

Yet Another Crisis In the DC Universe: Crisis on Earth MUN!



Crisis Directors: Kian Sheridan and Shane Donnelly

Table of Contents

Letters from the Co-CDs:	3
Sensitivity Statement	5
Committee Description:	6
Intro to Committee:	6
Historical Background	8
Current Problems	21
State of Committee	28
Questions to Consider	30
Character Dossier:	31
References	37

Letters from the Co-CDs

Dear Delegates,

Welcome to MUNE XIV! My name is Kian Sheridan, and I am looking forward to being a Co-Crisis Director for the Crisis on Earth MUN committee. As a lifelong fan of the world of DC comics, both the comics themselves and outside media, I'm excited 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 fifth 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 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

Dear Delegates,

My name's Shane Donnelly and I'll be one of the co-Crisis Directors for the Crisis on Earth MUN committee! Alongside Model UN, which I've been doing since high school, I'm a big reader, play drums in a band called Arbre Day, and really enjoy outdoor activities. A fun fact about me is that I'm a black belt in Hapkido and speak French. Model UN has brought me so many great experiences and I'm excited to direct this committee with Kian.

Kian and my shared interest in the DC universe inspired the idea for this committee because so many of the fictional problems translate into real world issues. We both believe that the unique setting provides a really interesting look at how globalized problems (national security threats, international injustice, etc.) are solved, even when superheroes make the decisions. We're both really excited to see how members of this committee work together to create lasting solutions for the DC Universe.

Being a fictional/fantastical universe, there isn't much that's off the table for delegates. With good explanations and motives, committee members will be able to formulate and reach a lot of interesting and status quo-shifting goals. I'm especially excited about this committee because it pushes delegates to think creatively and tackle complex challenges in unique ways, so the sky's really the limit!

See you in committee,

Shane Donnelly
shane.donnelly@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. MUNE XIV 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.

Intro to Committee

A Note on Continuity and Time-Period

This committee starts in October of 2024.

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

- CD Kian

Important names and/or details are bolded.

This committee takes place within the DC Comics Universe, where the presence of super powered individuals is a rather common sight and the future of the world often hinges on the actions of superheroes. The shining example of all superheroes was the Justice League, a team of humanity's most mighty defenders. However, after a failed invasion by the alien conqueror Darkseid took the lives of the original seven Justice League members: Batman, Superman, Wonder Woman, the Flash (Barry Allen), Green Lantern (John Stewart), Aquaman (Arthur Curry), and Martian Manhunter (J'onn J'onzz), Earth and its inhabitants were left without their stability and protection.

In the wake of the loss of their heroes, Earth's inhabitants hold vehemently differing opinions about what to do next, especially with regard to the League. Many argue that the world no longer needs a Justice League and worry about its trustworthiness, while others point to the valor of defending Earth against potential invaders. This distrust mostly originates from the public's discovery of the "Watchtower", a planet-destroying laser cannon mounted on the Justice League's satellite base. Although it was used to defend Earth against Darkseid, many are wary of what its next owners would or could do with such power, and no true consensus has been met.

Due to the loss of the Justice League, numerous threats are emerging all over the world that threaten both humanity and the national interests of the United States. Metahumans, those with a special power beyond that of normal humans, have increased in both number and impact. Many new supervillains of metahuman origin have been causing escalating levels of destruction without the security of the Justice League. Alongside this, criminal organizations and hostile governments have created super groups of their own to take advantage of the chaos.

Meanwhile, a presidential election looms in the near future, which Lex Luthor is expected to win. In advance of this, an independent committee of government leaders, key allies, top industrialists, and scientific experts has been formed to best handle the power vacuum that the loss of the Justice League created and deal with current and emerging threats related to metahuman activity. As the members of the committee already include high ranking US government officials and corporate leaders, the actions of the committee will direct immediate governmental and industrial activity, through either independent actions or collaboration.

Historical Background

Origins of Superheroics

The earliest recorded evidence of superheroes dates back to the late 1930s. It is unknown exactly who was the first individual to don a costume and punch a bad guy, but by the year 1939, there was a small but reliable number of costumed crime-fighters dealing with mostly small-time threats—bank robbers and the like. Some but not all of these individuals possessed special abilities, or powers, such as flight or super-strength. Many gained their powers through scientific mishaps, like **The Flash (Jay Garrick)** or by coming into contact with magical artifacts or entities, such as **Green Lantern (Alan Scott)** or **The Spectre**. Others, like **Doctor Midnite**, developed their own crime-fighting technology.

Soon, the appearance of superheroes had grown from a novelty into a full-blown phenomenon. Communities across the United States—and in rare cases, abroad—began reporting the emergence of their own local champions. Some worked alone, others in small, informal teams.

Outbreak of WWII

The first major development of government-superhero relations began shortly after the outbreak of WWII. US intelligence reports indicated that **Adolf Hitler**, chancellor of Nazi Germany, and the **Dragon King**, a Japanese mad scientist and occultist, had been able to acquire the mystical **Spear of Longinus**, which allowed them to create a field throughout Europe and East Asia of arcane magic capable of swaying any superpowered individual with magic-based powers or vulnerability to magic to the side of the Axis Powers.



This all changed, however, following Japan's attack on Pearl Harbor and the entrance of the US into WWII. Seeing the importance of preventing further Axis attacks, President **Franklin Roosevelt** quickly signed **Article X**, which deputized all superheroes as members of the **All-Star Squadron**, a collective dedicated to maintaining peace on the home-front and preventing acts of sabotage, both super-powered and otherwise.

The efforts of the All-Star Squadron were largely a success. While many spies, saboteurs, and superpowered agents of the Axis powers attempted to undermine the United States from within, nearly all were thwarted thanks to the Squadron's vigilance. Tasked with safeguarding key infrastructure, monitoring potential subversive activity, and quelling domestic unrest, the Squadron became the backbone of America's home-front security apparatus.



But the super-powered war effort wasn't without controversy. Article X gave the federal government sweeping powers not only to deploy metahumans but also to monitor and regulate them. Some heroes, especially those with anti-governmental views, such as **The Sandman (Wesley Dodds)** or **Wildcat**, were heavily monitored. Though largely tolerated due to their effectiveness, they served as early examples of the long-standing tension between state control and superhero autonomy.

As the war drew closer to its conclusion, the federal government began to view the All-Star Squadron not just as a temporary wartime asset, but as a test case for long-term metahuman regulation. Soon, the Allies won the war and the Spear of Longinus was lost to the ruins of Berlin. The Dragon King was never captured.

