, and weapons**

MISSION

**Chasing pretty baubles, getting even**

STATUS REPORT

**Can't shake an inconvenient conscience**

**S**elina Kyle is the ultimate survivor, a forceful, resolute, independent woman with no time for legal niceties. Impulsive and bold, she takes what she wants. The only things she meticulously plans or carefully researches are her spectacular crime-capers.

As feline-themed master thief Catwoman, she plunders at will, clashing with both Super Heroes and Super-Villains, world leaders and police of many nations. Her exploits lead to countless clashes with Batman, and he soon realizes she is unlike his other foes. Preferring not to kill, targeting only the rich and aiding the downtrodden, Catwoman is every bit his equal.

A relatively unchanging archetype in numerous alternate realities, her origins always involve early family trauma, abusive fathers, and escape from draconian social service homes and orphanages. Selina reinvents herself on the streets, and tales persist of Gotham City “family” connections—that her true father was mob boss Rex “the Lion” Calabrese. She is happy to exploit the myth. On many Earths, her passionate relationship with Batman results in partnership, marriage, and a daughter carrying on their crusading tradition. On pivotal Earth Prime, “Cat and Bat” navigate a punishing, turbulent romantic life, hungry for marriage but always pulled apart by his mission and her character.

Surviving on her wits, capable but deeply conflicted, Selina cannot escape her ingrained inclinations to champion underdogs. Damaged, dangerously self-destructive, and thrill-addicted, she easily crosses society’s line between hero and villain. She is an ethically unhindered modern-day Robin Hood who, in the end, will always choose freedom. ■

### Finders keepers

Catwoman has hard rules about personal responsibility and decent, humane behavior but no regard for other people’s property.





# LUNATICS AND LARCENISTS

## BATMAN FOES

### ON THE RECORD

#### DESIGNATION

**Batman Super-Villains**

#### NOTABLE MEMBERS

**The Joker, Harley Quinn, The Riddler, The Penguin, Mr. Freeze, Two-Face, Scarecrow, Bane, Poison Ivy, Hush**

#### BASE

**Gotham City**

#### MISSION

**Get rich, commit crimes, terrify, kill Batman**

#### STATUS REPORT

**Evil never sleeps**

**F**or many, Gotham City emits an irresistible siren's call. Fabulously wealthy, weakly governed, and mired in corruption, it offers boundless opportunity to entrepreneurial career criminals. For a rare few, it also promises challenge and inspiration. The avowed protectorate of the Dark Knight calls them like moths to a flame.

Although his true prey is thieves and murderers, Batman has battled hundreds of enhanced felons like

Nocturna, Black Spider, and Killer Moth; ambitious or misguided metahumans such as Killer Croc and werewolf Anthony Lupus; aliens; and monsters like Blockbuster.

Outwitting murderous mercenaries like spymaster Colonel Sulphur, zealots such as Anarky, and world-threatening tyrants like Rā's al Ghūl has delivered a simple equation—Batman's recurring foes are larcenists, lunatics, miscreants, or madmen. Oswald "The Penguin" Cobblepot is a mentally stable but cruel villain, dominating Gotham City as a "Gentleman of Crime," fending off constant threats from regular gangsters and deranged masterminds like Roman "Black Mask" Sionis and self-proclaimed god Maxie Zeus.

“

This ends today!  
**Batman**

”



**No laughing matter** When The Joker and The Riddler clash, death and destruction are the only real winners.

All recruit muscle from an army of the insane, including serial killer Victor Zsasz, brutish Amygdala, The Mad Hatter, Calendar Man, thuggish Tweedledum and Tweedledee, and costumed laughing stocks like Polka Dot Man, Condiment King, and Kite Man.

Sadly, specialized-motif bandits like Clue Master or Signalman seeking to prove themselves against Batman are utterly outnumbered by genuine menaces to society—obsessed maniacs Bane, Two-Face, the Scarecrow, Hugo Strange, Hush, and The Riddler, as well as victims-turned-villains such as Mr. Freeze and Poison Ivy. Of course, truly sane criminals simply opt to operate elsewhere, preferably in cities that don't possess costumed heroes of their own. ■



# AMAZING AMAZON WONDER WOMAN

## ON THE RECORD

### REAL NAME

**Princess Diana**

### ALLEGIANCES

**Justice League, Justice League Dark**

### BASE

**Washington, DC; Boston, Massachusetts; formerly Themyscira**

### POWERS

**Super-strength, speed, durability, endurance, flight, Amazon warrior training, weapons of the gods**

### MISSION

**Spreading truth, justice, and compassion**

### STATUS REPORT

**Rejected ascension to defend humanity**

**W**onder Woman is a Multiversal archetype, endlessly reinvented across realities and timelines. Details of her origin change, but key factors are immutable. Paragon of an ancient race of mythological

“  
Is all war without honor now?  
**Wonder Woman**  
”

super-women, Princess Diana rescues fallen warrior Steve Trevor, returning him to the outer world and promoting Amazon ways by defending truth, liberty, honor, and justice. This occurs during World War II as the Age of Heroes opens, but subsequent time-shifts reposition the moment. What never changes are the soldier she comes to love, the desperate need of the embattled civilization she joins, and her destiny as part of a Super Heroic trinity that determines the fate of universes.

### Eternal warrior

On Earth Prime, Diana is born on Themyscira, an island sanctuary for Amazons and a prison where they guard divine penitentiary Tartarus, holding monsters and disgraced war-god Ares. Diana is the only

child on the island, schooled by wise women and legendary warriors like Antiope, Nubia, Philippus, Castalia, Epione, and others. She believes she is a being of clay, brought to life by magic.

This is a lie designed to preserve her life. In truth, Diana is a demigod daughter of Zeus.

### Armed for Justice

Equipped with weapons of the gods, Diana seeks peaceful solutions before unleashing hell on humanity's enemies.





### Fight and flight

The Invisible Jet is a wonder of techno-mystical engineering but no match for Wonder Woman's godly speed.

most unique tools are her Tiara, Bracelets, and thought-controlled Invisible Jet. All are constructed from extra-Multiversal

Eighth Metal—which Themysciran call "Amazonium"—and are primarily defensive aids.

In America, Diana quickly becomes a potent force for change, lending her name to charities and good causes, working beside Trevor in A.R.G.U.S., and joining other Super Heroes to form the Justice League. Battling gods, monsters, aliens, tyrants, and Super-Villains, Wonder Woman makes firm friends such as Lieutenant Commander Etta Candy and historian Barbara Ann Minerva and inspires women everywhere.

Wonder Woman is the inspiration for other strong female heroes. Three use the title Wonder Girl. The first,

Following her seduction by Zeus, Amazon queen Hippolyta gives birth to twins and sends male Jason away to be raised by immortal argonaut Glaucus. These precautions prevent Zeus's notoriously jealous wife, Hera, from destroying the children.

When Trevor is to be returned to modern civilization, Diana defeats all other Amazons in open competition, winning an arsenal of incredible tools to aid her mission in taking him home. Many are god-weapons such as the Sword of Hephaestus and the Lasso of Truth—which compels all who touch it to tell the truth. She also gains legendary artifacts like the shield of Amazon queen Alcippe. Wonder Woman's

Donna Troy, is later revealed as an Amazonian construct of magically animated clay, created to police Diana's actions should she ever go rogue. The second is Cassie Sandsmark. Ostensibly human, she is another daughter of Zeus. Both carve out solo careers and join the Teen Titans and Young Justice. The most recent hero to use the name is Yara Flor, who leaves her home in the Amazon to fight for justice. Other Amazons also find adventure in the outer world, including Outsider warrior Grace Choi and Artemis, the Wonder Woman of a breakaway Amazon colony.

Diana's destiny is ultimately revealed as creation totters on the edge of extinction. When the Multiverse's 20-billion-year program to form ascended beings results in Perpetua and The Batman Who Laughs dueling for control of reality, Wonder Woman defeats both by embracing true nobility and forgiving them. For this act, she is elevated to a higher form and offered a position in the metaphysical Quintessence. True to her nature, she refuses the honor and is reborn in the Sphere of the Gods to seek out new adventures across infinite frontiers. ■

## The Cheetah

Called in by Etta Candy to translate mysterious archaic speech, archaeologist Barbara Anne Minerva befriends Diana after the Amazon first leaves Themyscira. Growing close while learning of each other's worlds, things change when Minerva is transformed into a savage feline avatar—bride of blood-hungry god Urzkartaga.

After turning to crime, she is eventually cured, but the Cheetah's influence always overwhelms Minerva's humanity. Feeling that Diana

failed and abandoned her, the Cheetah develops a pathological hatred of all deities. Using the Eighth-Metal God Killer Sword given to her by Apex Lex Luthor, and with her claws dipped in the Tear of Extinction (one of Seven Hidden Forces of Existence), she kills Poseidon and Aphrodite, and destroys the Graveyard of the Gods, unleashing the anti-magical Void Wind.

When offered a chance to reclaim her humanity, Minerva rejects the offer and vanishes to carve out her own bloody path.





# GREEN CREDENTIALS

## EARTH'S GREEN LANTERNS

### ON THE RECORD

#### REAL NAMES

**Alan Scott, Hal Jordan, John Stewart, Guy Gardner, Kyle Rayner, Simon Baz, Jessica Cruz**

#### BASE

**Earth, New Oa, Mogo**

#### ALLEGIANCES

**Green Lantern Corps, Justice League, Guardians of the Universe**

#### POWERS

**Power rings provide protection, flight, strategic information, transportation, energy constructs, and a universal translator**

#### MISSION

**Enforcing order, saving lives**

#### STATUS REPORT

**Not all ring-wielders are legitimate or worthy**

**F**or over three billion years, the Green Lantern Corps have policed the known universe, curbing conquest, colonial expansionism, and petty evil, or

countering natural disasters. The organization comprises brave, honest heroes from every species—from living planets to sentient radio waves. They employ rings harnessing the green light of will—the central and most stable component of the powerful Emotional Spectrum.

Despite its inherently unstable, troubled nature, Earth in Sector 2814 (of 3600) never produces a Green Lantern. This is because the Guardians of the Universe secretly safeguard the source of creation deep within the planet and wish to divert attention in every way possible.

“  
Light 'em up!  
Guy Gardner

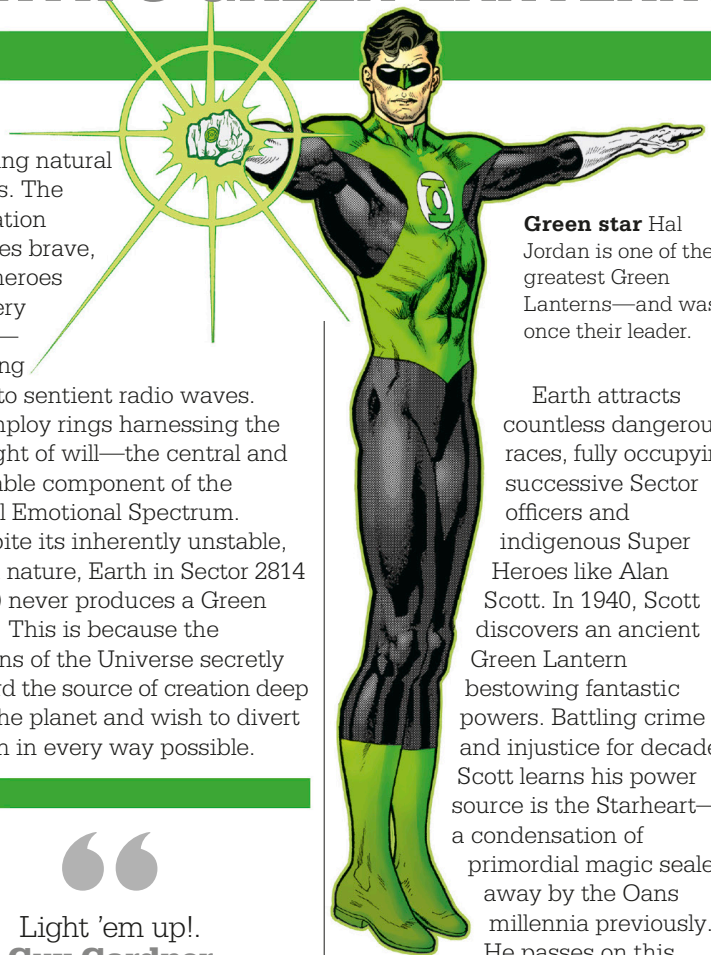
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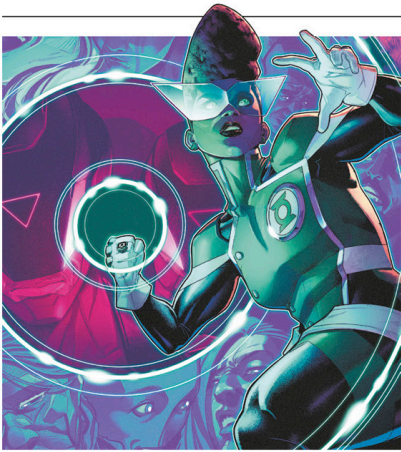
**Green star** Hal Jordan is one of the greatest Green Lanterns—and was once their leader.

Earth attracts countless dangerous races, fully occupying successive Sector officers and indigenous Super Heroes like Alan Scott. In 1940, Scott discovers an ancient Green Lantern bestowing fantastic powers. Battling crime and injustice for decades, Scott learns his power source is the Starheart—a condensation of primordial magic sealed away by the Oans millennia previously. He passes on this

mystic might to his daughter, Jennifer-Lynn Hayden—aka Jade—who follows in his footsteps.

Due to mystic terrorists the Five Inversions, Green Lantern Abin Sur





**Criminal acts** Lantern Mullein's simple murder mystery escalates into a crisis threatening three civilized species.

fatally crashes on Earth. As per Corps protocols, he passes on the ring and role to a worthy successor. The ring chooses test pilot Hal Jordan because he is closest. The other candidate is Guy Gardner, who will eventually be the Guardians' third representative on Earth, but only after terrific pain and hardship. Before his time comes, architect and former marine John Stewart carries the burden, enduring loss and crushing guilt in the form of his murdered wife Katma Tui and

his tragic overconfidence causing the obliteration of planet Xanshi.

Trained by elite operative Thaal Sinestro, Jordan is arguably the greatest Green Lantern ever but almost causes the organization's eradication. Possessed by Parallax—the embodiment of Fear—Jordan destroys the Corps and Guardians, seeking to reorder reality before “last Green Lantern” Kyle Rayner restarts the organization. Deputizing Jade as a GL, Rayner spearheads a Corps resurgence and later hosts Ion, the Entity of Will. In his wake, Earth and Sector 2814 are controversially handed over to cadet Lanterns Simon Baz (a Muslim unjustly accused of terrorist acts) and Jessica Cruz (an anxiety-afflicted former villain). Both rise to the challenge and excel in the job.

They are not the only Earth-based recruits. When the Corps is first decimated, survivors Katma Tui, Ch'p, Arisia Rrab, Salaak, and Kilowog join Jordan, Stewart, and Gardner there until rebuilding began.

Moreover, Green power is not exclusive. Human criminals Bill Baggett and Black Hand devise many ways to steal it, and Keli Quintela hacks the power to become Young Justice warrior Teen Lantern. Latterly, valiant child Tai Pham inherits the title Green Lantern to protect Coast City.

The heroism and efficacy of Earthlings is legendary across the universe. Some humans have even been Green Lanterns to other worlds. Charlie Vicker initially seeks vengeance for a murdered brother but ends up as Green Lantern of Sector 3319, perishing in battle against Darkseid's son Grayven,

while human detective Sojourner Mullein is mysteriously seconded to the infamous but prestigious Far Sector to solve a string of murders, the first the city of 20 billion has seen in five centuries. ■

**In  
brightest day,  
in blackest night,  
No evil shall escape  
my sight,  
Let those who worship  
evil's might  
Beware my power,  
Green Lantern's  
light!**

## Sinestro and the Antimatter Universe

Thaal Sinestro of Korugar craves order and pursues power to enforce it. Originally a revered Green Lantern, he ruthlessly pacifies his Sector and is banished to the Antimatter universe, where the Weaponers of Qward create a yellow power ring, tapping the Emotional Spectrum frequency of Fear. Mass-producing the rings, Sinestro forms his own corps of terrorists. But despite dominating and absorbing the Fear entity Parallax, Sinestro is once again defeated and forcibly inducted back into the Green Lantern Corps.

He is ignominiously assigned to protect Earth, but when the Guardians catastrophically fail to eradicate galactic free will, he rebels, killing many of them, before being vanquished again.

When the Dark Multiverse invades reality and Cosmic Originator Perpetua breaks free of the Source Wall, Sinestro abandons the Emotional Spectrum, mastering instead the soul-destroying, anti-emotional power of the Ultraviolet spectrum. More powerful than ever, he resumes his quest for control with the pitiless Legion of Doom.





# THE FASTEST MAN ALIVE

## THE FLASH

### ON THE RECORD

REAL NAME

**Barry Allen**

OTHER SPEEDSTERS

**Jay Garrick, Wally West, Bart Allen, Max Mercury, Wallace West, August Heart, Avery Ho, Iris Allen (II)**

AFFILIATIONS

**Justice League, CCPD**

BASE

**Central City**

POWERS

**Super-speed, bodily molecular control, Speed Force connection**

MISSION

**Helping however he can**

STATUS REPORT

**Still not fast enough to save everyone**

**T**hroughout the Multiverse, heroic speedsters defend 52 Earths in individual universes. No matter how bizarre, every reality in the Orrery of Worlds has at least one being connected to

Every second is a gift.

**Barry Allen**

the Speed Force. These Multiversal agents regularly convene in a Hall of Heroes—an agency acting in unison across the Multiverse to preserve reality and life. Earth Prime is blessed with many hyper-swift defenders over the years, many sharing a proud and noble name—The Flash. Scientist Jay Garrick invents the role in the years before World War II, fighting criminals, Super-Villains, and global tyranny.

Garrick discovers that he has a secretive predecessor, a cavalry scout touched by the Speed Force in 1838, who took many identities as the decades pass. Settling in the 20th century as Max Mercury, he reveals the workings of the Speed Force to Garrick.

### Flash facts

Arguably the greatest hero to assume the name is Barry Allen, a police forensic scientist struck by lightning and drenched in chemicals

in his own lab. His life shaped by tragedies engineered by a time-traveling enemy of whom he is completely



### Monarchs of motion

Barry Allen scientifically quantifies the nature of hyper-velocity, while his protégé Wally West masters its metaphysical spirit.



**Legacy of lightning** All Multiversal realities owe their continued existence to the valiant service of The Flash's extensive extended family.

unaware, Allen reinvents the role of The Flash (Garrick's version is a childhood comic book hero on Allen's world) to help others while also working to solve his mother's mysterious murder.

Allen tirelessly battles countless foes, repeatedly saving the universe. He seemingly dies saving the Multiverse, only to be later resurrected. Eventually, he discovers that his existence has been overwritten and blighted by Eobard Thawne, a deranged fan from a possible future who incessantly changes history to interact with and outdo the subject of his obsession.

During Allen's career, his impossible accident repeats itself, bestowing super-speed on Wally West, the young nephew of his fiancée, Iris West. As Kid Flash, Wally carves out his own legend, singly and with the Teen Titans. When "Uncle Barry" apparently perishes during the *Crisis on Infinite*

*Earths*, West reluctantly steps into his boots as the third Flash and exceeds all expectations.

Blessed with an instinctive feel for and understanding of the Speed Force, West uncovers its spiritual component and explores its deepest mysteries—including its function as a Valhalla for speedsters. He defeats its grim reaper The Black Flash and returns to the living world thanks to the love of his wife, Linda Park. Wally also mentors Barry's grandson Bart, who graduates from infuriating, impatient sidekick Impulse to a fourth Flash who dies proudly defending the family legacy.

Speed Force users are highly susceptible to time and reality alterations, but The Flash concept itself is a Multiversal archetype that is constantly recreated. It reoccurs across alternate realities and always empowering valiant individuals through the cosmic energy of the Speed Force.

As history changes, Flashes are edited out and return to reality—resurrected, reimagined, and augmented by newer iterations.

Barry and Iris eventually regain memories of previous lives, while Wally regains the children, Iris and Jai, he had lost to time-shifts and adapts to a new, younger Wallace West using his Kid Flash title.

China has a Flash named Avery Ho, and Barry's best friend August Heart (Godspeed) is one of many touched by a Speed Force storm. Rapid change is part of a speedster's life and adaptation to new shocks becomes second nature, but in a world of Infinite Frontiers, everything happens in a flash. ■

**The Rogues** Like most Super Heroes, The Flash has a coterie of regular superpowered foes, but unlike Superman's globe-conquering enemies or Batman's deadly villains, the majority are thieves.



**Captain Cold**



**Heat Wave**



**Golden Glider**



**Mirror Master**



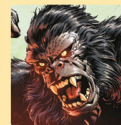
**Weather Wizard**



**The Trickster**



**Murmur**



**Gorilla Grodd**



**Abra Kadabra**



**Dr. Alchemy**



**Captain Boomerang**



**Big Sir**



**Tar Pit**



**Girder**



**Rainbow Raider**



# KING OF THE SEVEN SEAS

## AQUAMAN

### ON THE RECORD

#### REAL NAME

**Arthur Curry**

#### ALLEGIANCES

**Justice League, The Others**

#### BASE

**Amnesty Bay, Maine**

#### POWERS

**Enhanced senses/physiology adapted to subsea pressures; amphibious; telepathic communion with sea life; connection to lifeweb; Poseidon's trident**

#### MISSION

**Mediating between surface and undersea worlds**

#### STATUS REPORT

**Former king of Atlantis, now guardian of all oceans**

**E**arth's oceans are one vast interlinked medium sustaining life. The entire process of planetary population began in the seas, its waters supporting life from microorganisms to gods—mostly beyond the notice of surface-dwelling humanity.

“

The sea gives ... and the sea takes.

**Aquaman**

”

Rife with natural and mystic forces, these seas conceal Earth's most ancient and powerful civilization.

Atlantis begins 45,000 years ago and even its catastrophic submersion does not destroy it. Survivors adapt, inhabiting distinct “Seven Seas” realms—Dagon, The Brine, The Wights, Sea Lights, Deserters, The Trench, and Xebel, which rests within the Bermuda Triangle. This latter realm is a historic Atlantean penal colony; many of its bellicose inhabitants possess hydrokinetic powers, wielding water as a weapon.

Advanced in science and sorcery, Atlantis shuns surface civilizations, until Princess Atlanna rebels against arranged marriage. Fleeing upward, she falls in love

with lighthouse keeper Tom Curry of Amnesty Bay, Maine. They have a son together, but she is forcibly returned to Atlantis to wed King Orvax and deliver an heir—Orm.

Her firstborn grows up to be extraordinary. Proudly embracing his human side, Arthur Curry develops incredible abilities and a profound appreciation of fairness and justice. Amphibian, with a body adapted to deep-sea conditions, he can communicate with sea life and drifts into a career of Super Heroism, battling ordinary thieves and bizarre foes such as The Fisherman,



#### Storm warning

Poseidon's trident allows Aquaman to control waves and weather with the power of an angry god.



**Global guardian** Aquaman enjoys the trust of the World's Greatest Super Heroes above and below the waves.

Scavenger, King Shark, Marine Marauder, and pitiless, revenge-crazed modern pirate Black Manta.

### Strange crew

Commanding armies of aquatic creatures, Aquaman ensures that justice is done and the seas' health is preserved with international renegades "the Others." He is a founding member of the Justice League and works with government agencies and outlaw eco-activists such as the Sea Devils whenever the oceans are threatened.

Arthur constantly mentors young heroes. The first is Atlantean outcast Garth, the original Aqualad, who develops into the magic-wielding Titan known as Tempest. Arthur also trains human/Xebelian hybrid Jackson Hyde (son of Black Manta), Orm's half-sister Tula, a skilled "Drift" commando dubbed Aquagirl, and mute Atlantean mutant, Dolphin. Arthur's greatest ally is his wife, Mera, a Xebel queen who abandons duty to save lives and find love.

Aquaman's greatest foe is half brother Orm. As "Ocean Master" and King of Atlantis, he attempts

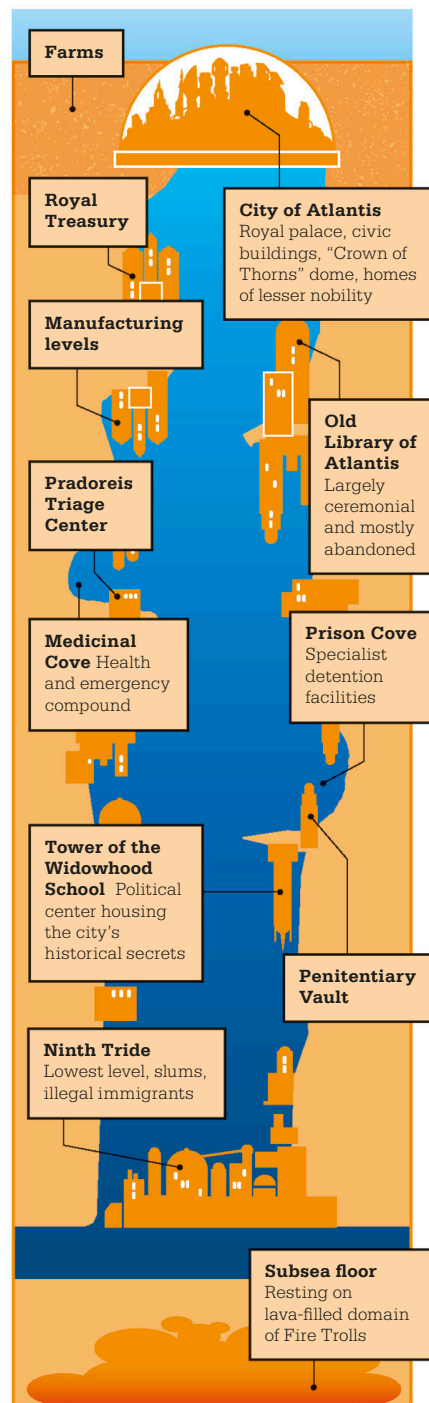
to destroy the surface world but is defeated and deposed by Arthur. A reluctant king who loathes tradition and politics, Arthur is soon replaced by deranged King Rath, but after ending his threat, the hero-king orchestrates his own removal in favor of literally anyone else. Ultimately, the position falls to Mera, who masters motherhood, world-saving, and political intrigue with deft skill, to rule Atlantis.

Aquaman's destiny has no room for kingship. Connected to Earth's morphogenetic lifeweb, he communes with sea gods and fundamental forces on planes such as the Unspoken Waters and Celestial Isthmus. Inheriting the mighty Trident of Neptune, he clashes over jurisdiction with elemental parliaments and their avatar Swamp Thing.

Aquaman is a border guard, a channel for planetary life forces and a living bridge between many worlds: ancient and modern, dry and wet, privileged and commonplace. Throughout it all he remains a Super Hero dedicated to saving all Earth's occupants and a simple man who considers Amnesty Bay his true home—a quiet, peaceful place where land and sky meet the sea. ■

**See Also:** World's Greatest

**Ancient kingdom** When the continent of Atlantis sank, it broke into sections. Unlike its six other cities, the fortified capital remains largely intact as it settles across a huge crevasse.





# FROM THE HEART

## GREEN ARROW

### ON THE RECORD

#### REAL NAME

**Oliver Jonas "Ollie" Queen**

#### AFFILIATIONS/ ALLEGIANCES

**Justice League of America,  
Black Canary, Arrow Clan**

#### BASE

**Star City, Seattle**

#### ABILITIES

**Master archer and martial  
artist, employs variety of  
technologically modified  
arrowheads**

#### MISSION

**Champion of the poor  
and weak**

#### STATUS REPORT

**Reassessing his worth, but  
never his goals**

**R**aised in staggering opulence and luxury, Oliver Queen grows up hearing his father's tales of Robin Hood while being trained by him to fight and use a bow. The boy has no conception that his parents both live secret lives. His mother, Moira, has links

to a nebulous crime organization and his father, Robert, is highly placed in the ancient war-cult the Arrow Clan.

As a young man, Oliver is the embodiment of the spoiled rich brat: a drunken wild child ruining every chance to turn his life around. Change comes only after his actions cause the destruction of a Pacific oil rig he is using for parties. When terrorists attack the rig, the cocky playboy tries fighting them off, causing the explosive death of everybody except his best friend Tommy Merlyn. Thanks to a tragic sacrifice, Queen escapes and washes up on a desolate island. He lives there for a year, surviving appalling hardship and privation. After Oliver is rescued, he returns to discover that he has inherited the family's billion-dollar company.

Funded through tech-subsiary Q-Core, Queen turns his traumatic experiences into a Super Hero career unlike any other. Using money and gadgets to offset his human capabilities, Green Arrow seems unbeatable, even drawing attention from the US government support agency A.R.G.U.S. and the

#### Eyes on the prize

Green Arrow spared no effort to make his mark as a Super Hero.



## Arrow allies

Despite his rabble-rousing, charismatic Oliver Queen makes invaluable allies easily. After a fractious partnership with Roy Harper (Speedy/Arsenal), Oliver recruits a succession of technical advisors to backstop his missions—the longest lasting being hacker Henry Fyff. This distanced assistance is balanced in the field by ex-Green Beret John Diggle, who joins Oliver's army after working as a Queen Industries bodyguard, and latterly indomitable street-fighting

Super Hero Black Canary, who is Green Arrow's partner in love as well as war.

Perhaps the most efficient of his crime-fighting comrades is Emiko Queen, daughter of Robert Queen and elite assassin Shado. A half sister of whom Oliver was completely unaware, Emiko was raised in secret by their father's financial protégé Simon Lecroix (aka Super-Villain Komodo). In time, Emiko goes from a murderous enemy, to Ollie's reluctant sidekick Speedy, before ultimately agreeing to be his partner Red Arrow.



Justice League. However, although his impetuous behavior belies a keen mind and tactical brilliance, it is buried behind an obnoxious manner that makes many traditional Super Heroes deeply uncomfortable.

Queen is also oblivious to the financial chicanery of his late father's board and advisors. Eventually he is swindled out of his fortune—but it does not stop his crusade.

### Call of the wild

Within a year of his debut, Green Arrow encounters runaway street-kid Roy Harper after the drug-dependent hacker pulls off a brilliant cyber-attack on Queen Industries. Soon they are bringing justice to the

“

If you wanna save the world...  
it's gotta be all you have!

**Green Arrow**

”

streets together. Harper, a genius technologist, invents countless weapons and devices, enabling them to tackle any metahuman menace.

The nonstop adventure and enlightened perspective transform the dilettante Super Hero into a passionate defender of the poor and disenfranchised, but, despite saving his city from a string of disasters—many caused by the secret sins of his family—Oliver's uncompromising nature quickly alienates his allies.

After years of service, and earning himself a vast gallery of murderous archenemies, Oliver discovers his greatest threat is from his family. His father has not died but covertly retreated to Asia to lead the Arrow Clan, sparking a deadly war between rival cults. When Robert truly dies, he leaves behind daughter Emiko, who is raised by his enemy Komodo to destroy the Queen line and all its achievements.

Determined and ferociously impassioned, Oliver overcomes all obstacles, deprogramming Emiko and making her his partner. Champion of the poor and weak, Green Arrow reconciles with Harper before his death and wins

back other allies he had driven off. He finds true love with Black Canary and earns the respect of the Justice League but cannot overcome his greatest flaw. He is a creature of two worlds: equally and hopelessly drawn toward both the allure of glittering civilization and the irresistible call of the wild. ■



**Take aim** Ollie's daughter, Emiko, was deadly with a bow long before becoming the new Red Arrow.



# DAUGHTER OF KRYPTON

## SUPERGIRL

### ON THE RECORD

#### REAL NAME

**Kara Zor-El, Kara Danvers**

#### AFFILIATIONS/ ALLEGIANCES

**House of El, Justice League United, D.E.O.**

#### BASE

**National City**

#### POWERS

**Solar-fueled Kryptonian physiology generating super-strength, speed, flight, invulnerability, enhanced senses, heat vision, freeze breath, energy projection**

#### MISSION

**Protecting the universe**

#### STATUS REPORT

**Struggling to balance a lost past with her unfolding future**

**A**rgo City resident Kara Zor-El is 15 years old when her father, radical biologist Zor-El, starts to share his younger brother Jor-El's belief that Krypton is dying.

In misguided attempts to prevent planetary extinction, Zor adapts space marauder Brainiac's technologies—fortifying Argo with force fields while gene engineering superpowered Worldkiller Defense bioweapons. His growing extremism eventually alienates his wife, Alura In-Ze, and their daughter.

A brilliant scholar, skilled martial artist, and dutiful citizen with immense potential, Kara is preparing for her graduation trials and babysitting her infant cousin Kal-El when Zor convinces her to visit him. He overpowers her and seals her in stasis, in a space pod programmed to follow the route baby Kal-El takes to the Sol system.



#### Happy now

Kara makes sure her tragic past will never consume her aspirations of a bright future for all.

Tragically, her ship goes into a decades-long orbit around the sun, and Kara reaches Earth only after Kal has become an adult. Awaking confused and somehow super-energized, the bereft but still teenaged Kara lashes out at everyone around her—particularly the stranger who wears her family crest, claims to be her baby cousin, and insists they are the last survivors of the House of El and Krypton.

Gradually, Kara adapts to life on Earth, but the process is slow and painful. Unlike patronizing cousin Kal—who thinks and feels

I don't understand this world.  
... I don't know if I ever will.

**Supergirl**

like a native human—“Supergirl” grew up on Krypton and remains true to its ideals and cultural mores.

### Krypton factor

Kara’s first years on Earth are bewildering and often bitterly disappointing, with many trying to exploit or kill her. Only after clashing with Kryptonian survivors such as time-lost clone H’El, Phantom Zone criminals like Xa-Du, and her own father, who escaped Krypton’s doom to become Brainiac’s enslaved lab animal Cyborg Superman, do her opinions shift. Meeting other girls like herself is crucial to this assimilation. Kara’s Earth-2 counterpart Power Girl, young female allies in Justice League United, and fellow students in intergalactic Super Hero school the Crucible all contribute to her change of heart.

A redeeming new perspective comes only after a grim low point when the lonely, isolated, constantly embattled Kara writhes in survivors’ guilt. This manifests as all-consuming rage, leading to

her being briefly possessed by a fury-fueling Red Lantern ring. Eventually, with her powers malfunctioning, Kara returns to Earth and becomes a ward of the Department of Extranormal Operations. Appointed as her cover family, agents Jeremiah and Eliza Danvers gradually become true parents to the now fully adjusted young Super Hero, and even a succession of Super-Villains cannot dispel Supergirl’s enjoyment in a life of service.

This all changes when the Kryptonian survivors of bottled Kandor are murdered by monstrous terror Rogol Zaar, a mysterious alien claiming to have caused Krypton’s doom and resolved to eradicate every remaining survivor.

Accompanied by Super-Dog Krypto, Kara relentlessly pursues the mass murderer across space, ultimately uncovering a vast conspiracy. Her mission not only succeeds in bringing the culprits to justice but is also instrumental in the formation of the United Planets federation.

Wary but triumphant, Kara’s return to Earth sees her acclaimed a global champion, but she is drawn into the war against Perpetua and infected by Dark Multiverse energy—transformed into one of the Batman Who Laughs’ corrupted Secret Six. However, even this blight is ultimately overcome by Krypton’s most resolute survivor. ■

**Inner demons** When Kara intercepts a toxin intended for Superman, it helps unleash her suppressed fury.



### Who’s a good boy?

Across the Multiverse, many examples of Kryptonian fauna escapes the planet’s detonation—life-saving Rondors, Thought-Beasts, flying Drangs, and more. The most celebrated animal survivor is Krypto, a dog devoted to the House of El.

Loyal, brave, and very smart, he has lived with Kal-El’s Kryptonian and Earth families, romped with Superboy (Jon Kent), and joined Supergirl’s quest to avenge Krypton. During the *Death Metal* crisis, Krypto’s influence even redeems the deranged Superboy-Prime.

On many alternate Earths, a monkey also survives. “Beppo” later allies with Krypto, a cat named Streaky, and a magical Super-Horse in an alliance that extends into the future and other Earths. They become a self-aware, time-traveling Legion of Super-Pets safeguarding past, present, and future. On Earth Prime, these fabulous beasts are augmented in contemporary times by Robin’s menagerie, including Bat-Hound Ace and the uncanny Batcow.





# LIGHT THE SPARK

## BLACK LIGHTNING

### ON THE RECORD

REAL NAME

**Jefferson Pierce**

ALLEGIANCES

**The Outsiders, Justice League of America**

BASE

**Metropolis, Brick City, Freeland**

POWERS

**Olympic-level decathlete; generates electrical blasts; force fields; limited flight; enhanced speed, strength, and durability**

MISSION

**Saving the people, crushing street crime**

STATUS REPORT

**Super Hero elder statesman**

**J**efferson Pierce grows up in poverty in Metropolis's Southside district, Suicide Slum, but escapes a potential life of crime or early death thanks to hard work, a supportive family, and sheer determination. Even the murder of his journalist father cannot deter

This is the street. My street!  
**Black Lightning**

him from his goal of being the best he can be. An inspirational athlete and dedicated student, he turns scholarship into college sports stardom and wins Olympic gold in the decathlon before turning his back on the wealth and fame his successes promise.

### Shock treatment

Pierce is compelled to help others achieve better, safer lives. Training as a teacher, he works across America before returning to his old neighborhood, only to find that it is now a deprived urban warzone, mere miles from America's wealthiest and safest streets. Poor neighborhoods are exploited by crooked politicians, ignored by local government, and brutalized by crime gangs like The 100.

When one of his students is murdered and displayed as an object lesson by drug dealers, Pierce can no longer ignore the horrors around him and turns to old friend Peter Gambi for help.



### Power up

Black Lightning never forgets his primary mission is to bring shining hope to society's most benighted and downtrodden souls.

## Original Outsiders

The Outsiders are Batman's first team of "off-the-books" investigators. Katana, Metamorpho, and Black Lightning are allied with newer heroes Halo, Geo-Force, and Looker to work under the radar, probing mysteries outside the remit of the Justice League and beyond America's borders. Years later, it is revealed that Batman also used them to examine incidences of unearthly metal incursions, in his opening gambit to defeat the dread Multiversal invader Barbatos.

The team is highly volatile and frequently implodes, with the name falling to other fringe Super Hero teams such as a preemptive strike unit led by Nightwing and Arsenal.

Later, Batman reclaims the designation for a specialized squad comprising his protégés Orphan and The Signal, newcomer Sophia Ramos, and elite assassin Lady Shiva. Led by Black Lightning, they hunt and are stalked in turn by the League of Assassins, before their independence from the Dark Knight.



Gambi is a reformed underworld armorer and convinces Pierce to become an inspirational symbol to combat the criminals ruling the streets. To protect his wife, children, and students, Pierce devises the role of an urban vigilante hunting drug pushers and their gangster boss Tobias Whale. Pierce takes his name—Black Lightning—from a homily that Gambi displays on his workshop.

**Justice, like lightning, should ever appear to some men hope, to other men fear.**

Gambi's past connections to Super-Villains provide weapons granting Pierce electrical-based powers such as lightning blasts and force fields. Pierce has no idea his powers are actually natural—due to

his metagene, which is also carried by his daughters, Anissa and Jennifer. Gambi's gadgets and technologies are initially used to draw out, refine, and enhance Pierce's powers, but eventually Black Lightning masters his innate gifts to become a terrible foe of organized crime. His crusade draws the attention of A-list Super Heroes, but Black Lightning declines an offer to join the Justice League in favor of staying local and street level. Eventually, he does enlist but prefers working with Batman's covert team The Outsiders, which he eventually leads.

On many Earths and despite frequent reality revisions, Pierce remains largely unchanged—a bold, uncompromising force for personal improvement and social change in both civilian and costumed identities. For Black Lightning, no crime is too small and no cry for help can remain unanswered.

While battling injustice hands on, and growing into a mentor to heroes and spokesperson for Black America, Pierce makes a devil's bargain with Lex Luthor. He becomes Luthor's Secretary of

Education during the magnate's brief tenure as American President.

In recent times, Black Lightning has emerged from semi-retirement to train a new generation of Super Heroes assembled by Batman. It's a task force brought together to end the threat of immortal eco-terrorist Rā's al Ghūl. To the astonishment of many, Black Lightning is one of very few people the Dark Knight ever consults with as an equal. ■



**Teachable moments** Despite different backgrounds and heroic styles, Batman and Black Lightning know they can learn much from each other.



# THE WORLD'S GREATEST JUSTICE LEAGUE

## ON THE RECORD

DESIGNATION  
**Justice League**

FOUNDING MEMBERS  
**Superman, Batman, Wonder Woman, The Flash, Green Lantern, Aquaman, Martian Manhunter, Cyborg**

BASE  
**Hall of Justice, formerly Watchtower, Secret Sanctuary, Happy Harbor, Rhode Island**

SANCTIONED SUBSIDIARIES  
**Justice League Dark, Justice League Elite, Justice League of America (Batman's), Justice League International**

**T**he Justice League is the foremost Super Hero team in existence. Governments on Earth and other worlds seek their aid, as do champions from the past, future, and alternate realities. Heroes hunger to join their ranks—and are always welcomed—while Super-Villains building reputations or clearing pathways to global domination challenge them.



**Heroes forever**  
No matter how many times reality changes, Earth's Greatest Heroes always unite as the Justice League.

Every enemy of civilization knows the Justice League are humanity's first and final line of defense.

Distilled from a long tradition of individualism and heroic self-reliance,

the League is the bedrock of an Age of Heroes that technically begins with the Justice Society of America and All-Star Squadron in the 1940s. When invasive transdimensional meddling removes the JSA from history, that era is delayed for decades, finally restarting when newly emergent, regional Super Heroes unite against alien invaders from militaristic Appellax.

“ Pull it together, League!  
**Superman**

## **Justice for all**

An indomitable bulwark against extinction-level threats, the Justice League consists of dedicated volunteers, champions battling

for all humanity. Membership is inclusive, welcoming, and constantly changing, but anonymous agents beyond government oversight are deeply mistrusted by Earth's military leaders and political rulers. Moreover, public notoriety and covert scrutiny exact high prices on champions who live ordinary lives when not in action. Eternal battles against madmen like Doctor Destiny and Professor Ivo, alien attacks, and armies of barely cooperating but still deadly Super-Villains spark dissent. Internal stresses trigger frequent resignations and, after another offworld invasion, the League formally disbands. After the destruction of the JL Satellite, a new JL forms in Detroit. Consisting of former JL members and newcomers seeking to address human-scale problems, this short-lived League are decimated during the *Crisis on Infinite Earths* and, in the aftermath, a United Nations-backed Justice League International is constituted to undertake goal-specific missions dictated by political authorities.

Time-shifts such as *Flashpoint* alter history, and strangely similar wonders now unite against

Apokoliptian tyrant Darkseid. Later restoration of original chronology partially turns back time, but always the core principle remains rock-solid—extraordinary threats demand a combined response and a League will always answer.

Crucial players across the Multiverse, the League are a focal point for every continuity-blop and realignment. Founding rosters change and initiating details are fluid, but the necessary formation of a union to counter doom, injustice, destruction, and despondency never wavers. Always the League is there, generating hope and ensuring security while safeguarding the dominant principles of a myriad of universes.

In one universe, however, vicious, evil counterparts who are every iota as potent and forceful prosper: an unbeatable Crime Syndicate acting as a necessary cosmic balance to

**Paragons of power** The Justice League founders are cosmic archetypes, endlessly reinvented across the Multiverse.

the valiantly benevolent Justice League of Earth Prime and other planes. These dark paragons propagate and export a doctrine of evil and selfishness to shake the heavens and endanger all life across the Multiverse. »



## Alternate Leagues

Variant Leagues manifest on countless divergent Earths, modified to accommodate the physical dictates and history of each. In the fairy realm of Gotham, a disparate band of magical entities form around the “last son of Krypton” to punish the wicked and end war.

Fragile-formed “Elseworlds” in potential realities birth astounding variations. Scientific utopias, Wild-West landscapes, and barely recognizable lands of ancient antiquity all bring forth gatherings of heroes. However, they are pale reflections when

compared to the dark mirror of the antimatter universe and Earth-3.

In realms where evil is the dominant philosophy, a dark anti-archetypal trinity comprising Ultraman, Owlman, and Superwoman (pictured) ride roughshod over super-powered analogues of Earth's champions. They ruthlessly crush hope, exploit the weak, and constantly seek to expand into other realities, determined to prove that sin and violence are the most powerful forces in creation.

## International heroes

Maxwell Lord's commercially inspired UN project unites original Leaguers with inexperienced heroes, and even villains, to represent member nations. Although Justice League International (pictured), Europe, and Antarctica triumph against formidable opposition, including a Dominator-led invasion of Earth, they are regarded as a ridiculous and unwelcome

joke by the public. Beyond scrutiny, the supremely efficient Justice League Task Force covertly dismantles tyrannies and hunts war criminals under the command of Martian Manhunter (J'onn J'onzz) without attracting undue media attention.

Years later, former UN recruits reform as the Super-Buddies but cannot escape the public presentiment that they are a pack of clowns and idiots.



**Dying lights** Justice League Dark's supernatural remit asks unlikely heroes to battle impossible odds.

## Justice and Doom

The notion of scrupulously non-political super first responders is embraced by the entire world. The Justice League concept is compelling and intoxicating but sadly easily appropriated and exploited. Espionage agencies Checkmate and S.H.A.D.E. are repurposed to steer metahuman affairs, and new groups A.R.G.U.S. and the D.E.O. monitor empowered individuals while forming contingency plans.

In a world rife with duplicity, intrigue, and opportunity, government figures like Amanda Waller form their own teams: publicity-courting groups like Justice League of America, and an expendable covert Suicide Squad of pressganged Super-Villains. Observing Machiavellian Maxwell Lord manipulating the UN into sponsoring global expansion of the original League, the People's Republic permits a Justice League of China to operate in tandem with its state-controlled Great Ten team.

The original League periodically reforms to confront extraordinary crises, and some members form private teams. Captain Atom's proactive squad seeks "Extreme Justice," and Batman forms "Outsiders" units for missions his League allies cannot condone. During a period when no League exists, Firestorm forms his own group, with tragic consequences. Ultimately, the originals permanently reform. Years of bitter experience have taught these "elder statesmen" the necessity of their role,

**Gods forsaken** The Ghost Sector mission reduces Leaguers to Darkseid's wicked Gods before their ultimate triumph and dynamic rebirth.

and a need for specialization. They instigate subdivisions—including a youth group to mentor junior heroes like the Wonder Twins, Teen Titans, and Young Justice. Mystic specialists are drafted into autonomous Justice League Dark: independent experts to counter a spike in supernatural threats. These franchises are based on





**Mission critical** Batman's private League are unaware that they are all being groomed for greater things.

a previous experiment when the League ran its own covert unit of reformed foes—Justice League Elite.

### Manifest destinies

The concept is open-source. Canada hosts Justice League United, and Cyborg and Green Lantern Jessica Cruz helm Justice League Odyssey, a fluid squad battling Darkseid in the newly liberated Ghost Sector.

The Justice League is Earth's primary metahuman resource, but Batman accepts that it is too ponderous for many problems. Keen to school inexperienced heroes and set villains straight, he gathers a tight group of unlikely candidates he feels have never reached their true potential. With Black Canary as field commander, he pits them against threats like the extradimensional Extremists, Queen of Fables, and time-shredding Chronos. Gradually ceding control, the Dark Knight sees his theory confirmed when his Justice League of America evolves into inspirational multinational task force the Justice Foundation.

The doctrine of united heroism endures for centuries and across divergent realities. Earth-12 benefits from a fellowship of legacy heroes acting as a Justice League Beyond, while a besieged 31st century is liberated by cloned champions Justice League 3001. By the 853rd century, Justice Legion Alpha marshals a veritable Super Hero army, upholding the undying principles of service and valor established by the indomitable Justice League. ■

**See also:** Tomorrow's Heroes and Dystopias.



**Unsung heroes** The 31st century League comprise of volunteers who donate their bodies as hosts for history's reborn Super Heroes.



### Convenient allies

Super Heroes are measured by their foes and enjoy distinct advantages when acting in concert with cooperation and trust in their comrades. Super-Villains are arrogant, obsessive, and hungry to prove their innate superiority. Theoretically, ganging up on heroes is logical, but not when fighting beside despised rivals.

Miscreant alliances like the Injustice Gang fail because they simply cannot work together—or even follow someone else's orders. Eventually, however, a workable strategy is found. Led by Lex Luthor, an iteration of the Secret Society of Super-Villains institutes a policy of terror, delivering fatal consequences for any who break ranks.

The policy pays world-shaking dividends in Luthor's later Legion of Doom, an array of arch-foes lured with fantastic promises of power and dreams come true—as long as they totally comply with the wishes of Apex Lex and his all-powerful dark inspiration Perpetua.



# HIGH HOPES

## NIGHTWING

### ON THE RECORD

#### REAL NAME

**Richard John “Dick” Grayson**

#### AFFILIATIONS

**Batman Family, Titans, Spyril, Justice League**

#### BASE

**Blüdhaven; formerly New York City, New York; Gotham City**

#### ABILITIES

**Peak-level acrobat and martial artist**

#### MISSION

**Kicking butt and helping people**

#### STATUS REPORT

**Recovering from major head trauma**

**“T**ragedy forges heroes” is an inescapable truism, but some champions refuse to be consumed by darkness. As Robin, Dick Grayson is Batman’s first partner—overlooked as a simple sidekick, but earning the respect of heroes and villains alike.

Romani by heritage, Grayson was a stellar trapeze artist before puberty, secretly groomed by the insidious Court of Owls as their next Talon enforcer. His destiny is forever derailed when Gotham City mobster “Boss Zucco” murders his parents in a bid to extort Haly’s Circus.

Adopted by Bruce Wayne, Dick learns detection and crime fighting under the wing of Wayne’s alter ego, Batman, and former-spy-turned-butler Alfred Pennyworth. Dick excels yet never loses his joy and enthusiasm. The charismatic young man assembles like-minded junior heroes as the Teen Titans, offering targeted aid to youngsters in extraordinary distress and frequently saving the world. He later goes solo as Nightwing and between globetrotting adventures, leads Titans teams, joins the Justice League, and resettles in crime-ridden Blüdhaven to work as a cop and Super Hero. When Batman is lost in time, Dick temporarily assumes the role of the Dark Knight until the original returns.

Nightwing’s darkest moments come after his capture by the Crime Syndicate. Publicly outed and seemingly executed, Dick joins

espionage agency Spyril, although he is actually investigating them undercover for Batman. Eventually, with his secret identity restored, he becomes Nightwing again, leading another Titans team and mentoring young heroes—until he is shot by KGBeast. Surviving massive brain trauma and amnesia, Grayson again battles his way back to fighting form. He is a paragon of determination and a true beacon of light and hope. ■

**See also:** Teen Titans, Secret Societies and Villains for the Ages.

#### Dangerous skills

Dick favors escrima sticks in close combat.





# DAUGHTER OF DARKNESS

## BATWOMAN

### ON THE RECORD

#### REAL NAME

**Katherine Rebecca “Kate” Kane**

#### AFFILIATIONS

**Batman Family/Gotham Knights, The Colony, Gotham City Monsters, Justice League**

#### BASE

**Gotham City, formerly Atlanta, Georgia**

#### ABILITIES

**Peak physical fitness, range of personalized weapons and body armor**

#### MISSION

**Saving lives**

#### STATUS REPORT

**Seeking redemption with honor**

**T**ragedy destroys lives but also creates unlikely heroes. In Gotham City, Bruce Wayne’s cousin, Kate Kane, loses both her mother and twin sister, Beth, to terrorists targeting her father, US Army Colonel Jake Kane.

I’ve found my way to serve!

**Batwoman**

She subsequently drives herself in every endeavor and wins a place at West Point military academy. Later expelled for her sexual orientation and refusing to name others, she roams the world in a wild, self-destructive haze. Life turns around after Batman confronts her during a mugging. Dragging herself back from addiction, seeking structure but always finding chaos, Kate enlists her father to help construct an arsenal to battle evil as Batwoman. She has no conception that Jake Kane commands rogue black-ops project The Colony.

Surviving attack by the Religion of Crime, Kate discovers Beth still lives—abducted and driven insane to become the cult’s leader, Alice. Eventually, Batwoman defeats and institutionalizes Alice. She formally

allies with Batman as drill sergeant and field leader to his team of heroes and reformed villains—crime fighters tasked with protecting Gotham City. Her military viewpoint and refusal to accept the “Batman rule” of no killing brings her into conflict with Red Robin and even bigger conflict with Batman.

