

YOU'D HAVE TO BE CRAZY TO WORK HERE:  
ARKHAM ASYLUM BOARD OF DIRECTORS



CRISIS DIRECTOR: KIAN SHERIDAN

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Dear Delegates,

Welcome to ENMUNC IV! My name is Kian Sheridan, and I am very excited to be the Crisis Director for the Arkham Asylum committee. As a lifelong fan of the world of DC comics, both the comics themselves and outside media, I can't wait to see what actions you all will take to bring this committee forward.

I am a junior biology major on the pre-med track. I have done Model UN since my freshman year of high school and am in my sixth semester of MUN at Emory. One of my favorite things about MUN is the fast-paced, ever-shifting nature of the debate; you can never predict the direction the committee will take, but adapt nonetheless.

The main reason I chose this committee idea is because of the wide range of directions it could go throughout the weekend. With over 85 years of Batman-related lore, there is plenty to interact with. My goal is to see innovative, creative solutions to the problems that you all will face in the front room, and dynamic crisis arcs in the back room.

Additionally, arcs that interact with characters and items that are either real or already exist within an established DC Comics continuity, whether in comics or outside media, will be preferred. That is not to say that arcs involving outside characters will be discarded, but will require heavy set-up. For instance, if you wanted to write a crisis note to Mickey Mouse, you would need to first create some framework through which you could interact, such as by creating an interdimensional communicator.

Feel free to send an email if you have any questions!

Sincerely,

Kian Sheridan

[kian.sheridan@emory.edu](mailto:kian.sheridan@emory.edu)

## Sensitivity Statement

Given the nature of the topics discussed in this committee, delegates will be faced with content that can be triggering and disturbing. We understand that there will be some actions taken in the committee that may be sensitive to some marginalized groups of people. In light of this, we ask that you stay considerate and aware of any possible insensitive behaviors or speech. While the DC Universe contains many different backgrounds, places of origin, and character appearances, it is important to remember that despite the characters being fictional, your fellow committee members are not. ENMUMC VI does not and will not tolerate any form of hate speech in the vein of racism, sexism, homophobia, or any other type of speech rooted in malicious intent. If delegates are found guilty of any of the aforementioned, they may face disciplinary action up to and including expulsion from the conference. If delegates should have any issues with the topics being discussed within this committee please contact the Secretary-General as soon as possible so that we may address any questions or concerns delegates may have and/or allocate you to another committee.

You can report any incident directly with the chairs of committee, Secretary-General, or through an anonymous google form posted at the front of each room.

## Guide on Crisis Committee

Crisis committees are divided into two parts-frontroom and backroom. Some general guidelines on both:

### **Front room:**

The main goal of the front room part of the committee is to give speeches and write directives that will address the specific issues that the committee is facing. Directives are committee-wide actions in crisis committees that are voted on by a simple majority throughout the conference, similar to General Assembly resolutions but more frequent and with a different structure. Unlike the comprehensive resolutions in a General Assembly, directives are concise and focus on specific aspects of the crisis at hand, reflecting the dynamic and fast-paced nature of the committee. Directives will typically advance the goals of the entire committee rather than individuals.

Effective directives are straightforward, concise, and appropriate to the issue at hand. They should clearly outline what the committee seeks to accomplish and how, avoiding unnecessary language that could obscure their intent. Make sure to avoid excessive detail in your directives, as time is a major factor, but still include the necessary detail needed to address the problem. Crisis staff will respond to these directives, evaluating their successes or failures based on their feasibility within the constraints of the committee. By crafting targeted and actionable directives, delegates can better address the evolving challenges of the committee and maximize the impact of their decisions.

You will give speeches before and after writing these directives. Typically, each directive cycle will start with a crisis update, which will provide necessary details and new information based on the results of past committee actions, such as the impact of a previous resolution or crisis note. Then, speeches will be made outlining the solutions delegates have toward the problems highlighted in the crisis update. Sometimes, these speeches will be given over the course of a round-robin, where every delegate present will give a speech on their perspective on the current state of events and what solutions they suggest the committee adopt. After this, the writing process will begin, with delegates splitting into groups to work on directives in groups. Then, delegates will submit and debate their directives, typically with a set number of speeches for and against their directives. Finally, delegates will vote on which directives to pass, and those which are approved by the committee will go to crisis staff to guide future committee direction. As all this occurs, delegates will also have to work on their backroom crisis notes.

Another aspect of writing done by delegates in the front room are communiques and press releases. A communique is made by the committee to an individual or group, while a press release communicates to the public at large. The purpose of communiques and press releases are to further a goal by directly communicating with an entity rather than indirectly through directives, and will have an impact on the backroom aspects of the committee. For instance, if you are in a committee consisting of the board of a company and a strike has recently erupted, threatening the profits of the company, the committee might write a communique to the leaders of the worker's union to try to address the strike.

For a more detailed description of front room procedure and tips for success, go to this link: <https://www.allamericanmun.com/crisis-front-room-in-model-un-guide/>

### **Backroom:**

The main goal of the backroom part of the committee is to advance a personal goal or aim, known as your crisis arc. These can work in parallel to or (even better) against the goals of the overall committee. The way crisis arcs are accomplished are through crisis notes, letters written to characters outside of committee meant to build resources or accomplish individual actions as stepping stones toward your larger goal. For instance, if you are in a committee set in the modern era, and your crisis arc is to become the President, then you might write a crisis note to a random billionaire to ask for funds for your campaign (ideally this committee would be dealing with a political topic so that your crisis arc would then make sense).

Crisis arcs are the personal storylines delegates develop for their characters in Model UN crisis committees, centering on a major end goal and the steps to achieve it. They are typically kept hidden from other delegates, as they may be self-serving and go against the goals of other committee members. A strong crisis arc considers the committee's topics, time period, and the character's persona. These arcs should have a noticeable impact on the committee, often creating conflict rather than benefiting the group as a whole, and taking shape gradually over the course of the committee rather than all at once. Fluidity is key to a successful arc, as crisis staff may block actions to test adaptability. Delegates must remain flexible, leveraging crisis updates to enhance their arcs and adjusting plans in response to the committee's evolving direction.

Again, many delegates organize their arcs into smaller, actionable steps toward the larger objective. This structure allows for alternative paths if one mission fails, ensuring flexibility and resilience. Protection and money are critical elements that often get overlooked. A strong arc, whether executed secretly or with public disruption, reflects strategic planning, adaptability, and creativity.

Crisis arcs are enacted through crisis notes, which are written throughout the committee to carry out actions "behind the scenes." Unlike formal directives or resolutions, crisis notes are written as letters to fictional or real characters imagined within the committee's universe, such as an assistant, colleague, celebrity, etc. These notes build relationships with out-of-committee characters (not a character represented in committee) and serve as the primary means of executing your arc. The content of these notes are typically secret due to their self-serving elements, adding an element of intrigue to the process. Delegates should make sure that their crisis arcs will impact the committee in some way, ideally in a significant enough capacity that would cause the overall committee to have to address the problems caused by their arcs in the front room via directives.

Crisis notes will be written and replied to in a two-pad system, and submitted at the end of each directive cycle. Delegates will label their pads with "Pad 1" and "Pad 2" to distinguish their pads. Delegates will write their first crisis note on Pad 1 during the first directive cycle, and submit their note at the end of the directive cycle. During the second directive cycle, delegates will write their second crisis note on Pad 2, and at the end of the directive cycle they will submit their Pad 2 and receive their Pad 1 back, which will include a response to their first note. During the third directive cycle, they will write their third crisis note on Pad 1, and so on. Delegates should write to different characters on different pads, and try crafting two separate arcs via their two pads that can potentially become interlinked toward the end of the committee.