The Rise of the Golden Age

With the end of WWII, the All-Star Squadron soon dissolved. However, a number of prominent costumed adventurers—having experienced firsthand the power of unity and coordination during the war—recognized the value of continued cooperation. While the Squadron had operated under government



mandate, and often at the whim of military and intelligence officials, these heroes envisioned something different: a collaborative alliance based not on federal oversight, but on mutual respect, shared values, and a desire to protect the world from rising threats.

Thus, in 1945, in the wake of victory abroad and amidst growing uncertainty at home, the **Justice Society of America** was formed. Spearheaded by veterans of the war effort such as **Green Lantern (Allen Scott)**, **The Flash (Jay Garrick)**, **Hawkman**, **Doctor Fate (Kent Nelson)**, and **Black Canary (Dinah Drake)**. The JSA was conceived as an independent, self-governing coalition. Their mission was not bound to any government or nation, but to the broader ideal of justice itself—ensuring peace, combating emerging threats, and holding each other accountable when the line between heroism and power was tested. This idealistic period came to be known as the **Golden Age** of superheroes. As a symbol of the JSA's sterling commitment to the American people, they announced the construction of their new headquarters, the Hall of Justice, along the Washington Mall in the nation's capital.

Along with the formation of the JSA, another major shift in the super-powered landscape occurred—a new type of threat. Throughout the country, superpowered individuals engaged in crimes not in furtherance of a greater cause, but for self-profit. Some were mad scientists driven by ego or obsession, others were thieves enhanced by exotic gear or metahuman mutations. Many operated alone, seeking fortune or fame through ever more audacious crimes. Members of this phenomenon became known in media circles and law enforcement briefings as “the supervillain.”

Eventually, some of these super-criminals, recognizing that the Justice Society was too powerful to defeat individually, banded together in secret to form the **Injustice Society**. This loose confederation of villains included notorious figures such as the **Wizard**, **Brain Wave**, **The Fiddler**, **The Shade**, and **Icicle**, among others. While their motives varied—from world domination to sheer anarchy—their shared hatred of the Justice Society unified them as they launched a fierce attack on the heroes. However, through a combination of resilience, teamwork, and public support, the Justice Society defeated the Injustice Society in a final confrontation atop the then-newly constructed Hall of Justice.

Though time after time the JSA defeated every threat they faced, its members began to feel the pressure of operating in a world that was growing more dangerous, more complex, and far less forgiving. Law enforcement struggled to adapt to threats outside traditional paradigms, and public officials began to privately and then publicly question how long independent heroism could remain unchecked.

The End of the Justice Society

As the postwar years gave way to a new era of geopolitical tension, the landscape for superheroes—once hailed as wartime protectors—shifted dramatically. The rise of the **Iron Curtain**, the onset of the **Cold War**, and the escalating paranoia over Soviet espionage fundamentally altered how the U.S. government and public viewed powerful individuals operating outside direct state control.

While the Justice Society of America had been formed to uphold peace and justice, their independence from federal oversight increasingly drew scrutiny. As stories of Communist infiltration dominated the headlines, the notion that costumed heroes—many with secret identities and unchecked powers—could be operating within American society without loyalty oaths or background checks began to trouble those in Washington.

This fear reached its peak in the early 1950s with the rise of Senator **Joseph McCarthy** and the **House Un-American Activities Committee (HUAC)**. Originally focused on rooting out Communist influence in the federal government and Hollywood, HUAC quickly turned its attention to the metahuman community. Whispers in Washington corridors painted the Justice Society not as patriots, but as potential Soviet spies. McCarthy went on national radio to declare he had a list “of twelve superhero Soviet subversives” and that the JSA was “thoroughly infested with Communists.” Public sentiment soon shifted, where there was once patriotic admiration for heroes, there was now fear and distrust.

The JSA was summoned before a special congressional hearing in 1951. There, committee members demanded that each member publicly reveal their secret identity and submit to federal loyalty tests and strict government scrutiny. The justification was “national security”—the idea that no person, no matter how heroic, should be above suspicion during such a precarious time.



In an act of quiet defiance, the Justice Society chose resignation over compliance. One by one, members withdrew from public life, dissolved their operations, and faded into the shadows. There was no grand battle, no explosive confrontation, just a solemn end to the greatest collective of heroes the world had known up to that point. Their departure marked the close of an era, one defined by idealism and sacrifice, replaced now by suspicion and silence.

The World Moves On

While the Justice Society had retired, the threats they faced did not. Though the members of the Injustice Society remained in prison, other supervillains were still at large, and rumors abounded of possible Soviet superhumans. President **Truman** took action, launching a two-pronged organization under the overarching structure of **Task Force X**. One side, **Argent**, would be focused on domestic and civilian activity, monitoring for signs of superhuman activity and drafting potential countermeasures. The other group, codenamed the **Agency**, was in charge of global operations, tasked with identifying, containing, or neutralizing extranormal threats beyond U.S. borders. Both organizations were overseen by separate commanders, who would report directly to the President. Most agents were non-powered spies utilizing recovered technology from super-powered exploits, though some were superhumans recruited directly into the government due to their predicted loyalty and obedience.

Much government-funded scientific research of the time was devoted to identifying countermeasures to superhuman activity, most efforts focused on attempting to replicate the conditions which gifted individuals with their powers, in an attempt to create a government-controlled supersoldier. However, the vast majority of these efforts were unsuccessful, and resulted in large losses of life. It seemed there was no rhyme or reason why the same extreme conditions which granted one person powers resulted in the deaths of so many more.

Efforts were made to create a superserum, often with highly questionable ethics, but these likewise largely failed. In one experimental trial, an all-black battalion in the Korean War were given “smallpox vaccines” which actually contained a prototype superserum. Of the 585 soldiers in the battalion, only one survived, who would gain super strength and vastly reduced aging. Taking the name of **Gravedigger** after he insisted on digging a grave for each of his fallen comrades to avoid sentencing their bodies to a mass, unmarked grave, he would go on to be one of the most successful covert operatives of the Agency, often undergoing dangerous missions on the other side of the Iron Curtain or assisting military operatives during covert missions. Much of his work during the Vietnam War remains classified to this day. He remained active until the late 1970s, when he went missing and was presumed killed during a mission fighting Soviet-aligned rebels in **Markovia**.