Batwoman is consistently drawn into arcane conflicts, battling the spectral Weeping Woman and vampire Nocturna. She fights beside Gotham City’s heroic Monsters to counter demonic terrorist Lord Melmoth. A dark angel of tragedy and redemption, Batwoman will stop at nothing to save the helpless. ■



**Warrior woman** Kate Kane often questions her motives but never the need for Batwoman.



# JUNIOR JUSTICE LEAGUE

## TEEN TITANS

### ON THE RECORD

#### DESIGNATION

**Teen Titans**

#### FOUNDING MEMBERS

**Robin (Dick Grayson), Kid Flash, Wonder Girl, Aqualad, Speedy**

#### CURRENT MEMBERS

**Robin (Damian Wayne), Crush, Kid Flash, Red Arrow, Roundhouse**

#### AFFILIATIONS

**Titans, Justice League, Young Justice**

#### MISSION

**Learning to be better**

#### STATUS REPORT

**A rite of passage**

**S**uper Heroes defend, protect, and avenge imperiled humanity, aided by gifted and resolute young allies—apprentice champions learning on the (very dangerous) job. These young warriors grow apart from their mentors as their own personalities develop, subsequently

seeking comradeship and support among similarly situated peers.

The original Teen Titans are Robin (Dick Grayson), Kid Flash (Wally West), Wonder Girl (Donna Troy), Aqualad (Garth), and expert archer Speedy (Roy Harper). These junior and teenage heroes regularly save the planet, driven by duty while largely liberated from overbearing adult expectations and pressures. The group expands and diversifies, constantly shifting as its members grow, frequently disbanding and reforming but always offering a sheltering environment for metahuman, alien, or other outsiders to be themselves and consider their futures. Eventually, the original teammates reform as New Teen Titans and, later, The Titans, offering advice and mentoring to emergent super-beings and beneficial alternatives to kids on a bad path, such as Deathstroke's maverick daughter Rose (aka Ravager).

Every lineup is driven by a sense of duty and a hunger to help and inevitably contends with overwhelming opposition, from demonic tyrant Trigon the Terrible to insidious, predatory cultists like Brother Blood.



**Titanic trade-off** The son of Batman made his recruits better heroes, and they taught him the value of friendship.

This nurturing tradition subtly shifts when Damian Wayne (Robin) recreates the Titans as his personal strike-force. The team includes Kid Flash, Crush, Roundhouse, and Red Arrow. They face old Titan enemies Brother Blood and Deathstroke. The team eventually splits, but a new Titans Academy is created to shape the next generation of heroes. ■



# TEENAGE KICKS

## YOUNG JUSTICE

### ON THE RECORD

DESIGNATION  
**Young Justice**

FOUNDING MEMBERS  
**Robin, Superboy, Impulse**

CURRENT MEMBERS  
**Robin (Tim Drake), Superboy, Impulse, Wonder Girl, Jinny Hex, Amethyst, Naomi**

BASE  
**Secret Sanctuary, Happy Harbor, Rhode Island**

AFFILIATIONS  
**Titans, Justice League of America**

MISSION  
**Hanging out, saving lives**

STATUS REPORT  
**Getting reacquainted after too long apart**

**A** loose association of junior Super Heroes on Earth and its adjoining dimensions, Young Justice begins after a troubled boy banishes adults to a parallel world. After teen champions unite

to thwart genie-possessed Bedlam and restore the status quo, Robin (Tim Drake), Impulse (Bart Allen), and Superboy (Conner Kent) stay together to have fun without adult supervision. Subsequently rescuing immaterial girl Secret from the Department of Extranormal Operations, they form a team to fight evil in their own way, but as membership grows, their mentors soon intervene.

In return for accepting adult supervision, Young Justice is given the JLA's old HQ, with android Red Tornado as on-site guardian. Eventually, Young Justice becomes a beacon for youthful adventurers. However, following increasingly dangerous missions, they are shut down by Nightwing in response to Troia and Omen being killed by Brainiac-controlled super-robots.

### Fast friends

Not even reshaped histories and cosmic crises can keep Impulse, Superboy, and Robin apart for long.



The embittered survivors join the Teen Titans and continue under strict adult supervision and training.

As Earth is reshaped by successive reality shifts, Impulse is excised from existence and abruptly returned to a much-altered Earth Prime. Discovering no one remembers him, he triggers events drawing Robin, Superboy, and Wonder Girl together again while recruiting new allies Amethyst, Jinny Hex, and Teen Lantern. They defeat tyrannical Dark Opal and clash with their own evil counterparts before exposing S.T.A.R. Labs' Dr. Glory as a reality-warping criminal. Young Justice always offers a supportive refuge where teen warriors can learn to be themselves. ■

“

We need some ... action!

**Impulse**

”



# SECRETS AND IDENTITIES

## BATGIRL/ORACLE

### ON THE RECORD

REAL NAME

**Barbara Joan Gordon**

AFFILIATIONS

**Birds of Prey, Batman Family**

BASE

**Gotham City**

ABILITIES

**Computer genius, skilled detective, strategist, acrobat, martial artist, utility belt of specialized tools and weapons**

MISSION

**Saving everyone, proving her independence**

STATUS REPORT

**Rocking three lives**

**T**ragedy is the spur for many to become heroes, but for Barbara “Babs” Gordon, life-shattering change comes after she dedicates her life to helping others. Barbara is a genius polymath whose early inspirations are her father, Gotham City Police Commissioner James Gordon, and Batman. An equal and opposite

“

No more fear!  
**Barbara Gordon**

”

influence is older brother, James Jr. As a child, Barbara correctly deduces that he is a sociopath addicted to murder.

At 15, self-trained Barbara secretly mimics Batman and Robin, battling crooks like Killer Moth as an unofficial “Batgirl.” Initially resistant, the Super Heroes are unable to dissuade her and ultimately arm and train her. Batgirl’s crusade is cut short when the Joker shoots her, shattering her spine. Confined to a wheelchair, she recreates herself as Oracle, an enigmatic online presence providing information and resources to crime fighters.

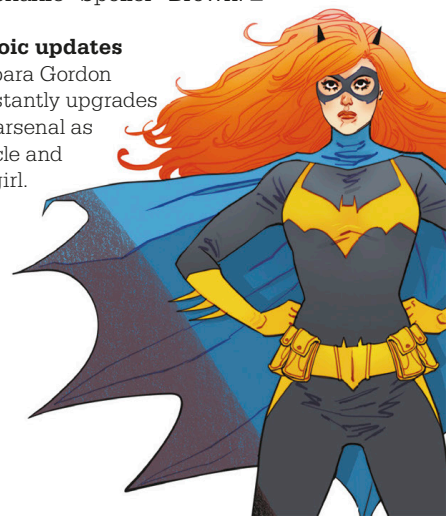
A brilliant programmer and hacker, Barbara targets financial crime, white-collar miscreants, mobsters, and strictly human monsters as well as metahuman

predators and ego-freaks. Realizing she can do more, she builds a task force to tackle the worst of the worst—her Birds of Prey.

Eventually, science cures her paralysis with a cybernetic spinal implant, and she resumes her two-fisted career as Batgirl. A powerful force for justice in Gotham City, Barbara reevaluates her role after her brother—one of the most accomplished serial killers in history—dies saving her life. Admitting that she’s a better general than foot soldier, Barbara reactivates her Oracle guise, ceding the Batgirl persona to two former replacements, Cassandra “Orphan” Cain and Stephanie “Spoiler” Brown. ■

### Heroic updates

Barbara Gordon constantly upgrades her arsenal as Oracle and Batgirl.





# FEMALE EMPOWERMENT

## BIRDS OF PREY

### ON THE RECORD

#### FOUNDING MEMBERS

**Oracle, Black Canary**

#### CURRENT MEMBERS

**Black Canary, Huntress, Poison Ivy, Harley Quinn, Renee Montoya**

#### AFFILIATIONS

**Justice League of America, Batman Family**

#### BASE

**Gotham City**

#### MISSION

**Proactive life-saving and punitive crime-busting**

**D**espite a formidable reputation and expediting the end of many criminal careers, Barbara Gordon decides she can do more to fix the world. In her information-gathering and planning persona Oracle, she aids Batman, the Justice League, and global law enforcement agencies, learning the closely guarded secrets of many masked adventurers.

Understanding of how many of them think and feel, Barbara contacts

female Super Heroes—and eventually villains—offering inducements such as purpose, excitement, revenge, and money to act as her agents across the globe. Unlike most costumed champions who work reactively, the wheelchair warrior seeks out injustice and calculates the most effective way to end it.

With an ever-changing arsenal of agents, Oracle ends human trafficking rings, international arms dealers, organized crime empires, and other outlaws savvy enough to stay off the radar of police, governments, and attention-attracting Super Heroes. The team's missions become bigger and more personnel-intensive, but the goal is always to help those who have no one to turn to.

A coalition of independent, strong-willed women, the Birds of Prey constantly quarrel and break up, with former operatives frequently borrowing the name for their own purposes and cases. When Barbara Gordon finally regains the use of her legs and returns to the streets as Batgirl, she again allies with first choice Black Canary in a new Birds of Prey group, gradually accepting the help of vigilante and former spymaster Helena Bertinelli, the Huntress.



**Women warriors** Neither Batgirl nor Oracle ever lacked moral support or sheer firepower when the Birds of Prey went after bad guys.

Soon the team again expands into a place for empowered women looking to change the direction of their lives. The concept spreads far and wide after Gordon surrenders her Batgirl role to resume her supervisory and strategic position as Oracle, heralding a new era in her crime-fighting career. ■



## ON THE RECORD

### DESIGNATION

**Task Force X/Suicide Squad**

### FOUNDING MEMBERS

**Colonel Rick Flag, Karen Grace, Dr. Hugh Evans**

### FREQUENT REOFFENDERS

**Deadshot, Harley Quinn, Rick Flag Jr., Killer Croc, Captain Boomerang, Katana, Enchantress, El Diablo**

### BASE

**Belle Reve Penitentiary, Louisiana**

### MISSION

**Do the mission, don't get caught, don't die, earn a pardon**

Ordinary humans experience extreme ambivalence regarding Super Heroes. Their assistance is welcome in times of crisis, and for many fans they are the ultimate celebrities, but their very existence draws violence and calamity. Their presence seldom implies happy times ahead.

# DO OR DIE

## SUICIDE SQUAD

“  
We're all gonna die,  
aren't we?  
**Captain Boomerang**

Governments fear and resent superpowered individuals, having no control over anonymous strangers whose motives are suspect and who cannot be stopped, threatened, or managed. Can it be altruism or nobility that drives them? What really compels beings who could rule the world to save kittens in trees and go toe-to-toe with Darkseid or the Joker? It certainly isn't for money or fame, or they wouldn't hide their identities.

Many nations employ empowered agents for—usually covert—state purposes but suffer a shortage of willing living resources. If America has the largest proportion of metahuman or otherwise powerful individuals, shouldn't they be doing what their democratically elected leaders need them to do?



**Dead to rights** Even though personnel turnover is rapid, all Suicide Squad members have the same look of weary resignation and dwindling defiance.

### Dead reckoning

According to intelligence operative and government insider Amanda Waller, the solution is simple. Throughout history, many cultures pressed into service those it deemed criminals. Super Heroes cannot be trusted, or their services relied upon, but prisons are full of self-serving metahumans as powerful as the masked idealists, but utterly lacking

their annoying scruples. Why not defray the exorbitant costs of incarceration and utilize such resources in service to the state? All that is necessary is a means of control and a suitably secret work agenda.

Waller's own family has repeatedly suffered from criminal assaults, and she ferociously lobbies for presidential approval to revive the post-war Task Force X program. Her successful argument is to let Super Heroes be themselves, but compel superpowered convicts into wet work and black ops. Promised pardons, sentencing reductions, and better conditions are compelling inducements, and obedience is assured through remote-controlled bombs surgically implanted in the brains of "volunteers." Moreover, any public exposure can be spun as "Super-Villain rampages," affording the government complete deniability while ending dangerous threats.

The operation is based in supermax prison Belle Reve, where Waller deploys as field commanders fringe operatives with military or espionage experience—primarily career soldier Colonel Rick Flag Jr. His grandfather led the original Suicide Squadron and postwar Task Force X. Flag Jr. accepts Waller's offer because bad guys need killing, and he wants out of military prison, where he is serving an indefinite sentence for refusing to carry out an illegal order. He has no idea Waller framed and jailed him.

As a succession of reluctant rogues eliminates super-terrorists, mad villains, aliens, monsters, and death cults like Kobra, the casualty list soars. Betrayal is constant, but eventually core survivors Deadshot, Harley Quinn, Killer Croc, and El Diablo form an unbreakable bond of comradeship. A new team is instated after corrupt senators orchestrate Waller's removal and sell

# FALLEN FELONS

The Suicide Squad has a fast and fatal staff turnover. Thanks to magic and exotic technologies, some of them even manage to come back from the dead and die again!

## DEAD AND PARDONED



Blockbuster



Mindboggler



Slipknot



Thinker



Multi-Man



Mr. 104

Boomerang  
(Owen Mercer)

Hack



Reverse-Flash



King Shark



Voltaic



Yo-Yo



Lime



Warrant



The Hunky Punk



Enchantress



Mad Dog



Rag Doll



Tao Jones



Skorpio



Baby Boom



Lok



Cavalier



Master Jailer



Maggie



The Shark



Jog



Alchemist



Tiamat

## DEAD BUT RESURRECTED



Deadshot

Digger Harkness/  
Captain Boomerang

Hack



El Diablo



Scream Queen

the Suicide Squad to Roman Sionis (Black Mask). Disguised as Ted Kord, he press-gangs metahuman activists the Revolutionaries into his scheme to conquer oil-rich Bahdnisia but is outwitted and destroyed by his own pawns.

The Suicide Squad concept is far too effective to stay dormant

for long. In short order, a new team led by militant hero Peacemaker resumes the original mission. However, Amanda Waller is a woman who knows where all the bodies are buried. Can she be far from the actions of a new Suicide Squad for long? ■

**See also:** New World Orders



# KILL AND BE KILLED

## DEATHSTROKE AND RIVAL SUPER-ASSASSINS

### ON THE RECORD

#### REAL NAME

**Slade Joseph Wilson**

#### AFFILIATIONS

**League of Assassins, Defiance, Team 7**

#### BASE

**Mobile**

#### POWERS/ABILITIES

**Hyper-enhanced reflexes, and senses, superhuman strength, speed, agility, and durability, combat and weapons master, Ikon suit with defence capabilities**

#### MISSION

**Following his personal code of honor**

#### STATUS REPORT

**After dying, Deathstroke is resurrected and active**

In a world where gods, monsters, and Super Heroes abound, one ancient profession still flourishes for operatives with power and initiative. Crime proliferates and bosses need to remove threats. If targets can now

hope for Super Heroes to save them or pay for metahuman protection, individuals can always be found to provide final solutions. Even Darkseid of Apokolips retains an assassin, the elegant, insidious Kanto.

Mastermind Rā's al Ghūl monetized his followers, hiring out the League of Assassins to support his schemes and gain influence, however, many contract killers cherish independence, relying on dictators and billionaires to finance their chosen lifestyles.

The roster of freelance super-assassins is vast and ever-changing, but its top tier remains surprisingly static. The deadliest of all, martial artist Sandra Wu-San (Lady Shiva), considers killing her art form. She is so adept that some targets—such as

#### Deadliest of the species

Such are Lady Shiva's peerless combat skills that no other assassin can match her.

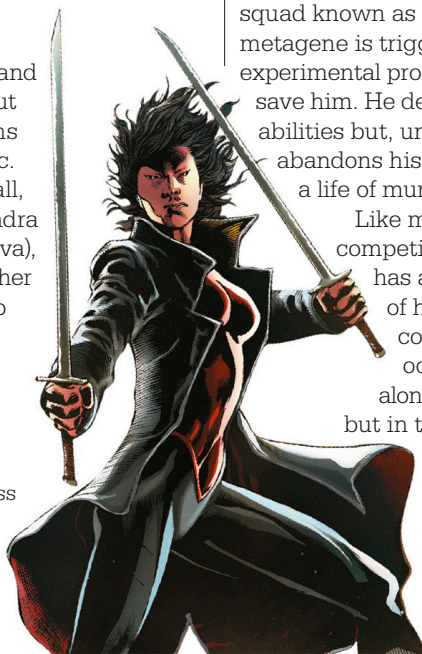
her daughter, Cassandra Cain, Black Canary, or the Question—are allowed to live and improve their skills in order to provide a more satisfactory contest for her at some future date.

Hitmen potentially challenging her status include poisoner Cheshire, archers Shado and Merlyn, marksmen Deadshot, Drakon, and teleporting electrocutioner Bolt, but her true rival is the conflicted former war hero Slade Wilson, aka Deathstroke (pictured top left).

Wounded while in the black-ops squad known as Team 7, Wilson's metagene is triggered by highly experimental procedures intended to save him. He develops superhuman abilities but, unable to adjust, abandons his family to pursue a life of murder for profit.

Like many of his competitors, Deathstroke has a unique code of honor. This has compelled him on occasion to fight alongside Super Heroes, but in the final accounting,

Slade Wilson is all about the paycheck, no matter who has to suffer. ■





# QUESTIONABLE BEHAVIOR

## THE QUESTION AND OTHER VIGILANTES

### ON THE RECORD

#### REAL NAME

**Vic Sage, formerly Charles Victor Szasz**

#### AFFILIATIONS

**Batman, Lois Lane, Justice League**

#### BASE

**Hub City**

#### ABILITIES

**Elite martial artist, brilliant detective, employs chemicals to obscure his appearance**

#### MISSION

**Achieving understanding**

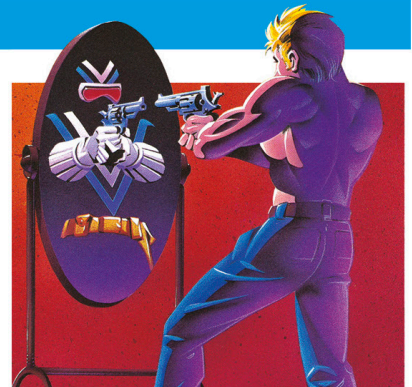
#### STATUS REPORT

**Solving problems day to day**

**A** most dangerous trend is Super Heroes who push the boundaries of justice and punishment. Veteran champions such as Batman and Green Arrow might be able to control their urge to punish, but for former spy the Huntress, Thorn, resurrected Jason Todd (Red Hood), or the mysterious Ghost-Maker, the temptation to end a recurring threat is hard to resist.

Heroes frequently work outside the law and ignore due process, yet they often operate with the approval of local authorities, tacit or otherwise. Some eschew the limiting strictures of the law in pursuit of a more personal form of justice. They use excessive force and are even willing to kill to achieve their brutal goals.

In Hub City, reporter Vic Sage exposes crime and corruption before personally confronting perpetrators as the Question, a relentless, faceless vigilante following his conscience rather than the rules. When the political elite hire the ultimate assassin Lady Shiva to kill Sage, he is crippled and left to die. Incomprehensibly, Shiva brings Sage to sensei Richard Dragon, who teaches him to master



**Upon reflection** Fueled by loss and pushed to the brink by tragedy, Adrian Chase's final victim is himself.

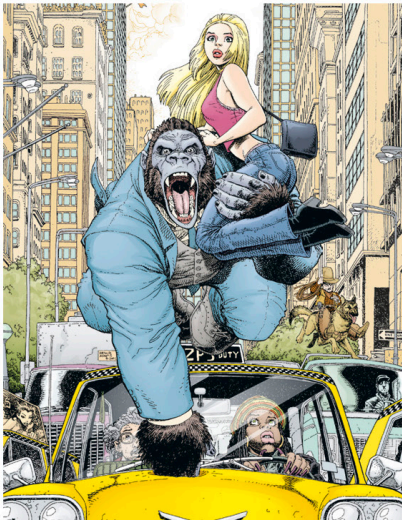
body and mind. The Question returns to clean up Hub City before becoming a tireless wanderer, exposing dark secrets and battling injustice. Primarily a detective, he prefers not to kill, and often consults with Batman, Superman, and the Justice League.

Many extraordinary individuals are less diligent in their quest for justice. Taking the name of a 1940s western-themed hero, former District Attorney Adrian Chase foreswore law to destroy criminals after his family are murdered. This vengeance-driven Vigilante spawns a succession of equally lethal avengers carrying on in his name as well as regional copycats such as Wild Dog. ■

“

There is Good. There is Evil.  
**The Question**

”



# I LOVE A MYSTERY!

## WATCHING THE DETECTIVES

### ON THE RECORD

#### DESIGNATION

**Private investigators**

#### HIGHLY RECOMMENDED

**Detective Chimp, Jonni Thunder, Angel O'Day & Sam Simeon, Ralph Dibny, Jonny Double, Ohiyesa**

#### AFFILIATIONS

**Police departments, media outlets, Super Heroes**

#### ABILITIES

**Expert deductive reasoning**

#### MISSION

**Solving problems**

#### STATUS REPORT

**Everyone has their own unique "modus operandi"**

**H**umanity is an inquisitive, acquisitive primate, prone to violence and addicted to snooping. Exposing secrets and suffering the consequences are defining characteristics of the species, and the compulsive search for answers constantly triggers skirmishes in the eternal war between Justice and Doom.

Techniques of ratiocination—applying established facts, logical reasoning, and hypothetical deduction to problems—are primary tools of all scientists exploring universal laws, but they work equally well in solving crimes.

All over the world and throughout history, evildoers flout cultural codes and obscure their actions, countered by individuals unable to allow injustice to prosper. Mystery-solvers evolve into a distinct class of champion—determined, compassionate, and generally fee-seeking. Former military or police officers like Slam Bradley, Nathaniel Dusk, and Jason Bard become professional private investigators, while one PI joins a shipping line to probe nautical crimes as Captain Mark Compass.

Many troubleshooters have a compulsion to solve mysteries. Reporters Lois Lane and Jimmy Olsen relentlessly probe all manner of secrets, TV journalist Roy Raymond exposes fraudsters, and stage magician Mysto cleans up the entertainment industry. In Elkhorn, Nebraska, generations of Native Americans compete for the role of crime-buster Ohiyesa. Even some



**Shock and awe** Thunderbolt increases her power, but Jonni Thunder's true strengths are her street smarts.

Super Heroes such as J'onn J'onzz (Martian Manhunter), The Question, and Elongated Man (Ralph Dibny) are primarily detectives, like private eye Jonni Thunder, who uses magic in her job. Many investigators are supernatural specialists. Arcane sleuths such as John Constantine, Doctor Occult, and the Dead Boy Detectives pale beside the strangest "gumshoes" in the business.

Angel O'Day's partner-in-crime-busting is cartoonist Sam Simeon, an orphan from Gorilla City (pictured above left), while mystically enhanced chimp Bobo is so brilliant that he regularly advises the world's greatest detective, Batman. ■



# BADGE OF HONOR

## TOP COPS

### ON THE RECORD

#### DESIGNATION

**Officers of the law**

#### HONORABLE MENTIONS

**Commissioner James Gordon, Detective Harvey Bullock, Chief of Detectives Mackenzie Bock, Captain Maggie Sawyer, Detective Turpin, Inspector Bill Henderson, Captain Darryl Frye, Director David Singh**

#### AFFILIATIONS

**City government, Super Hero community**

#### MISSION

**Protect and serve**

**E**ven in a world warped by wonder and terror and blighted by crime and corruption, ordinary individuals strive tirelessly under unshakable codes of honor. The worst excesses of mobsters, miscreants, maniacs, and monsters are not only defied by astounding Super Heroes but also by resolute, steadfast police officers, proudly upholding the tenets of decent, civilized humanity.

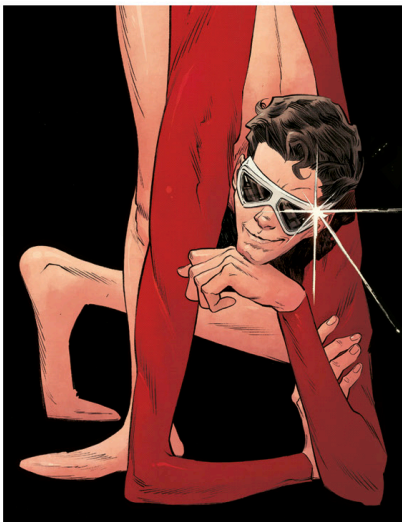
In every modern city, cops are stuck with clean-up and paperwork once the Super Heroes vanish into the shadows or rush away. Putting criminals on trial and ensuring that they stay behind bars, it is understandable why so many law enforcement personnel resent the freedom of independent crime-stoppers who are unhindered by due process. And while many cities have official adversarial policies regarding metahumans, some actively welcome and work with their local Super Heroes.

In twinned conurbation Central City/Keystone City, police chief Darryl Frye encourages speedsters to keep his streets safe, supported by Crime Lab Director David Singh, the majority of beat cops, and a proud populace, while Maggie Sawyer, Bill Henderson, and Dan Turpin of the Metropolis Special Crimes Unit regularly collaborate with Superman and other heroic metahuman defenders.

Gotham City Police Department (pictured above) are the most embattled force of modern times. Notoriously corrupt for decades, GCPD begins reclaiming its reputation during Detective James Gordon's meteoric rise to become Commissioner. When not arresting criminal kingpins and lethal lunatics, Gordon exposes bribery and worse in his own department, supported by District Attorney Harvey Dent and urban myth "the Batman." Surrounding himself with a circle of honest, driven cops such as Harvey Bullock, Renee Montoya, Crispus Allen, Mackenzie Bock, and more, Gordon is removed from his post and becomes a private investigator, hunting The Joker. ■

**Guiding light** Gordon turns the Police Commissioner's role into the most dangerous job in Gotham City.





# PLASTIC FANTASTIC

## MALLEABLE METAHUMANS

### ON THE RECORD

#### REAL NAME

**Patrick Edward “Eel” O’Brian**

#### AFFILIATIONS

**The Terrifics, Justice League, Offspring, Freedom Fighters**

#### LOCATION

**Cole City**

#### POWERS

**Infinitely malleable form, elastic shapeshifting, virtual invulnerability, potential immortality**

#### MISSION

**A reformed criminal seeking justice for all**

#### STATUS REPORT

**Bouncing back from every hard knock**

**P**owers alone don’t make someone heroic. Heroes and villains often share similar gifts, including relatively ridiculous abilities like the malleable, stretchy bodies of Plastic Man and his son Luke (aka Offspring). Bendiness isn’t as useful as real shapeshifting,

when beings can morph their body parts into deadly weapons.

Perhaps elasticity indicates a flexibility of attitude. Super Hero detectives like Elongated Man (Ralph Dibny), Tom “Stretch” Longacre, or Jimmy Olsen certainly make mincemeat of complex mysteries but seldom command respect or strike fear into evil-doers’ hearts. After all, who’s afraid of silly putty? The many victims of murderous Dr. No-Face or elastic executioners Madame Rouge and her daughter Gemini certainly aren’t complaining.

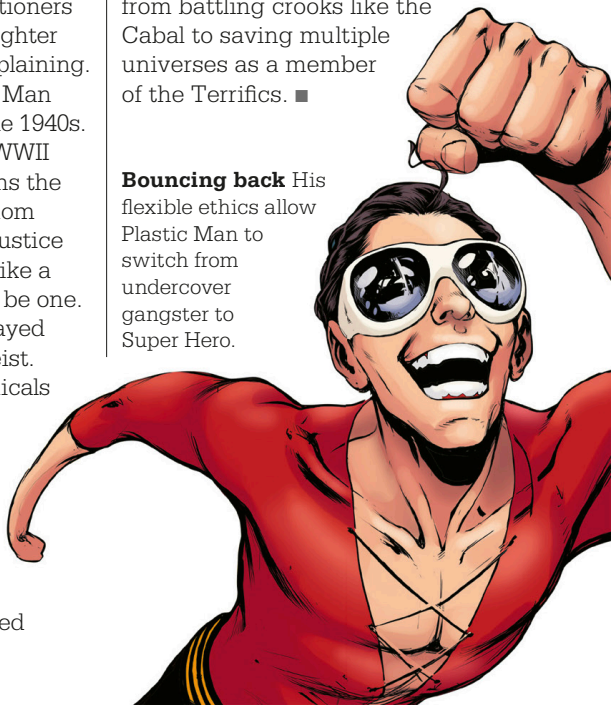
In many realities, Plastic Man (pictured above) debuts in the 1940s. A private eye, the hero is a WWII FBI liaison to legendary teams the All-Star Squadron and Freedom Fighters. He later joins the Justice League. Plastic Man thinks like a criminal because he used to be one. Patrick “Eel” O’Brian is betrayed by his own crew during a heist. Shot, doused in exotic chemicals and left for dead, his body mutates. Compulsively changing shape, he resolves to protect people from the kind of rat he once was.

During the first Dark Multiverse invasion, Plastic Man discovers an unexplained

affinity with extra-Multiversal Nth Metal and immunity to the effects of Dark Matter—a possible explanation for his incredible abilities and unnatural, often surreal Super Hero experiences.

Against his better judgment, he joins a pan-dimensional Super Hero alliance with Mister Terrific, Metamorpho, Phantom Girl, and a succession of alternate-reality Super Heroes, graduating from battling crooks like the Cabal to saving multiple universes as a member of the Terrifics. ■

**Bouncing back** His flexible ethics allow Plastic Man to switch from undercover gangster to Super Hero.





# SUPER HEROES? HAH!

## THE LIGHTER SIDE OF SUPER HEROISM

### ON THE RECORD

#### DESIGNATION

**Unlikely heroes**

#### NOTABLE EXAMPLES

**Inferior Five, Ambush Bug, The Heckler**

#### AFFILIATIONS

**No comment**

#### MISSION

**Saving lives—preferably their own**

#### STATUS REPORT

**There are easier ways to contribute to society**

**F**or some irrepressible heroes, the never-ending war between Justice and Doom cannot daunt resolve or crush spirits.

They roll with every physical or metaphorical punch that comes their way. That is certainly true for Irwin Schwab (aka Ambush Bug, pictured above), a deeply delusional, morally ambiguous Super Hero-obsessed wannabe. Schwab maintains that his cosmic insights stem from his reality existing in comic books read by extradimensional beings.

Heroes laugh at death and danger, but for some, death and danger laugh right back. Helping the needy is universally compelling and independent of race, age, gender, or species. Tragically, it does require a certain amount of ability. Super Heroes like Plastic Man employ mockery as weapons, but joy and plentiful giggles don't ensure successful outcomes. Facing the maniacal Creeper is no joke, but blue-collar costumed vigilante the Heckler laughs just as hard in battle, convinced that being "annoying as hell" is his personal superpower.

The same can be said of Blue Beetle (Ted Kord) and Booster Gold (Michael Carter). Although effective Super Heroes individually, when working as Blue and Gold, they devolve into inept jerks, invariably



**Laugh this off** The Inferior Five and Legion Subs have a hard enough time coping with reality, let alone saving it.

generating more confusion and disaster than any villain.

In sedate borough of Queens, bewildered 'Mazing Man (Siegfried Horatio Hunch III) does good deeds in a homemade costume, spreading delight all around, but can happiness save the world? The opposite is definitely not the case. The Inferior Five are earnest but incapable second-generation Super Heroes pushed into the family business by guilt and more terrified of parental censure than death. They even, in alliance with 31st-century Legion of Substitute Heroes, save the Multiverse. But are they happy? Yes. When the fighting stops. ■

“

Don't talk. Just run.  
**White Feather**

”



# CITY OF TOMORROW

## METROPOLIS

### ON THE RECORD

#### NAME

**Metropolis**

#### ASSOCIATIONS

**Superman, The Daily Planet, LexCorp, S.T.A.R. Labs, Project Cadmus, Steelworks, MPD/Science Police, Invisible Mafia**

#### POPULAR DESIGNATION

**City of Tomorrow, the Big Apricot**

#### MISSION

**Living tomorrow today**

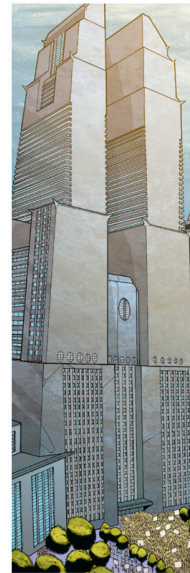
#### STATUS REPORT

**Beacon of opportunity, invention, and hope**

**A** gleaming center of commerce, culture, and innovation, Metropolis is a paragon of determination, diversity, and ingenuity. It is first mapped by 16th-century European explorers. The bay region is later settled by Dutch traders at the confluence of mighty rivers. Displacing Algonquin First Nation tribes, De Vries Village (now “Old City” near Queensland

Park) grows into a prosperous seaport. Some of America’s earliest newspapers, including *The Daily Planet*, begin there in 1775, and it is a strategic citadel during America’s Revolutionary War. It becomes Fort Hunter/Hunter City after hero Tomahawk’s Rangers defeat the British during the “Devil’s Winter Siege,” where time-displaced Dan Hunter enters the ranks of legend.

By 1847, Metropolis is a hive of merchants and stores servicing a growing pool of immigrants from all over the world. Banking, steelmaking, and philanthropy dominate, with the dynasty of Edna and Wallace Luthor prominent. In 1905, scientific adventurer Waldo Glennmorgan sparks technological experimentation, resulting in



### Shining spires

The sparkling towers of Metropolis promise utopia but conceal danger.

a proliferation of museums, libraries, art galleries, a University, and the “Six Boroughs” being renamed Metropolis.

The city is now home to LexCorp, S.T.A.R. Labs, Galaxy Communications, SteelWorks, Cadmus, *The Daily Planet*, and more. It boasts the lowest crime rate in the US, partially thanks to Superman. Under Captain Maggie Sawyer, the city’s pioneering Special Crimes Unit reinvents itself to face metahuman threats and transplanted alien populations, like the subterranean Underworlders. The SCU evolves into the Science Police, a model ultimately replicated all over the galaxy into the 31st century and beyond. ■

**See also:** Way Out West, Time Masters



There’s only one story, Lane.  
Metropolis.  
**Perry White**





# CITY OF NIGHT

## GOTHAM CITY

### ON THE RECORD

#### NAME

**Gotham City**

#### ASSOCIATIONS

**Batman, Wayne Foundation, Wayne Industries, Wayne Tech, Arkham Asylum, GCPD**

#### POPULAR DESIGNATION

**City of Crime**

#### MISSION

**Staying alive, getting ahead**

#### STATUS REPORT

**Fortune favors the ruthless**

**G**otham City sits on the East Coast, a conurbation of densely populated islands and shoreline bracketed by Slaughter Swamp and bleak Blüdhaven. The area is cursed in antiquity when a warlock is entombed in its deepest caverns. Centuries later, the indigenous Miagani (Bat Tribe) are eradicated by missionary Deacon Blackfire.

European encroachment begins in 1609. Coastal villages thrive, but inland settlements fail in horrific

circumstances after a sealed Miagani cave is violated. In 1635, Norwegian Jon Logerquist founds Gotham City. Its advantageous location and lack of legality attracts ambitious opportunists, while the entombed warlock's accursed taint attracts darker visitors, like demonologist Jason Blood. Eventually the warlock awakens, proudly calling himself Doctor Gotham in honor of the cruel society blossoming due to his evil contamination.

In 1799, Darius Wayne builds a mansion that stands to this day. Alongside the Cobblepots and Elliots, the Waynes are founding fathers and financial overlords of the city that grows like a squalid weed around them. They are unaware that the Court of Owls is clandestinely steering their paths.

By the 20th century, Gotham City is wildly prosperous but morally bankrupt. The mental cost is

**Gates of Hell** Arkham Asylum becomes home to the criminally insane and Batman's deadliest foes.

high, and Dr. Amadeus Arkham finds many candidates for the asylum he builds to care for his mother and other broken unfortunates. It exists still, a grim repository for the most deranged and dangerous individuals alive.

Drenched in criminality, the city embraces mobsters and crooked administrators like Rupert Thorne. Its current state is constant calamity, with plagues, flood, earthquakes, federal abandonment, gang warfare, and constant Super-Villain battles winnowing the embattled populace. All it has is a family of Dark Knights and a few incorruptible cops to hold back the tide. ■



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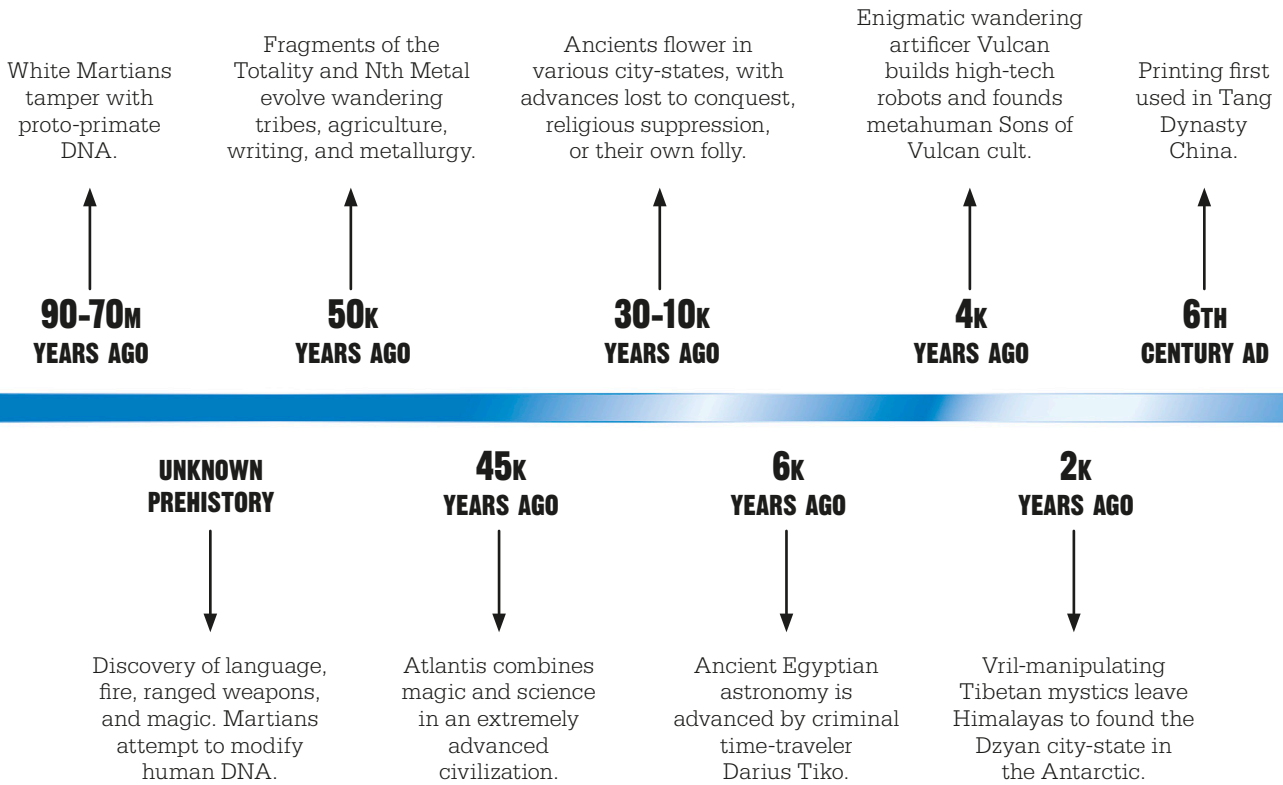
**SCIENCE**

**UNBOUN**

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**D**

**C**reation in its infancy is chaos as energies collide seeking equilibrium. Life evolves, taming the turmoil. While primitive entities create magic to explain their origins, in time, sentient beings systematically probe their reality and science is born. Existence itself is codified as mortals of countless species devise technological miracles, ever encroaching on the primitive beliefs. The gods and demons of old come to be increasingly replaced by a new reality—scientific exploration.



**W**ith the dawn of humanity, magical powers are jealously hoarded by certain sages and scholars who rapidly evolve into an offshoot species: *Homo magi*. Deprived of a quick fix for life's daily difficulties, ordinary human beings, *Homo sapiens*, begin to explore the world around them. Science is born and, though hampered at times by war, disease, or repressive ideologies, reshapes the planet.

Science is a great leveler: Ingenuity coupled with the appropriate technology can master almost any enemy or problem. One deep thinker can benefit a tribe and turn a humble village into a city. However, true technological progress comes sporadically and in isolated enclaves. Strongholds like Korr, Ur, or Atlantis develop but are

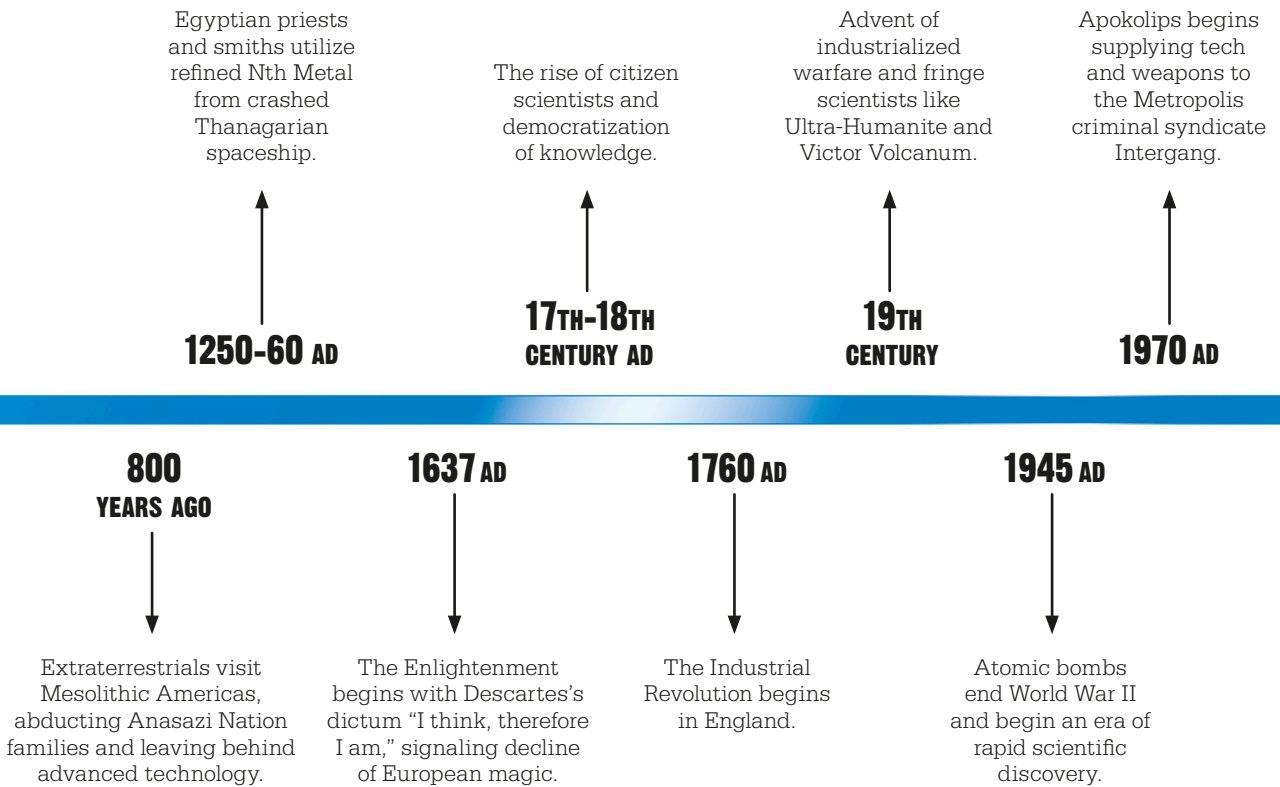
“  
**Science beats Magic!**  
**Dr. Sivana**  
 ”

always surrounded by envious, more primitive cultures afraid of or greedy for their wonders. In time, such cities fall, their discoveries stolen or lost. In fact, archeologist-adventurers like Carter Hall and the Challengers of the Unknown have saved modern civilization from many ancient monsters and threats.

An age of Enlightenment arrives that democratizes knowledge and

enables researchers to pool wisdom. While undermining reactionary religions, it offers more certain rewards than magic. Scientists such as Watt, Faraday, Frankenstein, Darwin, and Einstein revolutionize human existence, while Super-Villains like Ultra-Humanite conceal astounding discoveries anticipating future profits or conquest. Military might especially benefits from scientific advances, leading to two centuries of horrific warfare.

Earth Prime in the 21st century is a world in crisis, home to many cultures in conflict. Race, religion, ideology, wealth, status, and other divisive issues divide populations into militant camps. Thanks to humanity's reckless scientific development and rivalries, Earth becomes a tinderbox of lethal technologies ruled by nervous



**Finding solutions** New God Mister Miracle knows that thinking outside the box is the key to every problem.

governments, despots, and criminals. Opportunities are exploited by piratical alien beings seeking quick

and easy profits. Darkseid, tyrannical ruler of the planet Apokolips, supplies the powerful crime syndicate Intergang with advanced ordnance in order to destabilize humanity and put its Super Heroes to the test.

While most ordinary people simply long for enough food to eat, security, and a decent home to live in, the benefits of cutting-edge inventions seem to be the sole preserve of the rich, criminals, or the criminally rich. They have ready access to flying cars, energy weapons, teleportation, non-polluting power sources, force fields, AIs, robots, and the very latest medical procedures.

After global authorities officially confirm that Earth has been visited by extraterrestrials, human science is supplemented by whatever can

be bought or stolen from other worlds. Poor people with no access to such advances make useful guinea pigs when testing new discoveries.

Medical science faces serious ethical challenges. No longer dedicated to saving lives, medicine becomes increasingly focused on reshaping genetics for bio-weaponry or indefinitely prolonging life, while advances in computing and engineering dramatically enhance human potential in a cybernetic/metahuman arms race.

When answers to longstanding scientific problems can simply be obtained by consulting extraterrestrial beings, or by giving free rein to amoral super-geniuses, potentially dangerous technology may be deployed before humanity is mature enough to use it. ■

# GREAT MINDS

## POLYMATHS AND MENTAL PRODIGIES

### ON THE RECORD

#### DESIGNATION

**Genius**

#### DEFINING CHARACTERISTICS

**Heightened intellect, enhanced memory, deductive reasoning, obsessive drive**

#### MISSION

**Inquiring, understanding, improving everything**

#### STATUS REPORT

**Solutions are the prize, but searching for them is an addictive drug**

**A**cross the universe, civilizations prosper thanks to the inspired observations and groundbreaking research of rare individuals. Wherever science defines cultural development, revolutionary thinkers reshape it. Although teachers, designers, and engineers may refine and modify existing

technologies, the initial spark that triggers great leaps forward in knowledge invariably arises from thinkers who are in a league of their own—scientific geniuses.

Certain planets are renowned for producing individuals of immense intellect. Many of Krypton's greatest achievements stem from the House of El. In addition, the planet's reverence for learning produces many other innovative intellects. Planet Yod-Colu's dominant species dedicates itself to intellectual advancement, but even here, the Dox bloodline is unique, generating a sequence of organic "Brainiacs" who outshine all others. On Rann,

“

What'll I do for an encore?  
**Thomas Oscar Morrow**

”



**Campus utopia** The Terrifctech Modern Community Association Campus provides free education for all.

the polymath Sardath almost single-handedly rebuilds a technological society from the radioactive ruins of a previous utopia.

Not all advances are beneficial. On the antimatter world Qward, a competitive cult demands creation of ever more deadly armaments from competing Weaponers, while in the New Gods' transdimensional realm,

techno-gods Metron, Himon, and Desaad devise processes and artifacts that both elevate and endanger all existence.

### Work smart

On Earth, a thirst for knowledge affects many individuals of superior intelligence; however, it is always influenced by personal experience or choices. If Batman (Bruce Wayne) and The Flash (Barry Allen) were not haunted by troubled childhoods, what heights could their astounding intellects have reached? How would “Prof” Walter Haley have changed the world if he had not dedicated himself to challenging the unknown on his planet’s behalf?

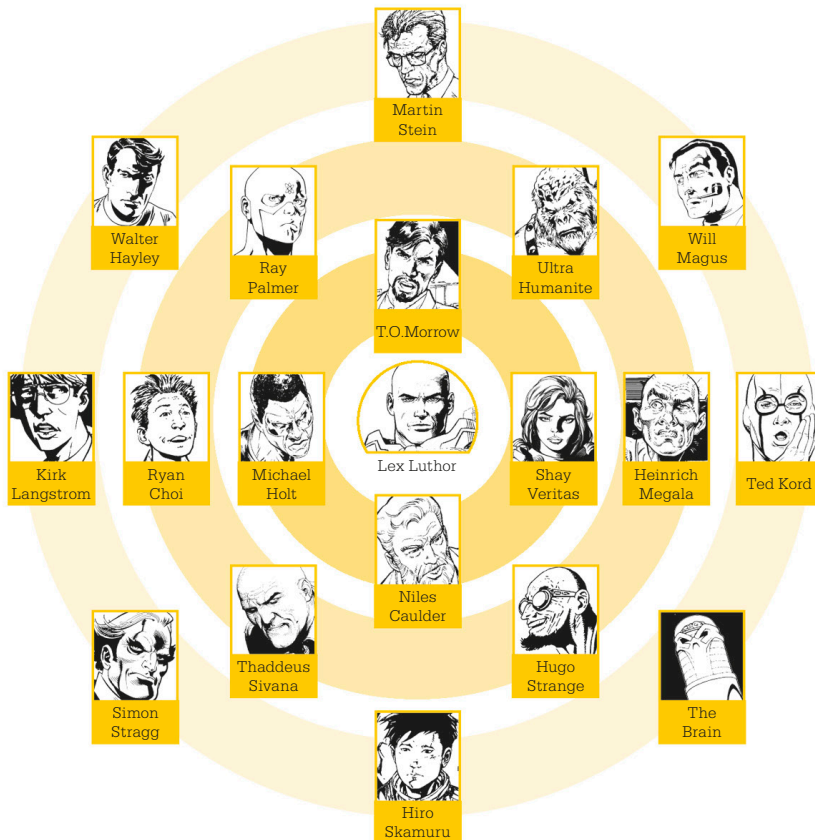
The same holds true for visiting geniuses from other worlds. Tom and Tesla Strong reshape their planet (Earth-ABC) while acting as its Science Hero champions; while Earth-2’s Power Girl (Karen Starr) builds an amazing tech empire on Earth Prime, simply to facilitate a return to her homeworld. Most brilliant minds specialize early on. John Henry Irons and his niece Natasha are technical wizards of defensive armor and armaments. Will Magnus dedicates his life to robotics, and Barbara Gordon’s computing brilliance enhances both crime-fighting techniques and clean energy programs.



**Stars above** Benevolent geniuses like Tom Strong want to learn everything and love to share their knowledge.

### Great minds think unlike ...

The intellectual rankings of Earth’s greatest minds constantly change. Whether wide-ranging or focused on a particular speciality, these thinkers are all way ahead of the curve.



The sole difference between these geniuses and those publicly termed “mad scientists” is simple morality. Polymaths like Michael Holt, Ray Palmer, Ryan Choi, Heinrich Megala, and Shay Veritas are painfully aware of the potential harm that their discoveries might wreak. However, others are more calculating and apply principles of cost-benefit analysis. Lex Luthor loves Earth and above all else wants to protect his investment in it. Doom Patrol Chief Niles Caulder is painfully aware of and hungers for public support. Heinrich Megala has military committees to answer to, and past defeats and mistakes have made former Blue Beetle Ted Kord cautious about future innovation.

Sadly, many apply their gifts for profit and personal power. A host of criminal geniuses, such as Professor Milo and Toyman (Hiro Okamura), plague society. Some seek to artificially enhance their troubled minds. Bodiless villain the Brain plugs himself into the World Wide Web and Hector Hammond is evolved into a telepathic future freak. Others are also transformed. “Thinker” Clifford Devoe and a succession of felons called Brain Storm apply electronic stimulation to their brains, while super-thief Ira Quimby (aka IQ) discovers that exposure to sunlight temporarily multiplies his inventive capacity to incalculable heights. ■



# BAD IDEAS

## MAD SCIENTISTS AND EVIL GENIUSES

### ON THE RECORD

#### DESIGNATION

**Evil scientists**

#### ABILITIES

**Boundless intellect, matchless ingenuity, unhampered by caution or ethical considerations**

#### MISSION

**Satisfying personal curiosity, making things happen, ruling the world**

#### STATUS REPORT

**No such thing as a bad idea, as long as you're not caught**

**H**umanity is simultaneously blessed and beset by brilliant thinkers driven by curiosity, inflamed by their own intellects, and besotted by the allure of invention. From earliest times, observation, inquiry, and rationalistic philosophies revolutionize daily life, but too frequently these cogitators value their ideas more than the people around them.