**Crisis notes must clearly outline the who, what, where, when, why, and how of your planned actions.** Clarity is crucial to avoid misinterpretation by crisis staff and to ensure successful implementation of your plans. Understanding your chair and crisis director's tone early on is also beneficial-serious notes may be more fitting for strict staff, while humorous notes can help build rapport with more relaxed staff and make you stand out. Working collaboratively with the backroom is essential, as staffers will confirm or deny actions and provide feedback. If a particular action is repeatedly denied, it's a sign that it doesn't align with the committee's direction, and you should adjust your strategy accordingly.

Another method to enact one's backroom goals is through joint personal directives, or JPDs. JPDs are effectively joint crisis notes written and sent by two or more delegates, similar to directives, but are sent directly to backroom staffers rather than voted on by a committee. They are typically written to pool resources with another delegate, and are a good way to demonstrate collaboration with other committee members. Additionally, their private nature allows for more direct steps toward accomplishing your crisis arc, as only those you collaborate with will see what steps you take, though this also means you should be careful not to reveal too much to those you work with.

For a more detailed description of the backroom procedure and tips for success, go to this link:

<https://www.allamericanmun.com/guide-to-the-back-room-in-model-un-crisis-committees/>

## Committee Specific Advice

- Familiarize yourself with your character: Each character was chosen to add some unique element to the committee, and all characters in the committee are from the original comics or related media. Please take some time to look up your character in order to understand their larger history within the DC Universe. While you will not know the contents of each crisis update in advance, understanding your character's backgrounds and motivations can help you react as they would. This research can also help you develop your self-serving crisis arcs that would make sense with your character's history and motivations.
- Spend some time researching the larger Batman/DC mythos: Batman has been a character for over 85 years. Over that time, Gotham City and the DC Universe as a whole have accumulated an enormous cast of characters, institutions, scandals, and storylines that this committee will actively draw upon. Familiarizing yourself with major villains, recurring supporting characters, government agencies, etc. will allow you to write more effective and immersive crisis notes, as you'll better understand who exists in this world and who you might plausibly contact/work with in your crisis notes. Delegates who engage with the mythos often find it easier to craft compelling crisis arcs, anticipate twists, and meaningfully shape the narrative rather than reacting to it.
- Based on your research, identify several possible routes your crisis arcs could take, and multiple characters you could contact to help enact them. Be sure to come up with a logical reason for why these characters would help you. Feel free to contact characters mentioned in the background guide, so long as they are not present in the committee.

## Intro to Committee

### A Note on Continuity and Time-Period

This committee is set in the present day.

The narrative history of the DC Universe has been in flux for over 85 years, with thousands of writers spanning the decades. You will find that there are large gaps in continuity within this shared universe, due to a lack of communication and consistency between writers. While the key characters and their personalities might have faced little variation, their historical backgrounds were constantly changing. This was partially due to differing narratives pursued by writers, but also sometimes borne of necessity. For instance, a character created in the 1940s with an origin tied to WWII would need a revised origin in the year 2025 in order to explain why the character isn't 80+ years old. Further complicating matters is the constant stream of retcons and revamps that have been utilized by writers to justify changing established canon, often through in-universe events such as *Crisis on Infinite Earths*, *Flashpoint*, or *Infinite Frontier*. These reboots and continuity shifts were used to refresh characters, streamline convoluted timelines, or bring popular characters back into prominence. As a result, multiple overlapping versions of events, character origins, and world histories exist simultaneously across different eras of publication.

In writing this background guide, I attempted to streamline all the complications of these numerous different timelines and continuities into one linear, hopefully not-confusing narrative. That being said, I could not cover the full scope of every corner of Gotham's history. When crafting your crisis arcs, feel free to utilize other aspects of the comics and related media of Batman or the greater DC Universe not specifically mentioned in the background guide, as long as they don't directly conflict with the continuity established in the background guide.

## **Committee Details**

Once heralded as Gotham's foremost mental health facility, Arkham now teeters on the brink of collapse after decades of corruption, mismanagement, and neglect by city leadership, compounded by a severely deteriorating physical infrastructure. Originally designed to treat non-superpowered patients, the asylum has been forced to adapt to the rise of costumed supercriminals. However, thus far it has been largely unsuccessful, leading to repeated containment failures and catastrophic escape attempts. A recent mass breakout, orchestrated by a compromised Arkham psychiatrist, has exposed these long-simmering issues to the public in dramatic fashion. Already disillusioned by Gotham's entrenched corruption and inability to curb rampant crime, citizens have seized on Arkham as a symbol of systemic failure, turning its fate into a central issue in the upcoming mayoral election. At the same time, federal authorities have intervened, pushing for sweeping reforms and heightened security standards within the facility.

Delegates in this committee must navigate public outrage, political ambition, and federal pressure as they debate whether Arkham can be salvaged, reshaped, or replaced - and how best to leverage the crisis to secure power, influence, and their own competing visions for Gotham's future.

## Historical Background

Key characters and locations are **bolded**.

### A Brief History of Gotham City

From its very beginnings, Gotham City has long suffered from crime and corruption. Dating back to the 1880s, the city's politicians would take bribes from mob bosses and corrupt industrialists to look the other way as they exploited the citizens of Gotham City. Decades upon decades of systematic neglect calcified into a rigid power structure, where wealth and influence were hoarded by a small circle of crime families, corporate magnates, and entrenched political elites. Entire neighborhoods were abandoned to poverty as resources flowed upward, leaving the working class to shoulder the consequences of decisions made far above them. The same circles who profited from Gotham's factories and financial institutions flooded the city's poorest districts with drugs, gambling, and prostitution, using crime as both a revenue stream and a means of social control. In this environment, inequality became self-perpetuating: the rich grew richer behind guarded walls, while the rest of Gotham was left trapped in cycles of desperation, violence, and neglect. Despite the rampant crime and poverty, Gotham would become one of the biggest cities in the United States, operating as a major hub of shipping and industry.



Over the years, countless reformers attempted to alleviate the squalor that gripped Gotham's streets, but their efforts were repeatedly undermined by governmental interference or outright sabotage from entrenched interests. While some small strides were made, they were often temporary and carefully contained, posing no real threat to the existing balance of power. Those who pushed further, seeking meaningful, systemic change, found themselves bribed into silence, buried under manufactured scandals, or threatened into retreat - if they weren't killed. In Gotham, reform was tolerated only so long as it remained harmless.

One of the most serious threats to Gotham's entrenched political machine emerged approximately thirty years ago, when **Thomas Wayne**, billionaire CEO of Wayne Industries, announced his candidacy for mayor. Although the Wayne family had long been among Gotham's wealthiest, they had notably refused to participate in the city's systemic exploitation, instead establishing numerous philanthropic initiatives aimed at aiding Gotham's most vulnerable



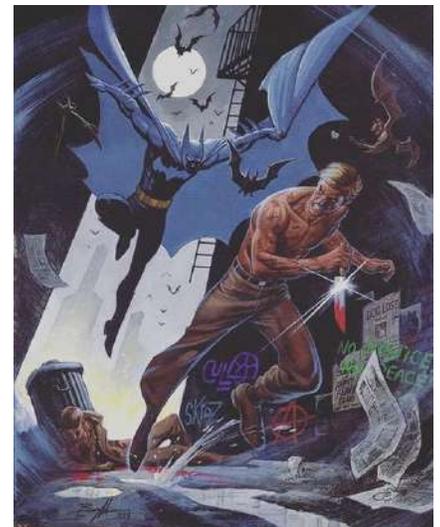
communities. Never before; however, had a Wayne directly challenged the city's corrupt power structure. Owing to the family's widespread goodwill and Thomas Wayne's reputation for integrity, his campaign was heavily favored to succeed. However, in a twist of fate, Thomas and his wife **Martha Wayne** were shot in what was concluded to be a random mugging in front of their eight year old son, **Bruce Wayne**. With Thomas Wayne's death, his campaign collapsed, extinguishing one of the most promising reform movements Gotham had seen in generations.