Another effort of note is that of **Project Atom**, a program run by then-US Army colonel **Wade Eiling** to create a nuclear-powered super soldier. The venture's first and only test subject was **Nathaniel Adam**, an Army veteran on death row after being framed for a crime he did not commit. The resulting experiment, seeking to replace Adam's blood with a liquid compound mostly composed of polonium-210, caused a massive accidental nuclear explosion. The project was scrapped as a failure, with Adam's body not recovered. It was eventually discovered that Adam's body was not destroyed, but propelled 28 years into the future, eventually becoming the government-controlled superhero **Captain Atom**.

One key difference between the activities of these few government operatives and the JSA was their secrecy. Gone were the days of flashy costumes and cinematic fights, replaced with shadowy missions and plausible deniability. Their exploits were not the subject of sensationalized newspaper headlines, but redacted files. As a result, the public—once captivated by the bold heroics of the Justice Society—gradually lost interest in the world of superhumans. Without headlines, parades, or dramatic rescues, the mystique of the superhero faded into myth, replaced by growing cynicism and unease.

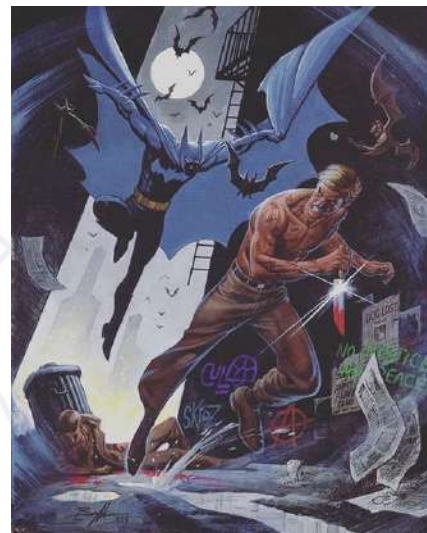
As superheroes faded from the public eye, so too did their adversaries. The once-flamboyant supervillains, deprived of rivals and the spotlight, either went underground, retired, or were quietly dealt with by the growing reach of covert government forces. With no major costumed threats active on American soil, Argent was increasingly seen as redundant—an expensive relic of a bygone era. By the early 1980s, it was quietly shuttered, its resources folded into more conventional federal agencies.

Shortly after this, Task Force X and the Agency, already closely aligned, gradually merged into a single clandestine entity focused entirely on espionage and extranormal containment. No longer concerned with domestic superheroes or public perception, this new Task Force X operated without masks or names, deep in the shadows, answering only to the highest levels of government. Heroism had given way to pragmatism, and the age of the costumed idealist was over—at least for a time.

The New Age of Heroism

Though the public had long forgotten about heroes, in the year 1992, this soon changed. The first, of what would eventually become many, hero 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 all the way up to the mayor were puppets of **Carmine “The Roman” Falcone’s** crime empire. The fact that he

operated without superpowers, relying solely on gadgets and determination, made him all the more compelling. Despite official efforts to capture him, public support only grew, and allies like Detective **James Gordon** and District Attorney **Harvey Dent** quietly joined forces with Batman to dismantle “The Roman Empire.” 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. That changed after an assassination attempt by Falcone left Dent disfigured and mentally broken, transforming him into the criminal Two-Face. In a violent campaign aided by the anarchical **Joker** and other villains, Dent ultimately murdered Falcone, ending the Roman Empire and marking the decline of traditional organized crime in Gotham.



Spurred by the costumed criminal overhaul of the Falcone crime family, numerous superpowered criminals emerged seemingly out of the woodwork, constantly presenting a new threat for Batman and the Gotham police force to deal with. It was clear that a new era of crime, “the return of the supervillain,” as the *Gotham Gazette* called it, was a much more prevalent issue. Despite the constant vigilance of Batman, Gotham soon became overridden with crime once more.

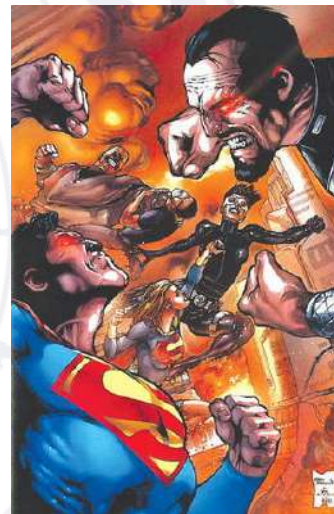
Around the same time as this rise in supervillainy in Gotham, a new hero arrived on the public scene, the hero known as **Superman**. Unlike Batman, who shied away from the public eye, Superman would often give interviews to **Lois Lane**, a reporter at the *Daily Planet*. The public saw Superman as a source of hope and inspiration. With his powers of flight, super strength, invulnerability, and heat vision (among others) he was a force of justice to be reckoned with. Superman gained his powers due to his alien physiology reacting to the yellow rays of the Sun; his home planet, **Krypton**, was destroyed when he was an infant, but his father sent him to Earth in a rocketship. Superman chose to keep his alien status a secret when he first entered the public eye, a decision he would eventually regret.



Soon after Superman’s arrival, a new wave of supervillains emerged to match. Some, such as **Toyman** (Winston Schott), were genius inventors leveraging cutting-edge technology of their own invention to commit elaborate crimes, while others, such as the energy-draining **Parasite**, were victims of freak industrial accidents or scientific mishap. One recurring foe of Superman was the billionaire industrialist **Lex Luthor**, the CEO of Lexcorp, a key company in

numerous sectors such as aerospace, defense, and technology. Though Superman long suspected Lex of orchestrating criminal activities behind the scenes, ranging from illicit weapons development to covert manipulation of metahumans, he was never able to gather sufficient evidence to prove Luthor's guilt. Luthor maintained a pristine public image as a philanthropist and patriot, using his vast resources to mask his activities and deflect accusations as baseless slander.

Despite the rise of these new threats, Superman consistently managed to protect Metropolis, earning the admiration and trust of the public. His visible heroism, compassion, and tireless efforts to safeguard the city elevated him to near-mythic status. However, that faith was soon tested following a devastating confrontation with **General Zod**, a Kryptonian war criminal who had escaped imprisonment from a timeless alternate prison dimension known as the **Phantom Zone**. Zod, along with his loyal followers, launched a full-scale assault on Earth, seeking to conquer it and rebuild Krypton in their image. Though Superman ultimately defeated Zod, the battle left much of Metropolis in ruins, with countless civilians caught in the crossfire.