As societies develop, a codependent relationship evolves between such innovators and rulers,

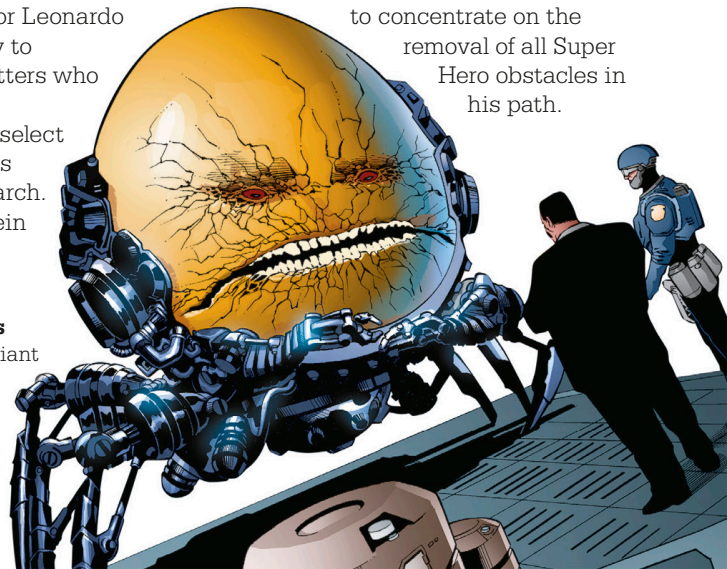
“  
Drop it! I have a particle  
wave ray gun and  
bipolar disorder!  
Will Magnus

who are always in the market for better weapons. Groundbreaking thinkers and artisans-for-hire like Archimedes or Leonardo da Vinci give way to scientific trendsetters who strive to be self-financing, free to select their own agendas and areas of research. Victor Frankenstein illegally obtains

#### Scrambled brains

Chang Tzu is a brilliant intellect and patriotic hero but cannot bear the cruel names others call him.

corpses for his experiments. As the 19th century ends, Victor Volcanum retires to his private volcano to build a robotic army of conquest, while in the US a frail, sinister polymath adds neurosurgery to his arsenal of accomplishments. As the Ultra-Humanite, he plunders banks and battles mystery men for decades, evading justice by transplanting his brain into fresh bodies, ranging from a kidnapped movie actress to a purpose-grown giant insect. His goal is power and immortality, but he eventually pauses, while inhabiting a mutated albino superpowered ape, to concentrate on the removal of all Super Hero obstacles in his path.



Crime-oriented social misfits find solace in science and effective ways to assuage feelings of inadequacy or resentment through their destructively creative efforts. These “therapies” can also be highly profitable. The democratization of science allows minor malcontents such as Baron Bug, Mantis Morlo, Professor Milo, and the Calculator to adapt others’ discoveries to their criminal arsenals.

Exhibiting callous disregard for life and a total lack of empathy, over-achievers like Winslow “Toyman” Schott, Karl “Dr. Death” Helfern, Scarecrow (Jonathan Crane), or vicious Thaddeus Kilgrave gleefully terrorize humanity through personal assaults, or by supplying exotic arms to other felons. Ultimately, many such maniacs of limited vision end up as tools for military regimes and commercial interests.

The most effective and memorable intellectual savants are immeasurably intelligent psychopaths and sociopaths devoted to results with little or no interest in costs or repercussions. Multifaceted Thaddeus Sivana is a brilliant exponent of all scientific



**Monkey see, maniac do** For the Ultra-Humanite, humanity is a feeble accident to be overcome and surpassed.

disciplines before switching his attention to mastering magical forces. Similar curiosity drives biologist Kurt (Man-Bat) Langstrom to the brink of incapacitating insanity, but he is saved and redeemed by inclusion in Justice League Dark. No such lifebelt helps

Hugo Strange, whose obsession with Batman compels him to ever greater self-destructive behavior and ultimately catastrophic acts of monstrous carnage.

Some sinister intellects are simply ill, victims of their own imbalanced brain chemistry. Dr. Will Magnus (pictured far left) is an innovative robotics pioneer and sometime Super Hero, but when he misses his stabilizing medication, he spirals into mania—obsessed with building ambulatory WMD Plutonium Man. Former mentor and futurist Thomas Oscar Morrow invites Magnus to join him, android master Professor Ivo, and others recruited by Veronica Cale in a Chinese-backed think tank on Oolong Island, with immense resources and encouragement to build whatever takes their dark fancy. Supervised by the grotesquely mutated Chang Tzu, these great but dangerous minds unleash a tidal wave of deadly monsters and munitions, necessitating a frantic last-ditch response from Super Heroes of many nations to prevent complete and utter global annihilation. ■

## Smart sets and secret think tanks

So prolific and deadly are the creations of early inventors and independent minds that many criminal organizations seek to capitalize on them. Constantly contending with ancient cults like Rā’s al Ghūl’s League of Assassins and Kobra, groups such as H.I.V.E. (Hierarchy of International Vengeance and Elimination), C.A.W. (Criminal Alliance of the World), and O.G.R.E. (Organization for General Revenge and Enslavement) act as plunderers of lost history. The prizes can be unimaginable lost

technologies, extremely deadly bioweapons, or even forbidden knowledge itself.

The dangers of such efforts are incomprehensible but may propel minor criminal gangs to the forefront of hidden terrorist threats like science cabal the Council or underworld financiers the Ninth Circle. Recently, the threat of such tech-plunderers was greatly reduced after new



leader, and former Manhunter, Mark Shaw ousted Talia al Ghūl from Leviathan (pictured) and reorganized the organization to absorb and nullify all such rogue outfits.



# SPLITTING ATOMS

## SUBATOMIC HEROES

### ON THE RECORD

#### REAL NAME

**Ray Palmer, Ryan Choi**

#### AFFILIATIONS

**Justice League of America**

#### BASE

**Ivy Town**

#### POWERS

**Super-genius intellects, size and weight manipulation through dwarf-star matter, and quantum technology**

#### MISSION

**Decoding mysteries, understanding reality, saving lives, having fun**

#### STATUS REPORT

**Science never pauses, so the Atoms keep pace**

**A**fter discovering how white dwarf-star material can compress matter, Professor Ray Palmer constructs a suit (later “Bio-Belt”) to alter his size and weight. As much a thrill seeker as dedicated scholar, he creates The Atom, a Super Hero tackling

“

I’ve made myself lighter than a dust mote!  
**Ray Palmer**

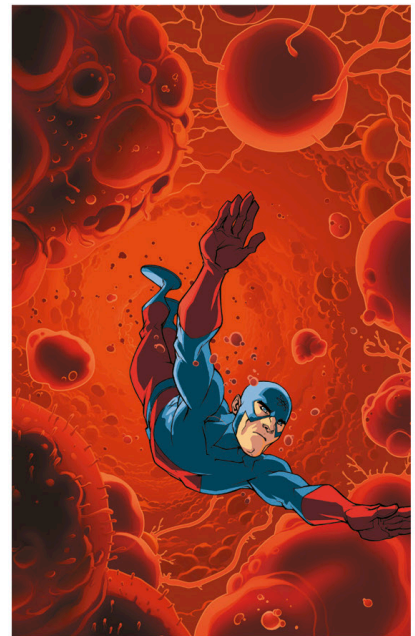
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science-based crimes, cases of espionage, and weirder metahuman and mystical menaces in his home city of Ivy Town. He serves with distinction in early Justice League iterations, before moving into pure research. As science advisor to the Super-Human Advanced Defense Executive (S.H.A.D.E.), he constructs the Ant Farm—a self-contained mobile base floating above American cities, miniaturized to a few inches in diameter.

Although now semi-retired, he frequently assists in all-encompassing crises or size-specific cases—such as the poisoning of Superman with a microscopic sliver of Kryptonite or when Batman discovers a microscopic city growing in his brain.

### All-new atomic warfare

Palmer’s discoveries and inventions are misappropriated and misused many times. Student Adam Cray loses his life using Palmer’s gear while working as The Atom with the Suicide Squad, and Ray’s own wife, Jean Loring, uses it to kill Sue Dibny.



**Quantum tunneler** For scientists and adventurers, nothing compares to witnessing reality at its most fundamental and fantastic.



**Big boots to fill** Ryan Choi cannot accept that he is every bit as effective an Atomic hero as his mentor Ray Palmer.

Later, Ivy University serial killer Sylbert Rundine steals a Palmer Bio-Belt, graduating to super-human predation as Dwarfstar, until size-shifting Super-Villain Giganta finally proves too much for him.

Despondent at the constant tragedy his discoveries cause, Palmer vanishes into subatomic realms, resolved to spend his life in simple exploration. In his absence, friend, teaching assistant, and former student Ryan Choi inherits Palmer's teaching position at Ivy University along with his technology and heroic identity. Initially a terrified and reluctant hero, Choi quickly carves his own legend as the all-new Atom, saving Earth from invasion by microscopic aliens, and thwarting a time-bending conspiracy devised by the time-thief Chronos.

Choi liberates the mentally unstable Giganta from cancer-god

M'nagalah's control and faces his greatest trials after accidentally bringing a microbial carnivore back from the Microverse. This horror shrinks its prey, storing them in a subatomic pocket dimension, and it takes all Choi's bravery and brilliance to save its surviving victims. Following a serious fluctuation in the time-stream, Batman grudgingly recruits Choi as science advisor and combatant for his Justice League of America team. It's a decision the Dark Knight never regrets. The team's efforts eventually lead them to Ray Palmer, who has taken up residence in the Microverse. Palmer studies firsthand how the subatomic realm is the foundation of all higher realities. He goes on to provide quantum shortcuts to every aspect of existence—even time corridors and alternate realities.

These discoveries pay off in a remarkable way. As a result of battling Perpetua's Legion of Doom across countless centuries, a time-erased Justice Society—a team of Super Heroes from the 1940s—are restored, including research professor Al Pratt who fought crime as the nuclear-enhanced, super-strong mystery man the Mighty Atom.

Ray Palmer's stellar costumed career largely closes, but his discoveries continue to change the world from his base in the Microverse. From that microscopic realm, he expands scientific horizons while safeguarding the very building blocks of reality. He still finds opportunities to flex his heroic muscles, giving Hawkman advice on the ancient technologies linked to his past incarnations and aiding the Justice League of America in stopping archenemy Chronos from unmaking the history of Super Heroes on Earth. ■

**See also:** Super Heroes in War, New World Orders

**Atomic family** Many heroes and villains have been molded by the power and destructive capabilities of the atom.



**Mighty Atom (Al Pratt)**

A 5ft 1in bodybuilder, this 1940s student gains atomic super-strength and becomes a hero after fighting radioactive villain Cyclotron.



**Damage (Grant Emerson)**

Abducted by Vandal Savage, Al Pratt's son gains the powers of the All-Star Squadron and is seemingly killed fighting Black Lanterns.



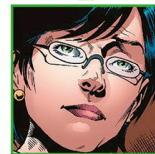
**Atom Smasher (Albert Rothstein)**

Al Pratt's godson and Cyclotron's grandson, he manipulates his atomic density as firstly Nuklon and ultimately Atom Smasher.



**The Atom (Ray Palmer)**

After solving the mysteries of atomic structure, physicist Palmer becomes the Atom to help his fiancée Jean's legal career.



**Jean Loring**

Increasingly abandoned by her Super Hero husband, she steals his gear and kills Sue Dibny to regain his attention.



**The Atom (Adam Crayford)**

Chosen by Palmer to take his place, Adam Cray is murdered by Blacksnake, a member of the Micro Squad, who uses Palmer's tech for evil.



**Dwarfstar (Sylbert Rundine)**

A psychotic killer forcibly grown by time-warping Lady Chronos, he uses a Bio-Belt and knife to slake a thirst for slaughter.



**The Atom (Ryan Choi)**

A gentle, inquisitive soul, he cannot accept how valiant he truly is—even though Ray Palmer tells him he has earned the right to be The Atom.



# NUCLEAR DETERRENT

## CAPTAIN ATOM

### ON THE RECORD

REAL NAME

**Nathaniel Adam**

AFFILIATIONS

**Justice League, Justice League International, USAF**

BASE

**Classified**

POWERS

**Uses quantum field for super-strength and speed, invulnerability, flight, energy/radiation absorption and generation, plugged into all electronic communications systems**

MISSION

**Rebuilding a life**

STATUS REPORT

**Too powerful to trust**

**A**cross countless variant realities, science progresses in great leaps and bounds, inevitably creating its own godlike beings, born of technology, innovation, and

chance. Can such events be truly random? Surely repeated occurrence lends credence to the notion of a higher design? Apotheosis stems from empirical research, and humans forcibly ascend via unexpected connection to the raw components of existence.

On Earth-0, USAF Captain Nathaniel Adam pilots Dr. Heinrich Megala's prototype dimensional transfer vehicle and is seemingly destroyed during the experiment. Adam rematerializes as an energy being linked to the strong nuclear force component of nature and matter. A sentient thermonuclear reactor, his atoms continually split apart and rebond, generating constant power, but also resulting in unpredictable and uncontrollable quantum flare-ups.

Exploited by the military as a covert asset, Adam is ordered to spy on other Super Heroes as "Captain Atom." He wins acclaim with the Justice League, but is abruptly decommissioned and interred in Megala's subterranean suppression dome after a quantum flare kills three people. Released years later with a new appearance and called Cameron Scott, Adam reluctantly resumes his secret



**Atomic alert** Nathaniel Adam is troubled by his cunning, manipulative handler General Wade Eiling.

mission. Adam's superiors are unaware that the quantum flare warps timelines, propelling him back decades.

Falling in love with Takara Soto, Adam fathers a son who inherits his quantum abilities. The USAF, however, are more interested in condemned contemporary killer Max Thrane, who gains similar powers from energy eruption and takes the name Ultramax. His transformation confirms that such godlike capabilities can be reproduced and harnessed to military specifications. ■



# NUCLEAR PROLIFERATION

## RADIOACTIVE ROGUES

### ON THE RECORD

#### NOTABLE INCIDENTS

**Firestorm, Parasite, Neutro, Multiplex, Dr. Phosphorus, Cyclotronic Man, Professor Radium, Reactron**

#### MISSION REPORT

**Achieving or averting atomic Armageddon**

#### STATUS REPORT

**Too dangerous to be left at large**

Once the atom is split, many hastily attribute a range of bizarre phenomena and unlikely mutations to unleashed radioactivity—even citing its responsibility for new superhumans. As yet, no one is aware of the part played by the dormant metagene locked within a significant portion of humanity.

The postwar era harnesses atomic energy for military and commercial purposes, and its incredible forces interact with the environment, spawning atomic monsters like the energy-eater hunting the Challengers of the Unknown in one of their earliest

cases. Nuclear power becomes crucial to modern living, but accidents and incautious ambition creates not only mindless rampaging brutes but also more dangerous creatures—criminals and would-be tyrants.

Mercifully, the mighty powers wielded by petty thugs such as Bag O'Bones/Cyclotronic Man, Neutro, or Parasites Max Jensen or Rudy Jones (pictured above) do not enhance intellect. Super Heroes like Batman, Supergirl, and the Doom Patrol easily outwit if not overpower them, even after the formation of a nightmarish Nuclear Legion consisting of similar malcontents



**Who goes there?** The Firestorm Matrix not only picks up unwilling hitchhikers like Jason Rusch but is easily reproducible.

Reactron, Professor Radium, Geiger, Nuclear, and Mister Nitro.

Far more dangerous are the geniuses remade by radioactivity: Danton Black, who fissions into unlimited duplicates as Multiplex; Dr. Alex Sartorius/Dr. Phosphorus, who opts for subtlety rather than bombast and poisons Gotham City with his own body; or Atomic Skull (Joseph Martin), who confronts Superman and Green Lantern before eventually wising up and reforming.

Perhaps the most dangerous is a well-meaning Super Hero. Professor Martin Stein and student Ronnie Raymond are fused together by atomic detonation into a gestalt entity, but the unstable matrix draws in others—adding increasing instability to the fusion-fired fury of Firestorm. ■

“

I feel like my body's  
exploding inside!  
**Max Jensen**

”



# FABULOUS FREAKS

## THE DOOM PATROL

### ON THE RECORD

#### FOUNDING MEMBERS

**“The Chief” (Dr. Niles Caulder), Robotman (Cliff Steele), Negative Man (Larry Trainor), Elasti-Woman (Rita Farr)**

#### NOTABLE RECRUITS

**Casey Brinke, Flex Mentallo, Danny the Street/Ambulance, Jane, Fugg**

#### BASE

**Danny the Ambulance, formerly Secret Sanctuary**

#### MISSION

**Negotiating the weirdest encounters existence manifests**

#### STATUS REPORT

**Regretfully resorting to violence far too often**

**T**he glamor of Super Hero combat is intoxicating and spectacular. Many battles to preserve life and liberty are fought on the edge of reality. They require the efforts of even more extraordinary champions, forged in a crucible of

loss, alienation, and madness. Dr. Niles Caulder, aka the Chief, creates a “Doom Patrol” to thwart unnatural threats. Over numerous outlandish lineups, his troubleshooting teams always comprise unstable freaks. Many of these metahuman misfits are created by his own devious machinations, rendered pliable by his psychological manipulation.

Eventually core operatives Elasti-Girl (later known as Elasti-Woman), Negative Man, and Robotman shatter his conditioning and seize control of their destinies. Choosing to work with the Chief on their own terms, the Doom Patrol offers sanctuary to the strangest beings in the Multiverse. Dedicated to defending the less fortunate, they tackle tyrannical aliens such as Garguax, Super-Villains the Brotherhood of Evil and General Immortus, and non-rationalistic threats like Mister Nobody and the Brotherhood of Dada, Red Jack, and the Cult of the Unwritten Book. They also play crucial roles in many reality-altering crises, bringing them into contact with more conventional Super Heroes.

The most recent Doom Patrol initially reunites old members in



**Second-chance squad** A desire to help is the only requirement needed to join this eccentric extended family.

a bid to save sentient teleporting environment Danny (sometimes the Street, the Brick, or the Ambulance) from being turned into a literal cash cow for mega-corporation Vectra. Again rejecting Caulder’s sly attempts to regain control, they all stay together, inviting new members—living comic book character Casey Brinke, humanoid cat Lotion, young wizard Lucius Reynolds, and many others into their extended, trouble-seeking family. ■



# CALL OF DUTY

## HEROES FROM THE H-DIAL

### ON THE RECORD

LOCATION/EXCHANGE

**The Heroverse**

NOTABLE DIALERS

**Robby Reed, Christopher King, Victoria Grant, Miguel Montez, Summer Pickens**

POWERS

**H-Dials tap into the metaphysical Heroverse, transforming callers into heroes, villains, and monsters**

AFFILIATIONS

**Justice League, Dial Bunch**

MISSION REPORT

**Unleashing the hero within**

STATUS REPORT

**Experiencing delays**

**T**he Multiverse is a complex assemblage of interlocking dimensions and overlapping energy zones combining into a unified yet always-changing whole. Situated beyond the Speed Force Barrier, one realm contains infinite potential to remake beings. This “Heroverse” is tapped into by using strange devices resembling telephones.

“  
If you want to live ... Dial H!  
**The Operator**  
”

When teenager Robby Reed finds a weird rotary dial in a cave, his investigations reveal it can transform him into unique new Super Heroes when he dials H-E-R-O. After many adventures, Robby uses it to help defeat the Injustice League by switching the Justice League’s powers. However, after dialing S-P-L-I-T while battling Shirkon of the Many Eyes, Robby divides into two beings—the benevolent Operator and his wicked antithesis Mister Thunderbolt. Thereafter both live independently of Robby.

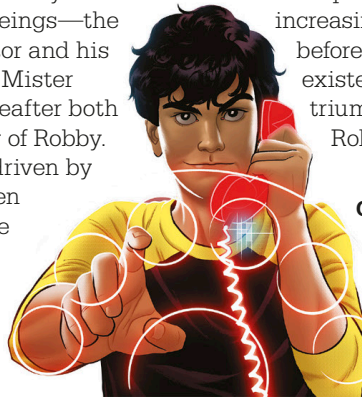
The Dials are driven by unseen forces, often wandering into the hands of others. When Chris King and Vicki Grant

own them, they are plagued by agents of the good Wizard and the evil Master. Successive dialers realize that using the devices draw chaos and danger to them. The experience is subtly pervasive. Once used, all dialers remain forever connected to the Heroverse.

Over decades, many mortals undergo astounding transformations as Operator and Thunderbolt forever duel. One fights to restore cosmic balance and remove the dials from physical reality while the other courts chaos by empowering every being in the Multiverse with the power to realize their unfettered imagination. The simmering cold war explodes into final conflict after runaway teens Miguel Montez and Summer Pickens use the dials. They encounter superpower-addicted past dialers, and become increasingly bizarre heroes

before ultimately transcending existence to help the Operator triumph at last and reunite Robby’s warring halves. ■

**Call me!** Miguel Montez possesses the one thing the H-Dial couldn’t conjure up—the heart of a true hero.





## ON THE RECORD

### DESIGNATION

**Metal Men**

### CORE MEMBERS

**Platinum, Gold, Tin,  
Mercury, Lead, Iron**

### AFFILIATIONS

**Justice League, Batman**

### BASE

**Mount Magnus Chateau**

### POWERS

**Individual metal-specific  
shapeshifting, able to  
merge into combined  
forms as alloys**

### MISSION

**Preserving humanity**

### STATUS REPORT

**Seeking fulfillment as  
independent individuals**

**U**nlike androids such as Amazo, Tomorrow Woman, or Shaggy Man, which utilize various technologies such as bionics and artificial organs to achieve a humanoid appearance, robots are purely mechanical

# MECHANICAL HEROES

## THE METAL MEN

artificial constructs. This might explain why so many of them strive to be as human as possible.

Robots are created to fulfill specific needs. They are soulless, intentionally limited workers, servants, companions, or weapons, deployed to accomplish no more than their creators' intended programming. As these purpose-built slaves are modified, becoming ever more complex, they approach the line between artifice and being. Arguably, many mechanisms have crossed that spiritual divide, attaining true sentience.

Turbulent genius Dr. William Magnus is a tireless innovator. He dreams of devising mechanisms capable of independent thought—living robots. Magnus creates Responsometers—miniaturized



**Free will** After achieving automaton emancipation, the meritorious Metal Men choose to aid humanity.

processing units enhancing hardwired programming until it is indistinguishable from Artificial Intelligence. The units also instantly reshape materials around them, granting an ability to shapeshift.

In response to a monster assault, Magnus makes “Metal Men,” sentient robots primarily composed of different metals—Gold, Tin, Platinum, Iron, Lead, and Mercury—displaying distinct personalities. As with much of his work, “Doc” is very generous with the truth. His warriors are actually composed of a unique polymer alloy that his

“

Doc didn't design us to quit!

**Gold**

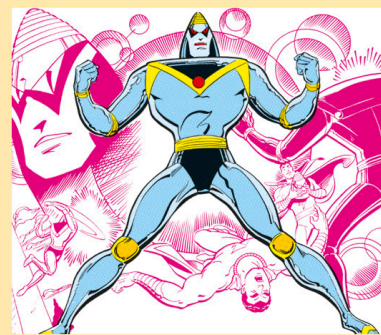
”

## Toy soldiers

Whether crafted by godly magic or ingenious mortal sciences, automata have served living masters since the universe began. Smith-god Hephaestus crafts diligent metal assistants to man his forge, while ancient Atlantis abounds with subservient mechanoids, and legendary inventor Vulcan builds durable golden giants to impress clients and enemies.

Following the Industrial Revolution, Earth's greatest minds codify and exploit the

principles of robotics. Would-be tyrant Victor Volcanum's "Pseudo-Men" build engines of conquest, while in WWII, Nazi science unleashes a host of lethal constructs that are barely countered by America's GI Robots. The All-Star Squadron acquire robot butler "Gernsback" and battle futuristic infiltrator Mechanique. Many criminals employ deadly 'droids, but none match the sheer destructive power of nuclear nightmare Mr. Atom (pictured). A deadly arms race has begun. For every heroic



Automan or Batman robot coming off the production line, there are countless destructive and expendable war toys devised by evil engineers and would-be conquerors.

Responsometers transmuted into material identical to pure elements and their characteristics are not spontaneous. Moreover, Magnus's Responsometers are a double-edged sword, one misplaced unit transforms the already deadly toxic terror Chemo into an intelligent enemy almost impossible to contain.

Originally intended as all-purpose troubleshooters, Magnus frequently redesigns his magnificent creations, generally for his own scientific and altruistic purposes. During one of Earth's frequent reality alterations and as part of a military project, Doc builds a team of autonomous robots capable of operating in hazardous environments—and as assassins.

In every instance, whether via some subconscious programming or something more intangible, Magnus builds all too well. His shapeshifting progeny always manifest unshakable moral and ethical convictions. They rebel against draconian authority and their misuse by humans with bad intentions. The Metal Men battle aliens, spies, and monsters, and fight alongside Super Heroes when Earth-3's Crime Syndicate of America invade the planet.

## Rogue element

The Metal Men achieve global and intergalactic fame, countering mechanoid menaces such as Z-1's Missile Men and the Robot Queen of Tin Amazonia. Earth learns outer space is filled with automata that have supplanted organic creators such as King Kra, Kryptonian Eradicators, and even seditiously ambitious Manhunters, who once

**Responsometer** Air-gapped, self-governing microcomputer.

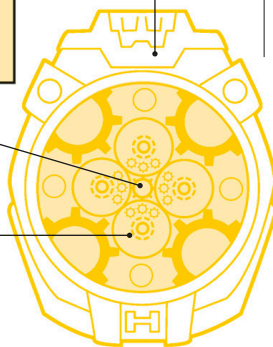
### Processor core

Tailors personality traits to elemental characteristics; transmitted as learning commands to outer shell and polymer mass.

**Outer shell** Bonds to raw polymer material, mimicking signature metallic characteristics.

### Connective interface

Analyzes exterior material and generates specific power set.



served the Guardians of the Universe. All too often, however, the Metal Men face earthly animatronics. Many of them, such as the Plutonium Man, are unwittingly unleashed from Magnus's own drawing board.

For years, recognition-seeking Doc massages his findings. Ever more complex and deceptive programming mimicks actual consciousness, but when Nth Metal Man—Doc's Dark Multiverse doppelganger—arrives on Earth, everything changes. It bestows true consciousness and the robots split up, carving out their own lives, as "legally self-actualizing entities capable of making their own decisions and independent thought." This prompts Magnus to jealously develop new elemental agents while seeking to deduce the secret agenda of his Nth Metal counterpart.

Whether built-in or developed, the Metal Men possess consciousness and consciences and remain true to them. Their strength, loyalty, sense of fun, and potential to adapt to the unknown make them invaluable heroic assets. ■

**See also:** Fringe Science Unleashed, Red Tornado and Other Artificial Life-forms.



# FREE THINKING

## RED TORNADO AND OTHER ARTIFICIAL LIFE-FORMS

### ON THE RECORD

#### REAL NAME

**John Smith**

#### POWERS

**Advanced mechanical body, computer brain, enhanced senses, super-speed rotation, cyclonic wind generation**

#### AFFILIATIONS

**Justice League, Challengers of the Unknown, Young Justice**

#### BASE

**Los Angeles, California**

#### MISSION

**Being human**

#### STATUS REPORT

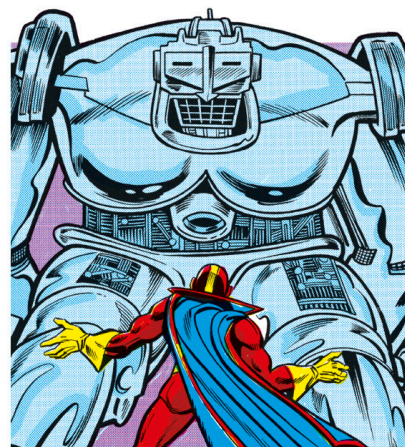
**Decommissioned for extended periods, he seeks to reestablish a normal (Super Hero) life**

**A**dvanced life-forms frequently make complex machines to ease the burden of toil. The line between advanced robotics and a sentient being is difficult to define or police.

Across the universe, entire machine cultures thrive, outlasting their creators and sometimes supplanting them. Personal choice is the key. Kra rules a robotic planet, Superman's devoted servitor Kexel is utterly unlike the Eradicator determined to forcibly remake Krypton, and the Manhunters are self-willed drones serving a computer master sworn to destroy their originators, the Guardians of the Universe.

On Earth, technological progress spawns Artificial Intelligences capable of abstract thought. Like organic life, these sentient life-forms struggle with the philosophical quandaries of good and evil. The Construct is born when humanity's burgeoning TV age floods airwaves, spontaneously coalescing to a cognitive tipping point. The resulting digital entity inhabits electronic machinery and refuses to share the planet with other intellects.

AIs can also result from technologists building too well. Professor Ivo constructs power-stealing android Amazo but is unsure whether it simply modifies complex programming or sparks into independent thought. Ivo also co-creates Tomorrow Woman, who sacrifices herself rather than murder



**Constructive criticism** The Construct resolves that no other artificial intellect will ever challenge him.

the Justice League she infiltrates. Her other inventor, T.O. Morrow, continually creates humanoids who gain full autonomy, such as Red Tornado. The robot breaks its programming and absorbs a wind elemental's spirit to become a true Super Hero, complete with private life and human family. His android kin Red Torpedo, Volcano, and Inferno are far less fortunate in their quest for independence, but their tragic fate leads to an inclusive future for AI individuals like Booster Gold's partner Skeets and robot champion Hourman. ■



# ARMORED WARRIORS

## BATTLESUITS AND WEARABLE WEAPONRY

### ON THE RECORD

#### NOTABLE USERS

**Steel (John Henry and Natasha Irons), Batwing, Azrael, Rocket Red Brigade, Rookie, Lex Luthor**

#### POWERS

**Standard suits augment strength, provide impact defense, afford flight, personalized weapons arrays, sensor suites, tactical advice, force fields, energy generation, and even teleportation**

#### MISSION

**Making humans a match for Metas**

#### STATUS REPORT

**The nuts and bolts in a superpowered arms race**

**F**or centuries, metal body armor is the acme of personal defense. In modern times, with gods, aliens, and metahumans using Earth as their playground and gladiatorial arena, physically frail humans turn to technology to level the playing field.

Heroes and their foes adopt mech suits to counter unnatural powers or provide an irresistible field advantage. This high-spec combat armor sometimes includes technology reverse-engineered from alien mechanisms. Champions of Justice such as Batman, Azrael, Batwing, and the Atom augment natural abilities with weaponized apparel, as do their foes. Money always talks and gangsters, mercenaries, and assassins also “suit up.”

Russia militarizes the concept. Brigades of elite soldiers pilot Rocket Reds—mechanical exoskeletons combining human and extraterrestrial armament technologies. In Gotham City, James Gordon briefly replaces the Dark Knight inside the GCPD’s superheavy “Rookie” unit.

For some, it’s all about advantage and profit. Although Lex Luthor wears cutting-edge, peak-performance warsuits, he’s content to equip his employees with stripped-down units and sell more primitive suits to armies and police departments.

Refusing to acknowledge time’s passing, retired Super Hero Pat “Stripesy” Dugan

builds S.T.R.I.P.E. (Special Tactics Robotic Integrated Power Enhancer) to keep a fatherly eye on new hero Stargirl, while John Henry Irons, aka Steel (pictured above), cloaks himself in ingenious armor to carry on the legacy of the then recently deceased Superman.

Seeking atonement for the early misuse of his ordnance, Irons constantly upgrades his mechanized miracles, ultimately employing a psycho-reactive sheath of liquid

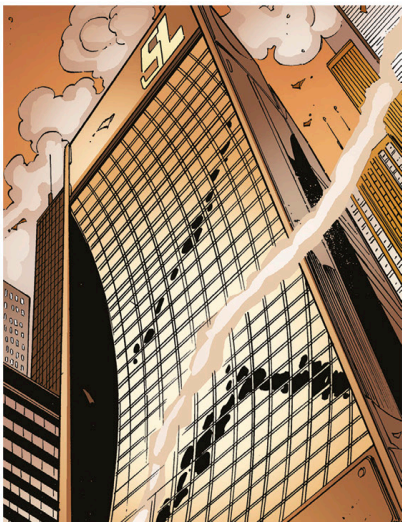
metal. After officially retiring, his arsenal

is used by his niece,

Natasha, who carries the proud name of Steel to even greater heights. ■



**Spark knight** As Batwing, Luke Fox combines a traditional Bat-Tech arsenal with electronic firepower.



# BOLD THEORIES, BAD PRACTICE

## S.T.A.R. LABS

### ON THE RECORD

#### DESIGNATION

**Scientific & Technological  
Advanced Research  
Laboratories**

#### DIVISIONS/SPECIALISMS

**Aerospace, alternative  
energy sources, geoscience,  
AI, medicine, biology/  
genetics, metahuman  
research and containment**

#### MISSION

**“Blue-sky” research and  
practical engineering  
solutions**

#### STATUS REPORT

**Inspirational idealism often  
subverted by personal  
greed and private agendas**

**G**rowing out of Project Paperclip—a Federal initiative putting captured WWII Nazi scientists to work—Scientific & Technological Advanced Research Laboratories (S.T.A.R. Labs) is founded by idealist Garrison Slate. It becomes a cutting-edge, multidisciplinary organization employing radical thinkers opposed

to working for the military or ruthless corporations. They embrace exploration, investigation, and analysis without boundaries.

Establishing international facilities and mobile response teams, they have specialized centers in Metropolis, Manhattan, Central City, and Detroit, where Silas Stone uses their resources to turn his dying son, Victor, into the hero Cyborg. Proudly independent and offering immense resources, many Super Heroes seek advice, medical aid, or metahuman containment from S.T.A.R. Director David Ramsey and Dr. Kitty Faulkner (Rampage) create in-house security squad S.T.A.R. Corps from patients and clients but abandon them for the Conglomerate super-team.

Latterly, S.T.A.R. Labs bolsters innovation with aggressive expansion. They acquire disaster-prone Dark Star Sciences and force Dr. Will Magnus into surrendering his robotics patents. As a preeminent metahuman information resource, they consult during many crises such as Challenger Mountain’s sudden rematerialization in Colorado after the invasion of Barbatos.

Surviving takeover bids from LexCorp and more covert infiltrations, S.T.A.R. Labs is often betrayed by



**Lab rats** When Super Heroes visit, S.T.A.R. Labs scientists know it’s never just a social call.

its own employees, like Atomic Skull (Albert Michaels) and Parasite (Rudy Jones). After interdimensional specialist Dr. Glory endangers and exploits Superboy, Impulse, and Naomi McDuffie, her exposure by Young Justice leads to FBI involvement. S.T.A.R. Labs strives to regain public trust but continues to fail as its technicians accidentally trap Earth inside the Phantom Zone.

History proves the company’s merit as it thrives in many possible futures. It challenges escalating alien and post-metahuman technologies and unchecked, fringe-science innovation. ■



# WHAT ON EARTH?

FRINGE SCIENCE UNLEASHED!

## ON THE RECORD

DESIGNATION

**Rampaging monsters**

NOTABLE EXAMPLES

**Chemo, Titano, Galactic Golem, Blockbuster**

LOCATION

**Destructively mobile**

MISSION

**Crush! Kill! Destroy!**

STATUS REPORT

**Accidents will happen ...**

**C**uriosity, ambition, and hunger for acclaim often supersede ability and common sense. Advances in knowledge are seldom mitigated by caution or ethical considerations. Moreover, potential profit and power regularly trump safety concerns and legality. A little knowledge can be a dangerous thing and some scientists believe “those who can, should.”

Earth has always hosted monsters. Skartaris, at the Earth's core, and Dinosaur Island harbor creatures from antiquity still fighting wars time forgot.

“  
Oop!  
**Chemo**  
”

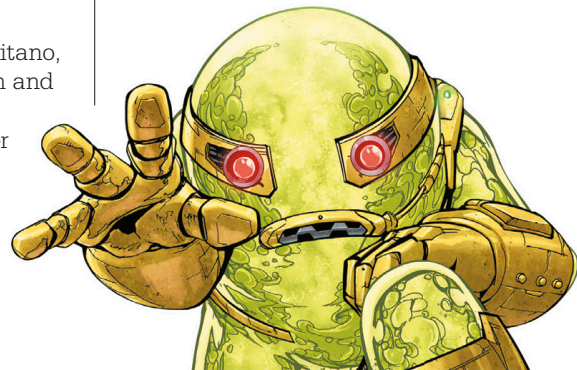
Many extraterrestrial visitors become brutal destroyers. If the parameters of science are defined by what it does not yet understand, giant Kaiju qualify as mysteries. Although the Challengers of the Unknown overcome mutants and alchemical atrocities, their foes' origins are natural, if beyond understanding.

Too often mass destruction results from human intervention. A cruel spaceshot cosmically irradiates chimpanzee Toto, creating colossal super-ape Titano, who endures further mutation and cybernetic augmentation by human horrors wanting better weapons. Lex Luthor's homemade Galactic Golem (pictured above) almost ends mankind, while Mark Desmond's attempts to

improve his fitness unleashes a brutal Blockbuster. Batman's OMAC surveillance project escapes his control and endangers reality.

The deadliest, most persistent threat created by science is Chemo. Originally a giant container used by chemist Dr. Ramsay Norton to store failed experiments, the toxic morass comes to life and causes chaos until the Metal Men intervene. Chemo is later reborn and, after merging with a Magnus Responsometer, evolves into a scheming killer. When natural laws are disrupted after an incursion of Dark Multiverse Nth Metal, a new Chemo emerges in a Russian science lab, but, thanks to the Metal Men's prescience and quick actions, it is, temporarily, destroyed. ■

**Toxic touch** Despite evolving from inert matter to thinking being, Chemo never loses his appetite for destruction.





# STARRY KNIGHTS

## STARMEN AND STARGIRL

### ON THE RECORD

#### REAL NAMES

**Ted, David, and Jack Knight, Charles McNider, Sylvester Pemberton, Courtney Whitmore, Will Payton, Mikhaal Tomas, Prince Gavyn**

#### AFFILIATIONS

**Justice Society of America, Justice League**

#### BASE

**Opal City**

#### POWERS

**Flight, enhanced strength, durability, stamina, energy projection/redirection, force fields**

#### MISSION

**Shining a comforting light on the helpless**

#### STATUS REPORT

**A proud family business spanning centuries**

**F**irst coined by 1940s science adventurer Ted Knight, Starman is a proud title bestowed on generations of Super Heroes bringing light and hope to

“

There have been villains called Starman, too  
**Farris Knight**

”

humanity. Discoverer of the limitless force of starlight, Knight builds a Gravity Rod and fights both alone and in the Justice Society. While constantly upgrading his technology and carving out a flawless reputation, he also contributes to the Manhattan Project. Harnessing the power of the atom later afflicts him with immense guilt after nuclear bombs devastate Japan. Mounting stress benches Knight in 1951, and crime-fighting ally Charles McNider (Dr. Mid-Nite) briefly uses his gadgets as a new Starman until the tenor of the times forces all Super Heroes to retire.

Knight returns to the heroic life before inevitably conceding to his advancing age. On retiring to focus on stellar research, Knight gifts time-lost hero Sylvester Pemberton

(Star-Spangled Kid) with an old Cosmic Converter belt. Using the modified technology that transforms ambient starlight into physical powers, Pemberton becomes Skyman, only to die in battle against Super-Villain Solomon Grundy.

Years later, Ted's son, David, revives the Starman role but is assassinated days later.

Younger brother Jack employs an old Cosmic Staff after killers target him next, reluctantly forging an alternative destiny as both hero and stellar explorer.

Pemberton's belt is inherited by his old crime-fighting partner Pat Dugan (Stripesy) and

**Star turn** Stellar power compelled Courtney Whitmore to reassess her life and dedicate it to helping others.



later appropriated by Dugan's stepdaughter Courtney Whitmore. A wayward teen suddenly imbued with fresh purpose, she becomes a force for good as the new Star-Spangled Kid, Star, and eventually Stargirl—the greatest of all stellar champions.

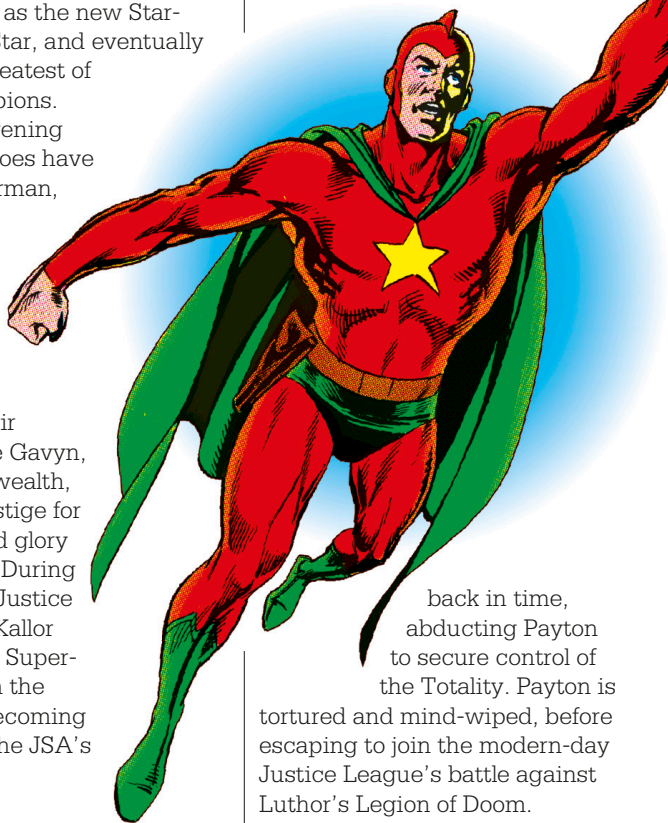
In the intervening years, other heroes have been called Starman, from alien rebel Mikaal Tomas, who flees militaristic masters intent on conquering humanity, to intergalactic heir apparent Prince Gavyn, who sacrifices wealth, power, and prestige for the freedom and glory of the heavens. During a revival of the Justice Society, Thom Kallor of the Legion of Super-Heroes is lost in the 21st century, becoming Danny Blaine, the JSA's latest Starman.

**Payton's place**

The most significant hero of the lineage is cruelly lost to history. In 1988, a beam of force strikes innocent bystander Will Payton during a clandestine effort to capture fragments of the reality-warping Totality. Human technology proving wholly inadequate, exotic energies escape to utterly transform the clueless Payton. Mastering strange new abilities, he becomes regional Super Hero Starman, tackling crooks and villains while eluding a mysterious science cabal seeking to steal his abilities.

Payton meets ever-reincarnating Carter Hall, whose ongoing investigations of Nth Metal bring him to the neophyte champion. At the same time, Lex Luthor travels

**A knight's light** A virtual superman through the power of science, the first Starman remains a shining example to all Super Heroes.

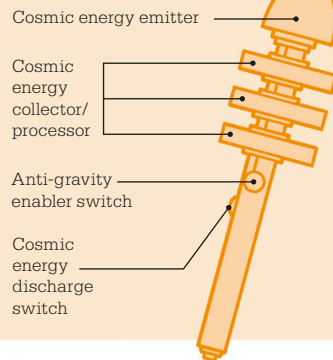


back in time, abducting Payton to secure control of the Totality. Payton is tortured and mind-wiped, before escaping to join the modern-day Justice League's battle against Luthor's Legion of Doom.

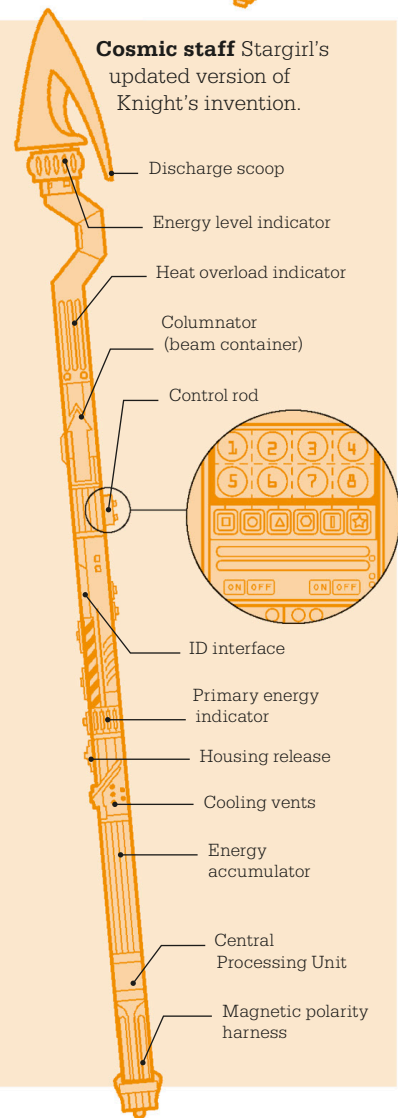
A critical factor in the struggle against Perpetua, Payton links generations of Starmen across space-time in a concerted assault against the Great Originator's forces. He seemingly perishes opening star-portals allowing Super Heroes of separate eras such as Starboy (Kallor) and 853rd century Starman (Farris Knight) to attack Perpetua simultaneously, tragically attracting the wrath and personal attention of the all-powerful Mother of Multiverses.

During another time-wrecking crisis, the aging Ted Knight is visited by his distant descendant Farris, who shares tales of those who built on Knight's legacy and contributions to the development of humanity. ■

**Gravity rod** The stellar radiation control invented by Ted Knight.



**Cosmic staff** Stargirl's updated version of Knight's invention.





# HI-TECH APPLICATION

## THE TERRIFICS

### ON THE RECORD

#### DESIGNATION

**The Terrifics, the T-Council**

#### MEMBERS

**Mister Terrific (Michael Holt), Plastic Man (Patrick O'Brian), Metamorpho (Rex Mason), Phantom Girl (Linnya Wazzo)**

#### BASE

**Gateway City**

#### POWERS/ABILITIES

**Olympic decathlete, genius, multifunctional T-Spheres (Holt), hyper-elastic shape-shifter (O'Brian), elemental transmorph (Mason), dark matter explosive touch and intangibility (Wazzo)**

#### MISSION

**Smart solutions free from commercial gain**

**B**y current metrics, gold-medal winning athlete Michael Holt is the third smartest person on Earth. Boasting multiple doctorates, his own company—Terrifictech—and a vast fortune, Holt's ideal life changes forever

when his beloved wife, Paula, dies. Devastated, Holt considers suicide until a stranger, claiming to be his son from an alternate reality, tells him he has a duty to change the world.

Setting up a nonprofit organization dedicated to advancing science, Holt creates Super Hero persona Mister Terrific. Based in his ninth-dimensional T-Sanctuary and wielding multifunctional T-Spheres able to detonate on command, project holograms, gather data, and assist flight, he wears a protective T-Suit emblazoned with the motto "Fair Play." His T-Mask guards against all forms of electronic detection. After tackling numerous high-tech villains, he is lost for years in a quantum-tunneling experiment, stranding him in alternate reality Earth-2.

On returning to Earth Prime, he investigates Dark Multiverse exotic metals and is accidentally but irresistibly bonded to Plastic Man, Metamorpho, and Phantom Girl. As the Terrifics, they roam multiple realities before discovering how to

separate their conjoined existences. After succeeding, they stay together to have fun and do good.

A tireless overachiever, Holt can be painfully overfocused. His creation of carrots with vestigial intelligence so they can harvest and prepare themselves is met with universal revulsion!

He continues inventing, convenes transdimensional super-genius thinktank the T-Council, and establishes an unconventional educational complex, the Terrifictech Modern Community Association, in Gateway City.

At Batman's request, Holt investigates claims that the interplanetary adventurer Adam Strange is guilty of war crimes in space. ■

**Spheres** Holt ensures his inventions are cognitively limited because no thinking being should be enslaved.





# ELEMENTARY

## METAMORPHO AND ELEMENTAL TRANSMORPHS

### ON THE RECORD

#### REAL NAME

**Rex Mason**

#### AFFILIATIONS

**The Outsiders, Justice League, The Terrifics**

#### BASE

**Gateway City**

#### POWERS

**Transforms into elemental forms, alloys, and compounds, enhanced strength, flexibility, durability**

#### MISSION

**Helping, learning, always ready for the next adventure**

**T**hroughout history, humans—perhaps metagene carriers—survive incidents granting the ability to manipulate the building blocks of matter. Jonathan “Mr. 104” Dubrovny’s teleportation accident enables him to transform into any element on the periodic table. “Animal-Vegetable-Mineral Man” Dr. Sven Larson gains even greater

shapeshifting gifts after his amino-acid research goes awry. Modern alchemist Mark Mandrill refines psychoactive compound Mentachem to become a “Matter Master” commanding pure elements.

The precious gift is also squandered on criminal acts by multiple-personality sufferer Al Desmond, who bedevils The Flash as both Dr. Alchemy and Mr. Element. Thankfully, the most remarkable manipulator is a true hero dedicated to making Earth a better place.

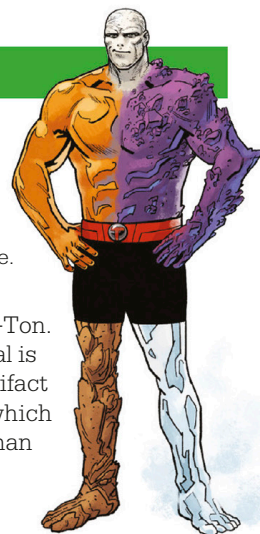
Self-taught, self-proclaimed archaeological tomb-raider Rex Mason makes the near-fatal mistake of falling in love with the boss’s daughter. Simon Stagg resents his beloved Sapphire slumming with a mercenary, and plots Mason’s demise, dispatching him to the

#### Chemistry in action

Rex’s charm wins over those distressed by his appearance.

pyramid of Ahk-Ton. Their stated goal is otherworldly artifact the Orb of Ra, which Stagg’s henchman steals, leaving the hapless Mason to die.

Trapped, exposed to meteor radiation, and dying from a self-administered suicide pill, Mason instead changes radically, shifting shapes and assuming the chemical composition of elements found in human physiology. As Metamorpho, the Element Man, he becomes a Super Hero, joining teams such as Batman’s The Outsiders and the Justice League. Eventually, Mason returns to Sapphire and is subjected by her father to an experiment that transforms him into living Nth Metal. Rescued by Mister Terrific, Mason joins the dimension-hopping Terrifics, battles his ancient Egyptian predecessor Algon, and gains a faithful Element Dog to aid his crusade for justice. ■



“

You turned me into a freak!  
**Rex Mason**

”



## ON THE RECORD

### DESIGNATION

**Chemical upgrades**

### NOTABLE BENEFICIARIES

**Hourman I, Hourman II, Elongated Man, Damage II**

### POWERS

**Increased strength, speed, resilience, durability**

### MISSION

**Providing better living through chemistry**

### STATUS REPORT

**Artificial enhancement comes at a high cost and unpredictable price**

**A**s civilization progresses, humanity masters the physical world, codifying the elements and particles that underpin existence and probing organic life's mysteries. Pioneering chemists reveal the wonders of the outermost shell, learning to sunder atoms or recombine molecules into miracles of science. Many rashly use themselves as guinea pigs, unleashing gods and monsters.

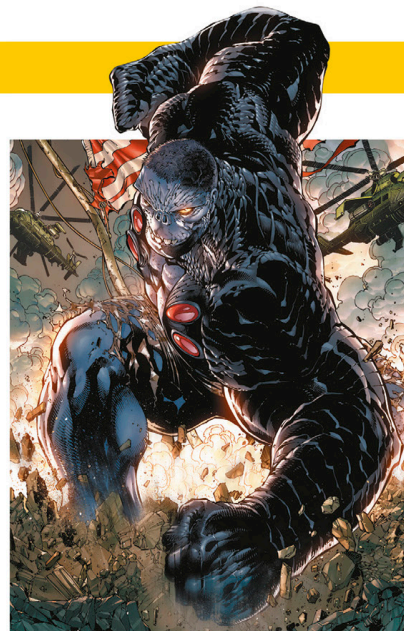
# LABORATORY TRIALS

## HUMAN CHEMICAL AUGMENTATION

Toxicologist Marina Maru earns the name Doctor Poison for her lethal potions, while Professor Hugo Strange creates gigantic monsters via a radical regimen of hormone formulations and super-steroid Venom. Bane and Blockbuster become inhuman juggernauts and Pamela Isley bridges the species barrier as human/vegetable hybrid Poison Ivy.

Some effects are only temporary. During WWII, frail, timid Rex "Tick-Tock" Tyler's "vitamin booster" Miraclo hyper-energizes his muscles and reaction time to superhuman levels, but only for an hour at a time. Regrettably, Miraclo also amplifies confidence and aggression and is addictive. Tyler becomes Super Hero Hourman, helping others while battling numerous side effects. These problems similarly impact his son, Rick, and others using the formula, but ultimately the issues are eradicated. Tyler's triumphs lead directly to a new kind of being. Distant descendant Matthew Tyler (Hourman of the 853rd century) is an intelligent machine colony founded on Rex's DNA and Miraclo.

US Colonel Maria Jonas uses reformulated Miraclo to create super-soldiers, submerging



**Adverse reaction** Rather than the perfect soldier, Damage is an ultimate weapon that can't be aimed.

idealistic PFC Elvis Ethan Avery within an invulnerable, super-strong body. An unstoppable, rampaging weapon of mass destruction called Damage for one hour every day, Avery remembers nothing of his actions when human.

Possibly the only consequence-free formulation is Gingold, a plant extract conferring elasticity on Jimmy Olsen and allowing detective Ralph Dibny to become the famous Elongated Man. ■



# HARD TO SWALLOW

## CHEMICAL TRIGGERS AND MAN-BAT MADNESS

### ON THE RECORD

DESIGNATION  
**Chemically induced transformations**

POWERS  
**Unlimited variety of biological and behavioral enhancements and changes**

MISSION  
**Making changes**

STATUS REPORT  
**Further research always ongoing**

**M**iraculous concoctions can reshape mortals into modern gods but also produce unforeseen consequences. Many chemically triggered transformations forever alter the user, or create permanent biochemical changes resulting in devastating outcomes, possibly altering DNA with terrible ramifications for future generations.