It was during this period that Gotham's criminal underworld underwent a series of dramatic upheavals. **Carmine "The Roman" Falcone**, the young and ambitious head of the Falcone Crime Family, ruthlessly expanded his territorial holdings, demanding tribute and submission from once-independent criminal organizations. Meanwhile, through a calculated campaign of blackmail, intimidation, and violence, Falcone extended his influence beyond the streets, coercing City Hall officials and prominent business magnates into compliance and securing control over nearly every major center of power in Gotham. Using this newfound political power, Falcone elevated **Gillian Loeb**, an power-hungry captain in the Gotham City Police Department with a long history of corrupt dealings, to GCPD commissioner. In this new role, Loeb quickly leveraged years of accrued blackmail against his fellow officers, effectively turning the department into de facto Falcone enforcers.



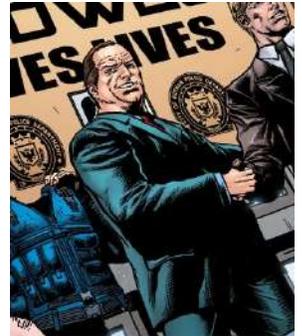
Falcone's rapid consolidation inevitably brought him into direct conflict with the Maroni Crime Family, Gotham's second-largest syndicate. The ensuing gang war proved devastating for both sides, claiming significant resources and lives, but ultimately ended in a truce dictated entirely on Falcone's terms. With the Maronis broken and rival families subdued, Carmine Falcone emerged as Gotham's undisputed criminal authority, ushering in the era that would come to be known as "The Roman Empire."

However, "The Roman Empire" would soon meet its match, with the arrival of the costumed vigilante who would become known as Batman. Roughly fifteen years ago, the first, of what would eventually become many, Batman sightings occurred in Gotham City. Public attention was captured by a masked figure—a man dressed as a bat, long thought to be an urban myth, caught on camera apprehending a member of the Falcone mob. While some criticized the brutality and extrajudicial nature of this "**Batman**," many viewed him as a welcome force in a city drowning in corruption, where public officials were all in the pocket of organized crime. The fact that



he operated without superpowers, relying solely on gadgets and determination, made him all the more compelling.

Alarmed by the emergence of this masked vigilante, Gotham's corrupt mayor, **Sebastian Hady** - under Falcone's orders - publicly condemned Batman's actions and called for his immediate arrest. Working together, Hady and Commissioner Loeb established the Major Crimes Unit, a special GCPD task force devoted entirely to hunting Batman. Yet as official efforts intensified, public support for the vigilante only continued to grow, particularly as his actions began disrupting long-entrenched criminal networks. Within the GCPD and the courts, a small number of officials began to recognize Batman as a necessary counterweight to Gotham's systemic corruption. Detective **Jim Gordon**, disillusioned with the department's rot, quietly shared information and looked the other way when it served justice, while District Attorney **Harvey Dent** found in Batman an ally capable of reaching criminals the law could not yet touch. Together, the three formed an unspoken alliance aimed at dismantling organized crime from both inside and outside the system. Around this time, costumed villains began to appear, committing sensational crimes in apparent response to Batman's presence, though these incidents were initially dismissed as isolated.



Over time, Batman and his allies secured several significant victories, including the removal of Commissioner Loeb and the public release of evidence implicating Mayor Hady in multiple racketeering schemes. With the old guard beginning to fall, Harvey Dent announced his candidacy in the upcoming mayoral election, symbolizing a renewed hope for a corruption-free Gotham. That hope, however, was swiftly extinguished when a desperate Carmine Falcone ordered an assassination attempt on Dent. Though Dent survived, the attack left him grotesquely scarred on one side of his face, shattering his already fragile psyche and giving rise to the duality-obsessed criminal known as **Two-Face**.



Launching a violent campaign alongside the anarchical Joker and other emerging villains, Dent ultimately murdered Falcone, bringing an end to the so-called "Roman Empire" and signaling the collapse of Gotham's traditional organized crime structure. While remnants of the old mob struggled to retain



relevance, they were soon eclipsed by a new and far more chaotic era of costumed supervillainy. The unorthodox and highly unpredictable tactics of these gimmick-driven, “crazy” criminals rapidly overwhelmed Gotham’s old-guard of organized crime, eroding the influence of once-powerful families and ushering in an era where traditional mob structures were pushed aside by a new, far more chaotic underworld.

Batman and Gordon would continue to fight crime, with Gordon eventually rising to GCPD commissioner. Under his leadership, the Major Crimes Unit would shift to focus exclusively on super criminals rather than Batman. To this day, Batman’s true identity remains a complete mystery to the public. Meanwhile, the **Wayne Foundation**, run by an adult Bruce Wayne, now the CEO of Wayne Industries, began numerous charitable enterprises throughout the city, alleviating the poverty gripping Gotham's most neglected and destitute areas. Despite this, Gotham would soon find itself overwhelmed by increasing numbers of costumed criminals, many of which were criminally insane. While more mundane criminals would be imprisoned in **Blackgate Prison**, Gotham's main penitentiary, these more crazed villains would be primarily incarcerated inside of **Arkham Asylum**, a psychiatric hospital on the outskirts of Gotham.

### A Brief History of Arkham Asylum

The Elizabeth Arkham Asylum for the Criminally Insane, or Arkham Asylum, was founded in the early 1910s by **Amadeus Arkham**, a renowned Gotham psychiatrist. Arkham’s vision for the asylum was shaped first and foremost by his experiences caring for his mother, Elizabeth Arkham, who suffered from severe mental disorders throughout her life. Acting as her sole caretaker, Amadeus witnessed firsthand the cruelty of existing treatments and the absence of compassion shown to the mentally ill. After her death under mysterious circumstances, Amadeus became consumed with the belief that the system had failed people like her. As a young psychiatrist, this conviction deepened through his work with **Martin**



**“Mad Dog” Hawkins**, a violent offender whom Arkham believed was incurable under the penal system but potentially treatable through proper psychiatric care. Determined to create a humane alternative to incarceration, he resolved to establish the Elizabeth Arkham Asylum for the Criminally Insane.