In an attempt to quell confusion and build public trust, Superman revealed the truth about his alien origins—disclosing that he, like Zod, was born on the distant planet Krypton and that Earth's yellow sun granted them both extraordinary powers. But rather than comfort the public, this revelation sparked widespread unease. If Superman possessed the same abilities as Zod, many began to wonder, what would prevent him from turning against humanity in the future? Some conspiracy theorists even argued that the fight between Superman and Zod had been staged as part of a larger invasion effort. Among the most vocal critics was Luthor, who seized the opportunity to fan the flames of doubt, painting Superman as an existential threat hiding behind a veneer of benevolence. He was soon joined by rising media personality **G. Gordon Godfrey**, whose inflammatory talk show railed against the dangers of unchecked superhuman power, especially when it came from "off-worlders." Together, voices like Luthor's and Godfrey's helped transform public uncertainty into open suspicion. However, the majority of the public still believed in Superman, and the good he offered to the world.



Meanwhile, across the United States and around the world, new heroes began to emerge with increasing frequency. One such figure was **Wonder Woman**, a warrior princess from the all-female society of Amazons, hailing from the magically hidden island of **Themyscira**. Foreseeing the growing dangers facing the world of man, Queen **Hippolyta**, ruler of the Amazons, decided to send an ambassador of peace to aid humanity. A contest was held to determine who would take on this sacred mission, and Princess **Diana** emerged victorious. She stepped into the modern world as Wonder Woman, combining ancient wisdom, divine strength, and a message of peace.

Elsewhere, **Barry Allen**, a forensic scientist, was struck by lightning during a laboratory accident involving experimental chemicals. The incident granted him the power of super speed, and inspired by the legacy of Jay Garrick, the Justice Society hero of the same name, he adopted the mantle of **The Flash**.

Around this time, several Earth dwellers were recruited into the **Green Lantern Corps**, an ancient intergalactic police force. Using power rings fueled by willpower, they could create solid light constructs to defend Earth as part of a wider cosmic mission. While their presence reassured some, others feared Earth's involvement would draw hostile alien threats. Most Lanterns were soon called off-world, but one, **John Stewart**, stayed behind to protect Earth.

Another major figure of this era was **Aquaman**, the half-human, half-Atlantean heir to **Atlantis**, a secretive and technologically advanced underwater kingdom. Raised on land as Arthur Curry, he later embraced his royal heritage and role as a bridge between two worlds. With powers including underwater survival, marine telepathy, and immense durability, Aquaman defended both the seas and the surface from rising threats.

Each of these heroes-along with many others emerging across the world-soon found themselves facing their own coterie of supervillains. These adversaries utilized a range of magical, technological, and scientific means to challenge their heroic counterparts. Wonder Woman, for instance, frequently battled the sorceress **Circe**, an ancient witch whose mastery of dark magic posed a mythic threat to mortals and gods alike. Meanwhile, the Flash contended with foes like the **Weather Wizard**, who used a stolen experimental wand to manipulate weather patterns and commit high-stakes robberies.

Despite the efforts of individual heroes, the scale and complexity of emerging threats began to exceed the capabilities of any one champion. This truth was made undeniable with the sudden appearance of a mysterious alien being in the skies over the United States. He called himself **J'onn J'onzz**, the **Martian Manhunter**, and claimed to be the last survivor of a now-extinct race of **Green Martians**. Telepathic, shape-shifting, and immensely powerful, J'onn J'onzz arrived not as a threat, but as a protector, risking exposure to warn Earth of a danger he

had once fought alone and barely survived. He revealed that his people had been annihilated by a rival race of **White Martians**-brutal, warlike conquerors of similar strength to Martian Manhunter. Now, J'onzz warned, the White Martians had set their sights on Earth. Isolated, Earth's heroes would fall. Together, they might stand a chance.



Realizing the magnitude of the danger, several of Earth's greatest champions came together: Superman, Batman, Wonder Woman, The Flash, Green Lantern, Aquaman, and Martian Manhunter himself. Each brought with them not only immense power, but a unique perspective shaped by vastly different experiences. Though initially wary of trusting one another, the severity of the White Martian threat forced their cooperation and forged a bond.

The newly formed team successfully repelled the White Martian invasion, exposing the infiltrators and preventing Earth from falling to the same fate as Mars. In the wake of that victory, the seven heroes formalized their alliance under a single banner: the **Justice League**, a united front dedicated to protecting Earth from threats too great for any one hero to face alone. Choosing the abandoned and forgotten Hall of Justice (the former headquarters of the Justice Society) as their public base, the Justice League became a public-facing beacon of justice and unity, symbolizing a new era of heroism. However, remembering the attack of the Injustice Society on the JSA, the heroes decided to build a satellite known as the **Watchtower** as their true base of operations, utilizing bleeding-edge cloaking technology to keep the satellite hidden from the governments of the world. To defend the Earth from future interstellar threats, the League installed a massive binary fusion-based laser cannon on the Watchtower, capable of repelling even the most formidable of alien fleets before they reached Earth.

The Government Responds

It did not take long for the US government to take decisive action in response to the rise of new heroes. They initially focused their surveillance efforts solely on



Batman, believing his lone, urban vigilantism to be a manageable anomaly. However, the arrival of Superman, and the subsequent wave of equally powerful heroes, shattered that illusion. The revelation that Superman was not only superhuman but extraterrestrial sent shockwaves through defense and intelligence communities. Faced with the emergence of god-like beings whose loyalties could not be assured, the U.S. government concluded that passive observation was no longer sufficient.

Task Force X expanded its operations under the ruthless and calculating leadership of **Amanda Waller**, breaking into several specialized programs devoted to different aspects of extranormal monitoring and containment. The **Department of Extranormal Operations**, or D.E.O., specializes in researching and identifying magical artifacts, alien technology, or scientific developments that could result in the unregulated development of superhuman abilities. When such artifacts or research surface, the D.E.O. swiftly intervenes—quietly acquiring, redirecting, or shutting down projects before they attract public or foreign attention.



Meanwhile, the **Advanced Research Group Uniting Support**, or A.R.G.U.S., operates as Task Force X's primary tactical arm, tasked with the direct apprehension and containment of metahuman threats. Equipped with elite field agents, suppression technology, and black-site holding facilities, A.R.G.U.S. specializes in neutralizing high-risk targets quickly and discreetly. While other agencies watch, A.R.G.U.S. acts.



Another key government group is **Checkmate**, a covert intelligence agency tasked with monitoring global metahuman activity, both individual and state-sponsored. Operating through a strict hierarchy modeled after chess pieces, Checkmate deploys elite operatives and spies to gather intelligence and assess emerging superhuman threats.