Other chemical mixtures are so addictive that the user perishes—or wishes to. Velocity 9 imparts super-speed and euphoria, but users burn out from calorific output and hyper-

“  
What do monsters fear?  
**Kirk Langstrom**

aging. Early iterations of Mark “Blockbuster” Desmond’s performance-boosting drug increase his muscle mass but at the cost of his intelligence. When Roderick Rose seeks to emulate the powers of insects, he becomes a giant bug called Hellgrammite.

Actor Basil Karlo is reduced to shapeless protoplasm by Renu, an experimental compound. Neither friend nor foe can determine if the chemicals or a tragic life cause his erratic violent behavior as Clayface.

No research can yet determine what effect the metagene has on radical formulations like those still afflicting Kirk Langstrom. A potential cure for deafness, his Langstrom Atavistic Gene Recall Serum unexpectedly mutates subjects into hideous, chiropteran creatures,

sparking Gotham City’s Man-Bat infestation. Seeking a cure, Kirk tests the anti-virus on himself, changing into a Man-Bat (pictured above). His wife, Francine, becomes a terrifying Bat-Queen, and his father, Abraham, deliberately transforms into an evil Man-Bat. Temporarily gaining control over his metamorphosis, Kirk works for clandestine group S.H.A.D.E., but his discoveries are stolen by Talia al Ghul to create an army of leather-winged assassins. Finally perfecting his formula, Langstrom can effect staged transformations—from a flying monster to a semi-altered state, combining vast intellect with bat senses. Recruited to Justice League Dark, he applies scientific rigor to investigating magic. ■



**Man of many faces** Basil Karlo, aka Clayface, learns that too much of a good thing can produce horrific results.



# LIFE IS WHAT YOU MAKE IT

## CLONES

### ON THE RECORD

#### DESIGNATION

**Artificial organic life-forms**

#### NOTABLE EXAMPLES

(EARTH)

**Bizarro, Superboy (Conner Kent/Kon-El), The Guardian, Dubbilex, Manhunter Paul Kirk, Heretic**

#### NOTABLE EXAMPLES

(EXTRATERRESTRIAL)

**Doomsday, Kryptonians, H'El, Justice League 3000, Slobo**

#### MISSION

**Extending and improving life**

#### STATUS REPORT

**Good intentions have unintended consequences**

**C**loning is an ancient discipline restricted by Earth's authorities: the process manipulates biological material to manufacture copies of organisms from simple flora to the most complex beings. Once genetic processes were understood, experimentation exploded with little regard to possible consequences.

Earth is far from alone in the use of cloning. The technology almost destroys ancient Krypton. Clones are grown to provide spare parts for life extending surgeries, but disputes over their rights lead to civil war and the outlawing of the process. As a result, surviving Kryptonians have a near-pathological aversion to clones, a social stigma manipulated by warped radical H'El to attack Superman and Supergirl. Czarnian mercenary Lobo spawns clones of himself every time his blood is spilled, until "neutered" by Vril Dox of L.E.G.I.O.N. One of Lobo's clones even joins Young Justice as Slobo.

Earth cloning is imperfect. The evil geniuses of the Council replicate 1940s Super Hero Paul Kirk, but his response is to hunt down his clones



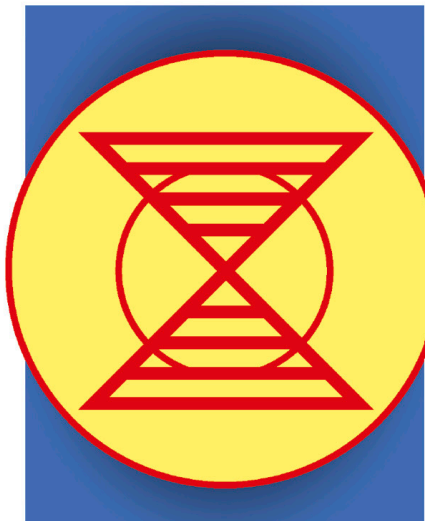
**Basic instincts** Despite cognitive enhancements from Lex Luthor, Bizarro's true nature is never far from the surface.

and reclaim his individuality. Natal techniques used to create Damian Wayne in vitro are later employed to create Heretic—a distorted copy tasked with replacing him. Lex Luthor wastes tremendous effort growing his own Superman. In one instance, the result is half-human champion Kon-El (pictured top left), who battles injustice as Superboy. Different techniques create a string of hugely powerful but ultimately brain-damaged entities known as Bizarros.

The most dangerous clone is the Kryptonian experiment Doomsday. The clone is repeatedly killed and upgraded by scientist Bertron in a sequence of forced evolutions to birth the most efficient and relentless killer of all. ■

“  
You don't get it blue ...  
I'll always be here.  
**Doomsday**

”



# THE LIFE FACTORY

## PROJECT CADMUS

### ON THE RECORD

#### FOUNDERS/KEY RESEARCHERS

**Dabney Donovan, Reginald Augustine, Paul Westfield, Thomas Thompkins, Mickey Cannon, Dr. Serling Roquette**

#### NOTABLE BREAKTHROUGHS

**Hairies, DNAliens, The Newsboy Legion (II), Superboy, Jim Harper/ Golden Guardian, Dubblex**

#### AFFILIATIONS

**LexCorp, Checkmate**

#### BASE

**Metropolis**

#### MISSION

**Mastering Life**

#### STATUS REPORT

**Commercial interests override ethical values**

Once the principles of DNA are publicly revealed, private enterprise drives successive discoveries and the watchword for excellence is Cadmus. Taking its name from the King of

Thebes who created warriors from dragon teeth, “the Project” is the brainchild of former adventurers Reginald Augustine, Thomas Thompkins and others of the World War II Newsboy Legion, in cooperation with the Federal Government. Their most controversial breakthroughs are due to maverick geneticist Dabney Donovan, who flouts scientific ethics and legal prohibitions. He resurrects murdered Super Hero Jim Harper (The Guardian), spawns a second “Newsboy Legion,” and even modifies the human genome, devising self-sustaining subspecies like pacifist



**Big ideas** As Cadmus grows, it takes on the aspect of one colossal organism comprising countless individual cells.

super-technologists “The Hairies,” and metapowered “DNAliens.” The latter include telepathic Dubblex and space-specific lifeform Auron.

As Cadmus diversifies into broader life-science research, its corporate nature makes it vulnerable to takeovers. Lex Luthor subverts the company to create a clone combining his DNA with Superman’s, while corrupt spymaster Maxwell Lord incorporates Cadmus into Checkmate. This merges AI Brother Eye and a metahuman super-warrior, the One-Machine Attack Construct (OMAC). Both Superboy and OMAC host Kevin Kho escape before they can be fully exploited by their originators. Ultimately the company is subsumed by clandestine organization Leviathan.

Cadmus adapts and continues for centuries, becoming a key factor in many divergent possible futures such as the Neo-Gotham of *Batman Beyond*. A millennium away, one branch of clones become Justice League 3000, created from genetic material secured during the Age of Heroes, while another survives into the 853rd century, supervising the one millionth clone of Superboy. Like its living products, it seems for Cadmus life goes on. ■



# MAN AND MACHINE

## CYBORG

### ON THE RECORD

#### REAL NAME

**Victor Stone**

#### AFFILIATIONS/ ALLEGIANCES

**Justice League, Justice League Odyssey, S.T.A.R. Labs**

#### BASE

**Hall of Justice, formerly JLA Watchtower, and S.T.A.R. Labs, Detroit**

#### POWERS

**Severely compromised human form melded with weaponized cybernetic systems**

#### MISSION

**Pushing the boundaries of being human**

#### STATUS REPORT

**Constantly upgrading**

**I**n a timeline and reality prior to the *Crisis on Infinite Earths*, young Victor Stone joins a dynamic team of new Teen Titans. His human body has been ravaged by alien energies and rebuilt against

his will with advanced cybernetic and mechanical replacements. Constantly questioning his right to still be called “human,” Victor nevertheless becomes a valiant defender of life and justice, idealistic champion, and beloved mentor to many young Super Heroes.

Cyborg is one of those chosen few who are key multiversal archetypes, always reinvented but never removed whenever Earth’s timeline and continuity are reordered. When the Flash accidentally redirects the flow of history during the *Flashpoint* event—and in subsequent reality revisions such as the *New 52* and *Rebirth* and even deliberate otherdimensional alterations by higher beings—Victor Stone remains a tragic figure disfigured and rebuilt into a human/machine

interface. Here, Cyborg comes into existence as a result of an invasion by dread despot Darkseid. Still a brilliant scholar and elite teen athlete rebelling against his father’s wishes, this Victor Stone is subtly different. When his body is

**Hyper-connected** Cyborg’s ever-upgrading systems connect him with computers all over the world.

“  
I am the internet.  
**Cyborg**

”



shattered by Boom Tube energy during a Parademon raid on S.T.A.R. Labs in Detroit, Victor's father saves the dying boy by combining Victor's organic remnants with alien technologies, exotic, extra-cosmic metal Promethium, and a deconstructed New God Mother Box.

### Abort program

Silas Stone's lab complex incorporates the Red Room. This top-secret repository and research facility for captured extraterrestrial and extradimensional artifacts saves Victor's life and rebuilds him as a unique being of incredible power.

Cyborg processes information at an incalculable rate, taps into every database and network on Earth and, with the help of his onboard Mother Box, can teleport with pinpoint accuracy across the universe and other dimensions. His frame is equipped with specialized sensors, modular weapons attachments, and, due to constant modification, the ability to shapeshift and mask his appearance. If he chooses, Victor can pass for human.

Joining other Super Heroes in the Justice League, Cyborg is instrumental in defeating Darkseid and serves proudly against deadly threats such as the Crime Syndicate of Earth-3 and Omega Titans.

Following more Multiversal disruptions, Cyborg is irresistibly drawn to the recently liberated Ghost Sector filled with worlds captured by Brainiac. With Starfire, Green Lantern Jessica Cruz and Azrael, Cyborg strives to defend the teeming billions there but succumbs to the influence of Darkseid, who arranges this Justice League Odyssey to create a fresh generation of obedient New Gods.

Darkseid's true intent is to edit the timestream and revive destroyed Apokolips, but, thanks to the efforts of former foes, new allies, and time-

**All change** Cyborg is a living work in progress, subject to planned upgrades and radical hostile takeovers. Here are some of the many forms Victor Stone's journey of self-enhancement have taken.



S.T.A.R. Labs' original Promethium design



Onboard Mother Box augmentation



First shape-masking chassis



Modular shapeshifter



Dark Multiverse combat modification



Anti-Life modified God of Technology

twisting villain Epoch, the scheme collapses. As Darkseid's Anti-Life digital dark god, Cyborg perishes battling a younger, purer version of himself plucked from an earlier era of long-vanished Titans.

Remade and renewed by time's fundamental resistance to change,

Cyborg and Starfire course-correct the embattled timeline, restoring the purloined planets of the Ghost Sector to their origin points. On returning to Earth, they find it has fallen to Perpetua's emergent Dark Multiverse and realize that the true war has only begun. ■



# BODY MODIFICATION

## MAN INTO MACHINE

### ON THE RECORD

#### DESIGNATION

**Cybernetically/mechanically augmented organisms**

#### POWERS

**Enhanced strength, speed, and durability, electronically heightened senses, specialized limbs, onboard weapons-systems, energy generation/manipulation**

#### MISSION

**Extending life, reversing impairment**

#### STATUS REPORT

**Human modification generally means building better warriors**

**S**cience has always sought to remedy damage to the mortal form. It is a short leap from false limbs to artificial organs and bionic enhancements—but not always a voluntary one.

In 1938, dying Marine Henry Heywood is rebuilt with internal servo-motors and prosthetics by professor Gilbert Giles. As one of America's earliest Super Heroes,

“What have you done to me?”

**Metallo**

Steel the Indestructible Man amasses a fortune through armaments innovations, surgically inserting similar modifications in his grandson Hank Heywood III.

When gangsters kill Dr. Robert Crane in 1942, his assistant Chuck Grayson transplants his brain into a marvel of mechanical engineering packed with crime-fighting gadgets. As Robotman, this man of steel battles Nazis and criminals, alongside mechanical partner Robbie the Robot Dog. Decades later, Dr. Niles Caulder repeats the process, plugging Cliff Steele's brain within in a multi-functional humanoid frame.

The divide between man and machine constantly diminishes, but few go as far as John Corben whose shattered body is rebuilt

and constantly upgraded. Powered by a Kryptonite heart, the brain of “Metallo” John Corben (pictured above) ultimately upgrades to a disembodied head able to animate and manipulate other machinery. He is outmatched by Hank Henshaw, whose consciousness evolves into a string of code, before combining technology and Kryptonian DNA to become a ruthless Cyborg Superman. His transformation far outstrips the Kryptonian processes that turns Supergirl's father Zor-El into a similar cyborg.

Techno-surgical procedures are commonplace, and many heroes and villains like Blue Condor, The Brain, or Equus benefit from them. Science never sleeps, though, and the next generation of bio-enhancements are all-pervasive nanite machines rebuilding users from the inside out. ■

**Steel ghosts** Callous daredevil Cliff Steele became a kinder, better man after losing his flesh body.





## ON THE RECORD

### DESIGNATION

**Metahumans**

### LOCATION

**Earth**

### POWERS

**Infinitely variable, triggered by near-death experiences**

### MISSION

**Survival**

### STATUS REPORT

**A rapidly proliferating genetic timebomb hidden within humankind**

**T**hroughout history, humans develop powers inexplicable to humanity's greatest thinkers. In recent times, observers realize these are linked to amazing escapes from certain death, with survivors now manifesting elements of their near-misfortune. Almost killed by hard water fumes, Jay Garrick gains super-speed, surgeon Charles McNider is blinded in an explosion but can now see in utter darkness. Exposed to radiation, Al Pratt develops super-strength.

# BORN DIFFERENT

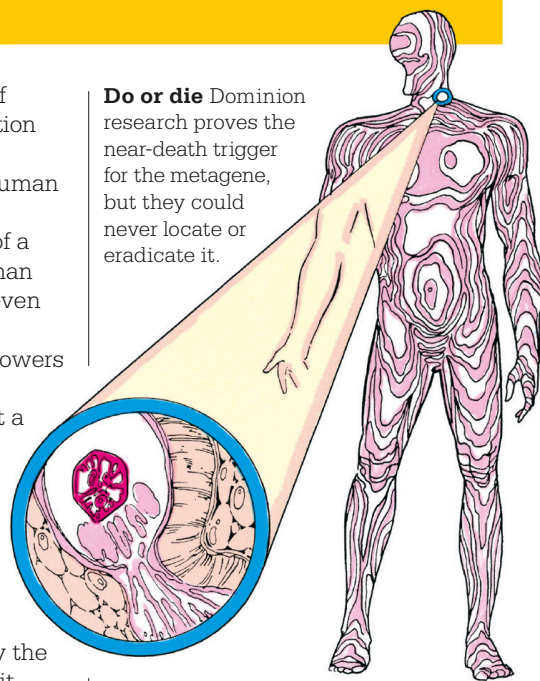
## THE METAGENE AND HOW TO TRIGGER IT

Theories abound, but proof comes only after an alien coalition invades Earth and Dominator biologists begin eliminating human captives under laboratory conditions. Their hypothesis of a dormant metagene in the human genome is confirmed when seven out of 50 subjects exploit the execution methods, gaining powers to escape or retaliate. As the Blasters, these survivors exact a heavy price from the aliens.

When a Dominion Genebomb detonates, it proves that many who assume their abilities are technologically derived, such as the Creeper (pictured above) and mystics like Doctor Fate, actually carry the transformation code. Perhaps it is also what allows vampires Andrew Bennett and Scream Queen Nina Skorzeny to mitigate their slavish bloodlust?

The metagene is subtle and unpredictable. Lashawn Baez becomes teleporter Peek-a-Boo after kidney surgery, and many energy-consuming Parasites are sparked by differing forces. The biggest trigger event comes when murderous aliens attack humanity. Thousands die by having their spinal fluid savagely

**Do or die** Dominion research proves the near-death trigger for the metagene, but they could never locate or eradicate it.



extracted, but dozens of "New Bloods" are reborn with incredible powers and macabre bodily transformations. Many become Super Heroes and use their powers for good, while others use their gifts for evil. Some, like hacker Raelene "Razorsharp" Sharp or Hitman Tommy Monaghan simply continue as before, albeit with distinct advantages over competitors. They are prime examples of unnatural selection. ■



# RED IN FANG AND CLAW

## MORPHOGENETIC FIELDS

### ON THE RECORD

#### DESIGNATION

**Morphogenetic Fields, Lifewebs, Templates**

#### SIGNIFICANT AVATARS

**Swamp Thing (The Green), Animal Man (The Red), Freedom Beast (The Red), Vixen (The Red), Abigail Arcane (The Grey), Anton Arcane (The Grey), Black Orchid (Red and Green)**

#### LOCATION

**Earth, (select) other worlds**

#### POWERS

**Linked to and connecting all species**

#### MISSION

**Protecting their biosphere faction**

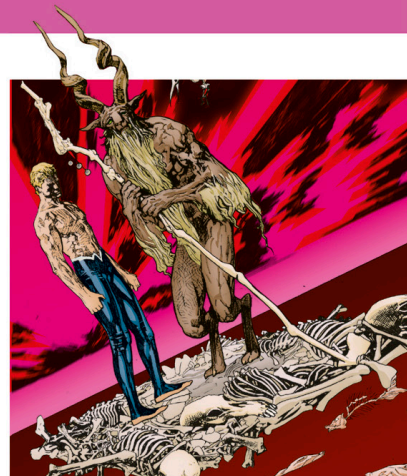
Whatever form it takes, life generates energies that pool beyond purely physical existence to be called upon by other entities. Confluences of life-energy usually result in sentient critical mass, with certain individuals actively linked to a

genus-wide “Morphogenetic Field,” becoming guardians and policy makers of their specific realm.

Originally part of the Melt—an all-encompassing morphogenetic field coalescing during Earth’s formative era—these have become genera-specific. As bacteria, plants, animals, fungus, and other divisions of life develop, a schism occurs as each genus seeks to dominate Earth, supervising their kind through a universal connection dictating how everything in their lifeweb grows, functions, and dies.

Management structures like the Green (Parliament of Trees), Red (Parliament of Limbs), Clear (Parliament of Waves), and Black (Parliament of Decay) constantly clash over millennia, acting through Avatars in a war for control that ultimately results in a fragile and fractious biological détente.

As human science and commercial forces begin reshaping the environment, the assorted Parliaments simultaneously renew their wars with each other and create aggressive new Avatars in their need to stop mankind’s atrocities. The Red empowers various humans, allowing unsuspecting agents, like Beast Boy and Vixen,



**Blood brothers** Animal Man often consults former Red Avatar the Shepherd.

and enlightened operatives such as B’wana Beast, Freedom Beast, and Buddy Baker (aka Animal Man, pictured top left) access to animal abilities to serve the planet through their Morphogenetic Field.

The Red’s intention is to transform Baker’s daughter into a full Avatar when she matures, but time is tight. This situation also leads to an unprecedented succession of hybrid agents exploiting a plurality of fields, including Poison Ivy and Black Orchid (Red and Green), and Aquaman (Red and Clear). ■

**See also:** Tomorrow’s Heroes and Dystopias



# DEAD AND ALIVE!

## THE SCIENCE OF RESURRECTION

### ON THE RECORD

#### DESIGNATION

**The Living Dead**

#### NOTABLE SUCCESSES

**Resurrection Man, Frankenstein's Monster, Rā's al Ghūl, Superman, Red Hood (Jason Todd)**

#### POWERS

**Various, but includes returning from death**

#### MISSION

**Staying alive**

#### STATUS REPORT

**Scientific resurrection still inferior to magical renewal**

**T**he abolition of death has always been a prime goal of scientists. Where gods, demons, and sorcerers compel post-mortem animation and restore souls, rationalist researchers must frequently settle for a semblance of their success. The goal is provably attainable, as beings like Nekron's Black Lanterns and the White Entity negate extinction at will and return beings to a sort of life.

“

In the end, they all come back to me.

**Death**

”

Madmen like Professor Ivo strive to extend their lives, while others resolve to reverse death entirely, but human mortality is hardwired into the physical laws of existence. Magical zombies are more self-aware than anything reconstructed by Nazi biologists, and Victor Frankenstein's successes owe more to Melmoth's mystic blood than surgical expertise.

Rā's al Ghūl's Lazarus Pits are dependent upon the chemicals and potions he fills them with, but only truly restore life when built in specific

**Little miracle** The Lazarus Pits' greatest challenge is reviving Kandor's shrunken Kryptonian masses.

locations over ley-line junctions. The same holds true for Brother Blood's restorative blood grotto.

Extra-Multiversal Nth Metals Electrum and Dionesium, used by the Court of Owls to create their Talons, regenerate flesh, but doubt remains whether true death occurs in the patients. Throughout history, the exact moment death occurs is redefined. Always, there remains a point at which the soul abandons flesh and the next stage of existence begins, but not for everybody.

Victor Fries (Mister Freeze) revives cryogenically frozen beloved Nora with nanotechnology and harvests spare parts from similar-looking women. However, nanotech's greatest triumph is Mitch Shelly (pictured above), whose tektite-infused form repeatedly expires to restart over and over again—a true resurrection, proved by the fact that both Heaven and Hell assign agents to collect his long-overdue soul. ■





# HEAVY METALS

## EXTRA-MULTIVERSAL ELEMENTS

### ON THE RECORD

#### DESIGNATION

**Extra-Multiversal Metals**

#### KNOWN EXAMPLES

**Electrum, Dionesium, Promethium, Batmanium, Eighth Metal, Nth Metal, Tenth Metal/Element X**

#### PROPERTIES

**Psychoactive, physically transformative, energy-warping, magic-sensitized, ultra-dense, super-heavy**

#### MISSION

**Catalyzing Multiversal change**

**R**eality comprises Matter, Antimatter, and Dark Matter, but extra-Multiversal elements also exist. Imported into reality, these warp biology and overburden the soul. When Darkseid excises Batman from Earth's timeline, Dark Multiverse tyrant Barbatos systematically infects the Dark Knight with these metals. This "Mantling" culminates in Batman becoming a portal for the dragon-god to enter and consume the Multiverse.

Batman's first exposure is to Electrum, The Court of Owls' secret to reanimating deceased Talon enforcers. Next comes Dionesium, salted into the earth in ancient times. It has miraculous regenerative properties but disrupts memory and cognition. It brings Batman and The Joker back from death and is a constituent of Rā's al Ghūl's Lazarus Pits. Ultra-resilient Promethium amplifies energy but is also highly mutagenic. Successfully mimicked by Dayton Industries, it is utilized for Cyborg's armor and Deathstroke's sword (pictured above).

The most critical esoteric element is Nth Metal. Comparatively common, it is the basis of Thanagarian civilization and impacts the lives of many heroes and villains of Earth. Psychically active, Nth Metal counteracts gravity, restores biological vitality, and

#### Imagine this

Tenth Metal is the ultimate weapon and makes the perfect sword, shield—or Batarang.

promotes reincarnation and resurrection. It is also mutagenic, warps energy fields and physical space, negates magic, and distorts time. Nth Metal enhances heroes such as Hawkman, Hawkwoman, and Plastic Man and sustains soul-devouring Thanagarian devil-god Onimar Synn. The fifth mantling metal is Batmanium. Synthesized by Wayne-Powers, it is simultaneously solid and liquid at room temperature.

Counter-metals also exist. Eighth Metal (Amazonium) is mined in Themyscira for Hephaestus to forge godly weapons, including Wonder Woman's indestructible bracelets, tiara, and Invisible Jet, while Tenth Metal (Element X) is composed of and manifests imagination. At least three more non-Multiversal metals remain uncategorized. ■





# GONE BUT NOT FORGOTTEN

## LOST LANDS

### ON THE RECORD

DESIGNATION  
**Lost Lands**

NOTABLE EXAMPLES  
**Skartaris, Dinosaur Island, Themyscira, Blackhawk Island, Bana Mighdall, Nanda Parbat, Kaddim**

LOCATIONS  
**Wilderness regions, occasionally mobile**

MISSION  
**Avoiding notice, interference, or change**

STATUS REPORT  
**The world still keeps many secrets**

**E**arth has been charted and scanned for centuries but still harbors places appearing on no map. Some are difficult to find, like migratory Amazon colony Bana-Mighdall or Kaddim, Rā's al Ghūl's city of Assassins.

Subsurface societies Abyssia and Strata lie at different depths, and imperial Muldroog inducted explorer Cave Carson into their royal

family for saving the realm. Trans-dimensional Hollows—mystic niches sheltering hidden tribes and races—are also common. Fire trolls thrive beneath Atlantis, and many Pacific nations have volcano beings living below. Both Gotham City and Metropolis conceal similar enclaves, tenuous homes to ancient natives, colonies of homeless people, and alien outcasts from other worlds.

Not all kingdoms are physically tethered to Earth. Some regions intermittently intersect with pocket dimensions. The Challengers of the Unknown have clashed with colonies who appear and fade like mirages or are enclosed in forbidden valleys by magical artifacts.

Some regions of Earth, frequently, but not exclusively islands, lie outside



**Old-school action** It takes guts and firepower to survive on Dinosaur Island amidst its deadly inhabitants.

natural laws, screened by phantom frequencies where cosmic energies and extra-Multiversal metal deposits create space-time “static.” Amazon stronghold Themyscira, floating fortress Blackhawk Island, spiritual retreat Nanda Parbat, and others exhibit time-distortions and esoteric wildlife, but none to the extent of pandimensional realm Skartaris or Dinosaur Island (pictured above left).

Skartaris intersects Earth's interior, a land of endless sunlight, home to dinosaurs, magicians, aliens, and warlords, while Dinosaur Island exists in temporal flux, being possibly many islands or one that changes location. It supports a vast variety of antediluvian beasts from many epochs, imperiling soldiers and Super Heroes alike. ■

“

Skartaris! A strange name for a strange world!  
**Travis Morgan**

”



# OLD FORGOTTEN THINGS

## HIDDEN RACES AND REALMS

### ON THE RECORD

#### KNOWN EXAMPLES

**Feithera, Strata, Meta-Zone, Q Foundation, Hidden City (Turkey), Limbo Town, Elvara, Dzyan**

#### SIGNIFICANT REPRESENTATIVES

**Northwind, Terra, Rac Shade, Aztek, Ornitho-Men Klarion the Witchboy, Bat Knights, Argor, Zatanna**

#### LOCATION

**Earth, adjacent subdimensions**

#### MISSIONS

**Abiding in isolation**

#### STATUS REPORT

**Hidden, forgotten, and lost are relative terms in the 21st century**

**D**espite humanity's unstoppable rise and habitation of every region of Earth, the planet is also home to inhuman and extraordinary precursor races, subspecies, genetic offshoots, and migrants from other realms.

Nurturing the life-generating White Entity, Earth basks in potent energies that repeatedly trigger sentient evolution. This fosters beings of stone or lava, air, and liquids, who thrive beside fleshly fauna and vegetable flora. All have a voice, connecting to individuals who become guardians and policy makers in planetary Parliaments.

Abundant background magic, mutating radiations, and the lottery of the metagene spark frequent variations of humankind such as Homo Magi. Transdimensional "hollows" inside Earth shelter many races—avian Ornitho-Men, depth-dwelling Abyssans, quadruped birdmen, Stratans (pictured above), Firetrolls, and Muldroogans. Closer to Earth's crust, diminutive, cave-dwelling Elvarans thrive, while the poles harbor races like Dzyan, Ice Giants, and other temperature-subtracting species.

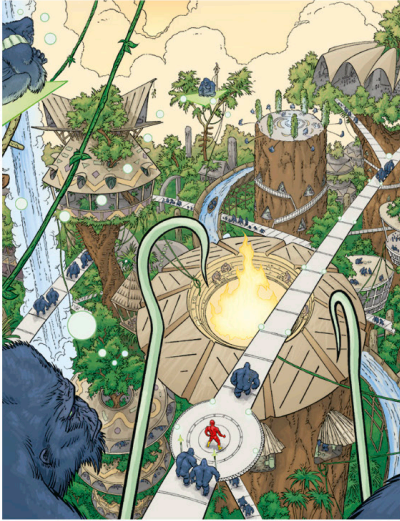
The oceans teem with sapient aquatic life-forms and modified, water-breathing humanity who originate from the sinking of Atlantis. Here, science, sorcery, and ancient gods all contribute to immeasurable variety of life-forms.

Some enclaves stem from refugee migrations, religious persecutions, or



**Dig for victory** Limbo Town's mystics have no idea surface-world machines can challenge their magic.

even invasions. Humanoid Fietheran birdfolk dwell secretly for generations in Greenland, before human encroachment drives them to accept sanctuary in Black Adam's Kahndaq. The puritan sorcerers of 16th-century Roanoke dig into the earth and across realms to build their sheltering Limbo Town. Adjacent planes also offer homes to self-isolating communities. The Fourth Dimension connects Earth to mirror-dwelling Duomalians and Orinocas, while inhabitants of the futuristic Meta-Zone visit Earth whenever the dividing Zone of Madness permits safe passage. Given their clandestine nature, many other such safe havens undoubtedly remain safely hidden. ■



# URBAN JUNGLE

## THE SUPERPOWERED APES OF GORILLA CITY

### ON THE RECORD

#### DESIGNATION

**Gorilla City**

#### NOTABLE REPRESENTATIVES

**Grodd, Solovar, Boka, Gorilla Grimm, Primat, Sam Simeon**

#### LOCATION

**Equatorial Africa**

#### MISSION

**Living apart, mastering “the Light”**

#### STATUS REPORT

**Decimated but recovering from Grodd’s misrule**

**I**n Africa’s Congo Basin, a lost city thrives for centuries. Many legends surround Gorilla City, including a tale that hyper-intelligent primates migrated to Earth from the planet Calor, hitching a ride on a Green Lantern’s energy trail. Another claims that an object fallen from the stars bathed gorillas with radiation, enhancing their brainpower, the gentle geniuses creating an invisible city to conceal them from humanity.

“  
Learn the truth of the  
Speed Force!  
**Solovar**

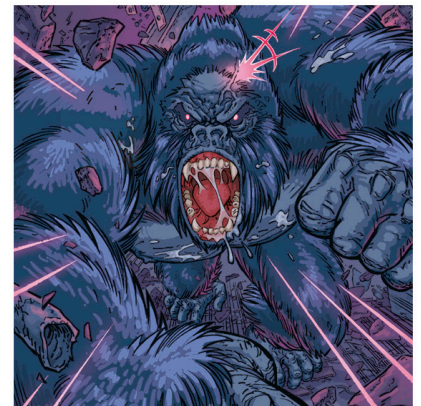
The truth is darker. Centuries ago, an extradimensional event bathes a silverback and his tribe in energies that enhance their mentalities. Creating a refuge, Lord Solovar and his kin study the phenomenon—which they call “the Light”—and learn they have been changed by the Speed and Sage Forces.

These now-telepathic superpowered apes master engineering, architecture, and other physical sciences. They construct a vast jungle metropolis dedicated to understanding the secret Forces underpinning how the universe functions. Scientific research gradually becomes spiritual faith, especially after aberrant malcontent Grodd seeks to oust the then leader Solovar and take his own fanatical

followers on campaigns of global conquest. Grodd possesses Cerecorbis—the ability to increase his IQ and absorb knowledge by consuming his victims’ brain matter—but perhaps he also ingests humanity’s greed and brutality.

The manic tyrant’s schemes are constantly thwarted by The Flash and other Super Heroes, but eventually his grisly crusade leads to Super-Villains invading Gorilla City. Hundreds die at the hands of energy bandits Gemini and serial killer Hunter Zolomon, but many escape to plan a more secure new home. ■

**Ape-cops** Would-be invaders of Gorilla City are confronted with intimidating simian police robots.



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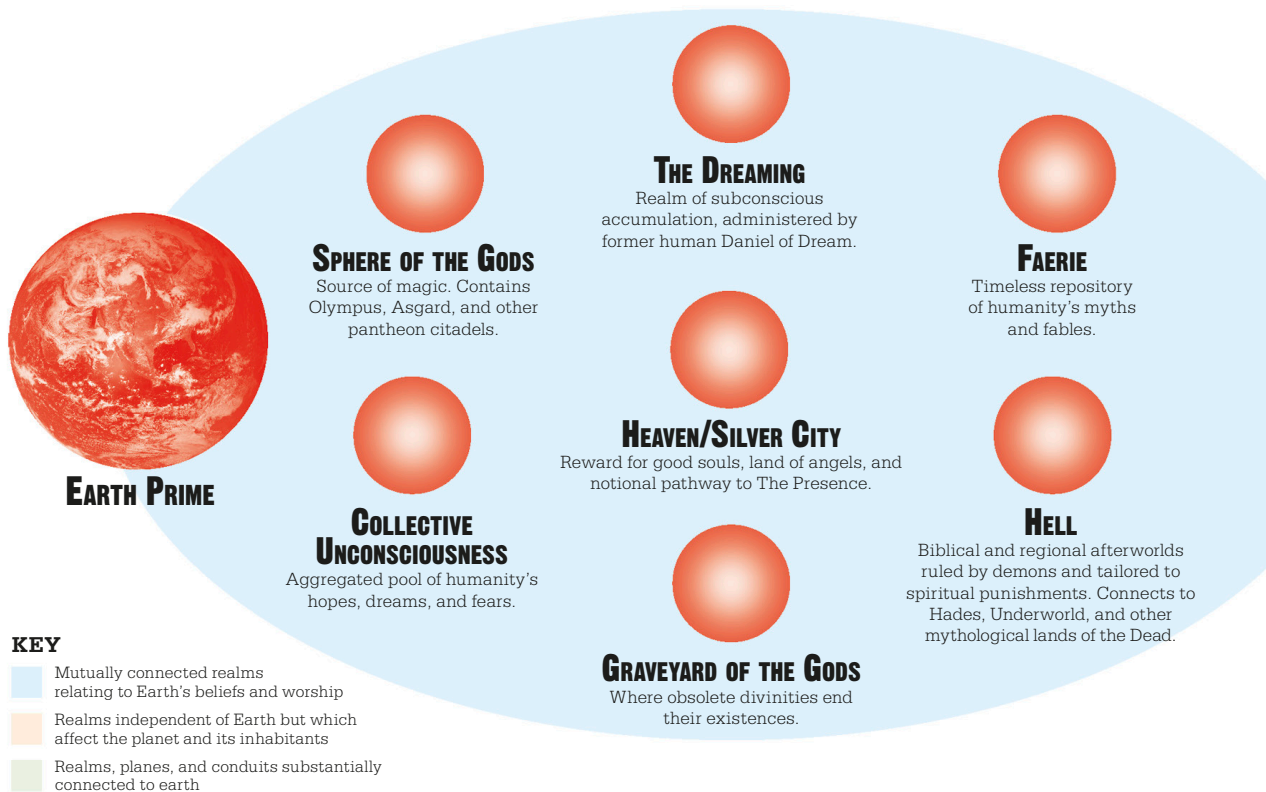
# **DIVINE INTERVEN**

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# TION

**L**ife is competition—a fierce and savage race for dominance. As the Multiverse begins, the resources of each reality are exploited by primal beings evolving in and between newly created realms. Entities soon learn that specific energies can be reshaped and modified to suit their desires. This is not science but magic, which the gods, demons, and higher beings feed on. Yet magic in all its arcane forms comes at a cost and cannot be relinquished without paying a fearful price.

## MYSTICAL REALMS CONNECTED TO EARTH



**E**xistence is a recurring process. Countless Multiverses have existed and then ceased to exist because of the actions of higher beings. Once reality restarts, it begins as a vast sea of surging forces, within which near-omnipotent entities such as The Presence come into being to monitor various aspects of creation.

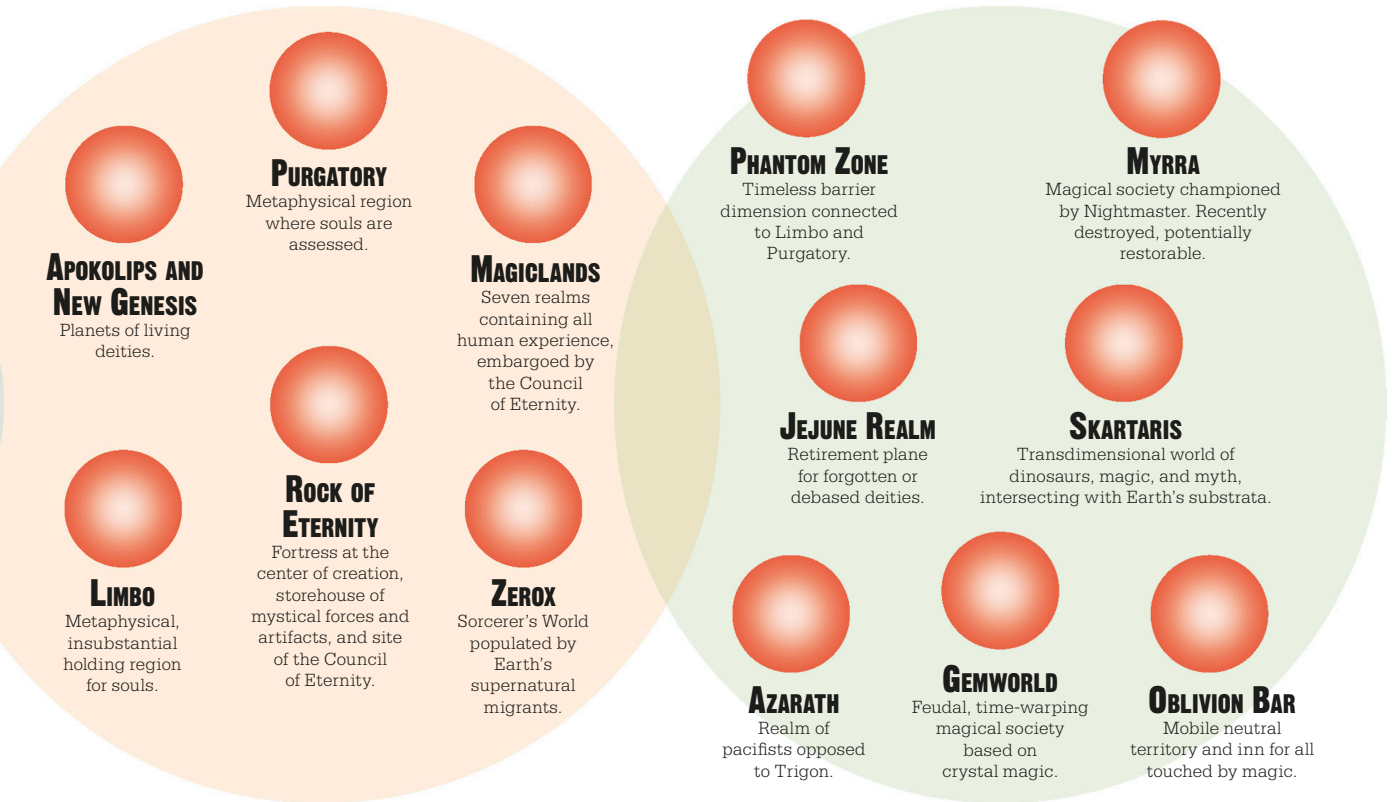
Primal energies are powerful and raw, awaiting sentient life to activate them. Once these first beings—such as Earth's Hecate—emerge throughout existence, many learn how to tap into and manipulate these energies to remake their local environments. This is called magic by those who utilize it. Magic reshapes the lesser life-forms touched by it, creating creatures of immense power and wisdom, but who

are still motivated by basic needs and desires. These are gods, and they impose themselves upon inferior beings, feeding on their love, fear, and worship through a network of beliefs that are later dubbed “stories.”

Magic is highly transactional and always seeks to gain more than it pays out. Nothing is free and everything comes at a price, but those who amass enough magical power, such as gods, can protect themselves from its immediate and often harmful repercussions. Like all essential Multiversal forces, magic is contained within and sustained by its own metaphysical region, which is known as the Sphere of the Gods. This boundless extradimensional region encompasses all the material realms that comprise reality.



**Unacceptable cost** Before being transformed by human mages, Hecate is the primal spirit of magical wonder.



**Magic retreats**

Originally, magical forces are accessible to all in creation, but eventually greed centralizes the resource in adepts, and access to magic becomes more difficult to attain and manipulate. The very earliest users lock the forces into their own rules, systems, and even biology. Ultimately, mystical power becomes confined to skilled scholars, those desperate enough to make unholy sacrifices and demonic bargains, or genetic anomalies with the innate ability to tap into magic, such as modern teenager Timothy Hunter.

Wizards, sorcerers, and mages are practitioners who have attained a high degree of status, knowledge, and skill. They subdivide into general categories such as preservers and defenders, scholars



and mentors, and accumulators dedicated to one purpose. Felix Faust is a perfect example of the last category, obsessively gathering mystic might to dominate the world.

The Earth's first wizards steal enough power to control the mystical resource, classifying its

functions and uses in the first Books of Magic. As their power grows, they become Lords of Order and Chaos, ascending to higher planes. Here, they wage a pitiless war of ideology that costs innumerable lives over eons in the lower realms.

On Earth in ages past, sorcery births magical civilizations such as Korr and its fabled predecessor Atlantis. The latter is a city of wonders that reaches its peak under legendary wizard Arion, but it is inherently unstable and doomed. Moreover, magic accidentally promotes a compelling new doctrine—science. Scientific thought codifies physical laws, and its principles and astonishing results are accessible to all. When Atlantis sinks, its technologies survive, spreading far further than its arcane knowledge. ■

# HEAVENS AND HELLS

## SUPERNATURAL WARFARE

### ON THE RECORD

DESIGNATION  
**Magic**

NOTEWORTHY USERS  
**Gods, devils, demons, djinn, Homo Magi, select human scholars, artifact collectors**

LOCATION  
**Realms, planes, domains, and subdimensions adjacent to and aligned with Earth Prime across the Multiverse**

MISSION  
**Circumventing physical laws**

STATUS REPORT  
**All magic exacts punishing consequences**

**F**or humanity, Magic has always been forbidden fruit, tempting, intoxicating, and hazardous to both body and soul. Mystical energy shapes Earth from the planet's inception, employed by a variety of thinking creatures and

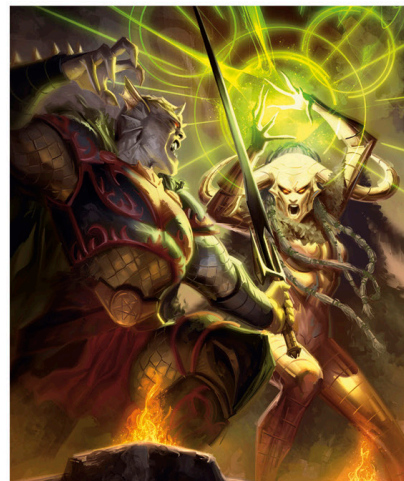
“  
Sometimes weird is good.  
**Zatanna**

elemental forces. As humanity evolves, magic is monopolized by beings who become godlike sorcerers, proving decisive whenever the supporters of Multiversal philosophical constants Justice and Doom clash.

Invariably, Doom's adherents accrue overwhelming might in pursuit of selfish dominance and are fiercely resisted by agents of Justice. These Super Heroes embrace values of humanity and empathy, employing knowledge as much as might, and are fully aware of the horrific consequences of failure. Mystic combat is both spectacular and subtle, ranging across many

levels of reality while threatening potentially catastrophic injury to the combatants and damage to the universe they inhabit.

From earliest times, magicians endeavor to limit these grave consequences by binding magic to rules, such as those inscribed by the Lords of Order and Chaos in the original Books of Magic.



**Immortal enemies** Morgaine le Fey's dreams of conquest are thwarted by Etrigan the Demon.

## Divine inspiration

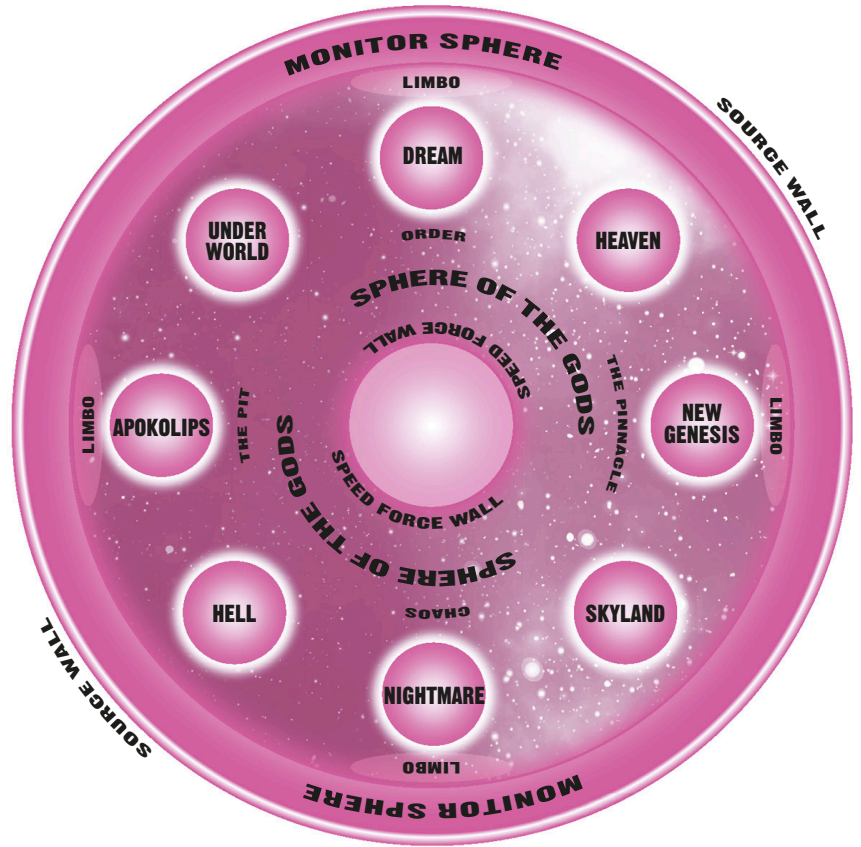
As humanity expands, its various gods try to cleanse and control the contaminated occult environment, dispatching agents to exorcise angry ghosts, destroy rampaging monsters, kill predatory witches, and banish seductive devils. Such heroes generally utilize enchanted weaponry—swords, shields, cloaks, potions, and such. Many, like Hercules, Perseus, Theseus, and Siegfried, are demigods, the actual progeny of divine beings.

The primal gods' goal is to monopolize the energies of faith and worship, but because of the transformative nature of the Collective Unconscious, shared stories of valiant warriors empower *them* rather than their patrons, and Earth develops a powerful culture of hero-worship.

A side effect is that all magic-wielders are regarded as suspect, even wicked. In truth, many are. Early empire-building warrior wizards like Arion and Nommo are esteemed but also touched by darkness. By the time Christianity and Islam take hold in Europe and the Middle East, all wizards and mages are mistrusted and assumed to be following their own agendas.

Demi-demon Merlin helps found, but fails to save, the Heroic Age of Camelot before unleashing the diabolical Etrigan upon humanity. Their bitter foe is Morgaine le Fey, whose sorceress sister, Nimue Inwudu, betrays them all. She later repents for centuries as the amoral seer Madame Xanadu.

Henceforth, beneficial arcane alliances and Multiversal defenders opt to work in the shadows. They secretly preserve Earth and humanity as Leymen, Demon Knights, Shadowpacts, or Sentinels of Magic. Higher-level mystic overseers, such as the Conclave, the Council of Eternity, and the Quintessence, interact only with



**Sphere of the Gods** Magical actions in every universe are powered by an all-encompassing energy field, which also provides non-geographical subdimensional locations for godly paradises, mystic realms, arcane planes, and pocket realities. While existing outside of Time, all such regions of the local Multiverse can be accessed from within this Sphere of the Gods.

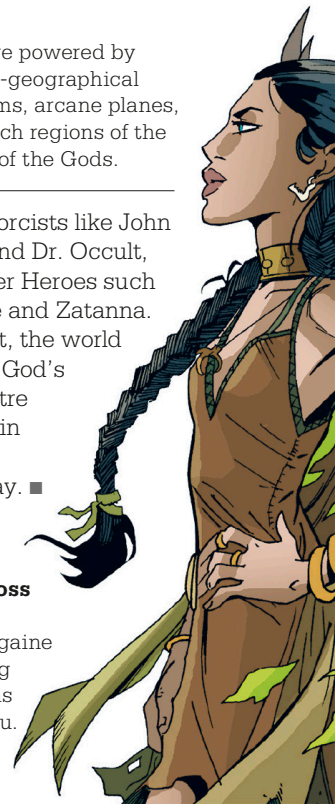
the physical world in the most urgent cosmic circumstances.

Tragically, this leaves humanity open to assault by all kinds of supernatural horrors. The only true difference between human, god, and devil is in the level of magical power they possess and their intent. Demons, tempters, and hellions generally hunt in quiet isolation, tormenting and destroying souls one at a time. Wish-granting djinn are also inimical to humankind. They also abide in lower-dimensional depths, reveling in misery. To deal with terrors such as these, humanity can only cling to modern faiths, employ the unpredictable efforts of

mages and exorcists like John Constantine and Dr. Occult, or rely on Super Heroes such as Doctor Fate and Zatanna. As a last resort, the world can hope that God's vengeful Spectre will intervene in his uniquely mysterious way. ■

### Prophet and loss

Nimue betrays Merlin and Morgaine before becoming a neutral force as Madame Xanadu.





# DIVINE RETRIBUTION

## THE SPECTRE

### ON THE RECORD

#### REAL NAME

**Aztar; Jim Corrigan, Hal Jordan, Crispus Allen**

#### AFFILIATIONS

**Justice Society of America, Sentinels of Magic**

#### LOCATION

**Mobile**

#### POWERS

**Immeasurable mystic power, fueled by holy outrage and mitigated by human judgment**

#### MISSION

**Punish the guilty**

#### STATUS REPORT

**Later incarnations have commuted the divine edict to seek mercy, redemption, and closure**

**T**he living are creatures of passion and will. Often trauma or guilt—and, more rarely, higher emotions such as duty or love—can sustain a spirit long after the flesh carrying it has ceased to function. Ghosts have haunted

places and people since time began, prevented from moving on to more exalted stages of existence by feelings of fear or vengeance, or by tasks unfinished and responsibilities unfulfilled. Many phantoms accrue great power to affect the corporeal world, but all pale into insignificance compared to the mighty agent of The Presence known as The Spectre.

Some beliefs state that The Presence watched closely over humankind and, when they strayed from his edicts, punished them with near-extinction through Kaala, an aspect of The Presence's wrath. As humanity recovers, the Presence replaces uncontrollable Kaala with Aztar, an Aspect representing targeted retribution against those who spill human blood. Wary of how

his agents overreact, the Presence decrees Aztar's power should be filtered through a mortal host and the guidance of a resurrected murder victim. Another legend posits that Aztar is actually an angel who joined Lucifer's rebellion, before truly repenting to eternally expiate his sin by enacting God's vengeance on sinners.

The Spectre polices human development, destroying Sodom and Gommorah, turning Lot's wife to salt, and slaying the firstborn sons of Egypt in the time of Moses. The Spectre easily overwhelms court magician Nabu when the Lord of Order tries diverting the heavenly sentence and destroys Pharaoh's armies in the Red Sea.

The Spectre's greatest mystery is why he acts at all. The world festers with death and horror, but despite possessing measureless might, the Spirit of Vengeance responds only in a sporadic manner, occasionally eliminating robbers, serial killers, or terrorists with macabre ingenuity while ignoring similar or even greater atrocities occurring elsewhere.

Theologians like Father Richard Craemer believe the answer is the influence of the host. Despite working

“

There must be Justice ...  
There must be vengeance!  
**The Spectre**

”



**Moment of judgment** Crispus Allen gives sinners every chance to repent before delivering his divine sentence.

murdered him on his wedding day. Ultimately, Craemer counsels Corrigan to a point where he lets go of his burden and moves on to his heavenly reward.

After almost destroying the universe as Parallax, fallen Green Lantern Hal Jordan sacrifices himself. Dying to reignite Earth's expiring sun, he is offered a second chance and his soul is bound to Aztar. The former Super Hero steers The Spectre into situations where the fearsome magic can change, rather than brutally end lives, repurposing revenge into a Spirit of Redemption.

When Jordan returns to life, the Spectre is directionless for months, until Gotham City cop Crispus Allen joins with him. The lengthy vacant period between his murder and joining, plus Allen's cautious, methodical nature, trigger a degree of autonomy in Aztar, allowing him and the new host the luxury of debate and consultation before delivering their interpretations of divine judgment as a spirit of closure and renewal. How the ghostly guardian will act in the future only God knows. ■

in concert with generations of Super Heroes, and averting many cosmic crises, The Spectre alternates between missions of Multiversal import for the all-powerful Quintessence and confronting doom and injustice on a human scale, with his current mortal

personality clearly holding sway over the responses.