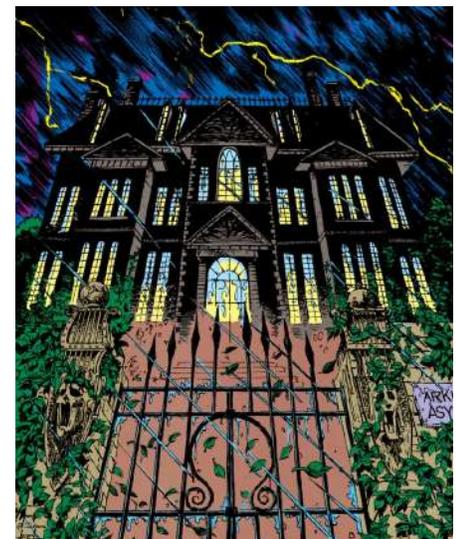
The asylum was constructed on land with a deeply unsettling past. Decades earlier, the property had housed the House of Madness and Ill Humors, run by the occultist **Sebastian Blood VII**, who interpreted mental illness as spiritual corruption rather than medical affliction. His extreme and abusive practices led to the facility’s closure, though rumors persisted that the

land itself had been left scarred by what occurred there. Despite these troubling origins, Amadeus proceeded, convinced that scientific psychiatry could redeem both the institution and the site on which it stood. However, some have speculated that the grounds are irrevocably cursed, and that all the misfortune that has befallen the Asylum since has resulted from the arcane forces associated with the facility's origins.

Before the Asylum officially opened, Hawkins escaped custody, and though authorities launched a manhunt, he remained at large. When Amadeus returned to the facility with his family to begin his work, Hawkins resurfaced and murdered his wife and daughter, destroying what little emotional stability Amadeus had left. Hawkins was eventually recaptured and committed as Arkham Asylum's first inmate once the facility opened its doors in 1921, with Amadeus insisting on personally overseeing his treatment. As Hawkins' psychiatrist, Amadeus ordered increasingly extreme and unorthodox "therapies." On the anniversary of his family's deaths, Arkham suffered a complete psychological collapse and killed Hawkins during a faux electroshock therapy session, an act later dismissed as an accident. As the years dragged on, Amadeus Arkham's mental state rapidly deteriorated, until he was ultimately confined within his own asylum.



Arkham Asylum remained Gotham's primary mental health institution throughout the following decades, but it was far from immune to the city's endemic corruption. Many of its administrators proved more interested in personal enrichment than patient care, siphoning funds and routinely ignoring the needs of those in their charge. Amadeus Arkham's vision of a humane facility for the mentally ill was steadily eroded over time, with patients increasingly subjected to neglect and, in some cases, outright abuse. Compounding these failures, the asylum's physical infrastructure was allowed to deteriorate, as aging facilities went unrepaired and conditions worsened, further cementing Arkham's grim reputation.

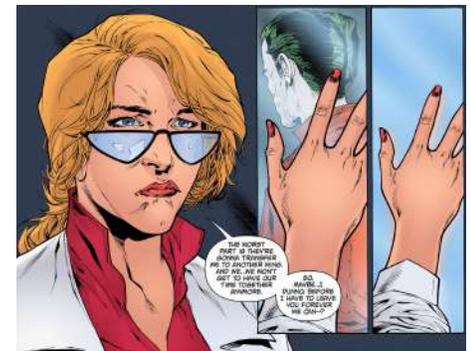


Despite these deep-seated problems, Arkham's large-scale institutional decline remained largely invisible to the public for years. Its imposing walls, official reports, and reputation as a necessary bulwark against Gotham's most dangerous minds fostered the illusion of competence. With Gotham's ruling class controlling the headlines under Carmine Falcone's reign, few citizens paid close attention to what happened behind Arkham's doors, and oversight bodies were content to accept reassuring paperwork and a few well-placed bribes in place of meaningful reform.

That illusion shattered in the aftermath of Falcone's fall, during which several scandals rocked Arkham's reputation. The first major case centered on Dr. Jonathan Crane, then Arkham's grim and reclusive chief psychiatrist. Ostensibly a leading expert on fear and criminal psychology, Crane was exposed by Batman as having conducted clandestine experiments using a hallucinogenic fear toxin on unwilling patients. When the operation was uncovered, Crane fled Arkham and reemerged as the criminal known as the **Scarecrow**, turning public perception of the Asylum from a symbol of containment into a breeding ground for monsters.



Soon after, the revelation of Dr. Harleen Quinzel's fall only deepened the damage. Once regarded as a bright, idealistic young psychiatrist, Quinzel was assigned to treat the Joker and became ensnared by his calculated manipulation. Through Joker's carefully constructed narrative of victimhood and affection, Quinzel gradually fell in love with him, compromising her professional judgment and ultimately abandoning it entirely. She resurfaced as **Harley Quinn**, the Joker's devoted accomplice, reinforcing public fears that Arkham did not merely fail to rehabilitate its inmates, but actively enabled their corruption.



Anti-Arkham sentiment reached its height when the Joker, shortly after his release by Harley Quinn, assassinated beloved celebrity singer **Johnny Karaoke** with an exploding whoopee cushion. In the ensuing public outcry, Mayor Hady moved swiftly to replace Arkham's disgraced leadership, appointing Gotham City councilman **Quincy Sharp** as the new warden. Sharp entered the role presenting himself as a reformer and moral corrective-an image carefully cultivated through highly publicized press conferences and television interviews. Under his leadership, Arkham's public image was rapidly rehabilitated, with Sharp claiming credit for restoring order and dignity to an institution widely viewed as irredeemable.

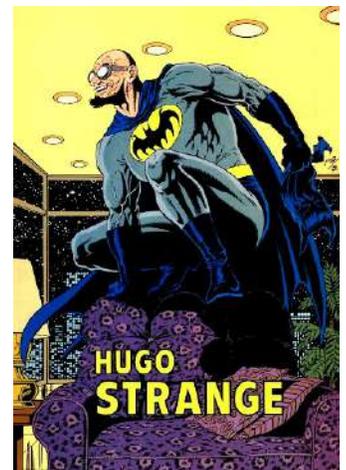


In practice, however, Sharp's reforms were largely cosmetic. While he introduced new security protocols, reorganized administrative titles, and promoted selective infrastructure upgrades for public view, the underlying issues of neglect, abuse, and systemic failure remained largely unaddressed. Unlike many of Gotham's politicians, Sharp was not overtly corrupt - not embezzling funds or colluding with criminal interests - but he was deeply self-absorbed and

largely incompetent, more concerned with recognition than results. He frequently exaggerated his authority and accomplishments, portraying minor procedural changes as sweeping victories while deflecting responsibility for continued failures. A master of avoidance and denial, Sharp consistently blamed Arkham's setbacks on rogue staff, external interference, or the inherent impossibility of treating Gotham's criminally insane, ensuring that responsibility never rested with him. Riding his wave of public approval from his supposed successes at Arkham, Sharp would soon announce his candidacy for mayor on a reformist and tough-on-supercrime platform. He won the election in a landslide, thus resigning from his post as Arkham warden. Thus, his tenure as warden marked not a true rebirth of Arkham Asylum, but a carefully crafted image of reform - one that would eventually prove dangerously fragile.



In the years following Sharp's departure, Arkham seemed relatively stable. While the facilities and patient care remained sorely lacking, the facility avoided any public crises. That fragile calm was shattered only days ago, when Arkham's chief psychiatrist, **Hugo Strange**, suffered a severe psychological breakdown. Over several years, Strange had developed an obsessive fixation on Batman, delusionally believing himself to be Batman's perfect replacement due to years of treating Batman's worst enemies. While wearing a replica Batman costume, Strange freed some of Arkham's most deadly inmates, believing that doing so would force Batman to "run the gauntlet" of his most dangerous foes and thus allow Strange to defeat him and claim his role as Gotham's protector.