The rise in superhuman activity reignited long-dormant research into the origins of extraordinary powers. Advances in genetic analysis led to a groundbreaking discovery with far-reaching implications: the existence of a "meta-gene" in humans. Found in less than 0.5% of the population, this latent gene appeared in every known human naturally-superpowered human. Under extreme emotional or environmental stress (typically life-threatening conditions) the meta-gene could activate, granting extraordinary abilities. First identified in a private laboratory, the discovery was soon made public, revealing that superpowers were not solely the

result of accidents or external forces, but an innate, genetic potential within humanity. The revelation triggered a global surge in genetic research and metahuman development programs. In the wake of this discovery, a new term entered common usage-**metahuman**. The term was eventually generalized even to those whose powers stemmed from technology, magic, or alien origin.

Soon, Task Force X authorized the formation of **Project Cadmus**, a covert genetic research initiative operated in collaboration with LexCorp. Designed to explore the full potential of meta-genetics, their main focus has been to successfully induce metahuman powers in a subject without the meta-gene and to find a method of predicting the subject's subsequent powers, though so far the program has been unsuccessful on both fronts. Backed by Lexcorp's cutting-edge biotech resources, the project conducted controversial and often ethically murky experiments. Among its efforts was the failed attempt to clone Superman, resulting in the unstable and dangerous **Bizarro** (so called due to his mispronunciation of his given name, Subject B0). However, Cadmus later achieved partial success with the creation of **Superboy (Connor Kent)**-a genetically engineered hybrid combining Superman's Kryptonian DNA from Superman with human DNA from Luthor himself. Though his creation was a scientific feat, Superboy quickly proved resistant to Cadmus' behavioral controls, with his emerging sense of identity overriding the mental programming and artificial loyalty measures put in place to ensure obedience, eventually escaping and becoming an independent superhero in his own right. Similar programs emerged throughout the nations of the world, many seeking to combat the dominance of the US in the new metahuman "industry." Private corporations also began research into meta-genetics along with other forms of superhuman enhancement, through methods such as cybernetics and body-modification.



Task Force X also expanded its foreign operations with the launch of a new off-the-books program known informally as the **Suicide Squad**. The team was under the direct oversight of Waller, formed for the purpose of targeting the metahuman research programs of hostile foreign nations while maintaining absolute deniability. The program forcibly recruited supervillains serving long sentences into a covert strike team deployed on high-risk (near suicidal)



missions around the world in exchange for reduced prison time. Small bombs were implanted into the necks of team members to ensure compliance with the parameters of each mission.

The End of the Justice League

Beyond governmental concerns, the League struggled with civilian distrust and panic, particularly directed at the aliens among them. Alien numbers in the US were rapidly rising, with Earth's recent involvement with the Green Lantern Corps making it a prime destination for alien refugees seeking asylum from off-world conflicts. Recalling the invasion attempts by Zod and the White Martians, a small but significant portion of citizens simply refused to trust aliens to protect them-or even live among them, despite the fact that most alien species lacked any special powers, possessing the same abilities as the average human. These divisions were exacerbated by the rise of numerous anti-alien echo chambers on the internet. Some media figures, such as Godfrey, pushed sensationalist narratives of alien infiltration, furthering paranoia. Lex Luthor quietly funded several of these platforms and pundits, furthering the efforts to undermine public trust in extraterrestrials. Several violent outbursts against alien communities occurred during this period, with superhero and government intervention only serving to reinforce the claims of alien conspiracies.

Despite these tensions, the Justice League managed to usher in a new age of peace and prosperity for decades, defeating a seemingly endless stream of metahuman threats. This period was accompanied by an unprecedented leap in scientific development and innovation, with advancements made in pharmaceuticals, cybernetics, and energy production; many spurred by reverse-engineering alien technology, harnessing magical artifacts, and analysis of the underlying physical properties behind metahuman abilities.

However, for all its accomplishments, the Justice League was not eternal. Unlike the Justice Society, its undoing came not from domestic strife, but from an external threat so great it threatened not just the Earth, but the entire universe. That threat was **Darkseid**, the tyrannical ruler of the alien planet **Apokolips**, whose hunger for control over all existence led him to target Earth. Unlike previous invasions, which were isolated and fleeting, Darkseid's assault was calculated and unrelenting, combining godlike strength possessed by him and his lieutenants, known as **Darkseid's Elite**, with world-destroying technology. Darkseid's forces overwhelmed the militaries of almost all countries around the world within hours, traditional methods of combat proving hugely ineffective against the alien invaders.



The response of the superhero community was swift. Immediately, thousands of heroes mobilized, The heroes were able to defeat Darkseid's legions, but incurred heavy losses, chief among them the League itself.

It began with the loss of Aquaman, who led the full might of Atlantis in a last stand beneath the Arctic ice, using his trident to collapse an entire ice shelf and bury a Apokolyptian horde, sacrificing himself along with his royal guard. Next, Green Lantern perished sealing a dimensional breach caused by Darkseid's invading forces torn open above Coast City, locking it behind a construct of pure willpower that shattered his ring in the process. The Flash was forced to run so fast to counter the flow of cosmic energy from Darkseid's bombs that he was erased from existence. Wonder Woman engaged a dozen of Darkseid's Elite in single combat at the foot of the final machine, slaying them one by one and destroying the machine before finally succumbing to her wounds. Meanwhile, the Watchtower itself came under siege; Martian Manhunter died rerouting its damaged systems to fire the station's laser cannon, obliterating a major wave of the fleet. Batman stayed behind to pilot the compromised Watchtower directly into Darkseid's command vessel, destroying both in a cataclysmic explosion. Superman, the last standing member of the League, engaged Darkseid in brutal combat across the stratosphere, ultimately dragging the tyrant into the heart of the Sun, erasing them both in a final act of sacrifice.

With large swaths of Earth destroyed and their chief defenders now dead, humanity has been left to pick up the pieces.

Current Problems

Though Darkseid is dead and his armies are now largely dead or captured, the United States and Earth at large faces numerous threats to progress, especially in the hard-felt absence of the Justice League. It has now been one year since the death of the League, and countless problems have emerged.

Skyrocketing Meta-Crime

With the Justice League, and large chunks of the superhero community at large gone, supervillains have grown even bolder, constantly launching disastrous crime sprees with almost no one capable of stopping them. Domestic meta-crime rates have reached unprecedented levels almost throughout the US. Local police forces and the government are currently unable to stop them, with all existing preventative and



containment measures showing to be futile without the assistance of the Justice League. Further exacerbating the issue is the rampant rise in metahumans; it seems that not only are supervillains more active, but their numbers are surging. Between the constant stream of pre-existing supervillain activity and the constant rise of new supercriminals, both police forces and superheroes alike are overwhelmed. Simply put, even the most powerful hero cannot be everywhere at once. **Current analyses indicate that metahumans are currently originating from one of three “sources”:**

Source 1: The Meta-Gene

The primary source is the one that gives metahumans its name, individuals who possess the meta-gene and are then exposed to extreme life-threatening circumstances, triggering the meta-gene to cause the rapid onset of radical physiological changes, often manifesting in the form of specialized powers.