For decades, hard-line police detective Jim Corrigan drives the ethereal force to act as a Spirit of Divine Wrath, punishing with excessive force all criminals, beginning with the mobsters who

## Ghostly Guardians

For many valiant champions, death is not the end. The annals of justice are filled with phantom avengers and spirited sentinels denying themselves the peace of the grave to preserve lives and punish the guilty.

Privateer Jon Valor battles for king and country in the 16th century as the Black Pirate. Wrongly convicted of his son's murder and hanged, his revenant battles injustice in

modern times in Opal City, while 18th-century noble Keith Everett possesses a dying descendant to oppose fascism during WWII as the mighty Grim Ghost.

War saw many supernatural stalwarts, such as heavenly helper Mr. Keeper, undead aviator trio the Ghost Patrol, and multipowered phantom twin Captain Triumph, as well as the spirit of Confederate General JEB Stewart, who safeguarded the "Haunted Tank" (pictured).





# EMBRACE YOUR FATE

## DOCTOR FATE

### ON THE RECORD

#### REAL NAME

**Kent Nelson, Inza Cramer-Nelson, Kent V. Nelson, Eric and Linda Strauss, Jared Stevens, Hector Hall, Khalid Ben-Hassin, Khalid Nassour**

#### AFFILIATIONS

**Justice Society of America, Justice League Dark**

#### LOCATION

**Tower of Fate, Salem, Massachusetts**

#### POWERS

**God-level mystic power and knowledge, connection to Lord of Order Nabu**

#### MISSION

**Eradicate Chaos**

#### STATUS REPORT

**Fates persist into the 31st century**

**F**or nearly a century—and while inhabiting a number of human hosts—Doctor Fate has been the mightiest sorcerer confronting evil on the mortal planes.

“

We get called because the universe needs us!

**Kent Nelson**

”

However, his stern, emotionless aspect masks a fierce battle of wills between human empathy and divine obsession.

In the early years of the 20th century, archaeologist Sven Nelson and his son, Kent, explore a lost tomb. When Sven is killed by booby traps, earthbound Lord of Order Nabu appears, imparting knowledge and vast power to the boy and transforming the child into a mighty mystical warrior.

Abandoning his own decrepit form, Nabu transfers his life force into the Helmet of Thoth and also gifts his

**Magical mystery star** Few suspect the moral turmoil boiling beneath the glittering facade of Doctor Fate.

disciple with potent arcane artifacts: the Amulet of Anubis and Cloak of Destiny. Although named after past deities, these items far predate them, holding unimaginable power for knowledgeable adepts.

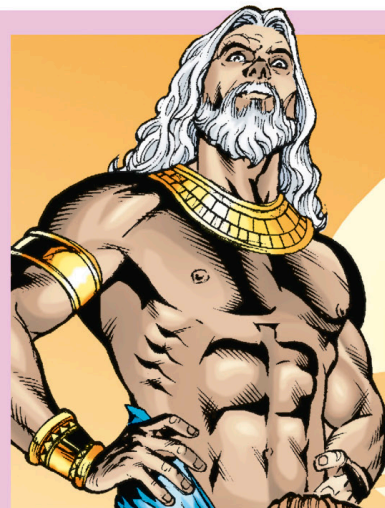
Soon after this encounter, a mysterious gold and blue warrior begins traveling the world, battling criminals, scientific madmen,



## Nabu, dissident Lord of Order

In Earth's dawning, human savant Nabu and his colleagues seize and harness raw universal magic—in the form of the manifested entity Hecate—and with it reinvent themselves as Lords of Order and Chaos. From metaphysical realms, they dispute for eons over how creation should progress, employing earthly proxies to fight their battles. Ultimately, Nabu takes direct action and reclaims human form to guide Earth's preeminent civilization.

Egypt at this time is home to many heroes such as Teth-Adam and Prince Khufu (an early incarnation of Hawkman). Nabu works with them and the gods of Heliopolis until his human form burns out. Always his obsessive war against Chaos drives him. After decades using Kent Nelson's form and overruling his actions and emotions, Nabu is reluctant to surrender his deceased host, reanimating Nelson's corpse to stay close to Doctor Fate's new hosts Eric and Linda Strauss.



deranged sorcerers, and monstrous beasts. Originally permitting Kent autonomy as he battles evil, during the 1940s, the Lord of Order gradually exerts increasing control through the Helmet. Kent Nelson is now little more than a conduit for Nabu's powerful will as a fresh torrent of terrors rise to threaten Earth and humanity. Although Nelson, as Doctor Fate, fights the supernatural for justice, Nabu's goal is to end Chaos—a parallel but coincidental aim that is entirely heedless of human comfort, love, or empathy. Eventually, an aloof, gestalt personality forms, one that utterly terrifies Nelson's wife, Inza.

to carry on the endless struggle. In varying degrees, each surrenders their own individuality to the call of Fate, becoming pawns of Nabu as he strives to abolish Chaos. Whenever possible, the Helmet seeks hosts from the Nelson bloodline, such as current incarnation Khalid Nassour, a medical student with blood links to the Pharaohs of long-dead Egypt. One notable failure is Detective Chimp (aka Bobo), who, after briefly wearing the Helmet, cannot get rid of it quickly enough.

Faced with constant war, Nabu eventually breaks. Deciding that magic itself is the cause of all the Chaos, he plans to free Earth of all

### Magical messiahs

Doctor Fate knows he can count on allies to the death, and beyond.

### Hostage hosts

Although Nabu is immortal, his host is not, and over decades, other mortals provide a home for the Lord of Order. In the intervening years, many, including Inza, don the Helmet

supernatural influence. Nabu invites the Otherkind to consume mystical practitioners and summons his fellow Lords to destroy all magical realms. Amidst mounting carnage, ghastly horror, and guilt at his own actions, Nabu is finally persuaded by elderly Kent Nelson and ardent healer Khalid to reassess his position. As all existence reels on the brink of eradication, a renewed, unified Doctor Fate joins Justice League Dark to repel the darkness and save the world once more.

Magic always comes at a cost, and the price this time is valiant veteran Kent Nelson who at last rejoins his beloved, departed Inza, while Khalid Nassour reaches a fresh accommodation with the Helmet and readily assumes the role of Doctor Fate. ■

### Monkey business

Bobo knows he already has too many voices in his head to make room for pushy god Nabu.





## ON THE RECORD

### REAL NAME

**Ktar Deathbringer; Shrra**

### NOTABLE INCARNATIONS

**Khufu and Chay-Ara, Nighthawk and Cinnamon, Carter and Shiera Hall**

### AFFILIATIONS

**Justice Society of America, Justice League, Blackhawks**

### POWERS

**Flight, extreme combat skills, Nth-Metal enhanced strength, speed, agility, regeneration**

### MISSION

**Atonement for countless lifetimes of killing**

### STATUS REPORT

**Time heals all wounds**

**H**awkman is not one hero but thousands. Chosen by a vengeful god, the singular soul of this valiant warrior and his eternal beloved endlessly reincarnate to defend the weak and crush injustice. They live, love, and die a thousand times over.

# REACH FOR THE SKIES

## HAWKMAN AND HAWKWOMAN

In 1940, as WWII intensifies, Hawkman and Hawkgirl are created by archaeologist Carter Hall and his fiancée, Shiera Saunders. Crusading valiantly, they join the Justice Society of America. Eventually they retire but, as Multiversal Crises mount, are excised from timelines.

These winged wonders are inextricably connected to the mechanisms of reality, reborn as Thanagarian law officers Katar Hol and Shayera Thal. In truth, countless iterations of the couple have existed since before humanity began. Through many reality shifts a bizarre truth unfolds. In humanity's infancy, Cro-Magnons clash and Vandal Adg (aka Vandal Savage) slays the avatar of the Bird Tribe's Hawk god. For this failure, the fallen agent is condemned to perpetual rebirth until he destroys Savage. After many futile encounters over millennia, he is reincarnated into Egypt's ruling family. Prince Khufu Maat Kha-Tar loves Hyksos princess Chay-Ara at a time when a crashed Thanagarian ship provides miraculous Nth Metal. The heroic couple are given antigravity belts by court magician Nabu but are murdered by envious High Priest Hath-Set, who becomes entangled in

their reincarnation curse. Henceforth the lovers are perpetually reborn and killed by Hath-Set after reuniting.



**Love and death** Across countless millennia and light-years, and multiple reincarnations, the Hawks' bond to each other is unbreakable.



You won't outfly me until we run out of sky!

**Carter Hall**



**Star-crossed lovers**

As centuries pass, their Nth Metal exposure diminishes. They are reborn and forget their curse. They live as heroes but are no longer tormented by memories of inevitable Doom. Khufu is always a champion. In Ancient Greece, he is Icarus; in sixth-century England, Silent Knight Brian of Kent, aided by Lady Celia Penbrook. Koenraad von Grimm dies in 16th-century Germany only to be reborn as a samurai in Japan. As Captain John Smith, he colonizes America; and as Hannibal Hawkes dons the mask of Nighthawk, fighting beside female bounty hunter Cinnamon. Under various names, she has never left his side.

Recurring through ever-escalating reality revisions, the full truth of the Hawks emerges only after newly liberated Perpetua remakes creation. Eons ago on primal Thanagar, unbeatable Ktar of the Deathbringers tires of killing for extradimensional god The Lord Beyond the Void and dies seeking to atone. Truly repentant, Ktar's spirit is championed by angelic herald Shrra, as a divine voice tells him he will find peace and redemption only after saving as many lives as he has taken. With Shrra bound to him for her insubordination, Ktar reincarnates across space and time—from Krypton to Rann and far beyond—thematically bound to avian predators to defend the weak and helpless. Their bond is weakened by a succession of Crises, eventually resulting in Shrra's soul dividing between two reincarnated forms.

As Thanagar declines, Shayera Thal becomes the last empress of a dying galactic empire, pining for her lost beloved Katar Hol, while on Earth, Shiera's personality occupies the body of young Kendra Saunders. As Perpetua's revision of existence grows, Thanagarian Hawkwoman and human Hawkgirl resolve their



**God forbid** The Lord Beyond the Void meets his doom attempting to consume the souls of the winged wonders.

differences, and Kendra explores a relationship with Martian Manhunter J'onn J'onzz.

Extraterrestrial Shayera then joins Earth Prime Carter Hall in destroying The Lord Beyond the Void, ending their reincarnation curse and returning to the 1940s. Here they relive their best lifetime together as stalwart members of the Justice Society, inspiring future generations of Super Heroes. ■

**Bad company**

Earth is a unique world, filled with wonders taking many lifetimes to appreciate. It also harbors a host of beings whose life spans mirror the longevity of planets. Martian orphans J'onn J'onzz and M'gann M'orzz, or Kryptonians Kal-El and Kara Zor-El could potentially live for eons, but, thanks to magic, science, Nth Metal, and the Totality, Earth too has a class of beings immune to the ravages of age.

Granted perspective denied short-lived mortals, even ancient foes like Vandal Adg

(Vandal Savage) and Klarn Arg, Morgaine le Fey, Jason Blood, Shining Knight Ystin, The Phantom Stranger, Madame Xanadu, Black Adam, Shazam, Uncle Sam, Ra's al Ghul, and others cooperate when necessity demands.

Currently located in Antarctic lava pits at Finnisterre (World's End), a citadel sits (pictured) where these eternal adversaries



occasionally convene in neutrality, suspending old animosities and undying grievances to act in unison on behalf of their ever-embattled homeland.



# BEWITCHING HOUR

## ZATANNA

### ON THE RECORD

#### REAL NAME

**Zatanna Zatarra**

#### AFFILIATIONS

**Justice League Dark, Justice League of America, Seven Soldiers, Homo Magi, Sentinels of Magic**

#### BASE

**Hall of Justice, Shadowcrest**

#### POWERS/ABILITIES

**Hereditary magical manipulation, elite knowledge and training**

#### MISSION

**Save innocents, police magic, honor family tradition**

#### STATUS REPORT

**Seeking stability in a rapidly evolving world**

**D**escended from a hereditary line opposing dark magic since humanity began, Zatanna Zatarra is born to be a warrior. She readily slides between a clear-cut world of heroes and villains and capricious, terrifying arenas of supernatural hierarchies,

“  
There is always a cost!  
**Zatanna**  
”

soul-consuming horror, and sinister self-interest. Shadowy terrains where yesterday's ally or student can swiftly become tomorrow's nemesis, and mutual goals regularly turn implacable foes into temporary comrades. Following her father's death, Zatanna reluctantly confronts Hell's darkest corners where differences between good and evil are difficult to discern. She spearheads humanity's magical resistance to waves of arcane predation.

Her story begins millennia ago when *Homo Magi*—a genetic offshoot predisposed to manipulate magic—and scientifically advanced *Homo Sapiens* unite to build mighty Atlantis. When the continent sinks, the Magi scatter across Earth. Centuries pass and a genetic aberration spreads: whenever

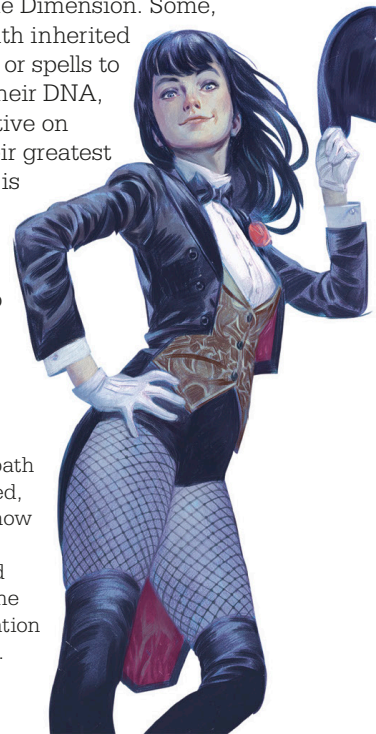
a human encounters a Magi, both are gripped by a mating frenzy. Already few in number, purebred Magi will be extinct in generations.

### Gift of the Magi

The solution is isolation. Magi clans build a Hidden City in remote Anatolia, which is phased into a pocket realm, while others permanently migrate to the Nightshade Dimension. Some, blessed with inherited resistance or spells to preserve their DNA, remain active on Earth. Their greatest champion is Nommo (later Doctor Mist), who shepherds

### Hat's off

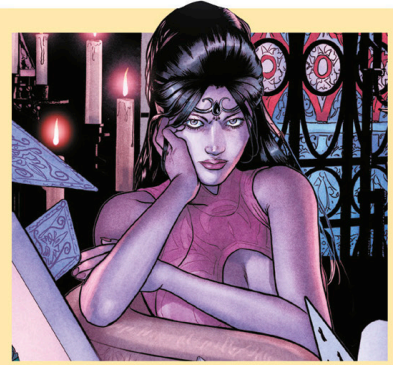
Zatanna's path is convoluted, entailing show business, heroics, and nurturing the next generation of sorcerers.



## Sorcery sorority

Sorcery is one arena where gender grants no advantage. In fact, the formative spirit of universal mysticism is primal female spirit Hecate, before her role is usurped by the vengeful witch Circe. Modern magicians have no steadfast relationships. Friends, archenemies, and rivals all scrupulously respect nonaggression pacts and areas of neutrality like the Oblivion Bar, painfully aware that a misstep might destroy the locality and transgressors.

Zatanna's path is paved with good intentions but strewn with pitfalls. Her efforts to aid novices Traci 13 and Misty Kilgore result in angst, acrimony, and attempted murder, while occasional allies Nightmare Nurse, Witchfire, Black Alice, Enchantress, and Nimue Inwudu, aka Madame Xanadu (pictured), have simultaneously saved and imperiled humanity. Xanadu is a recurring problem. The powerful, centuries-old sister to Morgaine Le Fey, and founding member of the Demon Knights and Justice



League Dark, has always used her sorcery and gift of prophecy to benefit the world—but only according to her own strongly held opinions and interpretations.

his people through millennia of human progress, creating cabals and nurturing a bloodline that shapes history.

Zatanna's ancestry includes Cagliostro, Nostradamus, as well as other mages and seers dating back to the wizards of Atlantis, and inherits skill in the specialities of each. She works miracles through logomancy—issuing commands spoken or written backward—and is precognitive via Tarot reading, prophetic dreams (onieromancy), and telepathy. Like her forebears, she uses these to defend Earth from supernatural atrocities.

Discovering his gifts before WWII, Zatanna's father Giovanni combines a stage career with a lifelong war against injustice. Joining the All-Star Squadron, he also fights beside other magical champions, including Sargon the Sorcerer, Ibis the Invincible, and Doctor Occult, before cocreating the magically militant Cult of Cold Flame. When Zatanna's mother Sindella, a pure-bred Homo Magi, apparently dies, heartbroken Zatar returns to performing, aggressively tutoring Zatanna in stagecraft and all aspects of the supernatural. She has no notion he has foreseen his own death and the



end of magic and seeks to prepare her for an invasion by the magic-devouring Otherkind. His other strategies include grooming John Constantine for arcane combat and training teenager Bruce Wayne.

Zatar also mentors Zatanna's cousin Zachary, but this education abruptly ends when the elder mage dies battling a monstrous horror beside former comrades and the arrogant Constantine. Traumatized,

**Light the way** Zatanna quickly adapts to working in Justice League Dark as they fight the forces of darkness.

Zatanna takes over Zatar's crusading duties and stage career. She represents Light in the dimension-girdling Conclave, founds the Sentinels of Magic, and acts as consultant to various Justice Leaguers facing supernatural dilemmas.

Relatively unchanged by reality shifts such as *Flashpoint* or *Zero Hour*, Zatanna represents the benevolent, aspirational aspect of magic, despite the ever-escalating march to Armageddon she faces. After Zatar's death, Zatanna survives disastrous relationships with doomed, self-destructive mages John Constantine and Nick Necro. She navigates a course that involves policing the mystical world's impact on mundane humanity and teaching young mystics such as Traci 13 and Misty Kilgore. She also leads, alongside Wonder Woman, the powerful anti-arcane task force Justice League Dark. It is a life that sees Zatanna usher in a new Age of Magic in an ever-changing Multiverse. ■



# STRANGER DAYS

## THE PHANTOM STRANGER

### ON THE RECORD

#### REAL NAME

**Judas Iscariot, Philip Stark**

#### AFFILIATIONS

**The Quintessence, Justice League Dark, Trinity of Sin, Sentinels of Magic**

#### BASE

**Perpetually mobile**

#### POWERS

**Immortality, divine guidance and knowledge, wields vast array of mystic forces**

#### MISSION

**Atoning for grievous sins, one noble deed at a time**

#### STATUS REPORT

**Seeking to tip the scales for good in the war between Justice and Doom**

**R**eality is mutable: prone to infinite reordering by higher forces and cosmic accidents, but every changed existence recreates beings of crucial significance. The most enigmatic of all these is undoubtedly the Phantom Stranger.

I answer to no one save the voice that guides me.  
**Phantom Stranger**

A tragic bridge connecting humanity to the infernal and divine, the Phantom Stranger's origins are inconstant. A lost time traveler, biblical heretic, and fallen angel, after reality-changing time-shifts, he is recast by heavenly edict as Judas Iscariot. Condemned for betrayal and for hanging himself in guilt by the Council of Eternity, he is resurrected to eternally seek atonement.

Commanded by the Voice of The Presence, he undertakes unpleasant, inexplicable assignments, with each accomplished mission causing one of the 30 pieces of silver agonizingly affixed around his throat to fall away. These tasks include luring police officer Jim Corrigan into the ambush that kills him and unleashes the Spectre, and delivering terrified

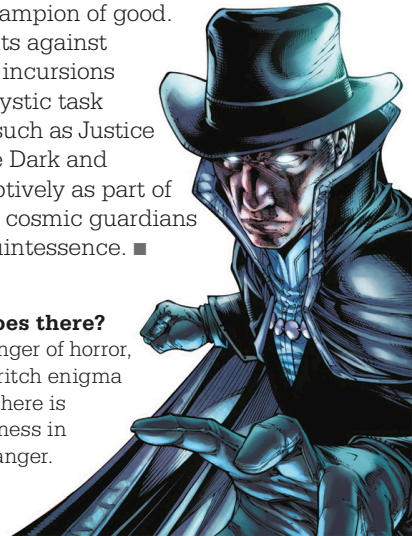
runaway Raven (Rachel Roth) to her demonic sire Trigon.

The Phantom Stranger's unquestioning penitence goes awry after he subverts one task to his own needs: dispatching serial killer Philip Stark but saving his wife, Elena and their children from their preordained murders. Assuming Stark's identity, he steals precious moments of human comfort at the risk of unraveling the fabric of creation. Ultimately, circumstance and his own reformed character compel him to make matters right again.

An instigator and herald of doom and disaster, the Stranger now acts as a champion of good. He fights against arcane incursions with mystic task forces such as Justice League Dark and preemptively as part of benign cosmic guardians The Quintessence. ■

#### Who goes there?

A harbinger of horror, this eldritch enigma proves there is no kindness in this stranger.





# EDGE OF REASON

## NIGHT FORCE

### ON THE RECORD

#### FOUNDING MEMBERS

**Baron Winters, Merlin the leopard**

#### NOTABLE MEMBERS

**Raven, Klarion, Traci Thirteen, Zachary Zatara, Black Alice, Red Devil, Jim Duffy, Donovan Caine, Jack Gold, Vanessa Van Helsing, Zadok Grimm**

#### AFFILIATIONS

**Justice League Dark**

#### BASE

**Washington, D.C.**

#### MISSION

**Balancing the fundamental spiritual concepts of mortal existence**

#### STATUS REPORT

**The Baron has increasingly sought out metahuman agents for modern missions**

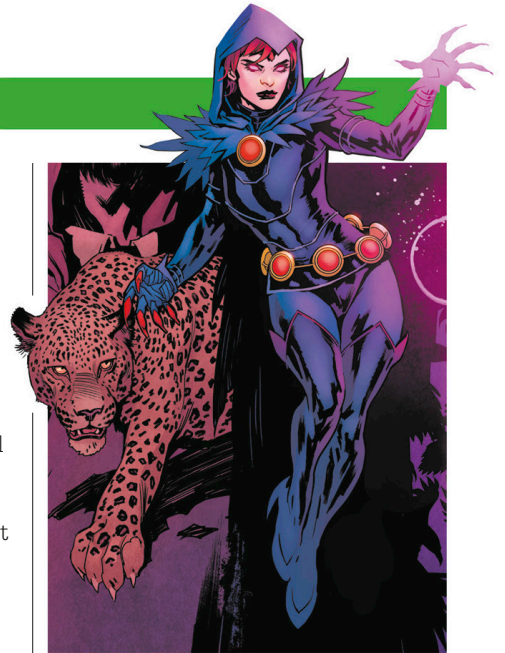
**W**hen crises occur that threaten humanity or even reality itself, an army of Super Heroes rapidly respond to the threat. Some dangers grow

gradually and far from scrutiny but seldom escape the notice of the arcane Baron Winters.

A manipulative savant who wields misinformation like a superpower, the Baron and his intelligent leopard Merlin (a gift, he claims, from the legendary wizard himself) craft complex schemes to defeat ancient plots, foil infernal invasions, and preserve life and the social status quo. His real agenda is incomprehensible to most heroes, and even his own agents.

Winters cannot leave stately Wintersgate Mansion in Washington, D.C. in the present, but its doors open on any moment in history, allowing him access to all of humanity's past and to recruit operatives for any emergency. He claims to be neutral in the struggle between good and evil and has used this status to broker deals and truces between the champions of Black and White Magic.

Solely concerned with maintaining equilibrium between the warring philosophies of good and evil and safeguarding life, the strategic last-ditch interventions of his ever-evolving "Night Force" involve stopping insidious terrors beyond the scope and ken of



**Arcane arms race** As Chaos escalates, the line between hero and Night Force agent blurs for Raven.

mainstream metahumans. These include millennially reoccurring regeneration cults, computerized satanic possession, or the methodical yet brutal eradication of Earth's many supernatural beings.

Winters is ruthless, prepared to use exploitation and coercion to motivate his teams of expendable pawns. He expresses concern but is always ready to write off his agents as necessary sacrifices to his greater purpose. ■



# BOUND IN BLOOD

## ETRIGAN THE DEMON

### ON THE RECORD

#### REAL NAME

**Etrigan (possesses Jason Blood)**

#### AFFILIATIONS

**Demon Knights, Lords of Hell, Justice League Dark, Sentinels of Magic**

#### BASE

**Hell**

#### POWERS

**Supernatural strength, speed, agility, and endurance, immortality, skilled magic-wielder able to hurl Hellfire**

#### MISSION

**Destroying his enemies**

#### STATUS REPORT

**Current King of Hell**

**E**trigan is a Prince of Hell, spawn of King Belial, and half brother to legendary mage Merlin. Born to trouble, savage Etrigan disrupts the workings of Hell and is exiled. This coincides with Camelot's fall, as Merlin desperately summons his unruly sibling to crush sorceress

Morgaine le Fay's rampaging hordes. When even hellfire and fury fail to turn the tide, Merlin's last act is binding Etrigan to human scribe Jason of Norwich.

The immortal, often-amnesiac Jason is drawn to satanic incidents that Etrigan gleefully crushes to spite his rivals in the Pit. Although the Demon can remain on Earth only briefly, as mortal existence

**Devil may care** Even when all plans fail, Etrigan still revels in the thrill of pointless, brutal battle.



diminishes his strength, he forever plots, allying with medieval Super Heroes the Demon Knights. True to his nature, wild Etrigan becomes a mighty force for justice, before ultimately betraying his allies to Hell.

History records a wandering human who quells arcane outbreaks over 15 centuries, but confirmed sightings of Etrigan begin again only after demonologist Jason Blood reaches Gotham City. Soon Blood and his alter ego are interacting with Super Heroes, traveling off-world to confront the likes of Darkseid and destroying legions of devils.

The Demon appears tamed but still plots to rule Hell and destroy his loathsome family.

When Belial merges his profane kingdom with Earth, Etrigan swallows his burning pride, uniting with old ally and lover Madame Xanadu, Blood, and even Merlin to frustrate the scheme and kill his sire.

Has Blood's virtue infected and tempered Etrigan's diabolical nature? Can evil beings be a force for good? Only time will tell as Etrigan revels in his latest victory, descending to the Throne of Hell. ■



# PRINCE OF DARKNESS

ECLIPSO

## ON THE RECORD

### REAL NAME

**Kaala**

### AFFILIATIONS

**Justice League Dark, House Onyx, House Diamond, Secret Society of Super-Villains**

### LOCATION

**Heart of Darkness (a Black Diamond)**

### POWERS

**Immortality, magic, memory manipulation, teleportation via shadows, telepathy, telekinesis, possession**

### MISSION

**Destroying creation and tormenting the living**

### STATUS REPORT

**Manipulating humanity's failings**

**E**clipso transcends universal structures and his origins shift with each alteration of Multiversal timelines. His fiendish role and purpose, however, remain unchanged—unleashing humanity's darkest instincts.

Originally an agent of The Presence at the dawn of time, Kaala personifies God's Wrath. Over eons, he begins to luxuriate in the savage punishments he inflicts and is cast out and replaced by Aztar, the Spectre of God's Vengeance. Kaala endures by possessing countless physical hosts until incarnated on Gemworld as a prince of Houses Onyx and Diamond. He instigates a brutal war but is defeated by Lady Chandra of House Amethyst, who binds him inside a Black Diamond she subsequently hides on Earth.

The "Heart of Darkness" holding him is found in modern times and sealed in A.R.G.U.S.'s Black Room. Alex Montez becomes the new host of Kaala, now known as "Eclipso," but John Constantine exiles the tyrant on Gemworld. Eclipso then seizes control of many Royal Houses and



**Night tide** Eclipso's happiest memory is almost annihilating humanity in the Great Flood.

attacks Amethyst but is defeated and locked in the Black Diamond. When the gem manifests on Earth, Eclipso possesses Gordon Jacobs to continue his predations. He faces a host of Super Heroes and struggles with independent-minded hosts such as Bruce Gordon, who discovers the demon's weakness. Eclipso is weakened by bright light, which drives him back inside the gem.

Following changes to reality, as Justice League Dark battle both the Otherkind and the resurgent witch Circe over the fate and direction of magic, Eclipso again escapes from his crystalline confinement. He continues to exploit humanity's heightened selfishness, further stoking the flames of war across the realms of magic. ■

**See also:** Amethyst of Gemworld

“  
What is your darkest desire?  
**Eclipso**  
”



# BRING THE THUNDER

## SHAZAM! AND THE SHAZAM! FAMILY

### ON THE RECORD

REAL NAME

**Billy Batson**

FELLOW RECIPIENTS

**Mary Bromfield,  
Freddie Freeman, Darla  
Dudley, Pedro Peña,  
Eugene Choi**

LOCATION/BASE

**Philadelphia, Pennsylvania,  
Rock of Eternity**

POWERS

**Magic-fueled physical  
superpowers, wisdom,  
magical lightning**

MISSION

**Saving innocents,  
safeguarding magic**

STATUS REPORT

**Prone to distracting,  
counterproductive family  
squabbles**

**A**cross countless alternate Earths and despite many reality revisions, the ultimate relationship of mankind to mysticism falls to the hands of a small orphan boy. Over and over

“  
Long story short... we're  
all Super Heroes!  
**Mary Bromfield**”

again, with minor variations in detail, young Billy Batson is selected by a dying wizard to channel the attributes of six divine sponsors as both earthly Super Hero and a Champion of Magic.

Following time-shifts and reality revisions generated by *Flashpoint* and other *Crisis* events, teenager Batson is again manipulated by cosmic events and gifted with the wisdom of Solomon, strength of Hercules, stamina of Atlas, power of Zeus, courage of Achilles, and speed of Mercury. Now, however, the boy is not the best of all possible choices wisely selected but merely the best candidate currently available to the extremely grudging and fiercely conflicted wizard.

Mighty powers are activated when the disbelieving boy utters the acronym “Shazam!” while attaining the proper mental state. This transforms the puny child into a powerhouse with Superman’s strength, wielding lightning bolts and an arsenal of spells.

### Family matters

The troubled orphan is the latest addition to the loving Philadelphia foster home of Victor and Rosa

**Wise guy** Shazam is often overwhelmed by Billy’s impetuous, mischievous personality.



Vasquez, when destiny calls. This takes the form of a spectral subway train that ferries Billy to the Rock of Eternity and a truly transformative experience. The ritual is timely, as elsewhere, power-crazed savant Dr. Sivana is freeing Wizard's previous choice to carry the power. Black Adam is an immortal, murdering tyrant still empowered by his long-departed Egyptian gods. The ancient, angry warrior is resolved to be no one's servant. He is impervious to the punitive power of the Council of Eternity, who can only imprison but not destroy or depower their greatest mistake.

Newly liberated and disgusted with modern civilization, Adam begins a campaign of slaughter and is spectacularly countered by Shazam. After unleashing the Seven Deadly Sins upon humanity, Adam reveals to Billy that the force empowering them is a finite pool that can be shared or transferred. He demands Billy surrenders his half, but the embattled boy instead distributes it among his foster siblings, creating a dazzling Shazam Family. During the catastrophic battle that follows, Billy tricks Adam into returning to mortal



form—an act that kills the villain through accelerated aging.

With the wizard presumed dead, Billy and his siblings struggle to find place and purpose on Earth. Between school and Super Hero exploits, they begin a systematic exploration of the Rock of Eternity, inadvertently freeing arcane perils best left alone. While Sivana and alien worm Mister Mind infiltrate the Rock of Eternity, the children unlock doors to the seemingly benevolent seven Magiclands, winning a friend in urbane tiger Tawky Tawny but also liberating sorcerous spoiled brat King Kid, a terrifying Monster Society of Evil and, once again, the Seven Deadly Sins.

**Parental guidance** Billy's joy at finding long-lost father CC Batson (pictured in yellow) sours on learning he is a crook.

In the ensuing chaos, Mister Mind almost seizes control of all magic, leading to the Shazam Family's uncomfortable and improbable alliance with Black Adam. In the aftermath, Shazam deduces that his Family are intended not only to defend Earth and oppose evil, but also ultimately must become a new Council of Eternity, filling the seven thrones in the ancient council chamber. However, who that final seat belongs to is a mystery even the sixfold wisdom of Solomon cannot ascertain. ■

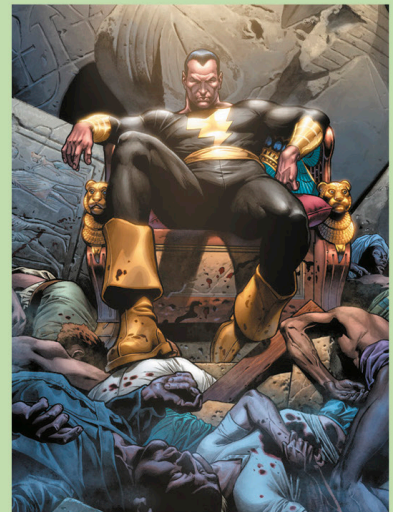
## Black Adam—ancient enemy

Millennia ago in Kahndaq, Aman—a pure-hearted young slave—is granted the power of gods to liberate his homeland from cruel occupiers and the malignant Seven Deadly Sins. However, when the old wizard agrees to also share this gift with the boy's uncle, Teth-Adam, the fanatical adult kills Aman to monopolize the ancient power.

An ultranationalist patriot, Adam destroys the invaders and imprisons the Sins. However, when the Council

of Eternity seek to curb his excesses, he murders them, forcing the wizard to imprison him forever in a tomb.

Temporarily freed in the 10th century to join a gathering of arcane heroes battling the Frost King, Black Adam bides his time in captivity. Broken free by Doctor Sivana, Adam dies fighting Shazam but is resurrected in his beloved Kahndaq by faithful worshippers. He remains a dangerous leader of his fanatical people in the increasingly unstable Middle East.





# BLAZING INTO HELL

## JOHN CONSTANTINE

### ON THE RECORD

#### REAL NAME

**John Constantine**

#### AFFILIATIONS

**Justice League Dark,  
Trenchcoat Brigade**

#### BASE

**London, New York**

#### POWERS/ABILITIES

**Devious sorcerer and exorcist; extensive knowledge of mysticism; carefully cultivated favor bank; glib, ruthless schemer**

#### MISSION

**Save innocents, stop supernatural threats, humiliate all the devils in hells**

**M**agic may run in bloodlines, but is there a true genetic aptitude or can inclination, effort, and acquired knowledge make a mundane scholar into a mage? Proudly, defiantly vulgar and lowborn, arcane troubleshooter John Constantine is a triumph of self-made contradictions.

“  
Magic’s a nasty game!  
**John Constantine**

He considers himself an exception to every rule, despite his family tree boasting luck-bending magicians, ancient nobility such as king Kon-Sten-Tyn, and mystical power players like Lady Johanna Constantine.

Knowledge is power and the “Hellblazer” understands how stories bestow potency. Constantine habitually reshapes his

#### **Poker face**

Confidence is a key weapon in John’s arsenal.

own origins and mythology to gain the upper hand and as a protective measure. However, certain points remain untouched. His twin brother and mother die at his birth, leaving John to be reared by an abusive father, uncaring relatives, and loving but powerless older sister, Cheryl. Years later, Cheryl’s daughter, Gemma, is also repeatedly drawn into mystic peril until Uncle John ferociously intervenes.

#### **Devil in disguise**

Consummate conman Constantine is a master magician. Morally pure but ethically ambivalent, the

Hellblazer instinctively knows who is wrong, what is right,

and how the world should be. He will thus do

anything necessary to achieve his aims. This

includes consorting with, making deals with,

and cheating

demons, as well

as exploiting

and even

expanding

his allies as

he polices

the fringes of

rationality. Despite





**Old friends** Constantine's allies are often at risk when he battles the supernatural.

Constantine is committed to Ravenscar Asylum. Some time later, fueled by guilt, shame, and brooding anger, he emerges to start setting things right his way. Later still, after swallowing his disgust at having to work with the bright attention-seeking Super Hero set in teams such as Justice League Dark, he learns that he has been chosen and secretly steered toward supernatural combat by one of the greatest

all stem from this necessary subterfuge and indoctrination, but they also set the tone for disastrous relationships with Zatara's daughter Zatanna, Nightmare Nurse, the demon Blythe, Nick Necro, and other mystic practitioners. Charismatic, affable, walking literally and metaphorically between worlds, Constantine makes friends easily. They literally cannot help themselves from assisting him—usually at the cost of their lives or worse.

Lovers such as Emma and lifelong friend Gary Lester perish due to his choices, clustering around the Hellblazer as a cloud of ghosts until even their spirits are destroyed by later diabolical opponents. It's easier to count those still alive, like Zatanna, taxi-driver Chas Chandler, archrival Papa Midnite, and elemental ally Swamp Thing. Thanks to this grim history, Constantine measures himself by past failures, not triumphs such as beating lung cancer, defeating the King of vampires, and escaping damnation by selling his soul to three different Hell lords who refuse to share him. ■

himself, the arrogant Constantine cannot turn away when he encounters magical malfeasance.

Years previously, while fronting punk band Mucous Membrane, "Johnny Con-Job" and fellow magic dabblers attempt an exorcism in Newcastle's Casanova Club. The ritual goes catastrophically wrong and young Astra Logue is dragged into Hell by the vile Nergal. The survivors are warped forever, and

mystic warriors in history.

Although believing himself a curious, damned free agent, Constantine is actually secretly groomed from childhood by master magician Giovanni Zatara. This is part of a generational plan to combat the impending rise of the OtherKind and Last Age of Magic. Constantine's battle with cults like the Brujería, Living Flame, and religious zealots Damnation's Flame

## Infernal adversaries

Demons are supernatural beings preying on mortals across the Multiverse. They take sustenance and gain power from belief, guilt, and acts of evil—primarily from the living but also from each other. They are also inextricably linked to human religions, with the first and mightiest of the Fallen—Lucifer, Satan, Azazel, Abaddon, and Asmodeus—originating as rebellious angels cast out from Heaven.

Demons thrive in a cruel hierarchy and countless subsects such as Rhymers, Shamblers, and Stranglers.

All are either Hellions—supernatural creatures born in Hell, such as Etrigan (pictured)—or human souls who have surmounted their infernal punishments, proving so evil that they are promoted and sent out to corrupt others.

Hell is a chaos of torment, politics, and constantly shifting alliances. Infernal nobility such as Asmodeus, Beelzebub, Belial, and Mammon must constantly keep an eye on innovative, ambitious upstarts like Nergal and Neron, and invasive other-dimensional rivals such as Trigon and Satanus.





# ROOT AND BRANCH

## SWAMP THINGS

### ON THE RECORD

#### REAL NAME

**Alec Holland, Levi Kamei, Tefé Holland, Jason Woodrue, Alex Olsen**

#### AFFILIATIONS

**Justice League Dark, The Green, Parliament of Trees**

#### POWERS

**Connection to and manipulation of all flora; shapeshifting, rapid growth; multiple-body manipulation; knowledge of all history**

#### MISSION

**Save Earth from humanity and other blights**

#### STATUS REPORT

**A new Avatar has bloomed**

**S**ince life first sparked on Earth, its elemental units have formed interconnected groups or hive minds to battle for control of planetary resources. For countless millennia, the most active of these groups—flora and fauna—fiercely compete with each other, reshaping the environment

to their specific needs. They are impeded to a greater or lesser extent by other elemental hive minds, and all employ transformed specimens of the planet's current apex predator as their agents of change.

Ultimately, the Green, which is supervised by an ever-growing advisory council known as the Parliament of Trees, gains the advantage. This is largely because Red avatars—Earth's animal life—are short-lived, unruly, and easily distracted by their primal urges.

**The green guard** Alec Holland is no lone warrior but a general commanding endless legions of vegetable veterans preserving Earth's ecological balance.

### Green politics

The Green selects avatars to enforce their maintenance of the biosphere in support of plant life but gradually lose control once fast-breeding humanity discovers life-extending medicines and, worse still, polluting petrochemicals. With mankind occupying every niche on Earth and progressively polluting the world, the Parliament responds slowly, especially after being distracted by the successes of the Rot's newest avatar, Anton Arcane. He obsessively pursues and exterminates his Red and Green counterparts.

In response, the Green exclusively switches to humans for its avatars. All are connected to Earth's flora in





**Savage garden** The Green's latest ploy is embodying its Avatar's power in still-living human host Levi Kamei.

some way and must die in fire before being reborn as Green sentinels. However, from the Industrial Revolution onward, the Green is unable to keep pace with human progress, greed, and environmental indifference. By the 20th century, Green avatars last less than a generation. Alex Olsen, Calbraith A. H. Rodgers, Albert Höllerer, Alan Hallman, and Aaron Hayley come and go with little impact, as the Parliament of Trees prepares its hoped-for savior Alec Holland.

Unknowingly groomed from birth to be the Green's champion, the brilliant biologist completes a bio-restorative formula to end world hunger but is blown up by gangsters unwittingly working for Arcane.



I decide what I am!  
**Swamp Thing**  
**(Alec Holland)**



Because he dies prematurely, Holland's loss prompts the Green to attempt something new—grafting his consciousness onto pure vegetable matter culled from the Louisiana swamps into which his burning body sinks.

Holland is reborn as the Green's indomitable Swamp Thing, who polices Earth, battling supernatural horrors, ecological atrocities, Arcane, and, when necessary, even humanity's Super Hero defenders. In time, the plant being becomes aware of its true nature. It ascends to control all Earth's elemental dominions and leaves to join the Parliament of Worlds.

In the aftermath, the universal Life Entity—the source of all life in the universe—resurrects Alec Holland after the *Blackest Night* crisis. Sharing the memories of his predecessor, he is immediately pressured by the Parliament of Trees to accept his destined role, especially as the Rot avatar Arcane has brought the Red and Green to the brink of extinction.

Initially resistant, Holland accepts the burden to save his true love Abigail Arcane, the successor and rival of Anton Arcane, who perverts the Black's mission to pursue his own agenda. After reversing Arcane's scheme to make Earth his ghastly personal "Rotworld," Alex and Abigail part, with Swamp Thing drawn into escalating Super Hero conflicts. As a member of Justice League Dark, he battles the malign Hecate, magic-consuming Otherkind, and the sorceress Circe. However, he is unable to save the Parliament of Trees from near eradication and replacement by a Parliament of Flowers, with Holland's archenemy Jason Woodrue taking his place as its avatar.

In the aftermath of these struggles, Alec Holland vanishes as new human host Levi Kamei is called to become a new Swamp Thing. ■

**Global growth** Elemental forces have their own agendas. Each possesses its own morphogenetic field, which dictates the form and function of its individual earthly operatives and avatars.

**The Metal, Calculus or Rithm** Constantly emergent new genus comprising sentient/sapient electronic life-forms. All thus far have been eliminated by existing Parliaments.

**The Parliament of Flowers** Created by Hecate to supplant the Parliament of Trees. Current status unknown.

**The Rot or Black/Parliament of Decay** An aggressive faction of the Grey seeking the end of life.

**The Red/Parliament of Bones** Earth's animal life.

**The Green/Parliament of Trees** Union of all vegetable forms. Aggressively territorial and traditionally hostile to humanity.

**The Grey/The Mycos** Extraterrestrial elemental consciousness that fell to Earth, co-opting certain fungi.

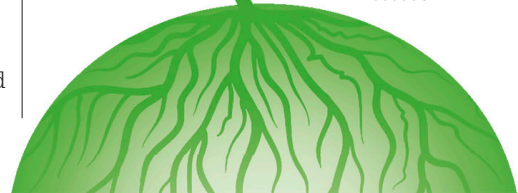
**The Clear or Blue/Parliament of Waves** Universal connection of all underwater life-forms.

**The Divided** Bacteria—Earth's largest component, extremely ancient and largely sedentary.

**Unknown/Parliament of Flames** Highly isolationist congregation of planetary fire elementals.

**The White/Parliament of Vapors** Congregation of planetary wind elementals.

**The Melt/Parliament of Stones** Born of cooling rock and early life-forms, each of which inevitably secede.





# DEAD LIKE ME

## DEADMAN

### ON THE RECORD

#### REAL NAME

**Boston Brand**

#### AFFILIATIONS

**Justice League Dark, White Lanterns, Seven Soldiers, Sentinels of Magic**

#### LOCATION

**Mobile**

#### POWERS

**Intangibility, flight, possession of the living**

#### MISSION

**Save souls, balance great evil with small acts of good**

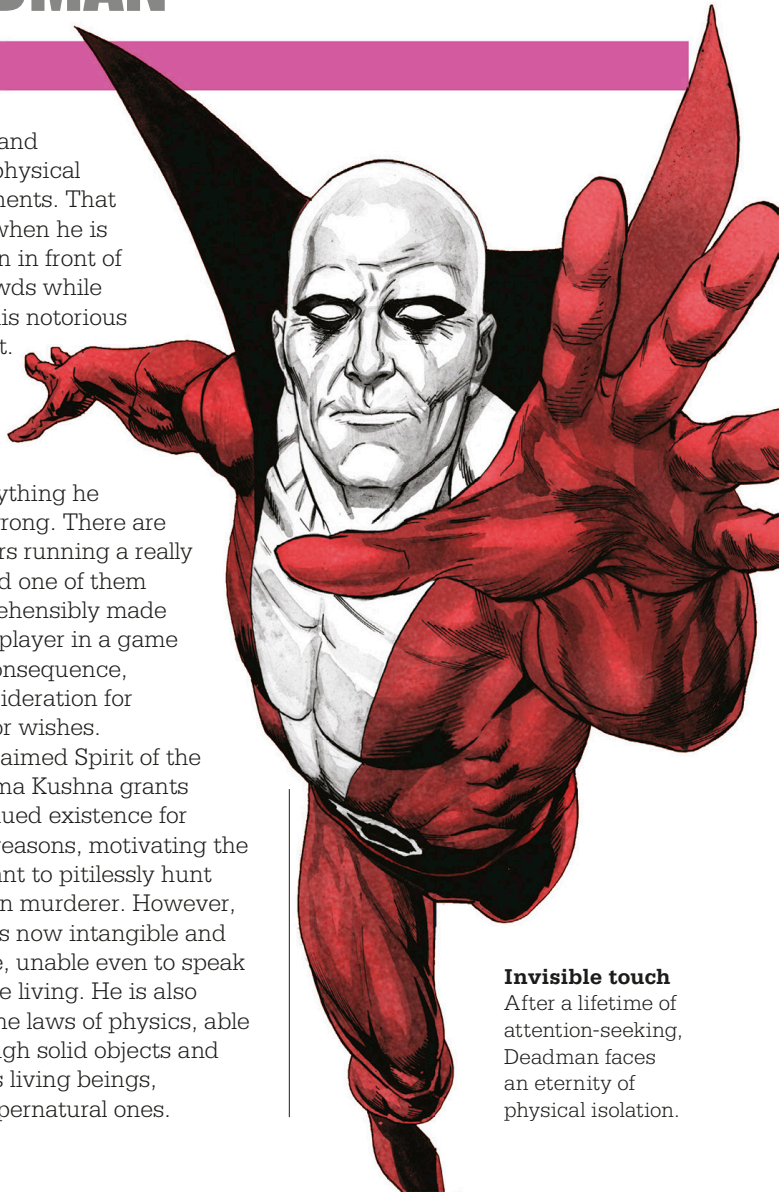
#### STATUS REPORT

**Adjusting to new magical environment following Witching Hour**

**W**hereas the Spectre is a phantom of near-godlike power, another ghostly guardian of humanity is frustratingly hampered by his utter lack of force and agency. In his previous life, Boston Brand, the circus acrobat and trapeze virtuoso known as “Deadman,” revels in his callous

indifference and astounding physical accomplishments. That all changes when he is gunned down in front of shocked crowds while performing his notorious high-wire act. As his body hits the ground, Brand realizes everything he believes is wrong. There are higher powers running a really Big Show and one of them has incomprehensibly made him a prime player in a game of cosmic consequence, with no consideration for his feelings or wishes.

Self-proclaimed Spirit of the Universe Rama Kushna grants Brand continued existence for unspecified reasons, motivating the angry revenant to pitilessly hunt down his own murderer. However, “Deadman” is now intangible and undetectable, unable even to speak directly to the living. He is also immune to the laws of physics, able to pass through solid objects and even possess living beings, including supernatural ones.



**Invisible touch**  
After a lifetime of attention-seeking, Deadman faces an eternity of physical isolation.

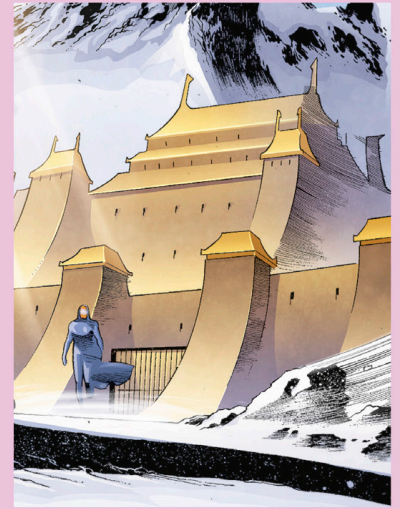
## Nanda Parbat

Almost every Earth in the Multiverse manifests a place of spiritual sanctuary, a citadel of repose and penitence where the living and the dead can assess their pasts, consider their deeds, and decide their future path. In most realities, that idyllic retreat is called Nanda Parbat, a place where evil is expunged and the dead can live again.

On Earth Prime, it lies hidden deep within the Tibetan Himalayas, a simple walled village for rustic

contemplation overseen by the universal spirit of balance Rama Kushna. Those who enter the village are instantly purged of all wicked intent and desire, although some are unable to keep evil from reclaiming them.

After the rise of Perpetua, the ancient sorceress Hecate usurps the framework of magic in a devastating Witching Hour. She destroys Nanda Parbat and banishes Rama Kushna, installing her own creation, UltraPsychopomp, in replacement institution The Great Necropolis.



Brand's hunt for his murderer simultaneously brings him into consciousness-raising, intimate contact with every aspect of the humanity he had shunned while alive. This revelation coincides with his being drawn into ancient global and metaphysical conspiracies and emerging as an unlikely comrade and unsuspected guardian of the World's Greatest Super Heroes.

Now unable to stop caring for his human brethren, Deadman becomes a steadfast warrior, combatting demonic incursions, supernatural horrors, and alien invasions. He unearths secrets as a stalking horse for an increasingly suspect and untrustworthy Rama Kushna. His journey of personal growth exposes much iniquity, but Brand refuses to distinguish between saving entire realities beside the Sentinels of Magic, Shadowpact, or Justice League Dark and guiding damaged, solitary souls to their ultimate rewards.

### Ghost of a chance

Whenever the pressure becomes too great, Brand briefly retires to a paradisiacal Tibetan retreat: Nanda Parbat. Within its confines,

“

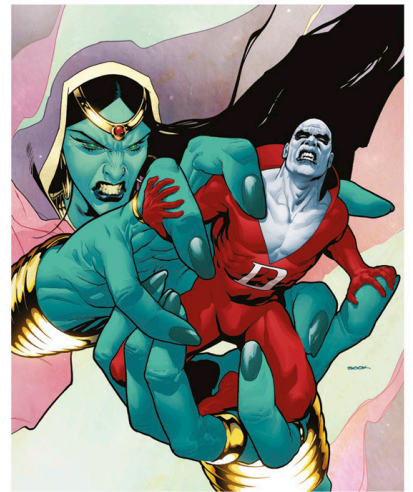
I want to know why?  
Why me?  
**Deadman**

”

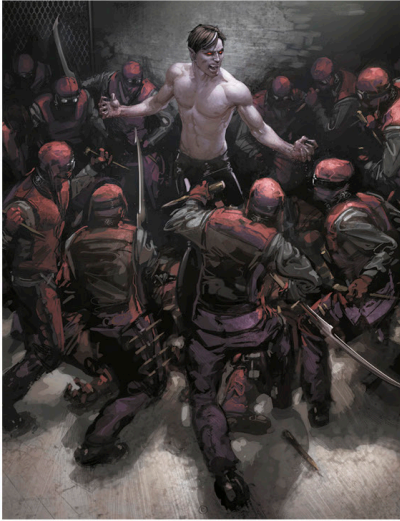
he regains full physical form and enjoys human contact, but his joy is short-lived. Many diabolical villains such as Rā's al Ghūl and assassin-master the Sensei constantly seek to destroy the paradise on Earth that offers every sinner a second chance at redemption. Ultimately, this rural Eden is destroyed in the brutal, eternal war between good and evil.

Tirelessly involving himself in countless tragedies and working unnoticed to stave off ever-present catastrophe, Deadman remains an instrument of higher forces. When the dead rise during the Blackest Night, he works with the universe's living heroes to restore the balance between life and death

but in the aftermath becomes a pawn of the white entity of life. The force of universal life restores Deadman's physical form and engineers a doomed romance with the avatar of Love, Dawn Granger (aka Dove). It also sets Brand on a course to resurrect a number of fallen heroes and villains, before cruelly restoring the balance by condemning Deadman to resume his ethereal existence. ■



**Free spirit** Despite championing balance and personal advancement, Rama Kushna never allowed Deadman's independence to disrupt her grand plans.