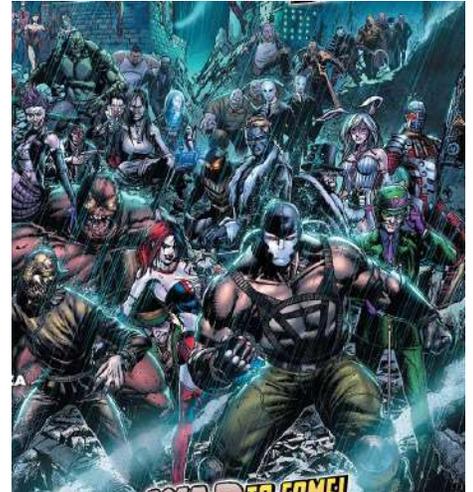


While Strange would be arrested and many of those he released quickly recaptured, many among the public are viewing this as the last straw, not just for Arkham itself but for Gotham's institutions as a whole.

## Current Situation

### Demands for Change

Citizens are exhausted by the near-endless wave of supercrime that plagues Gotham, and much of that frustration has settled squarely on Arkham Asylum. Many view the facility as little more than a revolving door, with dangerous inmates escaping almost as quickly as they are apprehended. This perception is not unfounded: Arkham has suffered repeated security failures, chronic understaffing, and a long history of compromised personnel, making the need for comprehensive security reform painfully obvious. Each new crimewave reinforces the belief that the asylum is incapable of fulfilling its most basic mandate - containing and treating Gotham's criminally insane.



More broadly, Arkham has come to symbolize Gotham's institutional decay as a whole. Citizens increasingly see the Asylum's incompetence, corruption, and inefficacy as a reflection of the same rot afflicting City Hall, the GCPD, and other civic bodies long captured by self-interest and neglect. The fact that Quincy Sharp, the current mayor, was once the warden of Arkham Asylum has only further intensified the perceived connection between the two. As supervillain attacks grow more frequent and brazen, public patience has worn thin. Calls for meaningful change have intensified, with many demanding sweeping reforms and harsher measures, convinced that the existing system is fundamentally broken and incapable of protecting the city from the chaos consuming it.



These issues have made Arkham the centerpoint of the upcoming mayoral election, with many viewing it as a litmus test for whether Gotham can meaningfully confront its corruption at large. While Quincy Sharp is running for reelection, most of the public have become disillusioned of his bombastic bravado, causing him to lag far behind in the polls. Voters are demanding decisive change to Arkham and the city's broader institutions, yet remain deeply divided over how that change should be achieved. As a result, public support has consolidated around two major challengers with sharply opposing visions for Gotham's future.

The first is **Armand Krol**, a hardline law-and-order candidate campaigning on increased cooperation between official institutions and Batman. Krol argues that Gotham's traditional

systems are too compromised and too slow to respond to supercrime on their own, and that Batman's track record proves the necessity of pragmatic collaboration. His platform calls for formalized backchannel coordination between the GCPD, select city officials, and the vigilante himself, alongside expanded funding for Arkham's security infrastructure, including militarized containment wings and rapid-response recapture units. Krol frames Arkham not as a failed institution, but as one that has been left defenseless by political cowardice, promising to empower its staff with broader legal authority, emergency powers during crises, and fewer bureaucratic restraints when dealing with superpowered inmates.



Opposing him is **Christopher Nakano**, a populist reformer and former GCPD officer running on a staunchly anti-vigilante platform. Nakano contends that Batman is not a solution to Gotham's problems, but a symptom of its institutional collapse, and that true reform cannot occur so long as masked vigilantes operate above the law. He has pledged to bring Batman to justice, proposing the creation of a federally sanctioned task force to apprehend him and dismantle what Nakano describes as a "culture of sanctioned lawlessness." In regard to Arkham, Nakano advocates for stricter civilian oversight, sweeping internal investigations, and a return to rehabilitative ideals, paired with tighter judicial standards for commitment and release. While critics argue his proposals underestimate the reality of Gotham's supercriminal threat, his message has resonated with voters distrustful of a vigilante that dresses up in a strange costume and attacks criminals in the dead of night.



### Federal Intervention

Beyond the mayoral race, the federal government has begun to intensify its scrutiny of Arkham Asylum, increasingly viewing the facility's frequent breaches not merely as a local failure, but as a potential national security risk. In response, the shadowy federal organization known as **the Agency** has intervened, dispatching teams of security experts and consultants to "advise" on containment protocols, emergency response procedures, and superhuman threat mitigation. At the head of this effort is the Agency's director, **Amanda Waller**, a figure whose reputation for secrecy, ruthlessness, and unilateral decision-making is well known within select government circles. Publicly, Waller frames the Agency's involvement as a temporary measure designed to stabilize



Arkham and prevent further catastrophes. Privately, however, her growing presence has raised unease among Gotham's officials and Arkham's leadership alike. Though Waller has made no formal announcements beyond her stated mandate, rumors persist that Arkham is being treated less as a hospital and more as a testing ground - one that may soon serve purposes far beyond rehabilitation or public safety.

### Further Complications to Fixing Arkham

A key aspect of improving Arkham's security lies in addressing its crumbling infrastructure. Decades of institutional neglect, compounded by repeated riots, fires, and destructive escape attempts, have left the facility structurally unsound and technologically obsolete. Yet repairing Arkham is far from straightforward. Much of the asylum dates back nearly a century, its aging layout never designed to house modern supercriminals or advanced containment systems, making large-scale renovations both costly and technically complex. Complicating matters further, the most critical areas in need of repair are currently occupied by inmates, many of whom cannot be safely relocated without risking escapes or casualties. Any meaningful reconstruction would require partial shutdowns, temporary transfers, or entirely new facilities - options that carry immense political, financial, and ethical consequences, and which few Gotham officials are eager to openly confront.

Despite the growing public outcry and federal enthusiasm for harsher security measures, a quieter and often overlooked reality remains: the majority of Arkham's inmates are not violent supercriminals, but mentally ill individuals convicted of nonviolent offenses who require consistent, humane care rather than extreme containment. Many of these patients have already suffered under Arkham's long history of neglect, overcrowding, and punitive practices, blurring the line between treatment and incarceration. Patient advocates and activists like **Dr. Leslie Thompkins** warn that sweeping security reforms risk further dehumanizing these patients unless paired with meaningful investments in mental health care, ethical oversight, and rehabilitation. As Arkham stands at a crossroads, the challenge is not merely to make the Asylum stronger - but to ensure that, in the name of security, it does not abandon its most vulnerable patients altogether, continuing to provide humane mental health treatments to all of those who need it.



### A Gang War Brews

Beyond the walls of Arkham, the mass escape orchestrated by Hugo Strange has ignited the early stages of a renewed gang war within Gotham's underworld. Notorious crime boss

Roman Sionis, aka **Black Mask**, slipped free during the chaos. Prior to his capture by Batman, Black Mask ruled almost the entire Gotham underworld through an obsessive philosophy centered on masks and anonymity, believing that concealing one's face strips away social restraint and reveals the true nature of the soul beneath. Through flooding Gotham with drugs and weapons, he sees himself not merely as a criminal, but as a revelator - exposing what he believes is the city's inherent brutality and corruption. To him, Gotham deserves to remain a crime-ridden hellscape because that is what it truly is.



During their imprisonment, new powers rose to fill the vacuum in Gotham's underworld, most notably **Maxie Zeus**, whose criminal enterprise is shaped by his delusional belief that he is the physical manifestation of the Greek god Zeus, demanding worship and tribute from those under his control, and the **Ventriloquist**, a quiet, nervous little man who commands his criminal syndicate through a puppet with the persona of a psychotic gangster named **Scarface**, issuing ruthless orders as though possessed by the mob boss carved from wood. The result is a volatile three-way turf war, with each faction pursuing dominance through radically different - and equally destabilizing - methods.