A well-known example is **Killer Frost** (Crystal Frost), whose meta-gene activated during a lab accident involving cryogenic energy. Gaining the ability to absorb heat and project intense cold, she turned to villainy

Source 2: Technology/Bodily Modifications

Another method individuals often use to gain or mimic superpowers is through the use of technology, pharmacology, and gene-editing techniques. Countless individuals have utilized abilities never-before-seen via specialized tools and weapons, direct cybernetic enhancements, and more.

A case study of one such technology-based enhancement is through the creation of **Metallo**. John Corben, a mercenary, was left near death following a car crash after a fight with Superman. While Superman was taking the other members of Corben’s squad to the hospital, Corben himself was abducted by **Emmett Vale**, a former Lexcorp scientist suffering from numerous mental disorders. Vale held the paranoid belief that all aliens, led in an intergalactic conspiracy by Superman, were attempting to slowly kill all of humanity. Using allegedly stolen **Lexcorp** technology and Kryptonian technology recovered from Superman’s fight with General Zod, Vale created a near-indestructible robot body powered by a Kryptonite heart, and transferred Corben’s consciousness into the robot body. Driven mad by his lack of any human sensation, Corben immediately killed Vale and went on to battle Superman and the Justice League multiple times until their demise. Though Superman suspected Luthor’s involvement, including numerous subliminal messages left to Vale likely meant to trigger his distrust of Superman by

preying on his underlying mental illnesses, he was unable to definitively prove his involvement.

A salient example of bodily modification is that of Kirk Langstrom, an early pioneer of DNA splicing. Seeking a cure for deafness, a condition he suffered from himself, and using himself as a test subject, Langstrom combined his DNA with that of a bat.. Langstrom was turned into a monstrous creature, with vastly enhanced strength and bat-like wings that allowed him to fly. His intelligence was vastly lowered, as he was cast into a near-feral state. His gene-splicing techniques would be replicated in countless efforts toward gaining powers by combining human and animal DNA.

An example of pharmacological enhancement is that of **Venom**, a highly addictive drug that provides immensely enhanced strength. Long-term use can often lead to reduced cognitive capabilities and increased emotional sensitivity. Venom was used most famously by the supervillain **Bane**, a criminal mastermind who used the drug to increase his already formidable strength. In time, the constant strain on his body and mind has left him a withered husk of his former self; he is still physically imposing, but reduced to little more than a towering brute, stripped of the cunning and discipline that once made him truly dangerous.

Source 3: Magic

Another common source for extranormal abilities lies in exposure to magical forces-ancient, unpredictable, and often sentient in nature, typically resulting from interaction with enchanted artifacts or mystical entities

One of the earliest documented cases was **Bruce Gordon**, an explorer who became the host for a primordial spirit of vengeance, **Eclipso**, after touching a cursed black diamond charged with imprisoning it. It is believed that whoever touches the black diamond will be possessed by Eclipso. Possessed by the malevolent entity, Gordon waged a series of devastating magical assaults in the 1940s, designed to put the world in a permanent eclipse before finally being defeated by the Justice Society. The black diamond was lost in the aftermath, and its current whereabouts remain unknown.

Growing Unrest

With all the chaos and tumult that have emerged since Darkseid's invasion, citizens are demanding change. Regular people have grown tired of super-criminals overwhelming the flimsy attempts of local police forces and federal agencies to capture and contain them. The country has become sharply divided, with one side, bolstered by inflammatory media

personalities like Godfrey, calling for strict federal crackdowns on metahuman activity, tighter restrictions on alien residency, and sweeping legislation to register, monitor, or disband all costumed vigilantes. In contrast, a growing coalition, led by prominent voices such as heiress and social media mogul **Silver St. Cloud** and popular journalist Lois Lane, call for a more compassionate approach, supporting greater social integration, civil protections, and government collaboration with responsible metahuman individuals.

Anti-alien sentiment, in particular, has surged to historic highs, driven by lingering fears of another Darkseid-like incursion. Violence against alien communities is now a daily occurrence, often stoked by fringe networks and extremist influencers online. Some radical factions have gone so far as to propose a “planetary deportation” of all alien lifeforms from Earth. Meanwhile, Lois Lane and others have urged compassion, pointing to the countless aliens who fought and died alongside humanity in defense of the planet.

Citizens are also angry about the helplessness shown by the government over the course of Darkseid’s invasion, as it was abundantly clear that the world’s only hope lay in the Justice League, which has since died. Every single metahuman attack since the invasion, the sheer number of which have overwhelmed law enforcement within the US, is a constant reminder of the government’s inadequacy. Protestors on both sides are demanding increased protections by the government, arguing that the country and Earth itself is far too vulnerable to metahuman threats and a potential future alien invasion.

Further complicating the debate is the shadow cast by the late Justice League. While many revere the League as martyrs who saved the world, critics remain uneasy about the secrets they kept, most notably the Watchtower’s orbital laser cannon. Figures like Godfrey question what other unchecked powers the League held, asking whether any group, no matter how well-intentioned, should ever wield such force without oversight. Supporters argue that the League earned the world’s trust through sacrifice and principle-an example to be honored, not feared.

This uncertainty extends to the current generation of heroes. Critics demand their registration and oversight, if not outright retirement. Others argue they should be embraced as vital allies in a dangerous world.

With these tensions boiling over, protests have erupted nationwide. Many are peaceful, but some devolve into violence as opposing factions clash in the streets. The ideological divide has never been sharper, and the future of superheroism hangs in the balance.



These issues have become the focal point of the upcoming Presidential election, with the new president expected to have a large say on the upcoming issues. With a double-digit lead in the polls, the far-favored winner of the election is billionaire Lex Luthor, who launched his foray into politics on a reform campaign, winning over the support of almost all the different protesting groups through vague, often conflicting promises and public statements. His key campaign promise is to launch the **Department of Metahuman Affairs**, an office that will seek to regulate metahuman activity, though exactly how is still in question. In a show of transparency, he also surrendered his shares of Lexcorp, making him more relatable with the common man.