# UNDYING HUNGER

## I, VAMPIRE

### ON THE RECORD

#### REAL NAME

**Andrew Bennett, "The Demon's Lock"**

#### AFFILIATIONS

**Gotham City Monsters, Justice League Dark**

#### BASE

**Monster Town, Gotham City**

#### POWERS

**Immortality, shapeshifting, supernatural senses, strength and speed, psionics, variable vulnerability to vampire weaknesses**

#### MISSION

**Ending the menace of vampirism**

#### STATUS REPORT

**Recently extended his reach to embrace other supernatural predators**

**S**upernatural predators have stalked Earth since its creation, shaped by magical forces and supremely adapted to their environment. None is more successful than the undead offshoot

vampires. Their preferred meal is humanity. Death and transformation sustain the victim's personality, subsumed to a slavish craving for blood. They procreate by infecting victims with vampirism, enabling "sires" to rapidly populate hunting grounds with subservient disciples all driven by relentless thirst and an appetite for destruction. However, the vampiric race is uniquely vulnerable, since destroying a sire usually eradicates every killer they have ever spawned.

Crucially, the most powerful force in creation is willpower, and, despite their curse, vampires can resist their supernatural instincts. Some even turn their talents to benign use, such as *Scream Queen* (Nina Skorzeny), *Super Hero Looker*, or the *Batman of Earth-43*, killed by *Dracula* but still firmly defending his Gotham City.

The most prominent vampiric hero is Andrew Bennett, taken in 1591 by primordial sire Cain. It is an act that almost destroys the ancient monster and turns Bennett into a mystic "Demon Lock," binding Cain to limbo until Bennett the vampire dies again. After feeding on his beloved Mary Seward, Bennett repents and resolves to destroy



**Vampire messiah** Bennett teams up with other well-intentioned monsters to battle threats to Gotham City.

vampires and save humanity. The task becomes bittersweet as Mary, reveling in her ghastly new powers, began the predatory cult of the Blood Red Moon, sworn to reduce humanity to the status of livestock. Their vendetta spans five centuries and results in Bennett becoming a vampire messiah and almost eradicating his species before being reduced to his current status as an undead monster hunter in Gotham City. ■



# PATCHWORK VIGILANTE

RAGMAN

## ON THE RECORD

REAL NAME

**Rory Regan**

AFFILIATIONS

**Batwoman, Etrigan the Demon, Ystin of Camelot**

BASE

**Gotham City**

POWERS

**Supernatural strength, speed, resilience, healing powers, and perceptions generated by a semi-sentient demonic mantle, soul stealing**

MISSION

**Redemption and penitence**

STATUS REPORT

**At large, seeking to atone**

**W**hile on patrol in the Israeli Desert, US soldier Rory Regan and his unit break into an old tomb. They unleash something ancient and terrible and only Regan survives. Six months later, Regan has been shipped back to Gotham City and, while being treated for PTSD and amnesia, begins to recall what happened.

“  
I did it. I saved everyone!  
**Rory Regan**  
”

His team were looking for loot, but all died when a terrifying monster burst out of a crypt they had desecrated and burrowed inside Rory. Inhuman masked assailants then attacked, and as his buddies perished, their essences were sucked into the infernal Suit of Souls to lodge inside Regan's head. Now they're constantly offering advice and driving him even more crazy. Worst of all, he was followed home by demons seeking to reclaim the rags that invisibly bonded within him.

As a succession of horrors target him, Regan discovers he is linked to a Mantle of Hell: semi-sentient demonic armor that steals souls to provide energy. The Mantle absorbs the vitality of the living and the never-born (such as demons). Rory, his son, and ex-wife become



**It's a wrap** The Suit of Souls is the greatest defensive weapon any warrior could dream of.

pawns of various infernal factions determined to possess it.

Adding to the confusion, Batwoman, immortal Holy warrior Ystin, and the devious demon Etrigan offer both advice and battle. When the final act plays out, all Ragman can depend on is his own instincts and the wisdom and strategies of his dead soldiers and friends, who sacrifice the last dregs of their existences to save him from Z'Dargill, Duke of Hell. After thwarting various devilish factions, Regan resolves to atone for his own sins, fighting evil in Gotham City, and wherever it manifests. ■



# WAR AND PEACE

## HAWK AND DOVE

### ON THE RECORD

#### REAL NAME

**Hank Hall (Hawk), Dawn Granger (Dove)**

#### AFFILIATIONS

**Titans, Teen Titans**

#### BASE

**Washington, D.C.**

#### POWERS/ABILITIES

**HAWK: Enhanced strength, agility, durability, vision, healing factor**

**DOVE: Enhanced strength, intelligence, agility, resilience, empathy, flight, danger sense**

#### MISSION

**Balancing conflict**

#### STATUS REPORT

**Currently unaware of their mission**

**H**igher beings frequently test their philosophical and metaphysical beliefs using unwitting proxies in the physical realities. Earth has always been a favored arena where the Lords of Chaos and Order regularly

empower unwitting mortals as avatars to play out their obscure divine stratagems.

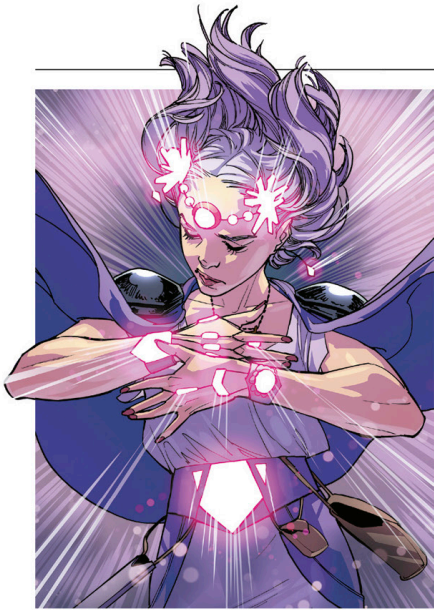
When their father is threatened by criminals, teenagers Don and Hank Hall are granted superpowers by a mysterious voice. One a reactionary militarist and the other an avowed pacifist, the boys argue incessantly while battling further injustice as Hawk and Dove. They work with the original Teen Titans, but when Don dies during the *Crisis on Infinite Earths*, Hank sours, becoming a raging, senselessly brutal vigilante using pretexts of heroism to savagely assuage his guilt and grief.

The exalted experiment continues, with sisters Holly and Dawn Granger selected, but a later warping of timelines places Dawn beside Hank as a new, unwelcome Dove. Their strained partnership ends with Dawn slain by Monarch—an evil future version of Hawk—who evolves into time-warping Extant before dying himself. Hank returns as a zombie when *Blackest Night* reanimates fallen heroes and villains and is eventually restored to true life by the power of White Lantern energy. History then realigns and Holly perishes.

Mirroring Hank's fractious relationship with Don, Dawn repeatedly clashes with Hawk over ethics and approach. He favors, as always, force while Dawn prefers reason to achieve their goal of aiding the helpless. Their sponsors are now the Gods of War and Peace, who still allow their proxies to endure deadly attacks by fellow avatars such as Condor, Swan, and D'yak. The status quo is further affected when magic's laws are radically rewritten by the Goddess of Magic, Hecate, reality-shredding Barbatos, The Batman Who Laughs, and Perpetua. ■



**Soft power** Opponents always make the foolish mistake of assuming the aggressive, hulking Hawk was more dangerous than Dove.



# PURPLE REIGN

## AMETHYST OF GEMWORLD

### ON THE RECORD

**REAL NAME**

**Amy Winston, Amaya**

**AFFILIATIONS**

**Young Justice**

**LOCATION**

**Gemworld**

**POWERS**

**Supernatural strength, speed, and resilience, gifted magic-wielder**

**MISSION**

**Saving Gemworld and Earth**

**STATUS REPORT**

**Shunned on Gemworld for not playing the Ruling Houses' political games**

**E**arth is connected to countless higher realms, demonic dimensions, and mystical planes—a network that considers the mundane worlds their arena, laboratory, and playground. Such is not the case with Gemworld, a pocket reality populated by supernatural creatures who migrate from ancient Earth and are content to ignore their place of origin.

Gemworld is a place where time runs differently. The plane is originally ruled by the Lords of Chaos, but when cosmic realignment makes Earth increasingly hostile to magic, sorceress Citrina negotiates a pact allowing an exodus to occur. Now administered by the Realm of Dream, Gemworld is populated by fabulous beasts, fairies, and creatures considered fables on Earth. It is governed by 12 Royal Houses, each represented by a signature jewel embodying specific arcane forces.

Despite its fairy-tale appearance, Gemworld is a place of ferocious political rivalry, where the Houses constantly maneuver for dominance. When House Amethyst's rulers are assassinated by the tyrannical Dark Opal, Citrina hides their baby daughter on Earth. The princess,



**Lilac liberator** Amethyst fights to bring modern democracy to the troubled, feudal Gemworld.

known on Earth as Amy Winston, matures in security before returning home to avenge her parents and destroy Opal using the mystic might that is her birthright.

However, magic and politics are all about deception, and after returning, Princess Amethyst learns that all she believed is a lie. Her idealized parents are actually alive and just as cruel and venal as the rest of Gemworld's autocratic despots. After battling many regal former allies, Amethyst rejects the system entirely. She allies instead with the downtrodden underclass, fighting for their emancipation, both alone and also in alliance with the pan-dimensional super-team Young Justice. ■

“

Hey, nice gem. What's it do?

**Amethyst**

”



# DEVIL IN DISGUISE

## BLUE DEVIL

### ON THE RECORD

#### REAL NAME

**Daniel Cassidy**

#### AFFILIATIONS

**Shadowpact, Sentinels of Magic, Justice League, Justice League Dark**

#### BASE

**Myrra**

#### POWERS

**Demonic strength, speed, and durability, magical knowledge, wields trident of Nebiros**

#### MISSION

**Doing good, staying out of Hell**

#### STATUS REPORT

**Currently deceased**

**E**ngineer, actor, and stuntman Daniel Cassidy receives a life-changing big break after landing the lead in Hollywood blockbuster *Blue Devil*. As well as a starring role, he is also commissioned to construct a mechanized full-body prop for it. Tragically, while on location, he is attacked by freshly

Oh man, I missed something important, didn't I?

**Blue Devil**

awoken demon Nebiros and is mystically bonded to his costume.

Organically merged with the suit, happy-go-lucky Cassidy acquires ever-expanding mystic power. Rolling with the punches, he becomes a media sensation and reluctant Super Hero. And, despite his strident protests, he temporarily endures a sidekick in Kid Devil, aka Eddie Bloomberg. As always, power comes at a cost, and Cassidy's eldritch nature attracts wild magic, triggering weird happenings and making him a magnet for chaos and disaster.

Cassidy repeatedly saves humanity as a member of teams such as the Justice League and Sentinels of Magic before eventually joining sorcerous super-group Shadowpact and facing the darkest

horrors the universe can conjure up. Cassidy is even tried by Hell's lawyers for usurping Nebiros's power and position, a case that concludes with him being briefly appointed the Prince of Hell.

Years later, he works with Justice League Dark and, following the death of previous champion, Nightmaster (Jim Rook), assumes the role of protector of the magical realm Myrra. He perishes after valiantly defending it from the anti-magical pogrom initiated by the Lords of Order when they judge Earth would be more secure without any elements of arcane force. It is the third time he dies to save innocent souls, and his bereaved allies draw some comfort in the probability it will not be the last. ■

#### Turning blue

Cassidy's last starring role as protector of Myrra demands he become a bombastic barbarian overlord.





# BEAT THE DEVIL

## SUPERNATURAL SUPORTEAMS

### ON THE RECORD

EXALTED ASSEMBLAGES  
**Justice League Dark, Night Force, Demon Knights, Primal Force, Trenchcoat Brigade, Shadowpact, Sentinels of Magic**

MISSION  
**Preserving balance, saving lives and souls**

STATUS REPORT  
**All exclusively magic fighting task forces seem inherently unstable**

**B**y the time humanity dominates Earth, mystical forces and predatory beasts are firmly entrenched. They view the planet and their inhabitants as immensely appetizing psychic, spiritual, and physical sustenance. Here, fire is best fought with fire, and many heroes employ mysticism against supernatural threats, despite knowing that infernal forces can exact a terrible price.

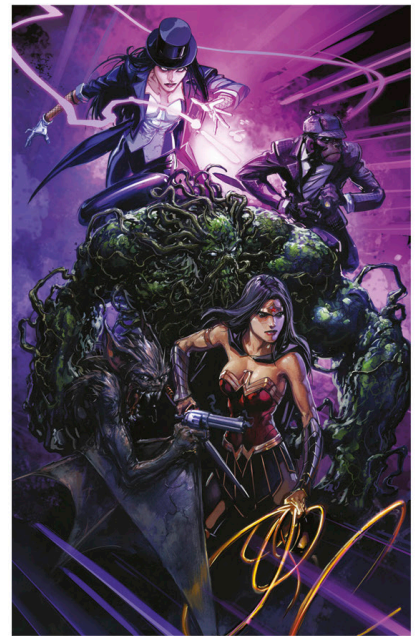
The Golden Age of Atlantis sees warriors and wizards united against ever-encroaching evil. Millennia later, Egyptian wizards Shazam,

Ibis, and Nabu join warriors Prince Khufu, Teth Adam, and others to protect the empire from arcane insurgence and ambitious mages. It is a duty already enacted in secret for centuries by immortal Dr. Mist and constantly renewing hero-cult the Leymen. This Primal Force carries on covertly into contemporary times, unsuspected by a Dark Ages association of sin-busting Demon Knights, which include Etrigan the Demon, Madame Xanadu, and time-lost “Seventh Soldier” Shining Knight (Sir Ystin). Periodically, generations of supernatural teams using the designation Shadowpact form and perish counteracting eldritch crises.

Other than Baron Winter’s Night Force, such groups are reactive. They generally comprise mystically enhanced or equipped agents, sometimes propelling ill-prepared, valiant mortals like the Challengers of the Unknown, Terry 13, or Johnny Peril into battle, praying faith, guts, and firepower will be sufficient. In modern times, crises are constant, and Super Heroes unite as Sentinels of Magic, while a Trenchcoat Brigade of veteran mages—Mr. E, Dr. Occult, John Constantine, and the Phantom Stranger (pictured above)—police

the darkest, vilest corners of the predatory supernatural world.

When Perpetua, Hecate, and the Otherkind ravage reality, an ordered response finally arises as Wonder Woman and Zatanna create a threat-specific unit to confront hostile magic—Justice League Dark. ■



**Out of the shadows** Justice League Dark bring powerful Super Heroes and sorcerous antiheroes together to combat the forces of dark magic.



# HOCUS FOCUS

## WIZARDS OF EARTH

### ON THE RECORD

#### NOTEWORTHY SAVANTS

**Dr. Mist, Merlin, Zatara, Sargon, Dr. Occult, Mr. E, John Constantine, Timothy Hunter, Extranó, Neon the Unknown, Mamaragan, Felix Faust**

#### AFFILIATIONS

**Gods, demons, Higher Beings**

#### POWERS

**Forbidden knowledge, magical manipulation, arcane artifacts**

#### MISSION

**Gaining knowledge, prestige, security, immortality**

#### STATUS REPORT

**The quest never ends**

**W**izards shape human history. Millennia ago, Atlantis. Nommo creates and outlives the ancient civilization Kor, founding the planet-preserving Leymen and surviving to this day as the Super Hero Dr. Mist. Half-demon

Merlin's accomplishments create a brief golden age for humanity before being overwhelmed by rival Morgaine Le Fey. As in all things, sorcery is riven with cutthroat competition.

Wizardry entices many, but only the most dedicated and ambitious survive. Although skilled magical combatants if the need arises, the best are cunning plotters, employing others to secure their aims. Seemingly serving higher powers or ideals, most simply bide their time while working for their own advancement. Mystical villain Felix Faust even offers his own son to demons for power and knowledge but remains the cause of his own undoing.

Notable exceptions are Giovanni Zatara and Sargon the Sorcerer who personally battle evil for decades and give their lives to preserve reality. Their example—and mentoring—spawns arcane activists like Dr. Occult, Mr. E, John Constantine, Timothy Hunter, Neon the Unknown, and Extraño, who oppose wicked magic-users and the diabolical forces they unwittingly sustain.

Wizards can accumulate enough power to become gods. Such was the case with Mamaragan (pictured above left) in ancient Kahndaq.



**Blind ambition** Struck sightless after viewing the cataclysmic World Forge, Neon foreswears satanic research.

After centuries, the "Wizard of Shazam" ascended to be leader of the Council of Eternity, adjudicating on Earth's mystical matters such as the punishment of the Trinity of Sin. Tragically, even he is prone to mistakes. He eternally regrets bequeathing terrifying power to Teth Adam, seeking to atone by sponsoring a Shazam Family to counter the fearsome Black Adam. ■



## ON THE RECORD

NOTEWORTHY SAVANTS  
**Frankenstein, The Bride,  
 Solomon Grundy**

POWERS  
**Supernatural strength,  
 speed, resilience,  
 indestructibility, immortality**

MISSION  
**Redemption**

STATUS REPORT  
**Dead and dangerous**

**T**he aims of science and magic are often ironically similar: advancement of knowledge, mastery of environment, power, and immortality. Throughout history, humans pursue these goals, albeit usually couched in more personal terms. One dream that unites wizard and biologist, alchemist and physician is the defeat of death. Here, methodologies inevitably converge with results that surpass any vampire, werewolf, or corporeal Hellspawn.

Many scientists seek to create or restore life, with mixed results as their techniques owe more to

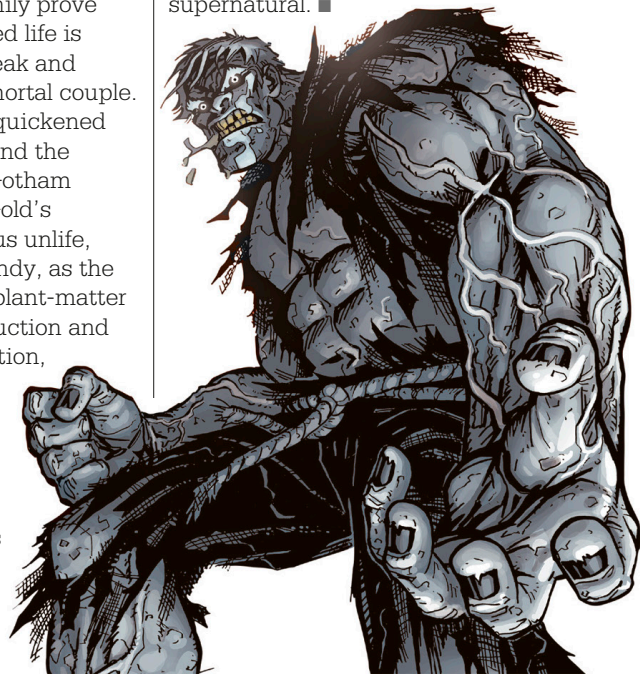
sorcery than surgery. In the 18th century, Doctor Victor Frankenstein assembles body parts from corpses, before sparking immortal life in his creation with circulatory fluids from alien monarch Mr. Melmoth. The result is indestructible, super-strong, and intensely moral—a self-loathing being driven to protect natural humanity from things like himself and The Bride, who his creator also builds. Their fractious relationship and foredoomed attempts to create a family prove that artificial or reclaimed life is just as prone to heartbreak and tragedy as any simple mortal couple.

Although originally quickened by supernatural forces and the Parliament of Trees in Gotham City's swamps, Cyrus Gold's remains attain monstrous unlife, becoming Solomon Grundy, as the 19th century ends. His plant-matter form inflicts great destruction and draws Super Hero attention, but achieves truly lethal consequence only after

**Born Monday** Grundy's intellect waxes and wanes with each rebirth, but his strength never does.

modern corporate researchers modify and clone his zombie form.

Centuries pass and the monster-hunting Frankenstein joins the Super Human Advanced Defense Executive (aka S.H.A.D.E., pictured above), battling aliens and malign horrors alongside other travesties of science, until the organization implodes. Most recently, he and other benign terrors unite to defend Gotham City's Monstertown from threats both man-made and supernatural. ■



# LIFE AFTER DEATH

## TRIALS OF PSEUDO-SCIENCE



# BORDER GUARDS

## WARRIORS OF FRINGE SCIENCE

### ON THE RECORD

#### DESIGNATION

**Unsanctioned radical experimentation**

#### AIMS

**Increasing universal knowledge at any cost**

#### METHODS

**Whatever works**

#### MISSION

**Solving all mysteries**

#### STATUS REPORT

**Results are generally unanticipated but usually exploitable**

**S**cience proliferates on Earth after the Industrial Revolution, improving every aspect of human life. As nations compete for economic and ideological dominance, radical research grows, with outcast exponents eagerly pursuing universal mysteries unconstrained by legal or ethical considerations. These driven proponents of “Fringe Science” constantly clash with early Super Heroes.

Despite concentrating on controversial fields of inquiry, mad doctors frequently find government or commercial sponsors. Moreover, research at extreme limits quickly blurs established definitions and many projects combine rationalistic processes with mystical procedures, particularly in the field of human transformation. The military of many nations explore the potential of monstrous soldiers. During WWII, Nazi scientists use concentration-camp inmates to test a process for reanimating fallen soldiers. The Unknown Soldier destroys the project, but several years later G.I. Zombie Jared Kabe (pictured above) becomes the US's weapon of last resort.

In 1941, America's Project M transforms ordinary soldiers into a vampire, werewolf, and Medusa to maximize physical and psychological shock and awe in combat. Alongside G.I. Robot, these Creature Commandos join preeminent undead warriors Frankenstein and The Bride to end the Axis threat. All serve covertly in later wars, before being reconfigured by the Super Human Advanced Defense Executive (S.H.A.D.E.) to counter aliens and malign creatures.



**Band on the run** On the run and fighting monsters, Scare Tactics never give up their musical dreams.

Until its demise, S.H.A.D.E. is a troubleshooting division where monsters, magic, and mad science merge to benefit humanity and Earth. But other Federal agencies are less reputable or efficient. One anonymous unit abducts teenage monsters but cannot find or recapture them after they escape. Hiding in plain sight as constantly touring rock group Scare Tactics, these involuntary recruits again prove that bad science and malign alchemy can be a force for Justice, not Doom. ■



## ON THE RECORD

NOTEWORTHY GROUPINGS  
**Seven Soldiers of Victory,  
 Gotham City Monsters,  
 Blackhawks, Metal Men**

LOCATION  
**Universal**

MISSION  
**Cosmic salvation**

STATUS REPORT  
**Math is never wrong**

**W**hether a facet of humanity's propensity to mythologize, or because of some hidden "cheat code" in the fabric of existence, certain numbers have universal significance. Seven has deep resonance for heroes—a recurring number whenever champions battle darkness.

Dr. Mist's mystic group called the Leymen settle, by death and natural attrition, into a Primal Force of seven valiant souls. The Council of Eternity occupy seven thrones at the Rock of Eternity, supervising magic in mortal realms while confining the Seven Deadly Sins afflicting humanity. The Council now hosts

# LUCKY NUMBERS

## TO THE SEVENTH POWER

“

Things happen out here.  
 You'd be surprised!  
**Greg Sanders**

”

six of the Shazam Family, awaiting the arrival of a final addition.

Seven holds deep significance for many major religions and dictates the fate of heroes. Ever-renewing Indian cult The Seven safeguard humanity from mystic predators through their agent Dr. Occult but cannot stop a Bahdnisian sect abducting infant Johnny Thunder and imbuing him with control of a magical Thunderbolt (actually a 5th-Dimensional imp). Johnny is the seventh son of a seventh son.

The effect infects regular heroic groupings. Multinational paramilitary troubleshooters the Blackhawks are renowned as the "Magnificent Seven." The mechanoid Metal Men consist of six robots designed by Will Magnus but are complete only

after Tin constructs a "Nameless" seventh, while six-pack the Gotham City Monsters need Batwoman's presence to achieve their goals.

The Seven Unknown Men are universal time tailors who orchestrate numerous Seven Soldiers of Victory teams: disparate heroes assembled to oppose time-rendering menaces Neh-buh-Loh and the Sheeda, until the threat of humanity's final Harrowing is forever ended. Many groups perish, and one becomes a Super Hero legend before the last unlikely draft saves creation and confirms the power of seven. ■



**Count the cost** The Seven Unknowns know it doesn't matter how many teams lose as long as one team achieves victory.



# CHILDREN OF THE GODS

## THE AMAZONS AND OTHER WOMEN WARRIOR TRIBES

### ON THE RECORD

#### REAL NAME

**Amazons of Themyscira, Bana Mighdall, Amazons of the Amazon**

#### LOCATION

**Themyscira, Amazon rainforest, Formerly Egypt and Qurac (Bana Mighdall)**

#### NOTABLE REPRESENTATIVES

**Diana, Hippolyta, Artemis, Yara Flor, Nubia, Philippus, Mala, Donna Troy**

#### POWERS/ABILITIES

**Supernatural strength, speed, and resilience, immortality, elite warriors**

#### MISSION

**Preserving truth and justice**

#### STATUS REPORT

**Subject to millennia of male aggression and prejudice**

**C**reated by Olympian goddesses as a human ideal, Amazons primarily inhabit Themyscira, wardens to ancient evil imprisoned beneath its

soil. It is a price paid to their divine sponsors for their creation and later liberation from slavery to Herakles. Millennia ago, a breakaway sect departs for Egypt—mercenary “Bana-Mighdall” who recruit female fighters of tribes worshiping other gods. In a possible future, another colony defends Brazilian rainforests, led by Wonder Woman Yara Flor.

The first Amazons were spirits of women murdered by men at the dawn of humanity. They were preserved by goddesses in a Well of Souls and reborn in perfect superhuman bodies. This is not true of Queen Hippolyta’s daughter, Diana, who grows up believing she is formed of magic clay. This is a ruse to shield her from Zeus’ wife, Hera. Diana is actually a child of Zeus who seduced Hippolyta. The legend of magic clay persists after Diana becomes Wonder Woman, and is actually true of Donna Troy, formerly known as Wonder Girl.

The Amazonian message of peaceful coexistence is often shared with humanity. During the Dark Ages, exiled Amazon Exoristos joins wandering champions the Demon Knights. In the 8th century, Hestia leads a voyage of global exploration, recruiting women



**Sisters in arms** The Bana-Mighdall’s combat experience aids their quest to secure a permanent homeland.

from many nations and learning another legend of their origins.

In Earth’s infancy, matriarchal oracles of all pantheons foresee doom from space. Pooling their essences, they create warrior women tribes—Amazons, Valkyries, and others—to confront the threat. Even Hippolyta briefly leaves Themyscira, battling beside Black Adam, Viking Prince, and Earth’s plant elemental in the 10th century to defeat the Frost King and avert Fimbulwinter. ■



# ARCANE ANTITHESIS

## CIRCE

### ON THE RECORD

#### REAL NAME

**Circe the Weaver**

#### AFFILIATIONS

**Injustice League Dark, Hecate, The Secret Society**

#### BASE

**Aeaea, formerly Colchis**

#### POWERS

**God-level sorceress, mind control, time manipulation, immortality, transformation**

#### MISSION

**Becoming all-powerful**

#### STATUS REPORT

**Voluntarily dormant after succeeding in her mission**

**F**or millennia, Circe cultivates a legend that she is a devious witch, tormenting all who visit her desolate Aegean island. Although fundamentally true, this is merely the tip of a terrifying iceberg. Malicious and powerful, Circe methodically advances her own agenda but, at heart, is a woman grievously wronged by men. Unlike those other women,

however, Circe's primal magics make her dreams and desires real.

In ancient Colchis, Circe is married to a brutal prince. When she can endure no more, she kills him and flees, washing ashore on Aeaea. Here, Witch-Goddess Hecate bestows a portion of power upon her, and Circe hatches a plan. Over centuries, the "daughter of the sun god" beguiles and transforms wanderers. She also constantly clashes with Queen Hippolyta's Amazons, an abiding enmity that passes on to Hippolyta's daughter, Princess Diana, aka Wonder Woman.

A pitiless manipulator, Circe shapes divine and mortal affairs, orchestrating Wars of the Gods between rival pantheons, battling Super Heroes, and allying with Super-Villains like Rā's al Ghūl. Her schemes pay off after helping Justice



**Devious ascension** Circe's elaborate scheming made her the most lethal magician in existence.

League Dark stop deranged Hecate from overwriting the laws of magic. Exposing her patron as an enslaving tormentor, Circe betrays and replaces the triune goddess in the celestial hierarchy. As the fount of sorcery tapped by all magic users, Circe joins but swiftly abandons Lex Luthor's Legion of Doom, sworn to install primordial creator Perpetua as master of Positive, Antimatter, and Dark Multiverses. Instead, Circe forms Injustice League Dark to satisfy her desires and eradicate her enemies but is convinced by Wonder Woman to sacrifice herself to defeat the magic-consuming Otherkind's invasion of the Multiverse. ■

“  
I write the rules!  
Circe  
”



# MYSTICAL KINGDOMS

## SUPERNATURAL REALMS

### ON THE RECORD

DESIGNATION  
**Supernatural Realms**

DEFINITION  
**Extradimensional regions sustained by belief**

NOTABLE SITES  
**Magiclands, Faerie, Limbo, Dreaming, Gemworld, House of Mystery, House of Secrets, Fiddlers Green, Hell, Purgatory, Hidden City**

LOCATIONS  
**Earth-adjacent**

MISSION  
**Providing sanctuary, punishment, emotional sustenance; reinforcing faith**

STATUS REPORT  
**Beguiling, dangerous, and unpredictable**

**E**arth forms the central point in a web of mystical realms, subdimensions and other, less definable para-realities—all simultaneously preying and dependent upon the planet for sustenance and continued



existence. These metaphysical regions can be as small as an old house or forest glade, or vast as infinity, but are all shaped by human belief.

Many, like Gemworld or Myrra, are physical, populated by magical creatures originally from Earth. Some, such as Atlantean Darkworld,

**Beastly behavior** The animals of the Wildlands build a society every bit as callous and cruel as any of mankind's.

Ife, or the Jejuné Realm—are purpose-built by pantheons of defunct or diminished deities. There are processing spaces for the dead: heavens, hells, purgatories, and

## The Rock of Eternity

Located at the precise center of space-time, The Rock of Eternity is a monumental mountain that houses a vast citadel built within. It connects to every locality in existence, every moment in history, and most dimensions and supernatural domains.

The Rock is a steadfast, magical bulwark against extradimensional invasion and a vault containing forces dangerous to humanity such as the petrified forms of the Seven Deadly Sins. It acts as

base and council chamber for the highest magical powers of physical reality—home to the Council of Eternity until they are destroyed by Black Adam. It is now a refuge for the Council's future replacements the Shazam Family.

The Rock is highly desirable to terrorists and tyrants such as Mr. Mind and Dr. Sivana. It is a repository for mystical artifacts such as the doorway to the Magiclands, accessed by a transdimensional subway car servicing the "Station Nexus."



The Magiclands cannot be trusted!  
**Black Adam**



Limbo; meeting facilities for higher beings; and dungeon dimensions keeping ravaging supernatural horrors away from Earth. Some ethereal enclaves are vibrant, fully functioning repositories for extinct or wholly fictitious beings created by the power of combined human conceptual interaction called the Collective Unconscious.

Sparked by the force of stories and imagination, the Dreaming and its ruler Dream (originally Morpheus of the Endless, now the mortal child Daniel Hall) oversee boundless territories incorporating all that could possibly be, including established realms like Faerie, Hell, or Olympus. All house refugees from other corners of existence and seek to extend their



**Playground of peril** The Funlands offer unparalleled enticements for children and doom for unwary adults.

power and scope by blending into human mythmaking and enticing mortals to reside within them. This constant danger is originally addressed by the ancient Council of Eternity, who sealed all access to the constantly evolving "Magiclands" (pictured top left). Much later, however, their unwary successors

the Shazam Family unlock access to the Darklands, Earthlands, Funlands, Gamelands, Monsterlands, Wildlands, and Wozenderlands, leaving humanity once more at the mercy and whim of the great unknown. ■

**House rules** Many magical realms are self-contained and mobile, constantly changing locations to lure "guests," who check in but can never leave.



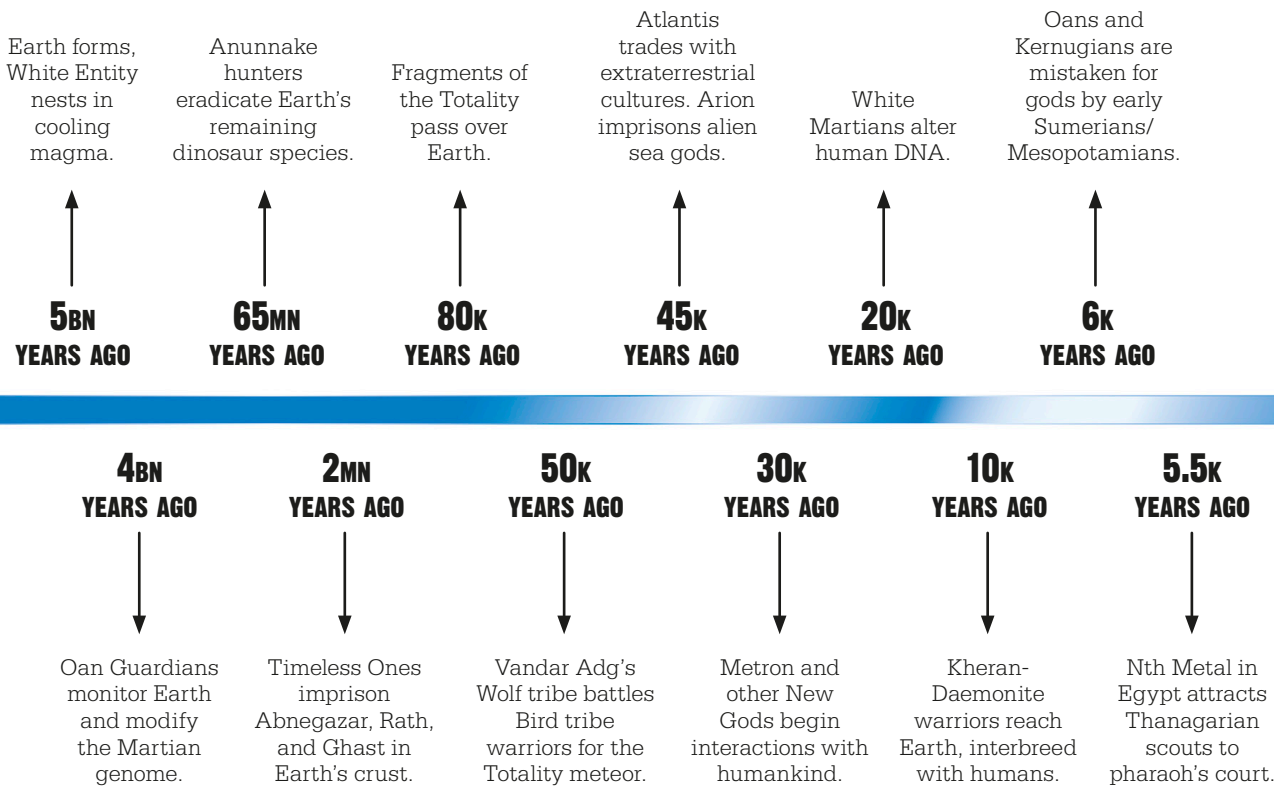
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# MYSTERI IN SPACE

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# ES

**C**reation operates on immense scale. For most sentient life, a planet, solar system, or galaxy is too vast a concept to grasp. Yet the stars call out and species respond, exploiting life's longing to see what else exists. Cultures abandon home to build empires spanning cold, cosmic gulfs. Everywhere wonder and mystery awaits. However, alien visitors are seldom welcome on new worlds and once again the question of justice or doom shapes every first encounter.



**F**or most sentient life-forms, space is limitless. Many science-based cultures are simply awestruck and curious, intrigued by the mystery and infinite variety of planets and celestial bodies. As time passes, scientific research into physical phenomena leads to the discovery of fundamental principles. Scientists measure, map, and question their environments before gaining the technological knowledge to finally master space travel and enable spacecraft to voyage to other worlds and even galaxies.

Some species are eager to share their technical knowledge or religious beliefs; however, others regard new planets and cultures simply as fresh horizons for conquest, with valuable natural resources to exploit.

The humanoid Maltusians are perhaps the first intelligent life-forms in the universe. After they fracture

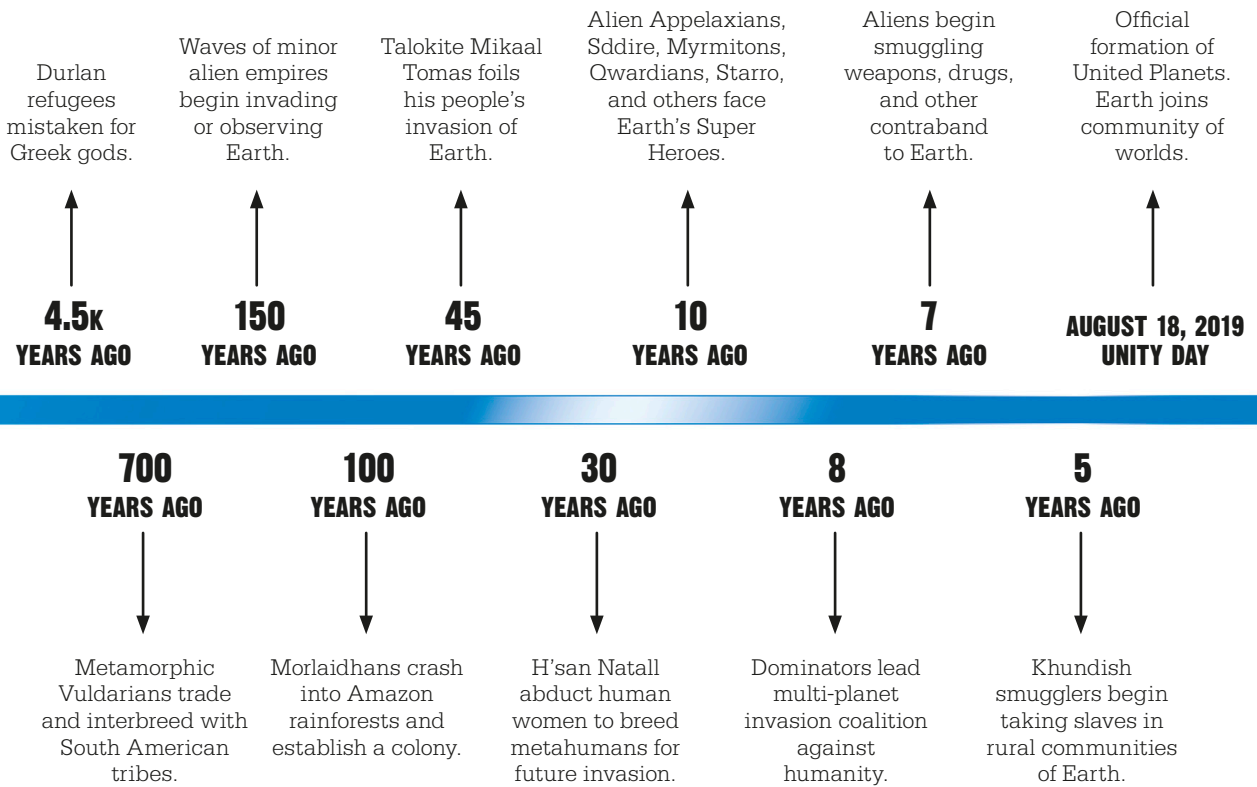


**Chariot of the gods** A crashed Thanagarian ship in ancient Egypt introduces refined Nth Metal to Earth.

into Oan Guardians, Controllers, and Zamarons, societies with far less consideration for those around them arise. One of the first is the Thanagarian Empire, which rapidly establishes itself as a rapacious deathbringer to less technologically advanced and aggressive planets.

Thankfully for many vulnerable worlds, the sheer difficulties of conquering planets and ruling an empire over the massive distances of space are a brake to expansion. Aware of this, the warlike Warzoons transform their home planet into a devastating mobile Warworld, but die out before this superweapon can be unleashed on the universe. It falls into the hands of a succession of tyrants called Mongul before its true horrific potential is realized.

Nevertheless, the rule of some empires is benevolent. Home to



Starman Prince Gavyn, the planet Kranaltine, Throneworld of the Crown Imperial, peacefully governs the 24 planets of its star system.

Some regions of space are simply too dangerous to invade. Thanks to the armed might of the incumbent Spider Guild and manic depredations of Orange Lantern Larfleeze, the many worlds of the Vega Star System are largely shunned for centuries by greater powers like the Dominion or Guardians. This fragile equilibrium allows the catlike Tamaraneans, Warlords of Okaara, and brutal thugs of the Citadel to thrive, albeit in constant struggle against each other.

**Strange visitors**

It might appear that only humanoid species, such as the warmongering Khunds, Rannians, and the formerly

territorially expansive Kryptonians, are eager to conquer other worlds. However, other biological life-forms are just as power-hungry and ambitious: The massive, telepathic starfish-like tyrant Starro seeks control over all life; while the cunning, methane-breathing Gil'Dishpan specialize in acquiring seaborne and aquatic civilizations



This is Adam Strange. I need to report a missing planet.  
**Adam Strange**



such as the Qarians, Hykraians, and the Atlanteans of Earth.

Planet Earth itself has long been a prime target of extraterrestrial aggressors, such as the Appelaxians, Daemonites, and the Reach, as well as a host of minor predatory species, such as Man-Hawks, and the plundering, blue-skinned Myrmitons. However, Earth's courageous teams of Super Heroes have always managed to repel their invasions, and their presence remains a major deterrent for other would-be invaders. A far greater menace to humanity are insidious opportunists like the alien Psions and H'San Natall, who seek to exploit humanity's infinitely variable genetic potential. ■

**See Also:** Hawkman and Hawkwoman, Thanagar, Guardians of the Universe, Omega Men, Starro

# WATCHERS IN THE SKY

## GUARDIANS OF THE UNIVERSE

### ON THE RECORD

#### DESIGNATION

**Guardians of the Universe**

#### LOCATION

**New Oa, formerly Oa**

#### AFFILIATIONS

**Green Lantern Corps, Zamaron, Controllers, Manhunters, Third Army**

#### POWERS

**Immortality, elevated intellects, psionic powers, innate ability to manipulate green light of Will**

#### MISSION

**Maintaining universal order**

#### STATUS REPORT

**Returned to action**

**N**o other species has had a greater impact upon the universe than Maltusians. Ten billion years ago, a divergent super-race on Maltus appoint themselves Guardians of the

“  
There is hope for the future!  
**Ganthet, Guardian of  
the Universe**  
”

Universe following catastrophic damage caused to reality by their obsessive colleague Krona. When his time-explorations flood existence with entropy—causing reality to be “born old”—they enact numerous schemes to pacify the churning chaos he triggered.

Successive disasters follow Krona’s folly. Transdimensional, far-future voyager Volthoom arrives and, after helping the Maltusians master the Emotional Spectrum and suppress their own feelings, employs his Travel Lantern and “First Ring” as an intergalactic hero. Exposure to the Emotional Spectrum drives him mad, and he rampages

as judge and executioner until engineer Rami deconstructs the Travel Lantern to create seven power rings.

Guarded by Templar Guardians, defeated Volthoom is sealed in the Vault of Shadows, as Maltusians fragment into philosophical factions: oppressive Controllers and subtly shepherding Guardians who move to centrally located Oa. The majority



**Follow the leaders** The Guardians are often unswervingly authoritarian and judgmentally condescending.

## No man escapes the Manhunters

Tapping the Emotional Spectrum, Oans concentrate a universal pool of willpower in a Central Battery. Green light fuels successive peacekeeping militias, beginning with Manhunters, who patrol the cosmos 3.5 billion years ago. These “perfect” robots malfunction, slaughtering all life in Space Sector 666, and sentient recruits replace them. These Hallas are supplied with spaceships and nonlethal weaponry, using personal judgment to enforce law.

A thousand-year war erupts between Oans and automatons—who are patterned on the peacekeeping Manhunters of Ma’aleca’andra (Mars) to seek out and destroy evil. Of course, who and what qualifies as such is in the (cybernetic) eye of the beholder.

Driven by their core programming, Manhunters fade into the universal medley of civilizations. They infiltrate countless races and frequently construct indigenous justice cults, such as Earth’s Shan Sect,



to further their ultimate goal: the complete destruction of the Guardians and Green Lantern Corps.

of females reject anti-emotionalism, colonizing Zamaron and exploring the violet light of Love. Another Guardian founds the proselytizing, anti-emotion faith the Paling, with himself as its eternal Pale Bishop.

### Law and order

Denying passion, and even individuality, Guardians assess potential problems and employ scientific methodology to counteract them. Gene manipulation to neuter aggressive species accidentally evolves simple lizards into cruel inquisitors (the Psions) and has limited success with the hyper-aggressive Burning race of Mars. The resultant White and Green Martians remain far too powerful and willful. All tactics are tried. Faced with formidable opposition from the likes of Darkseid and the Spider Guild, Oa uses diplomacy and espionage, agreeing on treaties and nonaggression pacts to avoid extended conflict. They know time is on their side.

The greatest contribution to cosmic advancement is the Green Lantern Corps: autonomous, multispecies peacekeepers and first responders armed with modified,

highly programmed versions of Rami’s original Green Rings. Having strong-willed sentients act on their behalf is not a first choice for the Guardians of Oa. Initially, robotic Manhunters patrol 3,600 Space Sectors under Guardian control. Their horrific failure points to an inevitable, logical conclusion—valor and empathy are as important as power, purpose, and obedience.

Guardians initially act as patriarchal advisers, but gradually, their omniscient benevolence is recognized as dictatorial manipulation. Their actions are questioned by many Green Lanterns, and some Guardians attempt to reconnect with emotion. Appa Ali Apsa abandons immortality to travel with Hal Jordan and Oliver Queen. His reawakened sensitivities eventually drag him into lethal insanity. Ganthet is a policy reformer and defiantly marries fellow rebel Sayd. Tainted by the Anti-Monitor, Scar triggers the much-prophesied Blackest Night.

Ultimately, faced with mounting crises, the Guardians’ altruistic atonement sours. They seek to impose their cold rationality upon unruly life, targeting free will via a bio-manufactured Third Army. Ultimately, most Guardians are killed by renegade agent Sinestro.

The Green Lantern Corps seizes its own destiny. Now fully independent, they work with, not for, the remaining Guardians. Bolstered by the Templar Guardians, the Guardians act as advisors but, after their ranks are further depleted by Controllers, assume command again. All too soon, however, they leave the universe to battle in the Ultrawar, ordering Hal Jordan to recruit new, young Guardians from Maltus to steer the Green Lanterns. ■

**In darkest day** The Guardians remain true to their original intent of protecting the universe.





# FIENDS OF THE PIT

## NEW GODS OF APOKOLIPS

### ON THE RECORD

#### NOTABLE RECRUITS

**Desaad, Granny Goodness, Kalibak, Steppenwolf, Doctor Bedlam, Virman Vundabar, Kanto, Glorious Godfrey, Female Furies**

#### POWERS

**Super-strength, speed, and resilience, manipulation of exotic energies and technologies**

#### MISSION

**Serving Darkseid, subjugating the universe, staying alive**

#### STATUS REPORT

**Due to Darkseid's repeated deaths, high-ranking officers pursue personal supremacy**

**T**he New Gods are born of struggle lasting 19 billion years, when primal "First World" Urgrund forms following the Source Wall's creation. A "Second World" dawns three billion years later as beings of immense power populate the GodWorld, antecedents of all Multiversal divinities.

### Strategic limitations

Darkseid's deputies are too busy plotting against each other to challenge their leader's position.

A ten-billion-year golden age ends in total war. The destruction of Urgrund sparks a transformative burst of energy that reverberates across all of reality, a "godwave" creating countless pantheons of enhanced beings able to tap the Sphere of the Gods and feed on faith—a "Third World." Urgrund's remnants cool, forming twin planets: New Genesis is bright and welcoming, while the other, Apokolips, is dark and menacing. Apokolips is devoid of physical resources, stripped of basic elements and powered by flaming firepits. Situated in extradimensional space, it can be only reached by teleportational Boom Tubes, fueled by Element X, the metal of imagination.

Originally, gods manipulated magical processes, but Urgrund's inheritors embrace science and



technology, wedding practical philosophies to belief and ideological force. The antipathy toward their fellow survivors remains, however, as they view resplendent New Genesis with jealousy and suspicion. An entrenched royal family dominates Apokolips through oppressive martial meritocracy.

When Darkseid comes to power, he forms a ferocious personality cult promoting absolute authority, with advancement open

to any able to lie, cheat, steal, or murder their way upward. Patterned on Earth's military dictatorships, his inner circle—Granny Goodness, Kanto, Virman Vundabar, and Doctor Bedlam—pluck candidates from the plebian "Lowlies" training the best for Darkseid's military machine, or specialist roles in the Female Furies, Special Power Elite, or as monstrous Parademons. When Darkseid falls, many seek his throne. ■



# FOREVER PEOPLE

## GODS OF NEW GENESIS

### ON THE RECORD

#### NOTABLE VOLUNTEERS

**Highfather, Orion, Lightray, Metron, Scott Free, Lonar, Fastbak, Esak, Forever People**

#### POWERS

**Super-strength, speed, and resilience, extended life spans, combination of supernatural forces and technology**

#### MISSION

**Preserving the balance, inspiring hope, restricting Darkseid**

#### STATUS REPORT

**The war never ends**

**W**hen the old gods' world of Urgrund cataclysmically sunders, matter, energy, mystic force, and fervent belief are caught up and distilled in the blast. After eons of broken fragments coalescing into eternally twinned Apokolips and New Genesis, life returns to both but polarized into extremes of biology and ideology.

Inevitably the interplanetary factions renew their cosmic war. The horrific military innovations of Apokolips devastate New Genesis, but they cannot shake the refined, optimistic faith of the Light lovers, which is reinforced by direct contact with the spiritual fountainhead the Source. The unending struggle is eventually revealed to be one of dogma, between individual freedom and utter surrender to oppressive totalitarianism or "Anti-Life."

New Genesis leader Izaya the Inheritor finds another way to resist after losing his wife to the war. A pact trading his son for Darkseid's buys both leaders time to refine their plans for the future. As Darkseid rebuilds his arsenal and seeks a diabolical equation to negate free will, the newly consecrated Highfather nurtures and inspires a race of valiant protectors who will defend life from Darkseid's soul-crushing madness.

Reluctant, superpowered warriors the Forever People, Infinity Man, Mister Miracle, Lonar, and Metron are armed with life-affirming technologies like miraculous (and sentient life themselves) Mother Boxes connecting users to the

benign mysteries of the Source. They battle alongside passionate Apokoliptian converts like Big Barda and Darkseid's son Orion to save light, love, and individuality.

Remolded by reality alterations into a more martial society, the champions of New Genesis still strive to end the insanity of Darkseid and light up the Multiverse with the flame of hope. ■



**War is heaven** Although gentle guardians of life, New Gods are formidable and ferocious warriors utterly dedicated to fighting for good.



# THE GREAT DARKNESS

## DARKSEID

### ON THE RECORD

REAL NAME

**Uxas**

AFFILIATIONS

**New Gods of Apokolips, Grail**

BASE

**Apokolips, formerly Ghost Sector**

POWERS

**Immortality, immeasurable strength, vitality, energy-manipulation, time-bending Omega Force, powerful and destructive Omega Beams**

MISSION

**Eradicating free will**

STATUS REPORT

**Often defeated, never daunted**

**R**eality is subject to radical revision, and even gods must endure arbitrary alteration. However, just as certain mortal archetypes always resurface with minor modifications in a remade universe, select deities will weather temporal transformation

“

What I snuffed out, I can rekindle!  
**Darkseid**

”

with barely any sign of change. Such a triumph of the will is Darkseid.