Complicating matters further, other major underworld figures are watching the conflict with keen interest. **The Penguin**, an information broker and arms dealer operating out of the Iceberg Lounge, is positioning himself to profit from the bloodshed by selling weapons, secrets, and favors to all sides. At the same time, **Sofia Falcone**, the vengeful daughter of Carmine Falcone, sees the chaos as her chance to reclaim



her family's lost empire and take back Gotham from the "masks and the freaks."

With all these factors in play, a special session of Arkham Asylum's Board of Directors has been convened, bringing together not only board members but also key Gotham City officials and representatives from the Agency. This emergency meeting has been tasked with addressing the Asylum's escalating security concerns while preserving institutional stability amid the tensions of the upcoming mayoral election.

## List of Current High Profile Inmates:

Feel free to use them or other characters not in committee in crisis arcs.

### The Joker (Identity Unknown)

An agent of chaos who views Gotham as a joke in poor taste, the Joker commits crimes not for profit or power, but to prove that order, morality, and sanity are illusions. His schemes are theatrical, unpredictable, and psychologically corrosive, often designed to force institutions or individuals into impossible choices or expose some societal hypocrisy.



### Harley Quinn (Harleen Quinzel)

Once a promising Arkham psychiatrist, Harley Quinn fell under the Joker's manipulative influence, mistaking cruelty for intimacy and chaos for love. Though outwardly erratic, she possesses a sharp understanding of Arkham's inner workings and an unsettling ability to sway others emotionally.



### The Riddler (Edward Nygma)

Obsessed with intellectual superiority, the Riddler commits crimes structured as puzzles designed to humiliate those he considers intellectually inferior. He cannot resist leaving trails, challenges, and clues, particularly when authority figures claim power they have not earned.



### Two-Face (Harvey Dent)

Formerly Gotham's idealistic district attorney, Two-Face now views the world through a rigid lens of duality, surrendering choice to chance. His criminal operations mirror this obsession, oscillating between cold calculation and sudden brutality.



### Hugo Strange

A brilliant psychiatrist whose ego eclipses his ethics, Hugo Strange believes he alone understands the psychology of Gotham's heroes and villains alike. His crimes often masquerade as research, driven by a desire to supplant Batman as Gotham's true savior.



### The Scarecrow (Jonathan Crane)

Fixated on fear as both a weapon and fundamental force of nature, Scarecrow subjects victims to terror-inducing toxins to strip away pretense and expose the mind's fragility. He views fear as a purifying force, and seeks to expand his understanding of its dark psychological processes. He takes any opportunity that presents itself to perform his cruel "research" on unwitting participants.



### **Firefly (Garfield Lynns)**

A pyromaniac with a flair for spectacle, Firefly uses fire as a vessel for both destruction and expression, targeting symbols of authority or renewal. He is drawn to chaos and visibility, always searching for his next “grand canvas” to set ablaze.



### **Doctor Destiny (John Dee)**

Wielding the power to manipulate dreams, Doctor Destiny blurs the line between reality and nightmare. His powers were originally thought to be derived from the Materioptikon, a mysterious artifact of potent magical ability, but it seems some residual magical energy has remained within him, as guards around his cell are repeatedly reporting increasingly violent nightmares. As a side effect of his abilities, he has lost the ability to dream, degrading his physical body into a skeletal frame.



### **Anarky (Lonnie Machin)**

A radical ideologue rather than a traditional criminal, Anarky believes Gotham’s institutions are inherently illegitimate and must be dismantled. His actions are calculated to expose the corruption and hypocrisy underlying government institutions, and that only under a free state can true prosperity exist. Though only a child, Anarky has already radicalized a significant following of devoted acolytes toward his cause.



### **Poison Ivy (Pamela Isley)**

An eco-terrorist driven by a belief that humanity is a parasitic force, Poison Ivy commits crimes to defend plant life at any cost. She is capable of both compassion and ruthlessness, depending on whether one aligns with her vision of natural order. She possesses the ability to sway plant life toward her whims, making her one of the Asylum’s deadliest inmates.



### **Bane (Eduardo Dorrance)**

A master strategist obsessed with strength and domination, Bane studies his opponents meticulously before striking at their foundations. He sees institutions as fortresses to be tested and broken, valuing preparation and discipline over impulse.



### **Black Spider (Edward Needham)**

A violent vigilante turned killer, Black Spider targets criminals with obsessive fervor, believing himself a necessary evil. His methods are brutal and personal, blurring the line between justice and vengeance.



### **Mad Hatter (Jervis Tetch)**

Fixated on mind control, escapist fantasy, and hats, the Mad Hatter uses technology and



psychotropic chemicals to dominate others, serving his delusional narratives where he alone holds power. He is drawn to vulnerable, malleable minds.

### **Clayface (Basil Karlo)**

Once a famous actor, Basil Karlo was disfigured in a terrible accident, and turned toward highly dangerous, experimental science to repair his body. The experiment went wrong, trapping Karlo inside a constantly shifting, mudlike body, while granting him the ability to change his shape to perfectly replicate other humans. As a result of the ordeal, he was driven mad. His crimes often stem from desperation and identity loss.



### **Doctor Phosphorus (Alex Sartorius)**

Formerly a brilliant scientist, Sartorius was exposed to life-ending levels of toxic radiation in a staged accident following his attempts to expose corruption within his company. His body now burns with constant decay, fueling a nihilistic rage directed at the institutions and society at large he believes knowingly sacrificed him.



### **Magpie (Margaret Pye)**

A kleptomaniac with an obsession for shiny, symbolic objects, Magpie steals not for wealth but compulsion. She is drawn to places of prestige and power, where meaning is attached to material things. Security failures tend to escalate her ambitions.



### **Ratcatcher (Otis Flannegan)**

A misanthropic outcast who commands Gotham's vermin, Ratcatcher views himself as kin to the city's lowest and most ignored creatures. His crimes exploit neglected spaces and infrastructure decay. Where systems and infrastructures rot, he feels most at home.



### **Spellbinder (Ira Billings)**

A master of illusion and psychological manipulation, Spellbinder induces hallucinations to control perception and behavior. He primarily accomplishes this through various technological inventions and hypnotic techniques. He prefers subtle influence over overt violence, reshaping perception of reality just enough to destabilize his targets. With him around, you simply can't trust your own eyes.



### **Colonel Blimp (Carl Kruger)**

A former blip operator for Gotham Stadium, one day Carl Kruger suffered a severe psychotic episode, stealing a blimp while believing himself to be a master criminal. Donning a colorful costume and taking the name Colonel Blimp, he threatened to fly his blimp into the Gotham Bridge unless given a ten million dollar ransom. He was quickly defeated by Batman.



## Questions to Consider

1. What measures can Arkham Asylum take to appease the enraged public?
2. What reforms need to be made to ensure the security of Arkham and prevent future breakouts?
3. How can the need for increased security be balanced with protections for vulnerable non-violent patients?
4. What can be done to repair the Asylum's crumbling infrastructure, especially considering the complicated logistics involved?
5. How can Arkham Asylum adjust for the increasing number of volatile, highly dangerous supercriminals it must treat?
6. Should the Asylum work closer with the Batman?
7. What, if anything, can Arkham do to address or protect itself from the looming mob war?