His main opponent is **Daniel Danforth Dickerson III**, the former mayor of Gotham City. While there is no evidence of his corruption, the city's legacy of limitless corruption is doing his campaign no favors. Furthermore, his tenure as mayor saw the greatest crime wave the city had ever seen, leading many to view him as ineffective on crime. While his policies are viewed as more lenient on metahuman activity, he is generally viewed as the establishment candidate, with no actual reform policies proposed. His name isn't a great boon to his campaign either.

Additional Concerns-International

Beyond the rise of domestic metahuman activities, international metahuman activity is on the rise. Ever since the discovery of the meta-gene, governments and corporations all over the world have begun further research into metahuman development, seeking to create a metahuman army. Now, it has escalated into a metahuman arms race, one that the US appears to be currently behind in.

The main concern is Markovia, a second-world nation once behind the Iron Curtain that managed to avoid Soviet oppression by leveraging its metahuman weapons program. Newly recovered intelligence indicates the metahuman operative Gravedigger did not perish in Markovia in the 1970s, but rather defected. Access to Gravedigger and his fully intact meta-gene, along with the impetus that was the expanding Soviet Union, fueled Markovia's metahuman research program into becoming arguably as good as that of the United States. It is now believed that the Markovians discovered the meta-gene in secret decades before the rest of the world.

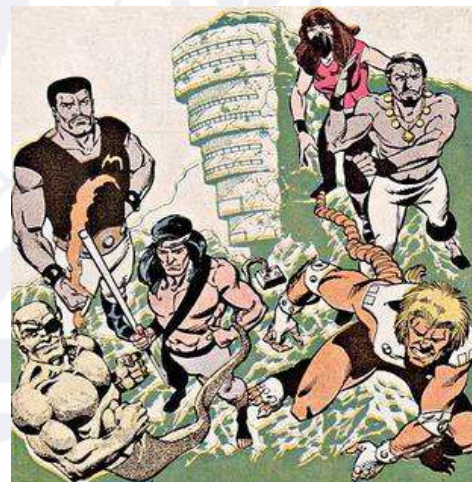
Markovia's supersoldier program is believed to have resulted in the development of numerous metahuman assets during and after the Cold War, primarily through highly unethical,

clandestine experiments with thousands of refugees from other nations, resulting in the indirect activation of the subjects' meta-genes. Recently, Markovia announced that key members of their royal family, the Markov's, possess the meta-gene, which has since been activated, making Markovia the first global government run by metahumans. Buoyed by their regional advantage in metahuman development, Markovia has also begun revealing some imperialist aspirations, with some officials hinting at a potential invasion of neighboring **Kasnia**.



However, a recent blow was dealt to Markovia's metahumans program via the defection of their top scientific expert, **Dr. Helga Jace**, who oversaw Markovia's meta-genetics research for several decades. Her exact reasons for abandoning Markovia are unknown, but current intelligence indicates she has joined the international global crime syndicate of scientists known as **H.I.V.E.**

A further international concern has emerged from recent intelligence reports, which indicate that the rogue nation of **Qurac**, known for its ties to numerous terrorist organizations and ruled under a military dictatorship, has now acquired a state-sponsored super-terrorist group known as **The Onslaught**. It is believed most members of the group received some form of cybernetic enhancement, though the make-up of its members and their different abilities are unknown at this time.



Beyond the activities of individual nations, another concern has been escalating activity by international criminal organizations. One major global crime syndicate is known as **Intergang**. The group is currently the top arms trafficking organization in the world, smuggling and selling alien weapons, particularly Apokoliptian technology from Darkseid's invasion, to the highest bidder. Led by the ruthless mobster **Bruno Mannheim** and based in Metropolis, Intergang has sold countless weapons of mass destruction to numerous criminal and extremist groups around the world.

Another major threat is the criminal organization known as the **Kobra Cult**, an international terrorist group devoted to bringing about an age of chaos known as the Kali Yuga, in the worship of the



Hindu goddess of death in destruction, who the cult seems to interpret as a snake-like entity. The cult is led by Jeffrey Burr, the **King Kobra**, who was kidnapped from birth and raised by the cult. Many members have undergone DNA-splicing with snake DNA to provide serpentine features and abilities. While the cult was already a considerable threat, a recent schism between Burr and his former lover, **Lady Eve**, appears to have split the group. The two factions have begun having small, isolated skirmishes, but it is believed that the conflict will soon escalate into an all out civil war. With the far-spread nature of the Kobra Cult and its operatives, it is unknown exactly where the conflict could arise; it could even be within the streets of the US.

An additional criminal organization is known as **H.I.V.E.**, the Hierarchy of International Vengeance and Extermination, an international terrorist-for-hire organization led by a council of “criminal scientists.” Though a previous incarnation of H.I.V.E. was disbanded following the capture and defeat of the organization’s leadership after a fight with the Justice League, the organization has since returned. Led by the mysterious **Adeline Kane**, a rogue black-ops spymaster who utilized her connections to reform H.I.V.E., recruiting former members who managed to evade capture. Though they have already successfully undertaken numerous contracts resulting in a large loss of life, their recent recruitment of Helga Jace could lead to them becoming an even greater threat. Jace’s involvement with the organization could signal the start of a burgeoning meta-genetics program, one that could create a near-endless army of metahuman terrorists under the control of H.I.V.E.



Additional Concerns-Domestic

An additional issue for the committee to grapple with is what role corporations can take in studying meta-genetics and related areas. While numerous corporations, such as **S.T.A.R. Labs**, **AmerTek**, **Stagg Industries**, **Lexcorp**, and **Cale Technologies**, have all been involved in numerous independent research projects since the resurgence in superheroism; recent developments have called such unregulated private involvement into question. A bombshell investigative report by the Daily Planet recently revealed that Stagg Industries, under the direct orders of C.E.O. **Simon Stagg** himself, had completed several illegal human experimental trials on unwilling metahuman participants. Despite their unethical nature, the trials had yielded highly valuable data, allowing the company’s scientists to create a serum capable of adding and activating the meta-gene to a regular human genome, effectively



creating the first true super-serum. Internal communication within the company revealed plans to sell the serum to the highest bidder, with potential customers including numerous nations hostile to the US and international criminal organizations. Following the report, Simon Stagg, along with several vials of the serum, has gone missing, though he is still under investigation for violating national security.