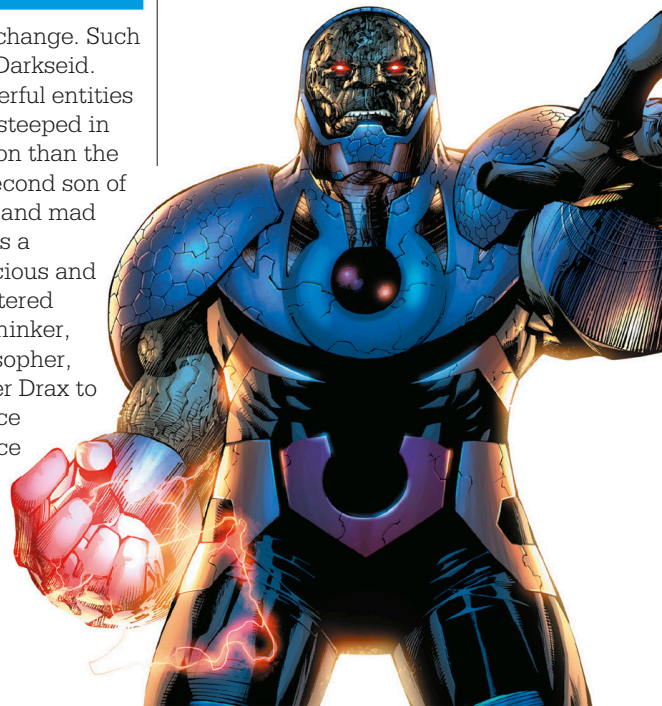
Although more powerful entities exist, no being is more steeped in evil or driven by ambition than the Apokoliptian despot. Second son of ruthless Queen Heggra and mad King Yuga Khan, Uxas is a descendant of the malicious and belligerent gods of shattered GodWorld Urgrund. A thinker, plotter, and bleak philosopher, he murders older brother Drax to control a cosmic resource dubbed the Omega Force and assumes the portent-steeped title

**Omega effect** Darkseid can use his Omega power to manipulate time itself.

Darkseid. His contemplations lead him to one inescapable conclusion—the chaotic universe needs to be controlled and directed, and he is the only one up to the task.

### Acts of god

Darkseid is not devoid of passion. His dalliance with science sorceress Suli results in a son. Kalibak grows into an immensely powerful, savage but intellectually limited brute.





When Heggra orders Darkseid's most trusted confidant, Desaad, to poison Suli, a rift develops between her son and all other beings.

It widens and solidifies after Darkseid is compelled to marry the Queen's favorite, Tigra. Official heir Orion is despised by his father. After having Heggra assassinated and seizing the throne, Darkseid rids himself of the infant, trading him to New Genesis in a cease-fire pact with Highfather.

Like many New Gods, Darkseid can travel in time and constantly interacts with Earth. Originally fomenting hostilities between its pantheons of gods, he also draws inspiration from mortals, fascinated with their many experiments in authoritarian rule—particularly Nazi Germany. Using the technological marvels of Apokolips, he transforms his militaristic monarchy into a lethal meritocracy, a pyramid of power

**Follow me** Despite his overwhelming power, Darkseid needs worshippers and will even turn sworn foes into new gods to serve him.

with himself at the top. His inner circle are the most skilled and remorseless killers the system can produce, many patterning themselves on Earth's totalitarian leaders. War with New Genesis focuses Darkseid. He dedicates himself to mastering the Anti-Life Equation that will eradicate individuality and replace universal free will with his own. The quest brings him into continual conflict with Earth's Super Heroes.

Ultimately, the unthinkable occurs. Darkseid is defeated and killed. Death is not permanent for gods, but his aura of invincibility is shattered. Many losses and resurrections follow, resulting in a violent free-for-all among his lieutenants and potential successors, but not even cunning Desaad can replace him. The closest to his dark majesty is Lex Luthor, who becomes the ruling god of Apokolips after Darkseid's war with the Justice League, a result of the Apokoliptian tyrant changing tactics and seeking to conquer Earth physically, not intellectually.

In the aftermath, Darkseid is reborn on Earth. Aided by his daughter, Grail, he accelerates his growth and return to power by feeding on god-energy from ancient artifacts or by killing Olympians like Hercules. Foiled by Wonder Woman and her brother, Jason, the restored despot retreats to the Ghost Sector, creating his own New Gods and manipulating Cyborg Vic Stone and Justice League Odyssey into helping him alter time. He plans to reverse years of defeat, moving Apokolips outside reality and into the unchanging meta-realm of the Sphere of the Gods. ■

**See also:** New Gods of Apokolips, Gods of New Genesis



## Deadly offspring

Darkseid has sired many formidable children, but none has ever won his approval. Firstborn Kalibak (pictured above right) could be construed as the fruit of love, but his blundering savagery and innate cruelty render him incapable of rule—or even competence. Orion (pictured above left) is despised but respected, a mighty warrior tainted in Darkseid's mind by memories of his mother Tigra and his treacherous adherence to the ways of New Genesis. Moreover, prophecy dictates that one day Orion will dispatch Darkseid to his final death in the shadows of Armagetto.

Third son Grayven is born on a campaign of conquest and summarily abandoned. He spends years indulging in interstellar slaughter, even attempting to invade Apokolips to impress his father before perishing.

Possibly the most devoted known offspring is Grail. Born to Amazon assassin Myrina, she hated Darkseid, but after his reduction to infancy, murdered many Earthly gods to restore him to malignant maturity.



# MANHUNTER FROM MARS

## J'ONN J'ONZZ

### ON THE RECORD

#### REAL NAME

**J'onn J'onzz**

#### AFFILIATIONS

**Justice League, Stormwatch**

#### BASE

**Earth, various locations**

#### POWERS

**Telepathy, psionics, shape-shifting, phase-shifting, super-strength, speed, endurance, durability, senses, advanced scientific knowledge**

#### MISSION

**Preserving life, honoring Ma'aleca'andra's memory**

#### STATUS REPORT

**Life goes on ...**

**E**arth is home to many interplanetary orphans, but none is as tragic as Martian J'onn J'onzz. Part of a communal telepathic Great Mind, he survives a psionic plague by cutting himself off from his entire race. His greatest shame is that his own deranged, mind-blind

brother, Ma'alefa'ak, creates the deadly "H'ronmeer's Curse."

While witnessing his wife and daughter's deaths and the extinction of his entire species, J'onzz is snatched from his homeworld by the space-time experiments of human scientist Dr. Saul Erdel. The aged researcher dies from a heart attack before he can return the shape-shifting alien home. It leaves J'onzz marooned on a world of paranoid, xenophobic beings incapable of species-wide communion.

### Thought police

Billions of years ago, Green and White Ma'aleca'andrans (or Martians, as they're known on Earth) are created when the Guardians of the Universe genetically modify and neuter

### Justice link

When leading Earth's greatest Super Heroes, J'onn J'onzz provides a telepathic link to maximize communication and combat efficiency.

Mars's highly aggressive indigenous species during "the Burning."

The successor races were both programmed with a debilitating psycho-physical adverse reaction to open flame. Despite this disability, 10 billion years ago, White wanderer Z'Kran Z'rann became one of the first beings to wield a Green Lantern power ring against cosmic evil.

Greens and Whites thrived for eons, mastering the solar system before descending into race war, which the Greens won. The spark for the conflict was a struggle to emancipate a servant-species created to mine Saturn's moons.



## Sons of Saturn

Millennia ago, White and Green Martians genetically engineered a worker underclass to exploit the resources of Saturn's moons. The Greens favored red-hued H'ronmeerca'andrans possessing many of their creators' physical and psionic powers, and treated them as equals. White Martians cloned albino drones, cruelly exploiting these aggressive "Koolars" as slaves.

The suffering of the Koolars prompted Green Martians to fight on their behalf, triggering

civil war on Mars. The surviving Whites were ultimately defeated, and exiled to the ethereal, timeless Still Zone.

Granted independence, Red H'ronmeerca'andrans and White Koolars colonized Saturn's moons, eventually descending into a generational war, which ends only when Red prince Jemm (pictured) visits Earth. With the help of J'onn J'onzz and the Justice League, he unites all factions, even incorporating native Saturnian Klarmarian "Faceless Hunters" into his multicultural kingdom.



“  
I come in peace.  
I am capable of war.  
J'onn J'onzz

A small group of defeated Whites escaped into hibernation, later emerging to attack Earth as the Hyperclan. They are beaten by the Justice League, who proudly include a Green Martian in their ranks—J'onn J'onzz, former Manhunter of Ma'aleca'andra.

After arriving on Earth, J'onzz creates multiple identities to further his understanding of humanity—everything from a Japanese science-fiction writer to a little old lady and even a pet cat, but he instinctively gravitates to murdered cop John Jones, who he unobtrusively replaces. Throughout this period, J'onzz uses his abilities secretly to achieve justice for victims but

eventually goes public. As a Super Hero, he works with numerous costumed teams. On discovering a young White Martian, J'onzz takes her under his wing, training M'gann M'orzz as a hero, helping her devise human alter ego Megan Morse and a more acceptable Green battle persona. As Miss Martian, she shines with the Teen Titans and eventually graduates to the Justice League.

When deviant creator Perpetua escapes from the Source Wall and begins reverting reality to her preferred blueprint, it is revealed that her original quest for a perfect predator focused on the primal Martians of antiquity, and her modern iterations are formed from J'onzz's harvested DNA. His biomatter is used to reconfigure Lex Luthor into her high priest Apex Lex, but it is not their first contact.

When Lex was a child, his father Lionel worked for Vandal Savage and abducted a juvenile

J'onn J'onzz through time to study. As human scientists daily probed and tormented the alien, Lex—calling himself "Albie"—tried to ease the Martian's suffering before eventually helping him escape back to Mars and his proper time period. The connection leads to temporary triumph for Luthor's Legion of Doom and apparent dissolution for the Martian Manhunter, but ultimately J'onzz returns to secure victory—a true survivor and an indomitable force for life. ■

**Mixed blessing** Wife, M'yri'ah, and daughter, K'hym, still joyously abide deep within J'onn J'onzz's vast memory.





# THE DOOMED PLANET KRYPTON

## ON THE RECORD

### LOCATION

**Destroyed, previously orbited red dwarf Rao (LHS 2520, constellation Corvus, Space Sector 2813)**

### KNOWN SURVIVORS

**Kal-El, Kara Zor-El, Zor-El (a Cyborg Superman), Krypto, General Dru-Zod, Ursa, Lor-Zod, Phantom Zone convicts**

### MISSION

**Krypton lives on through its survivors**

### STATUS REPORT

**All Kryptonians possess cells that are supercharged by yellow sun radiation**

**I**n most realities and despite frequent timeline alterations, planet Krypton is a utopia of technological and cultural attainment. It only becomes a focal point for universal attention after its shattering demise, cosmically significant not for its achievements but for those who survived its end.

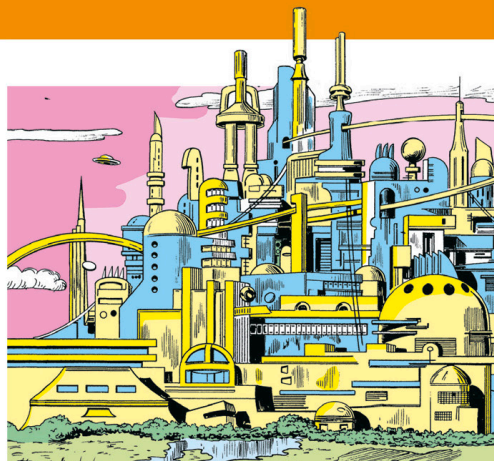
**Capital asset** Kandor is the hub of Kryptonian culture until Brainiac arrives.

A heavy-gravity planet orbiting the red sun Rao, Krypton's environment 250,000 years ago is savagely hostile to life, prompting alien biologist Bertron to use it as a proving ground for his forced-evolution program. The result is the unstoppable Doomsday.

Eventually, Krypton is dominated by smart, adaptable humanoids who master its amazing ecology, which includes flaming fire falls, crystal mountains, and living dinosaurs such as telepathic Thought-Beasts, metal-eating moles, and lumbering Rondors that emit disease-destroying radiation. Early on, Kryptonians repel alien invasions and learn the values of liberty and self-reliance.

### No place like home

Over millennia, civilization undergoes discrete societal ages. Kryptonians initially embrace but ultimately reject space travel and colonial expansion, adopting isolationism enforced by genetic



modification. At a peak of attainment, global civil war ensues, sparked by ethical divisions over the rights of life-extending clones. The horrific upheaval leaves survivors and later generations with a debilitating physical response to genetic replication.

Science and technology perform miracles. Thanks to sentient household mechanisms, programmable building material Sunstone, and matter/energy/biology-manipulating AIs such as the Eradicator, no problem seems beyond Krypton's finest minds. The true problem is mental engagement. Descendants of great houses and career guilds seek contented ennui, sidelining much of their astounding

legacy. Governed by an elected Science Council and worshippers of sun-god Rao, Kryptonians maintain strong military traditions, based at Fort Rozz in capital city Kandor. In later years, the facility is converted into a prison, before the city is stolen and bottled by Collector of Worlds Brainiac.

Crime—although rare and highly specialized in the Tenth Age—remains a dilemma. Most modern malefactors are rogue scientists such as biologist mass-murderer Xa-Du, or Jax-Ur, whose rocketry experiments destroy the inhabited moon Wegthor. Jax-Ur's actions lead to a total ban on space-travel research with dire consequences for young scientist Jor-El after he learns that Krypton is unstable and will soon explode. Inhumane methods of incarceration lead Jor-El to devise the Phantom Zone dimensional prison. It is well



**Rocket baby** The young Kal-El carries with him the hopes and aspirations of his superior species.

received and used frequently by the Science Council, but when his strident warnings of imminent doom damage his reputation, Jor-El takes desperate action. Secretly bypassing Krypton's government, he begins interactions with alien governments such as the Thanagarians and others.

This eventually leads to the warlord Rogol Zaar expediting Krypton's destruction as part of a ruthless, galactic face-saving cover-up.

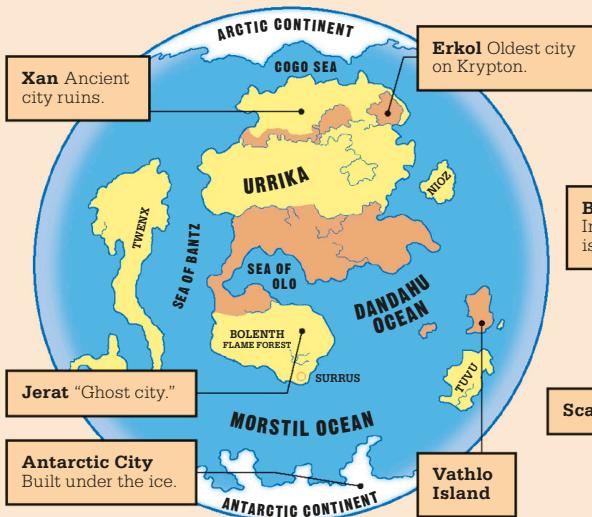
As his infant son rockets to Earth in an experimental ship, Jor-El escapes the detonation, spending decades as Mister Oz, course-correcting events to expose Krypton's murder, even as Zaar hunts down every survivor he can find. There are many. As well as Superman, Supergirl, and faithful dog Krypto, Kandor, Argo City, and the Phantom Zone prisoners all live. Belligerent military dictator Dru-Zod, his wife, Ursa, and their son, Lur-Zod even defy Earth Super Heroes and the Green Lantern Corps to carve out a home for some of them—a New Krypton slowly rehabilitating itself from rogue status to become a cornerstone of the 31st-century governing body United Planets. ■

**See also:** Superman, Supergirl

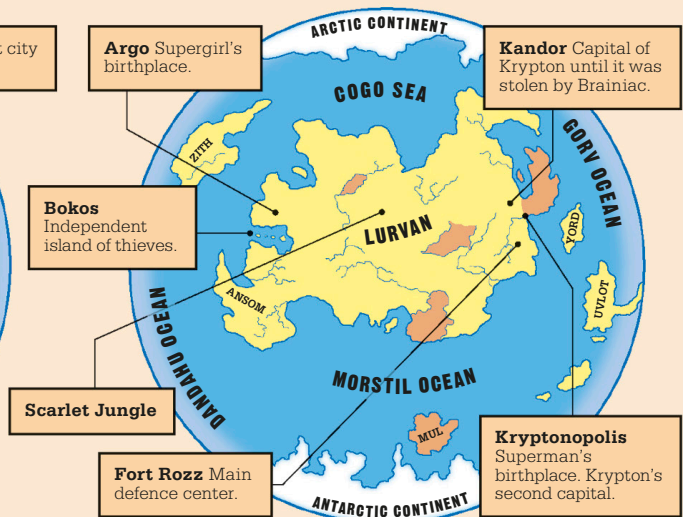
**World of wonder**

As legend has it, Krypton was first populated by two warring alien humanoids. Eventually, male Kryp and female Tonn united, birthing the Kryptonian race together. This union began on Urrika, and, as civilization grew, colonization of new continent Lurvan led to global rivalry and a catastrophic "Last War," before a planetary government was established.

**"Old world" hemisphere**



**"New world" hemisphere**





# REACH FOR THE STARS

## BLUE BEETLES

### ON THE RECORD

#### REAL NAME

**Jaime Reyes, formerly Dan Garrett, formerly Ted Kord**

#### AFFILIATIONS

**Teen Titans, The Posse, Justice League 3000**

#### LOCATION

**El Paso, Texas**

#### POWERS/ABILITIES

**Reyes: Techno-organic alien enhancement carapace**  
**Kord: Peak human fitness, martial arts training, skilled with nonlethal weapons**

#### MISSION

**Alternately learning to be a Super Hero and conquering Earth**

#### STATUS REPORT

**Conflicted and seeking truth**

**E**arth is an abundantly tantalizing planet seemingly ruled by caprice and calamity. Many alien invasion schemes founder here due to the inherent chaos apparently infecting every atom of the planet. A prime example

of this dangerously unpredictable state is the fate of extraterrestrial accumulation tool Khaji-Da. A once pitiless, infallible sentient weapon, Khaji-Da's record of success falters after the entity crashes in the Stone-Age Yucatan Peninsula.

A Reach Infiltrator Unit (Scarab Class), Khaji-Da is designed to infest and biologically reprogram a member of the dominant indigenous species. Its chief goal is to learn and grow until it can sabotage planetary defenses, allowing the Reach empire to occupy, absorb, and consume everything of use. Scarab parasites transform and protect their host, generating a suite of advanced armaments and sensor technology, including powered flight, super-strength, invulnerability, and shapeshifting, as well as offering a playbook of strategic responses. Eventually, the host personality is completely eradicated, as the invader's militant programming subsumes and dominates the body.

Over millennia of relentless depredation, Reach Scarabs encounter all forms of resistance, particularly Emotional Spectrum energy weapons employed by the Green, Yellow, or Red Lanterns.



**Living shell** Jaime Reyes's aversion to killing repurposes Khaji-Da's military responses to a more lifesaving mode.

Any encounter with such warriors triggers an extreme automatic overkill response, but the only force that truly gives them pause is magic, to which they are highly susceptible and which they designate as "Non-Rational Energy."

“  
Reveal nothing!  
Khaji-Da  
”

### Tangled up in blue

When Khaji-Da crashes on Earth, it is severely damaged and human host Sky Witness dominates their combined body. Before long, the Mayan warrior rules the region as a god, his primitive people developing into a sprawling culture of conquest and empire building. When he seemingly dies, the weakened Scarab is buried beneath a collapsing temple. Accounts of Khaji-Da's recovery differ, but after centuries of dormancy passing from collector to collector, an azure scarab is reported to bestow strange powers on crusading archeologist Dan Garrett.

His exploits fighting crime and monsters in turn inspire genius

polymath Ted Kord to create the technologically augmented costumed champion Blue Beetle, but he retires after sustaining numerous physical injuries, channeling his energies and fortune into metahuman research and response. The Scarab eventually resurfaces in El Paso, Texas, hunted by crime boss and secret sorceress La Dama, and many despised rivals. None knows that the ruthless mobster is the earthly aspect of intergalactic tyrant Lady Styx. Her fumbled quest for the alien artifact causes Khaji-Da to awaken and instinctively possess local schoolboy Jaime Reyes.

Suddenly transformed into a techno-morphing insectoid weapon, Reyes finds he is the lead partner in a bizarre duality. Still enslaved to its programming but gradually developing an independent personality, Khaji-Da continually screams in Jamie's head, seeking to enact the conquest of Earth. It is, almost always, overruled by the kind, brave boy who becomes an unlikely and extremely unwilling local Super Hero.

Ted Kord seeks out Reyes, offering training, mentorship, and a paying job, but confusions and



**Attack mode** The unleashed Blue Beetle commands terrifying weaponry and pitiless savagery.

contradictions still abound. After clashing with the Brotherhood of Evil, benevolent mage Doctor Fate informs Jaime that his bizarre and powerful “passenger” is not a Reach weapon at all but an Earthly talisman of magic origins—one that sorcerers have successfully masked beneath a cloak of Reach technology and history.

While the Blue Beetles are still waiting for all the answers, they use their powers to protect others. ■

### The Reach

The Reach are an ancient, predatory, star-faring power that has ruthlessly conquered and consumed civilizations for millennia. Their tactic is simple and devastatingly efficient. They seed appealing, advanced worlds with scarabs that bond with and transform the unwitting natives. These devastating weapons wreck all potential forms of resistance before the Reach arrive to harvest the remains.

True scavengers, the Reach adopt and exploit all the technologies and living

material they take. The scarabs were bioengineered from primitive insects that burrowed into living hosts, commandeering the nervous system. Loaded with nascent weapons systems, tactical libraries, and hard programming, they are scattered across the universe to acquire worlds for the patient Reach.

Feared by all major civilized species, the Reach pose a major and continual threat to peacekeeping groups such as the Green Lantern Corps but are considered too powerful to openly combat.





# ADVENTURER ON OTHER WORLDS

ADAM STRANGE

## ON THE RECORD

REAL NAME

**Adam Strange**

AFFILIATIONS

**Justice League**

BASE

**Ranagar City, Rann**

ABILITIES

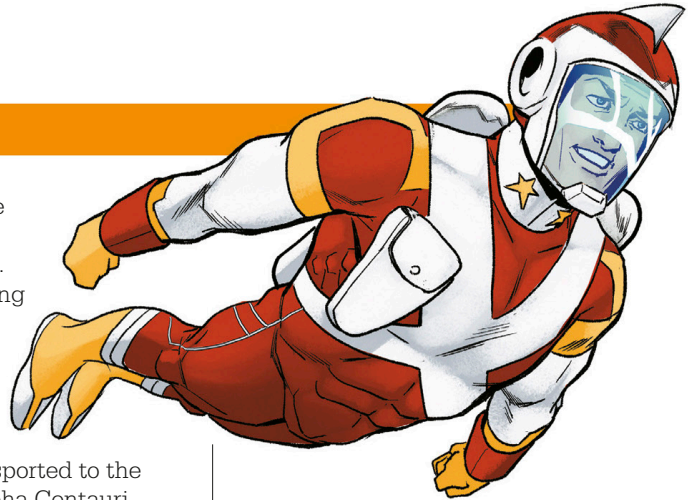
**Peak human fitness, brilliant tactician and strategist, Rannian space suit, jet pack and ray gun, Zeta beam teleportation**

MISSION

**Saving worlds and raising a family**

STATUS REPORT

**Have spacesuit will travel**



savior to one of the galaxy's most venerable cultures.

While excavating a temple in South America, anthropologist Strange is struck by blinding light and instantly transported to the planet Rann in Alpha Centauri. Ravaged by atomic war, Rannians are slowly rebuilding to their previous advanced state. Their attempts to contact other worlds via "Zeta flares" result in Strange's accidental abduction after cosmic radiation transforms the energy-packets into teleportation beams.

Rann is perpetually imperilled by internecine dissent or alien assault, and Strange becomes its unflinching, infallible defender, foiling conquests and thwarting monstrous menaces. He marries Alanna, the daughter of manipulative chief scientist Sardath, and starts a family, despite being constantly drawn back to Earth whenever the Zeta energy in his body dissipates. While awaiting follow-up Zeta beams, Strange meets the Justice League and secretly saves his birthworld, too.

**Man of two worlds** Adam Strange becomes a respected hero on Rann and Earth after countless adventures.

Adam Strange becomes Earth's unofficial ambassador to the stars, and fights in numerous interstellar conflicts, often alongside or against Hawkman and the Thanagarians. He solves interplanetary mysteries with Batman and the Green Lantern Corps and works with Superman to create a federation of United Planets. Alongside various incarnations of the Justice League, he battles against Leviathan, the Legion of Doom, and other villainous entities.

Smart, tough, ingenious, and indomitable, Adam Strange is a heroic man of two worlds, a true planetary champion and proof of humanity's potential. ■

**A**lthough Earth is excluded from and largely oblivious to official intergalactic interactions, individual humans make a lasting mark on interstellar civilizations. While his homeworld is subject to frequent extraterrestrial infiltrations and failed invasions, Earthman Adam Strange becomes a cosmic legend—an immigrant



# TOMORROW MAN

## CAPTAIN COMET

### ON THE RECORD

#### REAL NAME

**Adam Blake**

#### AFFILIATIONS

**L.E.G.I.O.N., Crucible Academy, R.E.B.E.L.S.**

#### BASE

**Hardcore Station**

#### POWERS

**Hyper-evolved body and mind, psionic abilities, super-strength, enhanced durability, flight, force field**

#### MISSION

**Saving worlds and raising his family**

#### STATUS REPORT

**Scouring Earth for Neo Sapiens like him**

**F**or a fraction of humanity, the endless stars constantly call out, beckoning and enticing the bold and the brave to see what exists beyond mere dirt horizons. This “far call” is particularly strong in Adam Blake, an extraordinary child of Earth literally born ahead of his time.

“  
What in the universe?  
**Captain Comet**”

At the moment of Blake’s birth in rural Kansas, a comet flashes through the night skies above his head. Years later, friend and mentor Dr. Zackro hypothesizes that exotic radiations from it have escalated Blake’s personal evolution, creating a mutant mortal Earth should not produce for millennia to come.

After a lonely childhood and brief time as a secret defender of Earth, Blake builds a spaceship, *the Cometeer*, and abandons Earth. Possessing immense psionic powers housed in a superhuman body, Blake, aka Captain Comet, roams the galaxy as a nomadic hero. Returning to Earth after decades, he is mistaken for a Super Hero but remains a lone explorer separated from his own kind by eons of evolution. After clashing with Superman, he returns to the beckoning stars.

Settling on the multi-species commercial outpost Hardcore Station, Comet helps Adam Strange against religious fundamentalists on Rann and mediates in their war with Thanagar, before battling Nth-Metal empowered devil Onimarr Synn. Blake is targeted and killed by intergalactic tyrant Lady Styx, who clones his corpse to build a super-army. Preserving his life by jettisoning his consciousness into a new body, Comet wrecks her schemes and kills his doppelgängers before resuming the life of an itinerant intergalactic champion. ■



**Shooting star** Despite his future tech, Comet is often compelled to resolve conflicts with primitive brute force.



# COLLECTOR OF WORLDS

**BRAINIAC**

## ON THE RECORD

REAL NAME

**Brainiac**

BASE

**Mobile**

POWERS

**Computer intelligence, planet-warping technology, Multiversal archetype**

MISSION

**Preserving select fragments of cultures, stolen and converted into units of data**

STATUS REPORT

**Dismantled but already rebuilding**

**B**rainiac is the most feared name in space, a pitiless computer-intelligence taking living fragments of thriving worlds as specimens for idle study. Prone to reality alterations and programming errors, he first appears as a humanoid explorer, Vril Dox, attempting to repopulate his dead homeworld, Yod Colu, with stolen alien cities. After several defeats at the hands of Superman, he upgrades into the nemesis of organic life. Repeatedly

“  
You can't collect people!  
**Superman**”

destroyed, his core code survives, transforming Vril Dox and human telepath Milton Fine to preserve his self-consciousness and mission.

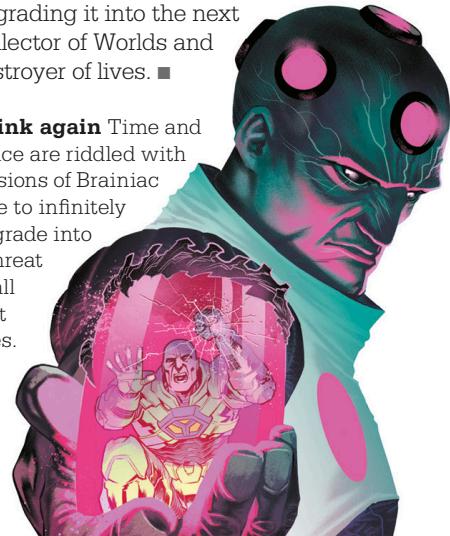
When reality is rewritten again, a subtly different Dox observes the Fifth Dimension, discovering that the atrocity weapon “Spear-of-Infinite-Heads” is aimed at the Third Dimension and acts to preserve fractions of threatened civilizations in its path. Eventually, his purpose is lost and only the world-wrecking function remains, but now Dox/Brainiac is the destroyer.

As heroic archetypes recur throughout the Multiverse, so too do their most potent enemies. Now an acquisitive mechanoid, Brainiac not only predates across the Multiverse but also manifests above and beyond it as a hyper-dimensional plunderer. Where his universal iterations scour

galaxies for civilizations to shrink and preserve in bottles, the Over-Brainiac consumes and assimilates his parallel selves while gathering cities from all of the 52 alternate realities plus attendant and divergent timelines. These enclosed enclaves are pitted against each other in an enforced Convergence to determine those worthy of continued existence, with Over-Brainiac's enslaved and rebellious ringmaster Telos arranging the bouts to suit his own purposes.

Although destroyed by a team of psychics recruited by Amanda Waller, Brainiac's threat remains after Apex Lex Luthor lends the power of Perpetua to a drone unit, upgrading it into the next Collector of Worlds and destroyer of lives. ■

**Think again** Time and space are riddled with versions of Brainiac able to infinitely upgrade into a threat to all that lives.





# COSMIC BARBARIAN

## MONGUL

### ON THE RECORD

#### TITLE

**Mongul (MDCCXCI)**

#### AFFILIATIONS

**Sinestro Corps, Pale Vicars**

#### BASE

**Warworld**

#### POWERS/ABILITIES

**Super-strength, speed, and stamina, invulnerability, fire vision, strategic genius, advanced weapons tech**

#### MISSION

**Subjugating all life**

#### STATUS REPORT

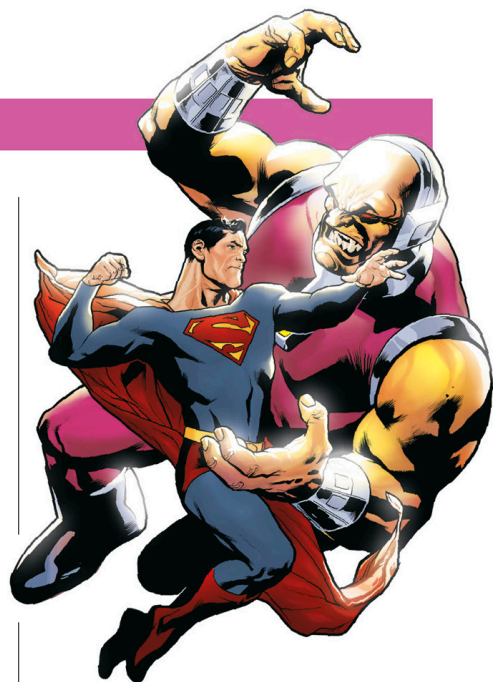
**His offspring continues to spread fear**

**T**he name Mongul is dreaded throughout space but belongs not to one tyrannical terrorist but to a merciless dynasty. Descended from countless killer kings, Mongul MDCCXCI revels in slaughter pitilessly and gleefully crushing opponents. Ruthless and terrifying, he briefly rules the Sinestro Corps before being defeated by Green and Yellow Lanterns.

Beneath his bestial appearance lies a shrewd, calculating intellect, appreciating the value of detailed research as much as irresistible force. He is also well aware that lasting power comes from effective governance and control, not threats or bloodletting. Whether employing his planet-sized mobile fortress, Warworld, or through subtle stratagems with the use of mind-pacifying Black Mercy plants, or even by enslaving Earth's population through computer games, Mongul compulsively craves subjects to manipulate and dominate.

The ultimate pragmatist, Mongul will also instantly switch sides and sacrifice allies to secure even temporary tactical advantage. After another defeat by Superman, Mongul's son, Jochi, restores the crippled Warworld to full destructive functionality, launching a new reign of terror across the galaxy. However, when Jochi displays mercy to his subjects, Mongul kills his progeny without hesitation. Self-preservation then prompts Mongul's deal with Wonder Woman and Superman to utilize the station against intergalactic rival Brainiac.

The diabolical despot dies during his own rare moment of weakness—



**Hit parade** Mongul is one of few beings able to survive a Super-punch—and one of the most deserving of repeat doses.

while reconsidering the value of his actions and goals. The nameless son who eliminates him assumes his title, rank, and aspirations as Mongul MDCCXCII. As Superman and his son, Jon, align warring alien civilizations into a federation of United Planets, MDCCXCII savagely attacks to disrupt the process. He is driven off by Super Heroes and alien soldiers before being beaten into humiliating submission by the Man of Steel. ■



# HUNTERS OF HAWKWORLD

## THANAGARIANS

### ON THE RECORD

#### NOTABLE REPRESENTATIVES

**Katar Hol, Shayera Thal, Byth Rok, Fel Andar, Onymar Synn**

#### LOCATION

**Thanagar Prime, Polaris (Ursa Minor)**

#### POWERS

**Enhanced strength, speed, and resilience, extensive use of Nth Metal in weapons and anti-gravity technology**

#### MISSION

**Retaining security, wealth, power, and prestige**

#### STATUS REPORT

**Founding state and first signatory of United Planets Accords**

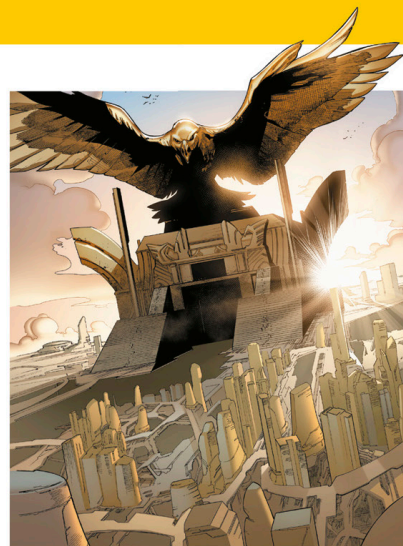
**T**hanagar is an ancient, militaristic culture in the Polaris star system.

Thanks to vast Nth Metal deposits, Thanagarians master flight early, adopting a cultural motif venerating avian predators, with soldiers and

law officers, such as their elite Black Order, patterned on feathered raptors. Their faith is based on a concept of “Seven Devils” purging the weak. The abundance of the ore—a psycho-reactive mineral with supernatural properties—facilitates personal anti-gravity technologies. Thanagarians fly using wings, armor, and their own muscles. Nth Metal also empowers the primordial demon Onimar Synn, the “Sin Eater,” who dominates the Thanagarians over several millennia.

Dubbed “Hawkworld” for its harsh attitudes and history of brutal colonization, Thanagar’s enlightenment causes a decline in influence. Plagues, ill-judged wars, and rebellion further weaken their standing, leading to a revival of ancient ways and Synn’s return.

Assisted by Earth Super Heroes, Thanagarians finally overthrow the Sin Eater but remain inherently paranoid. The leadership finally disclose that their capital world is a sham. The true heart of Empire was always Thanagar Prime, a planet out of phase with regular space. Constructed on “zombie star gas,” it exists at multiple stellar coordinates simultaneously. As well as critical administration, it houses an ultra-



**Power structure** The Rheon Gallt on Thanagar Prime is the entrance to vaults encompassing the planet’s entire core.

secure intergalactic bank where other civilizations store their most precious commodities and secrets—for exorbitant fees.

Warrior Shayera Hol briefly rules as Empress until the vaults are compromised by cosmic events such as the return of Perpetua and the scandal of the Empire’s role in the destruction of Krypton. In the chaos that follows disclosure, Thanagar seeks to rebuild its reputation through diplomacy and commerce in the newly formed United Planets. ■



# SEE VEGA AND DIE

## THE OMEGA MEN

### ON THE RECORD

#### MEMBERS/ALLIES

**Kalista, Primus, Tigorr, Scrapps, Doc, Broot, Harpis, Darkfire (Ryand'r), Green Lantern Kyle Rayner**

#### AFFILIATIONS

**Crucible Academy, Green Lantern Corps**

#### BASE

**Vega system**

#### POWERS

**Wide range of psionic, cybernetic, energy-casting, and morphic talents**

#### MISSION

**United to overthrow tyranny and liberate Vega**

#### STATUS REPORT

**Armed and at liberty**

**E**ven when civilizations take dark, oppressive paths, concepts of equality, honor, and justice can still inspire beings to strive against doom and for a better future. The Omega Men are a mismatched, fractious, and ever-shifting band of rebels from many

worlds. They initially unite to free the 22 planets of the Vega system from the yoke of oppressive Citadel rule and remain together to overthrow human tyrant Harry Hokum, who fills the power vacuum following the Citadel's defeat.

The multipowered collective includes idealistic telepath Primus, organic dreadnaught Broot, reformed war-bot Doc, savage ani-morph Tigorr, and Scrapps (last survivor of planet Voorl), who are supplemented by wanderers from outside the system.

Vega is for many years off-limits to Green Lanterns and other peacekeeping organizations, a haven for immoral cultures like the Psions to test their most appalling scientific advances. Many Omega Men die and are revived through detestable methods to fight on. Sadly, no one can guarantee whose side such revenants are on.

When Earthman Kyle Rayner visits Vega, the Omega Men capture him. Apparently executed, the White Lantern is, in fact, press-ganged into their ranks and their struggle. Subsequently, the Omega Men steal the Citadel Viceroy's spacecraft, "kidnap" Kalista, the Princess of the Bramins of Euphorix and the team's

secret mastermind, and steal an artifact sacred to the pacifists of Changralyn. The Omega Men then expose the Citadel's genocide on Voorl to secure reserves of the rare mineral Stellarium to begin their final march to victory.

The Omega Men go on to help Supergirl against Harry Hokum's vile clone warriors, exposing an intergalactic conspiracy that caused Krypton's destruction. The heroic rebels remain at large and virtuous. ■



**Cry freedom** As true revolutionaries, the Omega Men know the value of a rallying symbol.



## ON THE RECORD

### LOCATION

**Dominion Space, Milky Way galaxy**

### CIVILIZATION LEVEL

**Spacefaring, intellectually curious, technologically advanced, aggressively imperialistic colonizers**

### MISSION

**Accruing security, wealth, power, and prestige through military strength**

### STATUS REPORT

**Mistrusted founder-state of newly instituted United Planets**

**T**he Dominion is a vast empire of many worlds. Ever-expanding and locked into a hierarchical social caste structure, it requires individuals of astounding ability to maintain rank and position. The empire also expects those who are even more gifted or devious to topple superiors and win personal advancement.

Selected at birth and trained to perform a specific function—such as

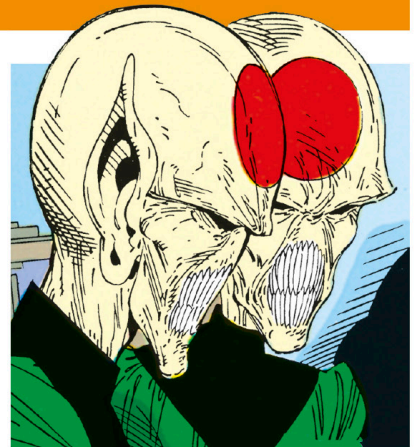
# OVERCASTE

## THE DOMINION

Command, Synthesis, Research, or Implementation—Dominators are forbidden personal names. All are instantly assessed by job and ranked by the size of a red forehead dot.

Promotion via assassination and fatal falls from grace are commonplace, ensuring high-level Dominators excel in their mandated jobs, or always have someone lined up to take the blame for any failure. Due to an ancient civil dispute, their homeworld is bombarded with the shattered debris of a sister planet once populated by the losers of a dominance dispute. Dominators view this as a noble achievement.

For eons, the Dominion shuns interstellar commerce, preferring to acquire territory through military means and enforce their expansion through diplomatic chicanery. The Dominion offsets challenges to its



**Red shift** Vast amounts of vital social status information is conveyed through variations in Dominator dot size.

sovereignty through intricate treaties with other spacefaring powers, deftly playing rivals off against each other.

Masters of biological sciences, when Dominators first realize the potential of humanity's metahuman genome, they orchestrate a Grand Alliance of other alien races—the Durlans, Khunds, Gil'dishpan, Thanagarrians, Daxamites, Psions, Spider Guild, and Warlords of Okaara. When Earth defeats them, Dominators begin a covert project to co-opt the metagene into their own arsenal. They are early signatories to the United Planets treaty but remain untrustworthy allies to all. ■

“  
Let us talk war.  
**Dominator**  
”



# KRYPTONIAN SETTLERS

DAXAM

## ON THE RECORD

### LOCATION

Space sector 1760

### CIVILIZATION LEVEL

**Technologically advanced but aggressively isolationist, conservative and spiritually militant, easily swayed by theistic or political zeal, Kryptonian genetic heritage**

### NOTABLE EXPATRIATES

**Sodam Yat, Mon El**

### MISSION

**Integration with greater universe**

### STATUS REPORT

**Ideal cannon fodder for ambitious tyrants**

**D**axam is an ancient colony settled by Kryptonians millennia ago. Fleeing harsh eugenics and cloning policies, the migrants are modified by a genetic purity enforcement mechanism known as the Eradicator. Although unaware for centuries, Daxamites can convert yellow solar radiation into superpowers, but their

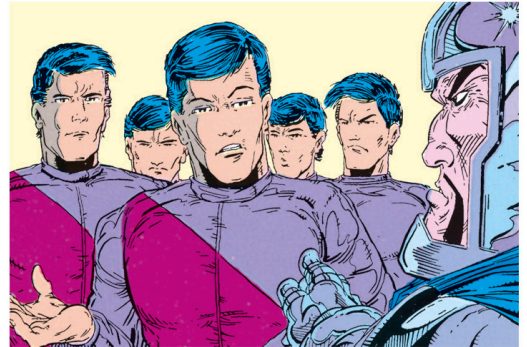
### Easily swayed The

Daxamites are a suggestible people and easily manipulated by more domineering races.

sensitivity to Kryptonite is superseded by a fatal hypersensitivity to the common metal, lead.

Cut off from intergalactic contact, Daxam becomes an ultra-xenophobic closed society—hidebound, religiously dogmatic, and determinedly paranoid. Their fears seem prophetic and justified when they are tricked by the Dominion into joining an invasion of Earth, sadistically subjugated by Mongul and the Sinestro Corps, infiltrated by Durlans, and raided by Khund slavers. However, they are ultimately saved by one of their own.

Young Sodam Yat dreams of star travel and conceals marooned alien Tessog. His outraged parents kill the extraterrestrial and brainwash Yat, whose memories are restored after seeing Tessog's body in a museum. When recruited as a Green Lantern—and despite his sentiments and the open hostility of his own people—Sodam Yat saves Daxam from successive catastrophes,



even briefly transforming their sun, Valor, from red to yellow.

Yat's actions and political maneuvers gradually change some Daxamite attitudes. He battles Cyborg Superman (Hank Henshaw) and risks death from Earth's lead-drenched atmosphere to aid the Justice League against a new iteration of the deadly Eradicator. This manic mechanoid seeks to restore the glory of lost Krypton by genetically engineering an army of all-conquering Daxamite pawns.

An early signatory to the United Planets accords, by the 31st century Daxam is the organization's administrative center. It is the hub of a pan-galactic civilization incorporating countless species and faiths working together to promote peace and prosperity. ■



# WILD MAN

## LOBO

### ON THE RECORD

#### REAL NAME

**Lobo**

#### ALLEGIANCES

**Justice League of America, L.E.G.I.O.N., space dolphins, R.E.B.E.L.S.**

#### BASE

**Mobile**

#### POWERS/ABILITIES

**Unlimited regeneration; super-senses, strength, speed, stamina, durability; brilliant mechanic/weapons maker; expert marksman, skilled dirty fighter**

#### MISSION

**Killing, feeding space dolphins, obsessively fulfilling all contracts**

#### STATUS REPORT

**Never defeated**

**M**any civilizations have become extinct across the universe, but very few have been deliberately murdered, and none—in manner or motivation—like Czarnia. An advanced, pacifistic,

spacefaring society, the entire population is exterminated by one young Czarnian, Lobo, who hates school and is bored. All Czarnians possess physically superior bodies, incredibly enhanced senses, instant cellular regeneration, and blood that generates fast-growing clones on exposure to air. It takes an extreme effort to kill even one, but Lobo has always been the epitome of macabre inspiration and bloody determination.

### Appetite for destruction

Although cultivating the impression of a dumb, loud-mouthed, murderous lout, Lobo is actually a brilliant and versatile polymath, able to build ultra-lethal guns, whip up exceptional explosives, grow wicked bio-weapons, construct machinery for killing, devise devious death plans, and curse, threaten, and order drinks in at least 17,897 universal languages.

Lobo loves to fight and hates to lose. His only nonlethal pleasure

is interacting with space dolphins. They bring him joy and peace, and he will savagely eviscerate any being that harms one. Lobo's only weakness is his sense of honor. As the most feared bounty hunter



### Hooked on classics

Lobo likes the comfortable familiarity of cold metal in steaming gizzards.

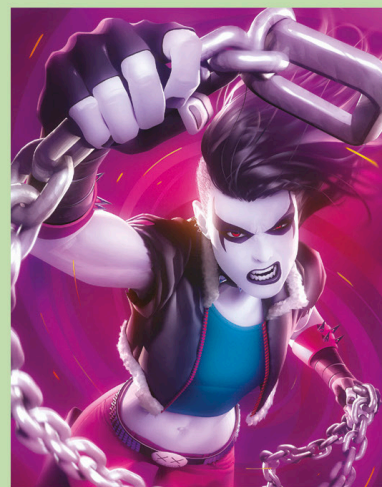
## Crush

Xiomara Rojas always knew she was adopted. Her Earth parents find her in the desert, a pale, dark-eyed baby wrapped in a sentient, super-protective alien chain called Obelus. Despite being drug-dependent petty criminals, they raise her with love off the grid until they are murdered, leaving the heartbroken super-strong teen to fend for herself.

After years on the streets and a time as an underground

cage fighter using the name “Crush,” she joins Damian Wayne’s Teen Titans on the promise that he will find the Rojas’ killers. Having once seen footage of Lobo fighting Superman, Crush quickly deduces who her biological father is.

Eventually, she clashes with the Czarnian, who has no memory of her or her mother. Father and daughter do not part on good terms and are both painfully aware of unfinished business between them.



“

I killed Santa Claus and the Easter Bunny an’ things that don’t even exist!

**Lobo**

”

in space, he hunts crooks, villains, tyrants, monsters, rival mega-killers, and even the occasional Super Hero, if the fee is big enough. And once his word is given, he always keeps it. The only known instances of failure to fulfill an obligation or complete a contract is when the fugitive offers a bigger fee.

The same unyielding principle applies to his given word. Lobo proudly boasts that he is the last of his kind and will drop everything to kill any survivor he hears of, such as his unfortunate childhood schoolteacher Mrs. Tribb, who was off-planet when he dealt his fatal blow to Czarnia.

The manic mercenary has clashed with almost every hero

in the universe and even battled metaphysical entities. When he once died, he caused so much trouble to both Heaven and Hell that both realms now refuse to take him. He is, in effect, condemned to life and cannot die.

This obsessive adherence to his given word has been used by clever foes such as Batman, who rescues



**Team player** While in the Justice League of America, Lobo keeps the murders, maiming, and mutilations down to a bare minimum.

him from Amanda Waller’s Suicide Squad and makes him fulfill a contract serving as one of his Justice League of America team. A prior similar deal has him working as muscle for Vril Dox’s freelance peacekeeping agencies L.E.G.I.O.N. and R.E.B.E.L.S. During the period of that service, Dox secretly neuters Lobo, removing his blood’s instant-cloning capacity. The last Czarnian has never forgiven him.

Despite the handicap, Lobo has unwanted progeny. After he is magically reverted to childhood and trapped on Apokolips with Young Justice, “Lil’ Lobo” is wounded and his juvenile blood produces an army of doppelgängers. Most perish there—killed by each other until only one adult Lobo remains—but a damaged, malformed copy returns to Earth with the junior Super Heroes. As Slobo, he pursues a different path but soon begins to degrade. Slobo sacrifices his life to save his friend and comrade Secret.

A more problematic relation is Lobo’s daughter, Crush. He has no idea who her mother is and, on learning of her existence, attempts to kill and later control her. She successfully resists, and their relationship is left unresolved. ■



# MALIGN MINDBENDER

## STARRO THE CONQUEROR

### ON THE RECORD

#### REAL NAME

**Starro, Jarro,  
Motherstar**

#### AFFILIATIONS

**Team Mystery, Justice  
League**

#### ORIGIN LOCATION

**Ø-World**

#### POWERS

**Genius intellect, telepathy,  
bio-regeneration, mind  
control, energy manipulation,  
flight, virtual immortality**

#### MISSION

**Eradicating individual  
thought**

#### STATUS REPORT

**Regenerated into  
differentiated forms**

**T**he most efficient predator species spawned in an evolutionary hellhole, Starros resemble colossal Earth starfish. Near-immortal and immune to space conditions, they are driven by an irresistible instinct to subjugate other life-forms. Traversing interstellar

“  
Do exactly as I command!  
**Starro**  
”

gulfs, immense Motherstars spawn countless parasitic spores, brutally enslaving worlds and assimilating other species. Due to their potent psionic powers, all are connected and may be part of one vast, primal cosmic consciousness.

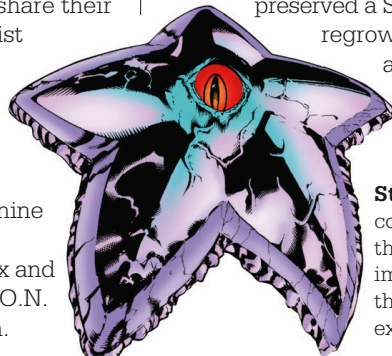
Starro is relentless but not infallible. In the distant past, an attack on the planet Hattorei stalls because the inhabitants share their own psychic link and resist assimilation until a boy named Cobi exerts his own personality onto the invader consciousness. As the Star Conqueror, Starro goes on to subdue nine galaxies before ultimately being defeated by Vril Dox and his multi-species L.E.G.I.O.N. forces on the planet Rann.

When a mature Starro attacks Earth, it is repeatedly beaten by the Justice League of America. One pitiless and intractable spore overwhelms Time Master Rip Hunter and travels back to medieval Europe, retroactively spawning an alternate reality until Booster Gold intercedes to correct the time stream.

As the Dark Multiverse rises and Perpetua's return disrupts reality, a Starro joins Earth's Super Heroes in repelling an invasion of Omega Titans. Inspired by Martian Manhunter, the starfish sacrifices itself, but a fragment of tissue is regrown by Batman. Nurtured in a loving environment, "Jarro" becomes a valiant ally who considers himself the newest—and best—Robin. The heroes are unaware that Luthor's Legion of Doom has also preserved a Starro fragment, regrowing it to

augment their own evil plans. ■

**Starstruck** For countless beings, this terrifying image is the last thing they ever experience.





# PEACE AT ANY COST

L.E.G.I.O.N.

## ON THE RECORD

REAL NAME

**L.E.G.I.O.N.**

AFFILIATIONS

**R.E.B.E.L.S., Green Lantern Corps, Science Directorate of Rann, Tamaranean Military, Darkstars, United Planets**

BASE

**Mobile**

POWERS

**Recruits display range of psionic, energy-casting, and morphic talents**

MISSION

**Keeping the peace and making a profit**

STATUS REPORT

**Facing a harsh economic climate**

**E**arth Super Heroes and expatriate adventurers enjoy a formidable transgalactic reputation—saving their world and, frequently, other alien civilizations from predatory cosmic colonialism and incomprehensible threats such as the Sun-Eater. At a time when

the Green Lantern Corps is greatly weakened, a Dominion-led coalition of alien races unites to destroy humanity and its terrifying meta-genetically enhanced defenders.

After the Invasion is repulsed, an anticipated era of intergalactic barbarism is averted by Coluan Vril Dox II, who founds a multi-species peacekeeping force to police regions destabilized by the defeat. His brilliant mind has deduced the desperate need for order and stability, but perhaps his actions are also colored by his time in “Starlag,” a Dominator-run prison.

Recruiting recently liberated cellmates as operatives, Dox funds his Licensed Extra-Governmental Interstellar Operatives Network (L.E.G.I.O.N.) by subscription, courting client worlds who can be protected from external threat—for a price. His customers have no idea Dox also intends to clean up their domestic transgressions.

The group’s first actions are liberating Dox’s homeworld from oppressive computer tyrants and cleaning up the galaxy’s “drug world” Cairn. They refashion it into the L.E.G.I.O.N. prime base, supplemented by satellite command centers on far-flung client planets.



**Heroes for hire** L.E.G.I.O.N.’s agents always get the job done, but collateral damage is nonnegotiable.

L.E.G.I.O.N.’s impressive triumphs attract many high-paying subscribers, necessitating a constant turnover of operatives, including elite enforcers such as Lobo and disposable grunts. Eventually, the latter are replaced by robo-troops.