## Character Dossier

1. **Dr. Jeremiah Arkham:** The great-grandnephew of the Asylum founder Amadeus Arkham, Jeremiah is the first Arkham to run the Asylum since his ancestor's descent into madness. He took over as warden after Quincy Sharp's resignation to become Mayor after a lengthy tenure as the Asylum's chief psychiatrist. Though he started at the Asylum as a fresh-faced psychiatrist eager to help his patients, the long years dealing with countless violent criminals have worn down his optimism, hardening him into a colder, harder clinician. Repeated failures to rehabilitate patients who consistently relapse into madness have left Jeremiah jaded, his treatments becoming increasingly extreme and controversial.



2. **Dr. Penelope Young:** Intensely driven in her research, Penelope Young is determined to modernize Arkham's approach to criminal psychiatry, believing traditional methods have failed Gotham time and time again. She serves as the head medical officer and interim chief psychiatrist of Arkham Asylum, overseeing patient treatment protocols, experimental therapies, and the institution's broader medical direction. In her responsibilities, she directly manages the treatment of the Asylum's most dangerous supercriminals. She presents herself as a forward-thinking reformer, eager to restore Arkham's credibility as a legitimate mental health institution rather than a revolving door for supercriminals. However, whispers persist among staff and board members that her research has crossed ethical lines, involving unapproved trials and dangerously invasive procedures.



3. **Lyle Bolton:** Fiery and overzealous, Lyle Bolton has earned a notorious reputation among both Arkham staff and inmates. As Head of Security, he has implemented an array of stringent measures aimed at preventing violence and escape attempts, often pushing the limits of acceptable protocol. Concerned staff members have argued that many of these measures cross the line into cruel and unusual punishment, prioritizing containment over patient rights and ethical treatment. Bolton's uncompromising approach underscores his belief that strict control is the only way to **lock up** Gotham's most dangerous and unpredictable criminals.



4. **Jack Forbes:** Known by his peers on the force as smarmy and opportunistic, Jack Forbes serves as the GCPD liaison to the Arkham Asylum Board of Directors, a position he occupies less through merit than through careful political maneuvering. A career officer with a long history in Gotham's most compromised precincts, Forbes is no stranger to backroom deals, quiet favors, and selective blindness when the price is right. Promotions and influence have always mattered more to him than justice, and he has proven more than willing to look the other way if it advances his standing within the department or City Hall.



5. **Deacon Blackfire:** Arkham Asylum's mysterious chaplain, Deacon Joseph Blackfire is tasked with providing spiritual guidance to the staff and inmates of the Asylum. He also oversees numerous soup kitchens throughout the Narrows, where he holds regular sermons, preaching to Gotham's most impoverished. His recent sermons have become increasingly controversial, with some accusing him of religious fanaticism and zealotry. Very little is known about his past before joining Arkham Asylum.



6. **Elizabeth Alderman:** Highly ambitious and politically ruthless, Elizabeth Alderman's tenure on the Gotham City Council has been well-known for her tough-on-crime policies and uncompromising stance against vigilantism. Seeking to capitalize on anti-Batman fears, she has positioned herself as a leading voice for increased governmental oversight of Gotham's criminal justice system, advocating for stricter regulations and expanded law enforcement authority. Alderman is strategic and calculating, using public outrage and media influence to consolidate power while presenting herself as a defender of order and civility. Behind the scenes, however, she is unafraid to exploit chaos for personal advancement, navigating the city's political and criminal landscapes with opportunistic precision. She serves as the Board's liaison with the city council.



7. **Stanley Kitch:** Originally a criminal defense attorney, Stanley Kitch left his practice out of frustration with helping violent offenders evade justice and joined the FBI, where he became a skilled criminal profiler. His growing fascination with Gotham's uniquely deranged supercriminals led him to



resign from the Bureau and join the GCPD, but he soon found himself outmatched by the scale and unpredictability of costumed crime, with several professional misjudgments damaging his reputation. Disillusioned, Kitch left the force and accepted a position at Arkham Asylum as Chief Legal Counsel. Convinced that strict adherence to legal norms have failed Gotham time and again, he quietly advocates for expanded involuntary commitment powers, broader legal immunities for Arkham staff, and reduced external oversight. In doing so, he hopes to secure both Arkham's authority and his own relevance in a system he believes is fundamentally broken.

- 8. Mallory Moxon:** The heiress to the once-prominent Moxon crime family, Mallory Moxon has assumed control from her ailing father, Lew Moxon. While the Moxons were never as powerful as the Falcones or Maronis, their influence has waned considerably, now limited to a fraction of their former territory in Gotham's manufacturing districts. In an effort to legitimize the family name and expand their institutional power, Mallory leveraged nearly every remaining political favor her family had left to secure a seat on Arkham's Board of Directors. Meanwhile, in the streets, she has deployed ruthless tactics to eliminate rivals and consolidate power. Her true intentions for using this position to advance both her personal ambitions and the Moxon legacy remain carefully guarded.



- 9. Iman Avesta:** Iman Avesta is the deputy director of the Agency. An experienced investigator with a deep skepticism of superheroes, Avesta operates with quiet intensity and an unshakable belief in government oversight. She developed her distrust of the superpowered world after witnessing the collateral damage of their battles firsthand, her father being killed during a supervillain battle in Metropolis. As deputy director, she maintains an extensive intelligence network towards monitoring threats and mitigating risks to civilian lives. In her role at this summit, she seeks to apply this experience to implement reforms aimed at preventing future escapes via preemptive control and improving institutional security.



- 10. Aaron Cash:** A veteran correctional officer and guard captain at Arkham Asylum, Aaron Cash is widely respected for his professionalism, resilience, and unwavering commitment to keeping both staff and inmates safe. Having lost his hand during a violent encounter with Killer Croc, Cash wears the injury as a quiet badge of experience rather than a source of bitterness, reinforcing his



reputation as someone who understands the real dangers of the institution. Unlike many of Arkham's administrators, he maintains a grounded, practical approach to security, prioritizing preparation, discipline, and accountability over grand theories or experimental reforms.

- 11. Dr. Simpson Flanders:** Clinical Psychologist and Arkham's Director of Patient Reintegration, Dr. Simpson Flanders is most well-known by the public for authoring his controversial pop psychology book *I'm Sane and So Are You*, which claims many of Arkham's most famous inmates are not dangerous criminals but simply misunderstood individuals in need of proper care and attention. However, critics of the book call its unorthodox views on Gotham's Most Wanted a shallow attempt at stirring dissent and garnering media attention for the sake of boosting his book sales and career.



- 12. Dr. Marnie Herrs:** Dr. Marnie Herrs is a psychiatric expert dispatched by the Agency as part of the federal government's effort to strengthen oversight and security at Arkham Asylum. Widely regarded as a leading authority on supercriminal psychology, she specializes in profiling extreme deviance and predicting violent recidivism among metahuman offenders. Herrs is cold, clinical, and methodical in both demeanor and practice, approaching patients less as individuals and more as systems to be analyzed and controlled. While her findings are often unsettling, they are also uncomfortably accurate, lending her an aura of grim credibility. Beneath her detached professionalism lies a deeply cynical worldview, shaped by years of studying minds she no longer believes can be saved.