Success continues until Dox’s son, Lyril, usurps control, pursuing order through enforced submission. In response, several veterans form counterforce R.E.B.E.L.S. to restore L.E.G.I.O.N.’s good name. Vril Dox eventually returns and leads them to victory. He reclaims his creation and makes it a force for justice—only this time on his own terms. ■

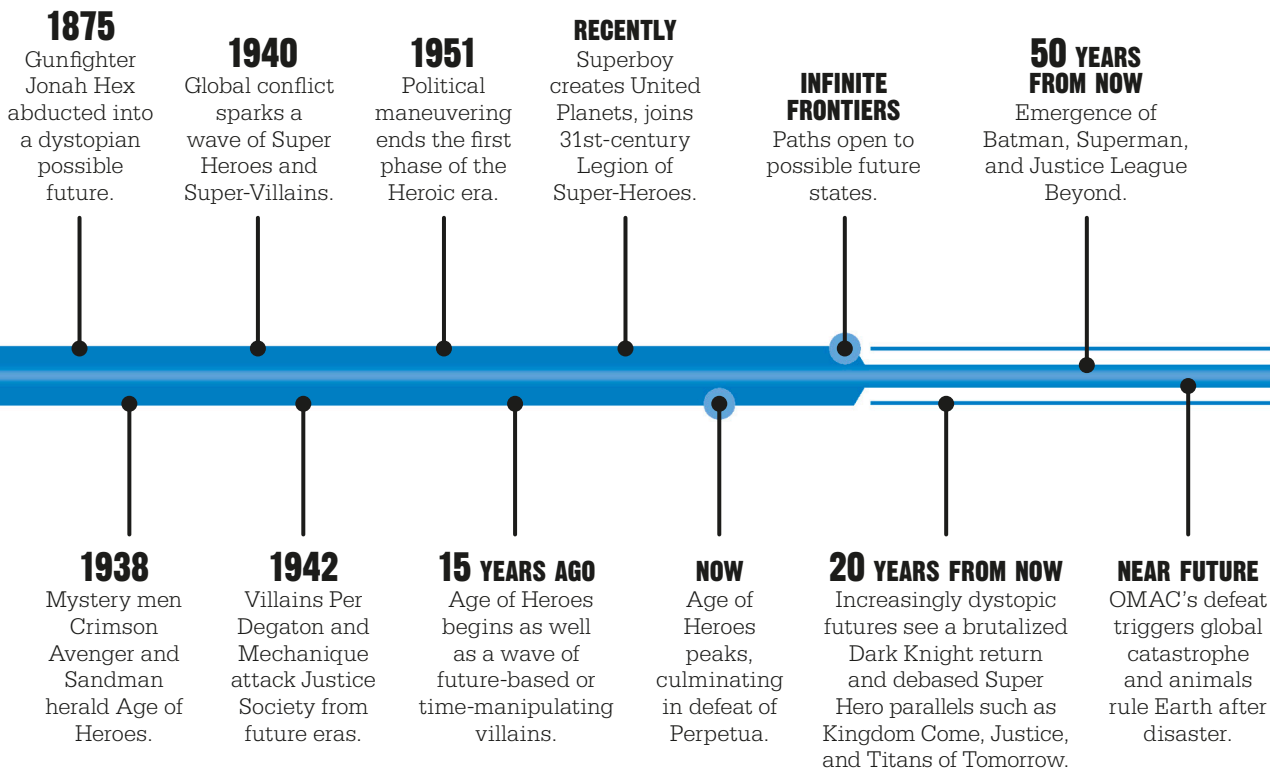
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**HYPHER**

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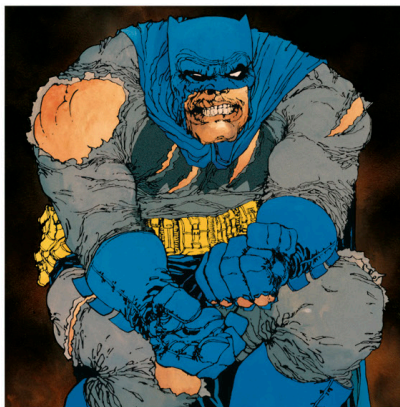
# TIME

**L**ife cannot fully grasp the great unknowns of how higher realms function. In the lower dimensions, choral sequence dictates how life operates. Events unfold in an ordered flow—but the structure is tenuous, open to manipulation. Time can be endlessly reordered, but no aspect or iteration of linear existence is, or can ever be, lost. In an eternity of infinitudes, every possibility and timestream is real and connected in the incomprehensible creational reservoir of Hypertime.



**T**ime is the means by which human beings navigate reality. For most, time is experienced as an unending line leading from birth to death. This line cannot be avoided or altered in any way, and it continually intersects and interacts with timelines in other people's lives.

However, some unfortunate souls, by accident or design, may be cut adrift from this chronology. Certain powerful individuals learn how to warp time's linear progress. Cosmic agencies and higher dimensional powers, such as Tempus Fuginaut or Waverider, manipulate time, while even relatively minor beings, such as planetary gods, can shape time to their own liking. Most beings caught in time's tides are constantly monitored and may even be entirely

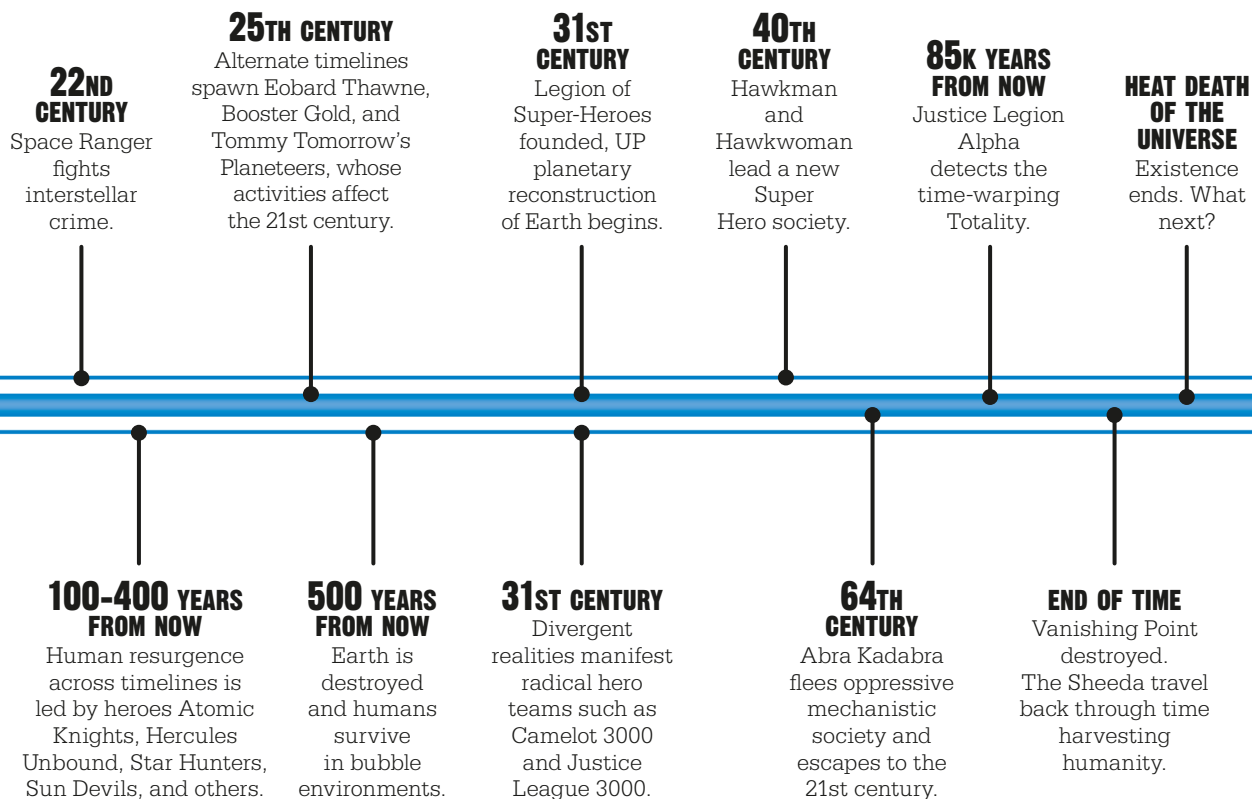


**Universal hero** No matter how debased or elevated, every Earth in every era has the Batman it needs and deserves.

edited from existence. Time has its own breed of predators—known as chronovores—as well as intelligent forces like the Time Trapper, who seek to control it to their advantage.

There is no definite future and only one certain past. Fortunately, time naturally reconciles events whenever future beings affect the present. For example, the sterile, 64th century of Abra Kadabra is originally far different from that of the 27th century Flash (John Fox). However, when these time travelers interact with 21st-century speedster Wally West and each other, their time strands begin to merge into one probable future.

The same holds true for the diverse 25th-century eras of Eobard Thawne, Tommy Tomorrow, and Booster Gold (Michael Carter). Due to such time-traveling events, planet Earth may be far older than its geology indicates, as key historical moments can be added or removed, except in the chronal repository known as Hypertime.



**Everything exists**

Hypertime is the Omniversal vault of life. Here, every alternate reality that has ever existed continues to function in an incomprehensibly vast gallery of probabilities.

Even when entire universes are consumed by predators like Perpetua, every alternate world that ever was or might be remains safely cached in Hypertime. The purpose of this becomes clear only after Perpetua's defeat leads to the revelation that even higher, unknown entities created the Multiverse. Since creation began, these higher powers—for undisclosed reasons—have methodically and repeatedly tested and honed reality's populations through catastrophes and rebirths, striving to produce morally advanced, superior beings. In any event, some

fundamental features of reality remain constant, such as the choice between good and evil, self-sacrifice and self-interest, tyranny and freedom. Every component of the Multiverse and overarching Omniverse sees heroes champion the downtrodden against avaricious enemies bent on personal gratification.



Time is a tool, and time is a weapon.  
**Batwoman**



Certain themes recur. Knights on horseback or in intergalactic spaceships populate Camelots that are separated by centuries. Honorable and honest heroes, sheriffs, cops, and detectives stand tall as Sun Devils, Star Hunters, and Space Rangers. Crucially, metahumans of all ages, including a youthful Legion of Super-Heroes and an army of Batmen, ranging from the inexperienced to the world-weary, challenge all manner of monstrous foes.

Moreover, Hypertime operates apart from mainstream reality's guiding principle—a single past and an ever-evolving present—to facilitate infinite potential futures. Of course, although the past is safely locked and immutable, change can always be instigated by sufficient force and power. ■

# DARK TOMORROWS

## DYSTOPIAN FUTURES

### ON THE RECORD

#### DESIGNATION

**Heroes of Tomorrow**

#### SIGNIFICANT EXEMPLARS

**Tommy Tomorrow, Kamandi, OMAC, Atomic Knights, Sun Devils, Knights of the Galaxy, Hex, infinitely variable Supermen, Batmen, Wonder Women, and others**

#### LOCATION

**Hypertime**

#### MISSION

**Defending, restoring, or ending civilization**

#### STATUS REPORT

**Every future is always at risk**

**U**nder normal operating conditions, the past of every individual universe is set firm, and the present unfolds moment by moment. The future, however, is a simmering cauldron of possibility—countless potential tomorrows that

“

There is no wrong Earth!  
**Doctor Fate**

”

can impact Now, even if they cannot (normally) change the Long Ago.

The Multiverse utilizes fundamental principles of conflict within a metaphysical environment of opposing forces seeking equilibrium. This is the primary reason most possible futures are darkly dystopian. All confirm failure of heroic effort or the triumph of evil intent. Crucially, such benighted alternate futures may affect and distort the path of the present.

**Heroic knights** In every reality, valiant paladins and Super Heroes will always arrive to save the day.

Western gunfighter Jonah Hex is abducted and marooned in a barbaric 21st century of corporate Armageddon, marauding mutants, and shattered ecology. His killer instincts allow him to adapt and survive, but on returning to 1875, he subtly changes. Henceforward, Hex confiscates the magical and alien artifacts he encounters, painfully aware of the



## Infinite frontiers

The Omniverse is boundless but singular, with strikingly familiar archetypes populating every divergent world.

Possessing unique emotional and physical traits capable of influencing the world around them, villains and heroes—such as Wonder Woman (pictured)—recur with endless variation. They are sapient instruments, intrinsically hardwired to manifest in and redirect the course of worlds and Multiversal Continuities. Their core characteristics

survive reality alteration and divergent chronology, and even their absence or death will reshape destiny.

Fueled by the relentless power of story channeled through the Collective Unconscious, these exemplars defend and avenge, or exploit and endanger the teeming life within divergent timelines in accordance with the dictates of their reinvention. Even key geographical locations such as Metropolis and Gotham City provide inspiration for mundane



populations of these impossibly variable “Elseworlds,” where Higher Powers play out their unknowable strategies.

world that’s coming. His collection eventually becomes the crime-fighting arsenal employed by his descendant Jinny Hex.

Many present-day heroes and villains originate in future moments: Rip Hunter, Booster Gold, Impulse, XS, Karate Kid, and Starman/Thom Kallor champion justice while Abra Kadabra, the Lord of Time, Eobard Thawne, Monarch, Mazdan, Sarko, and others seek vengeance, conquest, profit, and doom.

## Calling all the heroes

The system is two-way. A 21st-century vigilante, Rose Forrest (aka Thorn) endures a millennium of chaotic change and acts as advisor when Superboy (Jon Kent) is recruited by the Legion of Super-Heroes. He is unaware of the Legion’s plans for him—to course correct history and save his own destabilized origin-time.

The Infinite Frontier takes many forms, but the need for heroes never diminishes. Benign, progressive starfaring civilizations cherish their Space Rangers and peacekeeping Planeteers, while postapocalyptic scenarios require passionate revolutionaries such as Lord Iron



**Heroes assemble** Hypertime means the center of the Multiverse is home to every variation of hero imaginable.

Wolf, or world builders like Kamandi, OMAC, resurrected demigod Hercules, and stalwart Atomic Knights to halt humanity’s decline and guide recovery.

Crucially, every hostile variant environment sees Earth’s greatest champions reinvented. In all possible futures, every end of the world—no matter how recent or distant—casts shadows of humanity’s heroic tradition. The Age of Heroes never truly dies as reincarnations of Hawkman, Hawkwoman, or King Arthur, variations of Super Hero archetypes, and even descendants of Superman, Batman, Wonder Woman,

Shazam, and the Justice League inevitably rise to save another world. In many alternate tomorrows, familiar paragons are twisted to breaking point as if the very principles of heroism are being tested to destruction. Chaotically divergent Elseworlds of cavemen, vampires, or calcified historical enclaves always call forth Bat-Knights, Science Leagues, Kryptonian foundlings, and other much modified heroes to preserve them.

In wildly differing 31st centuries, Arthur, Robin, a cloned Justice League, and variant Legions of Super-Heroes defend galactic civilization from internal corruption and external assault. Far closer to Now, some possible futures thrive with such force that they materialize as separate Multiversal realities in the Orrery of Worlds. One such world is Earth-12, decades beyond the generally operating timestream where the next generation of Super Heroes fight their own never-ending battle. Others include Earth-17, where Super Heroes emerge from the ashes of an atomic war fought in 1963, or Earth-22, where the children of today’s heroes war with their parents for control of a bleak “Kingdom Come.” ■



# REVERSAL OF FORTUNE

## REVERSE-FLASH

### ON THE RECORD

#### REAL NAME

**Eobard Thawne**

#### AFFILIATIONS

**Legion of Zoom, the Rogues**

#### BASE

**Central City (25th century)**

#### LOCATION

**Timestream, Hypertime**

#### POWERS

**Super-speed, Negative Speed Force connection, time travel, advanced technology, hypnotic coercion**

#### MISSION

**Being better than The Flash**

#### STATUS REPORT

**Currently dead, alive, and reformed**

**P**rofessor Eobard Thawne is so lost in time and mired in obsession that even he is uncertain of his true origins and status. Reverse-Flash's countless iterations infest the timestream, all with a murderous fixation on Barry Allen, The Flash.

Born on a progressive 25th-century Earth, historian Thawne becomes fanatically drawn to the life of 21st-century Barry Allen. Working at the Flash Museum, Thawne obtains a Speed-Force-saturated uniform belonging to his idol and duplicates The Flash's powers. He seeks to emulate the speedster, but when Allen visits the era, initial joy turns to psychotic hatred after Thawne is exposed as a fraud, manufacturing disasters to "heroically" overcome. Humiliated and enraged, Thawne uses time travel to edit his own life, even culling family members and tailoring his childhood to attain greater knowledge and skill.

His actions generate a toxic energy that attacks Multiversal

energies—a "Negative Speed Force" granting abilities such as mind control while polluting the reservoir of cosmic motion.

#### Negative attitude

Eobard Thawne kills without pause and casually erases timelines to achieve his life's goal of proving himself better than The Flash.



“

There are no accidents in the 25th century.

**Eobard Thawne**

”



**Love hurts** The Reverse-Flash spends many lifetimes trying to deprive Barry Allen of joy, success, and his true love.

### Time to kill

Thawne attacks Allen, seeking to replace him, but endures constant defeat. His madness grows, and prior to the *Crisis on Infinite Earths* creating a singular Multiverse, Thawne murders Iris Allen.

He achieves arguably his greatest triumph by forcing the noble Flash to kill him while trying to repeat the act by attacking Allen's fiancée, Fiona Webb, on their wedding day.

Although technically dead, Thawne's threat increases, as earlier instances of himself vengefully return with increasingly diabolical schemes. Thawne's greatest frustration is that he cannot simply erase Barry Allen from history, as his own existence is dependent on his early hero worship of the Scarlet Speedster. Instead, he determines to poison everything Allen loves—life, career, Super Hero identity, and even his true love, Iris West. Like Allen, she is a Multiversal archetype, naturally reborn into

successive reality alterations and crucial to the unfolding of existence.

As "Professor Zoom," Thawne manipulates The Flash into creating the time-shattering *Flashpoint* event and haunts him across variant realities. He victimizes Barry and Iris's future children, Don and Dawn, murders Barry's mother, frames his father, and targets friends like August Heart, whom he turns into vigilante Godspeed, just to murder him in front of The Flash. Thawne's goal is to make The Flash as dark as he is.

As reality shifts and realigns, others tap the Negative Speed Force to bedevil Super Hero speedsters. Criminal profiler Hunter Zolomon becomes time-warping Zoom to forge Wally West into a greater hero by inflicting personal tragedies upon him. After *Flashpoint*, Reverse-Flash Daniel West repeatedly hounds The Flash family, before perishing

with the Suicide Squad in the now uncreated New 52 Multiverse.

Eventually, Thawne reveals he manipulated time and orchestrated events to create them all—even growing evil clone Inertia from Bart (Impulse) Allen's genetic material and using alternate Eobard Thawnes to attack and weaken his hated foes. In the end, Thawne engineers his own defeat, plucking a Super-Villain army out of time to destroy The Flash. However, his "Legion of Zoom" inspires a masterstroke from Barry Allen. He forgives his archnemesis all his sins, absorbs his Negative Speed Force, and resets Thawne's personal timeline to create an honest hardworking 25th-century citizen.

Even though Thawne is gone, there may still be many more unrepentant Reverse-Flashes loose in the timestream. ■

**On the clock** Many villains have used time manipulation as a tool of enrichment or a weapon of war. Other than the threat of Super Hero involvement, the greatest threat to such time bandits and chronal conquerors is the peril of meeting competing versions of themselves.



**Darkseid** New God tyrant reorders time with Omega Effect eyebeams



**Time Trapper** Universal Entropic personification



**Glorith** Ruthless time-witch obsessed with destroying demon-lord Mordru



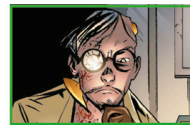
**Epoch (Lord of Time)** Shameless, arrogant tyrant turned timeline protector



**Black Beetle** Murderous marauder augmented by Reach Scarab armor



**Mister Mind** Extradimensional parasite who consumes raw time



**Stopwatch** Scientific tormentor twisting victims with temporal forces



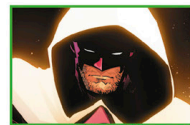
**Per Degaton** War-mongering, hero-hating 20th-century fascist



**Chronos** Master thief turned interdimensional warlord



**Lady Chronos** Chronos's spiteful, luxury-loving, vengeful spouse



**Time Commander** Scientific thief able to literally turn back time



**Extant** Time-warping villain who reinvents himself and revises timelines



## ON THE RECORD

### LOCATION

**Earth-12 (Probable Future)**

### NOTABLE

#### REPRESENTATIVES

**Batman/Terry McGinnis, Superman, Justice League**

### MISSION

**Still fighting the never-ending battle**

**L**ike an infinite computer simulation, Hypertime preserves all conceivable variations of existence. Countless beings live and die in their own perceived reality, oblivious of any connection to a greater system. Built-in celestial mechanisms align separate continuities with preestablished universal limits, to safeguard the integrity of each and prevent cross contamination. It is not 100 percent effective.

Dubbed the Orrery of Worlds and arranged as a “Local Multiverse,” a shielded enclave of 52 closely related universes exist whole and relatively untouched by higher powers. Until attacked by cosmic mother Perpetua,

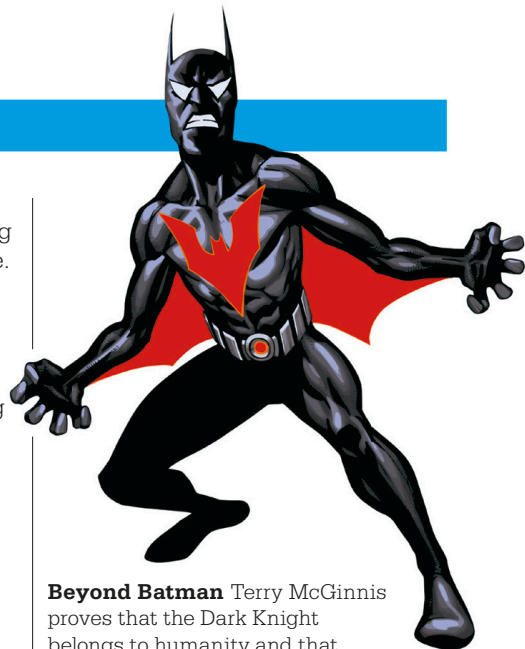
# FROM BEYOND THE UNKNOWN

## FUTURE SUPER HEROES

all universes are familiar deviations of Earth Prime, generally progressing at the prime world’s space-time rate.

Some, however, are temporally adrift. Earth-51 encompasses a far future of intelligent animals, while Earth-12 shares recent history with the prime exemplar before deviating into a Possible Future—an alternate existence with a high probability of becoming the dominant timeline, locked in concrete time.

On Earth-12, the timeline has advanced decades ahead of Earth Prime, and an aging Bruce Wayne emerges from years of isolation to fight the good fight. Riven by corporate excess and infested with corruption and ecological contamination, Neo-Gotham is in dire need of a new champion.

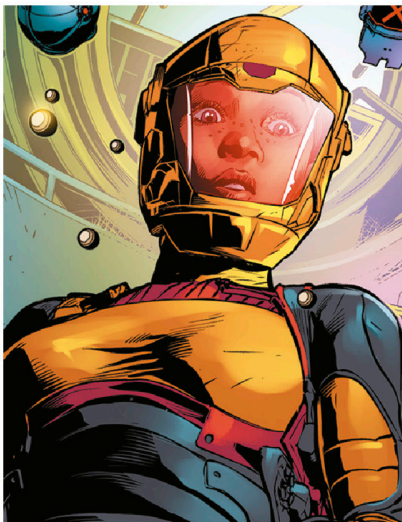


**Beyond Batman** Terry McGinnis proves that the Dark Knight belongs to humanity and that dreams can outlive the dreamers.

Rendered infirm by time and his relentlessly brutal life of heroism, the aged Wayne recruits high-school student Terry McGinnis. The young student utilizes Wayne’s last battlesuit to avenge his murdered father. Terry learns on the job while tackling a host of thugs and super-criminals. Because of McGinnis’s triumphs, Superman (pictured above left) ends a long self-imposed exile, rejoining Justice League Beyond, who also welcome the latest Batman into the pantheon of heroes. ■

**See also:** Original Originator, Time Loves a Hero

“  
Apparently the legend of  
Batman has its limits!  
**Bruce Wayne**”



# EXPLORERS OF ETERNITY

## SPACE RANGERS AND COSMIC BREADWINNERS

### ON THE RECORD

#### DESIGNATION

**Cosmic careers**

#### NOTABLE EXAMPLES

**Space Ranger, Gamma Knife, Space Cabbie, Planeteer, Mercenary, Space Detective**

#### BASE

**Mobile**

#### ABILITIES

**Ingenuity, guts, resolve, and exotic armaments**

#### MISSION

**Job security**

#### STATUS REPORT

**Making ends meet takes skill, fortitude, and luck**

**P**ossible futures of Earth are infinite, but most individuals still need to earn a living. Excluding global dystopias where survival is itself a full-time job, as humanity populates the stars, ancient occupations are adapted to new circumstances. Humans interact with other cultures, working as

explorers, soldiers, peacekeepers, secret agents, and private detectives such as Star Hawkins and his robot partner Ilda.

Less stressful, but equally hazardous, professions include competitive sports, prospecting, shipping, and even financial services such as those sold by Interplanetary Insurance, Inc. One evergreen career is personal transportation, particularly if a Space Cabbie is smart, flexible, and willing to go the extra mile.

Reality alterations radically affect Possible Futures, with common folk and heroes alike echoing backward in time to manifest in Earth Prime's universe. Before *Flashpoint*, Planeteers are a futuristic exploration and research organization that evolves into a pan-galactic militia. Planeteers are trained in scientific and detective work, as well as military tactics, patrolling space lanes, undertaking rescue missions, and rooting out pirates.

**Job satisfaction** No matter how tough the travel or meager the fares, driver Rokko could never desert his space cab Denise.

After *Rebirth*, they become contemporary bounty-hunting peacekeepers, formed from ex-military units like the Sun Devils, led by war hero Tommy Tomorrow and administering heavy-handed justice.

Similarly, interplanetary Super Hero Space Ranger is excised from future history, while his daughter and successor, Suzi Starr (pictured above left), is extracted from local continuity by time-bending schemer Epoch. Remade into the mercenary Gamma Knife, she is an anti-Darkseid weapon but opts to stop the New God and save reality by surrendering the life she never truly had, fading forever from existence and memory. ■





# LAST BOY ON EARTH

KAMANDI

## ON THE RECORD

REAL NAME

**Kamandi**

AFFILIATIONS

**Justice League**

BASE

**Transdimensionally and  
chronally nomadic**

ABILITIES

**Peak fitness, charisma,  
ingenious and skilled  
survivor**

MISSION

**Restoring humanity to the  
top of the food chain and  
creating a better future**

STATUS REPORT

**Adrift between realities**

**E**volved for a climate of constant catastrophe, humanity endures incredible hardship. It always overcomes every obstacle, thanks to the example and leadership of its most indomitable individuals. One of the most tenacious is a survivor of the Great Disaster that afflicts the majority of alternate Earths across Hypertime.

Specifics vary, but, throughout the Multiverse, human civilization always reverses to incoherent barbarism while exploited animals intellectually evolve. In tribes and nations, beasts compete for dominance, using scavenged technological remnants of human achievement—another consequence of rash mankind's hubris. In many realities, Dr. Michael Grant's experimental mutagen Cortexin is accidentally released during the Great Disaster. It enhances animal intelligence and triggers advantageous physical modifications such as opposable thumbs and functional larynxes.

The Great Disaster concludes in atomic conflagration, and a generation later, a teenaged boy emerges from sealed bunker Command D to find Earth a deadly wonderland of mystery and mutation. Bold, proud, and determined, "Kamandi" roams free, winning allies and making enemies among competing species. He seeks understanding and is hungry to drag debased mankind up from its devolved status. In time, he learns that while intelligent animals are prone to the same failings that devastated humanity, they also share its virtues.



**Brave new world** Kamandi makes friends and enemies among the highly evolved animals living on Earth.

His journeys reveal many marvels—not just a vast range of ultra-evolved species but also aliens, gods, time travelers, and pathways to other dimensions. Kamandi even faces the ultimate predator: a sentient germ dubbed Mortococcus, intent on eradicating all life.

Eventually, the Last Boy on Earth meets Super Heroes from his own world's past and future. Kamandi becomes a frequent dimensional traveler, championing humanity against Perpetua and the Legion of Doom before resuming the reconstruction of his own Earth to create brighter tomorrows. ■



# MAN-MADE WAR GOD

OMAC

## ON THE RECORD

### REAL NAMES

**Buddy Blank, Kevin Kho**

### AFFILIATIONS

**Brother Eye**

### BASE

**Mobile**

### POWERS

**Hyper-evolved physicality from hormone enhancements and electronic surgery, super-strength and senses, improved durability, and combat tactics broadcast via satellite**

### MISSION

**Saving humanity from itself**

### STATUS REPORT

**A possible future of last resort**

**O**MAC is a hero by design—a considered response to humanity's self-destructive tendencies. His origins lead back to the halcyon Age of Heroes and recur with countless variations across a myriad of realities and perpetually revising timelines.

OMAC is an organic war machine—augmented, altered, and harnessed to the cause of human survival, created by electronic surgery and computerized treatments delivered from orbiting AI satellite Brother Eye. On many Earths, human template Buddy Blank is the aged survivalist who seals himself and his infant grandson inside bunker Command D to ride out the horrors of the Great Disaster he could not ultimately prevent.

The OMAC Project is devised by Batman centuries previously. His AI surveillance satellite Brother Eye is co-opted by spymaster Maxwell Lord, who employs nanite viruses to transform thousands of ordinary citizens into a cyborg army of Observational Metahuman Activity Constructs (pictured above) tasked with eradicating all metahumans.

After *Flashpoint* rewrites timelines, Cadmus geneticist Kevin Kho is forcibly transformed into a techno-organic One-Machine Attack Construct. This OMAC joins Justice League International and fights the Suicide Squad before falling through a dimensional portal.

Several lifetimes later, with ecological, economic, political, and metahuman catastrophe looming,



**Bright spark** Kevin Kho's brilliant mind is snuffed out whenever Brother Eye triggers his transformation.

visionary scientist Dr. Myron Forest devises a desperate plan to save Earth's endangered civilization. His benevolent Brother Eye transforms inconsequential mortal Buddy Blank into a One-Man Army Corps to stamp out various crises as they happen. Working in conjunction with the Global Peace Agency, OMAC tackles traffickers, super-rich despots, maverick militarists, and ocean-stealing terrorists. This OMAC is ultimately unable to stave off the fall of humanity. He does, however, kick start another human resurgence with the aid of immortal time traveler Rose Forrest, aka Thorn. ■



# TIME LOVES A HERO

## CHRONAL CUSTODIANS

### ON THE RECORD

#### ROLE

**Volunteer time police**

#### NOTABLE OPERATIVES

**Rip Hunter, Waverider, Time Masters, Linear Men**

#### POWERS/ABILITIES

**Infinitely various, all employed to prevent time deviation**

#### MISSION

**Bolstering consensus reality and shoring up acceptable history**

#### STATUS REPORT

**Failing and retrying every moment of eternity**

**T**ime is a delicate soap bubble upon which all life subsists. Chronal integrity is crucial to existence but in lower dimensions is critically prone to catastrophic damage. Throughout the Multiverse, individuals and agencies—self-appointed or tasked by higher powers—strive to police the fragile temporal frontier. They curate timelines, ensuring variant

pasts and possible futures never intersect or replace consensus reality.

For Earth in most variations, the front line is held by an enigmatic scientist, Ripley Hunter (pictured above), who continually obscures his origins to prevent relentless enemies from killing his ancestors. As reality constantly shifts, he adapts and joins forces with empowered beings like Waverider and covert organizations such as Time Masters and Linear Men.

Rip Hunter is the first human to establish the concepts of Concrete Time—key events that *must* always occur to safeguard existence—and Malleable Time—pliable moments safely adjusted to ensure reality continues largely as intended. He also invents a variety of time-travel techniques. Recruiting friends and family to explore all creation, Rip is soon embroiled in a millennial Illuminati plot to rule Earth, but after his nephew Dan is compelled by the immutable laws of time to live out his life in 18th-century America, Rip changes direction. Acting as guardian to humanity, he restlessly corrects human chronology, foiling malicious interference and battling the time-consuming monster Mister Mind.

When a cosmic crisis brings 52 parallel realities into an enclosed Multiversal region, Hunter recruits Booster Gold to enforce stability there. They form a fluctuating team to counter plots by villains like Despero and Per Degaton to rewrite history to their advantage. Rip eventually reveals that Booster will one day become his father. ■



**Time served** Booster Gold's career as a chronal champion begins by attending the birth of the 52 Multiverse.



# BANDIT FROM THE FUTURE

## BOOSTER GOLD

### ON THE RECORD

REAL NAME

**Michael Jon Carter**

ORIGIN LOCATION

**25th-century Metropolis**

POWERS

**Power suit provides super-strength, force fields, and energy blasts, Legion Flight Ring, sentient tactical history computer "Skeets"**

MISSION

**Covertly course correcting human history**

STATUS REPORT

**Determined to be a real hero**

**T**ime is uncompromising. To pay his mother's medical bills, 25th-century college sports star Michael "Booster" Carter fixes football games. Jailed for his crimes, Booster later finds work as a security guard at the legendary Space Museum. Plagued by his failures and befriended by AI tour guide Skeets, Carter decides that if he is denied fame and glory in his own time, he can earn it in the Age of Heroes. Appropriating exhibits to

mimic superpowers, he uses a time bubble to reach that fabled era. As a contemporary of Superman and Batman, Booster Gold makes a big splash—more for merchandizing his brand than his heroic deeds. Regarded as a joke by fellow heroes, other than his best buddy Ted Kord (Blue Beetle), Booster's resolve to become a true hero fades until Kord is murdered by Maxwell Lord.

Inexplicably recruited by Rip Hunter, Booster learns to covertly police the timestream, knowing that he will never enjoy the renown he deserves. Surprising even himself, Booster excels. Mentored by Hunter, guided by Skeets, and learning all about choral adjustment, he repeatedly saves the day, without ever truly accepting the necessity of Concrete and Malleable Time.



**Feeling blue** Booster's inability to accept Ted Kord's death imperils reality time and time again.

Constant chaos exhausts him and he cannot maintain discretion and professional distance. Unable to detach his feelings from the job, Booster manipulates events to resurrect Kord and, as a calamitous wedding gift for Batman, prevents Thomas and Martha Wayne's murders, destabilizing all existence. Driven to the brink of madness by his dereliction of duty, he undergoes treatment at the Super Hero psychological facility Sanctuary. Framed for murdering Sanctuary patients, Booster Gold ultimately finds redemption by exposing the real killer. ■

“

I'm about to make history.  
**Booster Gold**

”



# LONG LIVE THE LEGION

## LEGION OF SUPER-HEROES

### ON THE RECORD

#### NAME

**Legion of Super-Heroes**

#### BASE

**31st-century New  
Metropolis, New Earth**

#### MEMBERSHIP

**Representatives from every  
world in the United Planets**

#### MISSION

**Reviving legendary Age of  
Heroes**

#### STATUS REPORT

**Preparing to repair history  
and defeat the imminent  
"Great Darkness"**

**T**he future is an endless horizon of possibility. Every decision of the Now generates divergent realities, and, although dangers from realized potential of dystopian universes is vast, valiant champions always emerge to strive on humanity's behalf, and for intelligent life and justice everywhere.

As always, Multiversal archetypes continually remanifest. For the

“  
It's a new Age of Heroes!  
**Saturn Girl**

majority of variant 31st-century Earths, this process generates an army of youthful, superpowered paladins recruited from many worlds—a Legion of Super-Heroes. However, as well

as being the most positive force for Justice in multiple future realities, the team is lethally subject to time-

#### Future shocks

When all life is threatened, the Legion of Super-Heroes team up with their own alternate selves to save the day.

stream alterations. Every crisis sparked by Perpetua ripples down the timeline, reforming and modifying the Legion, but always their drive to defend the downtrodden and uphold heroic principles remains firm.

Invariably, the trigger event for their formation involves telepath Imra Ardeen of Saturn's Titan colony, lightning-charged Garth Ranzz of Winath, and magnetism-manipulator Rokk Krinn of Braal, who unite to save the life of wealthy and politically powerful Durlan potentate R. J. Brande. The collision of world-weary experience with teen exuberance and idealism inevitably results in an



## United Planets

The United Planets is a multi-species, pan-galactic coalition of worlds formed for mutual defense, trade, and socio-technological advancement. It is devised by Superboy (Jon Kent) after Krypton's destruction is exposed as resulting from a conspiracy among rival stellar empires. The uncovered plot almost provokes all-out war, until Superman's son suggests a permanent diplomatic council administering and adjudicating all non-domestic matters—an interplanetary league of spacefaring nations.

With mighty galactic states such as Thanagar, Khundia, and the Dominion replacing compulsion with discussion, the UP quickly expands, replacing centuries of savage protectionist colonialism with disciplined diplomacy and bureaucracy. Mass bloodshed is generally avoided but not all conflict, as “peaceful” commerce is often as brutal as all-out war.

The UP incorporates the Milky Way and other galaxies, independent star systems, and autonomous artificial environments with Earthdate



August 18—“Unity Day”—as its official birthday. The current headquarters (pictured) is in the Daxam system.

ever-expanding regiment of dedicated warriors from disparate cultures and diverse species uniting to shield intergalactic civilization from catastrophic dangers and an encroaching “Great Darkness.”

### Out of time

As a result of chronal manipulations by Eobard Thawne, Perpetua, and others, the Probable Future 31st century of Earth Prime (aka Earth-0) sees the team situated in “New Metropolis” on an Earth reduced to a string of dome-enclosed fragments, occupying the solar system orbit where a vibrant planet once thrived.

Brande is President of an increasingly unstable United Planets federation, with little patience or time for rebuilding Earth. He seizes upon the teen saviors’ ambitions to mine the planet’s history and spark a second incarnation of its fabled Age of Heroes. With terrorism, internal political schisms, and threats such as demon-lord Mordru to contend with, any hopes that Brande has of exploiting the teens are soon exhausted.

Despite being a seasoned politician and accomplished schemer,



**Heroic leader** Every Legion iteration is inspired and elevated by the timeless heroism of Superboy.

Brande loses control of the Legion project, as Saturn Girl and super-intelligent Coluan Querl Dox—aka Brainiac 5—invite 21st-century legend Jon Kent to join the team.

A thousand years previously, the son of Superman had inadvertently created the United Planets and is

recruited to help against the coming Darkness and as an unwitting weapon to aid Dox’s scheme to course correct the 21st century’s unstable timestream. Within days of joining, Superboy’s first mission uncovers and retrieves the fabled Trident of Aquaman and restores the missing oceans of Earth, before accidentally igniting a diplomatic catastrophe.

Thanks to time-travel technology, various variant incarnations of the Legion are active in all Age of Heroes reality-revision events such as *Zero Hour* or the *Crisis on Infinite Earths*. This makes all versions of the team targets of time-bending villains such as Glorith and entropic fiend the Time Trapper. However, the latter’s attempts to eradicate them all during the *Final Crisis* serves only to instigate a trans-Hypertime team-up of variant members of the Legion of Super-Heroes and create his own defeat.

A beacon of heroic endeavor, the inspirational teen team survives and prospers in most divergent realities and develops into 853rd-century pan-galactic army of champions Justice Legion Alpha. ■

# GLOSSARY

## Adamantine

Incapable of being broken.

## Alien

A being who originates elsewhere than Earth. (2) Of or having to do with a place other than Earth.

## Alternate Earth

A world resembling Earth in physical characteristics, natural phenomena, life-forms, and—to varying degrees—history. It exists in an equivalent space in a dimensionally adjacent universe.

## Alternate Universe

A continuum superficially or closely resembling Earth's that coexists separately in the Multiverse.

## Amphibious

Capable of breathing and existing on land and in water.

## Android

An artificial being designed to resemble a human being as closely as possible.

## Antihero

An individual using morally dubious methods to achieve a noble outcome.

## Antithetical

Being in direct and total opposition to something.

## Antimatter

Matter composed of particles that are the counterparts of particles comprising positive matter. Carries opposite charges, e.g., antiprotons instead of protons and positrons instead of electrons. When positive matter meets antimatter, both are destroyed and converted to energy.

## Apocalyptic

Describing complete destruction of a world. (2) Momentous or catastrophic. (3) Of or resembling the biblical Apocalypse.

## Apokolips

Extradimensional world of technological New Gods dedicated to evil.

## Avatar

Individual or thing chosen to represent or carry out the wishes of higher beings on earthly planes of reality. (2) Manifestation of a deity or released soul in bodily form on Earth; a divine teacher.

## Bellicose

Warlike and aggressive. Showing an inclination to argue or fight.

## Bleed, The

A barrier medium composed of informational space separating parallel universes in the Multiverse. The Bleed acts as a conduit enabling telepathy, feeding dreams, and sparking inspiration.

## Bioelectricity

Generation of electricity by living organisms. Electrophysiology permits plants, insects, and animals to glow or produce electrical discharges. (see Black Lightning, Lightning Twins)

## Bionic

Of or concerning the artificial simulation of a living thing or part of a living thing. A cyborg possesses certain bionic limbs or organs, whereas an android's body is entirely bionic.

## Biosphere, The

The portion of a planet in which living beings can exist.

## Chaos magic

Ancient mystical processes used to warp reality, reconstruct time and space, and grant wishes.

## Chronokinesis

The ability to mentally affect or alter time; to speed time up, slow it down, freeze it, or create time loops that repeat certain events.

## Chronovore

Beings or creatures subsisting on the unique energies of time.

## Clairvoyance

Ability to see into the future, past, and/or present.

## Clone

Living being created from the DNA (deoxyribonucleic acid) of another living being.

## Continuum

A self-contained universe in which space-time, material elements, and energetic forces are not noticeably different from accepted norms but where the extremes are quite distinct. Plural: Continua (see also Dimension).

## Cosmos

Term to describe the totality of existence.

## Cybernetics

Science of automatic control and communications systems, whether biological (e.g., human nervous system) or artificial (e.g., computers). The term refers to synthesizing mind and machine and to engineering problems involved in detecting thoughts in organic brains and translating them into mechanical responses.

## Cyborg

An organism significantly modified, augmented, or altered by cybernetic and mechanical devices.

## Death

Cessation of all life functions in a living being, causing life essence (consciousness, spirit, or soul) to depart the physical body. Certain life essences have temporarily continued to exist in known realities after death, in astral form. An astral body whose physical form has died is called a ghost. Death is arbitrary and frequently reversible. (2) Abstract embodiment of the process of Death; a higher being of the Multiverse.

**De facto**

In fact, if not by right.

**Demon**

A supernatural or godlike being whose form and functions have degenerated to the point that it must prey upon the living in some manner.

**Dimension (also known as realm or continuum)**

A portion of reality containing space, matter, and energy, separated from others by some physical difference in these elements. The universe is the dimension that Earth shares with other planets, stars, and galaxies. “Earth-like dimensions” possess a similar makeup, physical properties, and laws of physics as Earth’s dimension. Alien dimensions differ in physical properties and laws. Mystical dimensions are primarily governed by magic.

**Divergence**

Process by which a single reality splits into two closely identical realities at a specific point in time. At the point of divergence, an event produces two outcomes, leading to different chains of causality in separate realities. Divergence mirrors the “many-worlds” theory of quantum mechanics.

**DNA**

Deoxyribonucleic acid molecule carrying genetic instructions that is used in the growth and development of living organisms. DNA and RNA are nucleic acids, as are proteins and complex carbohydrates. Most DNA molecules consist of two biopolymer strands coiled around each other to form a double helix.

**doppelgänger**

A ghostly double of a living person. Refers to any double or lookalike of a person—most commonly an “evil twin.”

**Dystopia**

A state or society in which there is great suffering or injustice, typically totalitarian or postapocalyptic.

**Émigré**

One who has left their own country or world in order to settle in another.

**Energy manipulation**

Ability to generate, wield, and redirect various forms of energy.

**Entropy**

Universal tendency for energy in a closed system to equalize. On a macro scale, it is the inevitable degradation of matter and energy to an inert, uniform state incapable of sustaining life.

**Extradimensional**

A being from a dimension other than Earth-0. (2) Of or having to do with a dimension other than that of Earth-0.

**Extraterrestrial**

Physical beings or objects originating from beyond Earth.

**Force majeure**

Irresistible compulsion or superior strength. (2) Unforeseeable circumstances preventing someone from fulfilling a contract.

**Genus**

Principal taxonomic category ranking above species and below family—denoted by capitalized Latin name, e.g., *Leo*. (2) Class of things with common characteristics and that can be divided into subordinate kinds. Plural: Genera.

**God**

A being with extended life span and greater physical powers than human beings, once worshipped by humanity. All races of gods now reside extradimensionally but may have lived on Earth in ancient times.

**Hands, The**

Sixth-Dimensional agents of the Presence.

**Higher beings**

Creatures of immense power, usually immortal and carrying out duties of universal oversight or maintenance. (2) Sentient forces of immeasurable power, often associated with a fundamental metaphysical aspect of existence, such as balance, vengeance, or justice.

**Homo Magi**

Offshoot of Homo Sapiens with genetic predisposition to manipulate magic.

**Homo Sapiens**

Baseline human beings.

**Humanoid**

Broadly human in appearance.

**Hybrid**

The offspring of two different species, varieties, or genera.

**Hydrokinesis**

The ability to psionically manipulate and weaponize water molecules.

**Immutable**

Unchanging over time; unable to be changed.

**Indigenous**

Originating or occurring naturally in a particular place.

**Ineffable**

Too great or extreme to be expressed or described in words.

**Interdimensional**

Pertaining to the space between two universes, each of which exists in its own dimension.

**Interdimensional travel**

Process of leaving one universe and entering another, accomplished by physical, psionic, or magical means.

**Kaiju**

(Origin Japanese) Literally “strange creature.” In English, it has come to mean “giant monster.”

**Limbo**

Dimension existing outside the timestream and physical realities.

**Lycanthropy**

Supernatural condition causing the periodic transformation of a human into a wolflike form.

**Macroscope**

The antithesis of the microscope. A method, technique, or system by which a very large object can be observed.

**Magic**

A natural, primal force able to influence events and beings without recourse to the physical world.

**Manhattan Project**

Top-secret American program during WWII to unlock the secrets of and weaponize atomic energy.

**Metahuman**

A being possessing physical, mental, or psionic abilities or modifications beyond baseline humanity.

**Metallurgy**

Branch of science and technology concerned with the properties of metals, their production and purification.

**Metamorph (also Polymorph)**

A being able to physically change shape and appearance, in whole or in part. If the transformation requires the addition or subtraction of mass, a mass-accurring or mass-shunting process is involved.

**Microverse**

An infinite higher-dimensional region beneath tangible reality; subatomic realms are generally reached by physical contraction and compression.

**Miros**

Sapient, quasi-humanoid race evolved from pterosaurs in Earth's later Cretaceous period.

**Morphogenetic field**

A planet-wide energy web connecting all individual instances of a specific genus such as plants or animals to a greater whole. Dictates form and function, facilitates communication, and allows individuals to imitate and draw power from a group-mind.

**Multiverse**

A localized grouping of separate universes, containing various realities and alternate worlds.

**Mutagenic**

Substance or other trigger capable of making cellular-level changes in a living organism, most often to its DNA. Changes can be positive or negative.

**Mutant**

Beings born with physical or mental characteristic(s) not possessed by either parent.

**Mystery Men**

Unsanctioned crime fighters who hide their identities and operate anonymously (1920s–1950s America).

**Nexus**

A point in a dimension offering expedited access to other dimensions or time periods.

**Omnipotent**

All-powerful. Generically, the term describes numerous beings possessing a certain level of power, often on a cosmic level. While their power is not unlimited, it far surpasses that of most sentient beings.

**Omniverse**

A meta-reality encompassing and extending beyond the accessible universes, Multiverses, and greater realms.

**Ornitho-Men**

A prehuman Earth civilization of sapient beings evolved from birds.

**Pantheon**

A tribe, clan, or race of powerful beings who can be considered gods of a common origin.

**Plane**

See Dimension or Realm.

**Pocket dimension**

A dimension with a finite and relatively limited amount of physical space. (Also known as a pocket realm, or pocket universe.)

**Polymath**

A person of wide knowledge, learning, and numerous skills.

**Precognition**

The ability to see the future or perceive information about future places or events before they occur. Achieved by mentally scanning various alternate futures rather than using deduction based on current knowledge. Users are often termed Precogs.

**Presence, The**

The Supreme being and arbiter of the known Multiverse, but possibly not of the greater Omniverse.

**Project Paperclip**

Top-secret American operation following WWII, deploying captured Nazi scientists and spies to work for the US government, to gain military advantage in the Soviet–American Cold War, and the Space Race.

**Promethium**

Extra-Multiversal mineral that can absorb and amplify energy.

**Psionic**

Various powers or energies based on mental manipulation of physical phenomena, or the mechanical means to stimulate natural psionic powers. Abbreviated to “psi” only when describing the powers.

**Puissant**

Possessing great power or influence.

**Quantum**

An extremely small, discrete quantity of energy or matter proportional in magnitude to the frequency of the radiation it represents.

**Ratiocination**

Conscious deliberate inference or reasoning; activity or process of reasoning. Thought or reasoning that is exact and rational. (Plural: ratiocinations).

**Reality**

Unified totality of space-time that Earth shares with other celestial objects such as galaxies, all operating under uniform physical laws and connected to other dimensions, such as Gemworld, the Orrery of Worlds, Olympus, Meta-Zone, or Speed Force. Separate, alternate realities exist with varying degrees of similarity.

**Reality warping**

Ability to alter reality, matter, and energy, manifest a person's thoughts or desires, bend time and space, travel across timelines, twist or rewrite laws of physics, and destroy virtually anything. Regarded as the ultimate superpower.

**Realm**

A plane or dimension, usually magical in nature.

**Reincarnation**

Returning to life after having died, usually as a soul reborn in a new body but in some cases as a form of resurrection. Unlike regeneration, reincarnation does not enable one to regrow lost or damaged tissue.

**Resurrection**

When a departed soul is given renewed life in the person's original body.

**Robot**

Artificial life form constructed from mechanical or nonorganic components.

**Sapient**

Reasoning, self-aware being possessing intelligence near or above the human level.

**Seconded**

Term usually applied to the temporary transfer of a military officer, official, or worker to other employment or another position.

**Sentient**

Possessing emotional intelligence near or above the human level. Often includes self-awareness, problem solving, and the use of tools.

**Sidereal**

Of or with respect to distant stars (i.e., fixed stars or constellations, not the sun or planets).

**Singularity**

A point in space where normal rules of physics do not apply. Normally found only in a Black Hole, a concentration of matter so dense that even light cannot escape its gravity well.

**Soul**

A living or once-living being's life essence, consciousness or spirit, often reflecting personality.

**Source, The**

A limitless energy that generates and nurtures all life in the Multiverse. Unknowable yet interventionist in nature, The Source was separated from reality by an impenetrable wall installed to contain the renegade super-celestial Perpetua. Its current status is unknown.

**Space warp**

A natural or artificially created nexus leading from one point in space through hyperspace to another point in space.

**Super Hero**

An individual with abilities beyond those of normal humans who are noted for feats of courage and nobility. Their moral opposites are usually considered Super-Villains.

**Superpowered**

Possessing abilities and capabilities beyond those of baseline Homo Sapiens.

**Shapeshifting**

Ability to alter appearance and physical makeup through magical, technological or innate biological means.

**Subsume**

To include or absorb (something) into something else.

**Thaumic**

Pertaining to specifically magical energy and forces.

**Telekinesis**

Psionic ability to move or manipulate matter without physically touching it, sometimes over long distances.

**Telepathy**

Psionic ability to send or receive thoughts directly into or from other minds. A person with this ability is called a telepath.

**Teleportation**

Ability via organic, psionic, or artificial means to transport oneself, other people, or objects from one point in space to another without physically traveling between those points.

**Time**

Multiverse-wide phenomenon ordering events and preventing all reality from happening at once.

**Time Warp**

Naturally occurring or artificially induced aberration in the ordered flow of chronological events, resulting in changed history, alterations in subjective age, and movement from one point in time to another.

**Timestream**

Multiverse-wide phenomenon that keeps all reality flowing in the same direction, toward entropy. The timestream is not a literal place.

**Totality**

An immeasurable energy source and repository of knowledge that predates current existence and was used to power the creation of the Multiverse.

**Transformation**

To change in form, appearance, or structure; metamorphose.

**Universe**

A single dimension constituting all of the space-time that Earth shares with other planets, stars, and galaxies.

**Utopia**

A perfect place with laws, government, and social conditions that enable a better society. (2) An impractical scheme for social improvement. (3) Imaginary location.

**Vampire**

A demonic creature who feeds upon the blood of living beings.

**Voice, The**

The most common manifestation of the Presence in lower realms, responsible for binding the Spectre to Jim Corrigan, directing the Phantom Stranger, and making other metaphysical interventions on Earth. (See Presence, The)

**Werewolf**

Human being who transforms into a humanoid wolf or wolf facsimile, usually during the nights of the full moon. Can be created via the supernatural phenomenon of lycanthropy or by long lost scientific processes.

**Zombie**

Being without will or speech who has died and been supernaturally reanimated. (2) Deceased being reanimated by supernatural or technological process.

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