- 13. Hamilton Hill:** Hamilton Hill serves as the Deputy Mayor under Mayor Quincy Sharp, acting as the public-facing intermediary between Gotham City Hall and Arkham Asylum. Smooth, unctuous, and silver-tongued, Hill is known for his practiced false smiles and carefully worded promises, projecting reassurance while rarely committing to concrete action. Described by many as "perpetually affable," he excels at deflecting blame and managing optics, ensuring that political fallout is minimized even when systemic failures persist. Behind his polished demeanor lies a calculating operator, more concerned with maintaining influence and favor than enacting meaningful reform.



**14. Silver St. Cloud:** A billionaire heiress and social media influencer, Silver St. Cloud is one of Gotham's most prominent philanthropists. As a close and trusted confidant of Bruce Wayne, she acts as the Wayne Foundation's representative to Arkham Asylum, overseeing grants, reform initiatives, and institutional partnerships tied to Wayne funding. Though she appreciates the hard-work done by Batman to improve the city, St. Cloud dreams of a Gotham in which Batman is obsolete and crime is a thing of the past.



**15. Rupert Thorne:** One of the last remaining vestiges of Gotham's "old-guard" of corruption, and certainly the most powerful, Rupert "Boss" Thorne has retained his position as chairman of the Gotham City council for decades. He first rose to prominence through close collaboration with Carmine Falcone, later adapting seamlessly to work with the criminal figures who filled the vacuum after Falcone's empire collapsed. Through the turbulence of successive mob wars and shifting power structures, Thorne has remained untouched, deftly insulating himself behind layers of political legitimacy and carefully cultivated deniability while deepening his pockets with whichever criminal regime maintained the most power.



**16. Doctor Moon:** A former neurosurgeon turned rogue scientist, Doctor Moon is infamous for his unethical experimentation in the field of bodily modification and psychological manipulation. Often contracted by shadowy government divisions, his expertise lies in rewiring minds, altering physiology, and developing methods of covert influence. Sadistic and fascinated by the limits of human will, Moon thrives on pushing boundaries others fear to cross. His knowledge of control technologies and "post-human" biology make him an invaluable asset to the federal government. He is serving as a consultant in "containment methods" to the committee as part of the envoy sent by the Agency.



**17. Ultra-Humanite:** Gerard Shugel was once a brilliant scientist in the 1940s before being diagnosed with a degenerative disease. Hindered by strict regulations and running out of funds in his research for a cure, Shugel turned to a life of crime under the moniker "The Ultra-Humanite," using his brilliant inventions for criminal activity. Eventually abandoning hope for finding a cure for his dying body, Shugel arranged a procedure to transfer his brain into another body. Shugel went into hiding, traveling the world and continuing his



“ethically questionable” research in countries with far less rules and regulations, transferring his mind to numerous bodies over the decades. He is currently occupying the body of a genetically modified albino gorilla. The Ultra-Humanite has been invited by the Agency to advise the committee as a scientific consultant.

**18. Agatha Zorbatos:** The no-nonsense warden of neighboring Blackgate Prison, Agatha Zorbatos is renowned for her steely demeanor and uncompromising approach to order, traits that have served her well in one of Gotham’s most volatile institutions. Throughout her tenure, numerous allegations of corruption and bribery have surfaced, yet none have ever been substantiated. Zorbatos is physically distinctive, most notably for the eyepatch she wears boldly, a reminder of the eye she lost while personally suppressing a violent inmate riot. The incident has only reinforced her belief in strict discipline and absolute control, earning her both fear and respect among staff and inmates alike.



**19. Roland Daggett:** One of the most cutthroat businessmen in a city full of cutthroat businessmen, Roland Daggett is the ruthless CEO of Daggett Industries, a pharmaceutical and real estate conglomerate long rumored to be entangled in Gotham’s shadiest dealings. As Arkham Asylum’s primary pharmaceutical supplier, Daggett has secured himself a seat on the Board, viewing the institution less as a hospital and more as a captive market. Coldly pragmatic and openly self-interested, Daggett sees the current crisis as an opportunity to consolidate influence and maximize profits.



**20. Morgan Edge:** Morgan Edge was once the illustrious founder and CEO of Galaxy Broadcasting System, a Metropolis-based media corporation which ran numerous newspapers and television stations. The media mogul eventually found himself the subject of a scathing expose by his reporters in his own company, revealing numerous alleged ties to organized crime. Though nothing was definitely proven, the resulting backlash forced Edge to resign from his own company. While many may have expected Edge to simply disappear from the public eye, he has since become Arkham Asylum’s director of Media Outreach, specializing in twisting narratives to serve the Asylum’s goals. While less glamorous than his former position, Edge sees his role as the Asylum’s de facto spokesperson as a stepping stone to further fame and fortune.



**21. Niles Caulder:** Niles Caulder, known as “The Chief,” is a pioneering but morally dubious figure in both experimental biology and occultism. As the former leader of the superhero team known as the Doom Patrol, he secretly orchestrated the “accidents” that gave its members their powers without their knowledge in his obsessive pursuit of immortality. Caulder’s controversial methods and disregard for consent have drawn criticism, but his expertise in enhanced physiology and unstable metahuman behavior makes him a valuable, if uneasy, advisor to the Agency.



**22. Dr. Byron Meredith:** Arkham Asylum’s Director of Ethical Oversight, Dr. Byron Meredith superficially ensures that the institution’s research and treatment programs adhere to legal and moral standards. In practice, however, he often turns a blind eye to, or even quietly participates in, questionable experiments, prioritizing the potential for results over strict ethics. Calculating and ambitious, Meredith navigates the Asylum’s chaotic environment with a careful balance of appearances, maintaining the illusion of oversight while exploiting opportunities for personal and professional gain. Outwardly professional and measured, he masks a willingness to compromise principles whenever it serves his interests or advances the institution’s objectives. As Arkham's longest serving staff member, he has decades of experience treating patients... and covering up any ethical mishaps along the way.



**23. Veronica Vreeland:** A glamorous and fabulously wealthy socialite, Veronica Vreeland is renowned for the elaborate soirees she hosts for Gotham’s most affluent and influential citizens. She lives comfortably off a hefty trust fund. Beneath her vain and pampered exterior, Vreeland holds a genuine desire to aid the less fortunate, with her parties often doubling as charitable fundraisers. Her recent philanthropic contributions to Arkham Asylum earned her an honorary seat on the Board, though she remains uncertain of how best to navigate her responsibilities in this new role.



**24. Sasha Bordeaux:** A seasoned field agent for the Agency, Sasha Bordeaux specializes in confronting and apprehending superhuman threats, bringing years of firsthand experience with high-risk metahuman operations. Repeated encounters with the same offenders - many of whom cycle endlessly through



institutions like Arkham - have left her increasingly jaded about rehabilitation and skeptical of existing containment practices. Disciplined, cynical, and quietly severe, Bordeaux believes that stronger preventative measures and more permanent containment protocols are not only justified, but necessary to protect the public.

**25. Sebastian Ballesteros:** Sebastian Ballesteros is an Argentine business magnate. Born into poverty, Ballesteros' parents were left-wing dissidents executed in the prison camps of the dictator General Videla during his campaign to "cleanse" Argentine society in the 1970s. Using his natural business acumen and charisma to build connections with those in power, he was able to lift himself out of poverty and founded the Ballesteros Corporation, which would soon become a monopoly in every major area of industry in Argentina. Despite his impoverished background, the corporation would become infamous for its oppression of its working class employees and labor unions. Ballesteros has recently refocused his company's efforts to the US, making Gotham City the new hub of the Ballesteros Corporation. His large donations to the Asylum and industrializing efforts within the city have bought him a spot on Arkham's board.



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