Following this news report, many members of the public are calling for much tighter regulation on corporation involvement, even though private corporate research efforts have yielded great successes in the past. Further complicating matters is Luthor's status as former C.E.O. of Lexcorp (having surrendered his shares in advance of the election), which was one of the most involved in metahuman research efforts. Raising corporate regulations could hinder technological advancement, especially in such troubled times, where any advantage could prove crucial towards combating meta-crime or re-establishing the United States' global dominance in metahuman development. However, the current lack of oversight has led to numerous human rights abuses, with Stagg's indictment only the most recent in a long line of both government-sponsored and corporate abuses of power towards the furtherance of metahuman research.

TL;DR

The fall of the Justice League was not the beginning of the world's metahuman problems. Since before WWII, superpowered individuals have shaped society-some as protectors, others as threats. Groups like the Justice Society of America, Task Force X, and most recently the Justice League rose to unite metahumans against evil, only to eventually dissolve. As these groups came and went, public opinion on metahumans shifted just as rapidly, fueling both heroic mythologies and deep distrust.

The Justice League's era, led by Batman, brought both hope and fear. While their actions prevented numerous disasters, they also prompted heightened government surveillance and public skepticism. Their ultimate deaths at the hands of the alien warlord Darkseid-despite saving Earth-left the world reeling. All seven members perished, leaving behind a dangerous power vacuum and growing unrest.

In their absence, global crime has surged, and anti-metahuman sentiment has intensified. With no clear path forward, uncertainty has become a political weapon. Lex Luthor, billionaire and presidential frontrunner, now campaigns on a platform centered around strict metahuman reform through a proposed Department of Metahuman Affairs. His movement has rallied a diverse coalition-from cautious reformers to staunch anti-alien extremists-all united in their dissatisfaction with the current order.

Despite waning support, metahumans continue to appear at an exponential rate. Their origins-ranging from the meta-gene and technological breakthroughs to the emergence of magic-have only complicated efforts to manage them. Governments and rogue actors alike now use metahumans for their own ends, fueling instability.

Due to the highly unstable state of the country, a secret council has been formed, consisting of high-ranking government officials, scientific experts, and key allies. The council will decide how the federal government and key corporations should best proceed in the absence of the Justice League and how they should deal with the “metahuman problem” and the rising unrest that has accompanied it. As many officials already hold power, the policies the committee passes will be enforced immediately. The committee will possess largely unadulterated control over the entire federal government. This will include numerous departments, such as A.R.G.U.S. and the Checkmate as well as more traditional programs such as the F.B.I. and the C.I.A. Furthermore, the committee will be able to control congressional actions to potentially orchestrate the passage of federal laws. Due to numerous corporate connections in committee, delegates will also have the ability to direct various industries tied to metahumans.

List of Currently Prominent Superheroes that committee should be aware of:

- Supergirl
- Green Arrow
- The Question
- Cyborg
- Steel
- Birds of Prey (team)
- Red Tornado
- Teen Titans (team)
- Black Lightning
- Dr. Fate
- Zatanna

State of Committee

As members of this committee, you form the core of the federal government’s efforts to address national unrest caused by the ongoing “metahuman problem.” Your mission is to develop strategies to resolve this crisis and help ensure a stable and peaceful presidential term, no matter who wins the presidency. You are also tasked with exploring how metahumans might be leveraged to support that peace. Though not all of you hold official government positions, your significant individual influence in society allows you to shape the future - whether by reinforcing the current order or transforming it through collaboration or personal agendas.

Questions to Consider

- What can be done to combat the current supervillain crime wave gripping the nation?
- How should the government deal with the hundreds of still active superheroes throughout the US?
- What can the government do to placate the protests across the country regarding metahumans and alien activity?
- What should be done to deal with the metahuman programs of other countries, especially imperialist Markovia and terrorist-aligned Qurac?
- What should the US do to combat the emboldened international criminal organizations that have rapidly expanded in the absence of the Justice League?
- Should corporations still be allowed to perform private research in areas such as meta-genetics and related enhancement technologies?
- What ethical and legal regulations can or should be placed on metahuman-adjacent research?
- Where is Simon Stagg, and what has become of the vials of metahuman serum he took with him?
- Where will power come from now that there is no formal metahuman institution, like the Justice League?

Character Dossier

1. Amanda Waller: A formidable and uncompromising figure, Amanda “the Wall” Waller is seen by some as the embodiment of governmental pragmatism and authority, always coldly seeking to serve the greater good at any cost. Through her role as director of ARGUS and overseer of its intervening branch, Task Force X, and involvement with countless other shadow organizations throughout the US government, Waller wields a vast array of resources and power.



2. Maxwell Lord: A suave and manipulative billionaire business magnate, Lord once served as the key government liaison to the Justice League, helping bridge the gap between superheroes and federal oversight. Now, with the League gone, Lord has pivoted his resources and influence toward controlling metahuman responses through his international network of connections and spies as the head of Checkmate. While he presents himself as a patriot and pragmatist, many question whether his true goal is global stability or global control.

3. Wade Eiling: Known for his authoritative demeanor and unwavering commitment to national security, General Wade Eiling's strong sense of duty and patriotism drives him to make tough decisions for the greater good, even if they conflict with moral boundaries. Alarmed by the rising threat of superpowered beings to the United States and disgusted by the nation's overreliance on heroes, Eiling serves as head of A.R.G.U.S., overseeing the sometimes controversial methods of metahuman detainment utilized by the government.



4. Joseph Kerr: A complete unknown before the death of the Justice League, Joseph Kerr leapt to national attention after winning a Gotham mayoral campaign in a shocking populist landslide. Since entering office, Kerr has instituted sweeping reforms across Gotham's City government, targeting sustainable development in Gotham's low-income areas, which have reduced crime by 163% - in spite of the nation-wide crime surge. Kerr insists on creating a world that no longer needs vigilantes like Batman. Little is known about his past, leaving everyone to wonder, “Who is this joker?”

5. **Paul Westfield:** Paul Westfield serves as the executive director of the scientific division within Project Cadmus. An army veteran and bureaucrat, Westfield first and foremost oversees research into cloning, genetic enhancement, and metahuman replication, despite having no formal scientific education. Seeing himself as the lone realist in a room full of “eggheads and hippies” at Cadmus, Westfield is known for advocating for national security above all else, utilizing science as a tool like any other for the advancement of the United States’ security interests.



6. **Sam Lane:** Sam Lane is a hardened former US Army General and current senator. Deeply distrusting of aliens, especially Superman, and frustrated by the government’s helplessness against rising metahuman threats, Lane oversaw numerous military research programs into defending humanity from super-powered threats. After being appointed to the US Senate, following the death of the previous office-holder following a metahuman attack, Lane became one of the loudest anti-superhero voices in Congress. His strong views have put him at odds against his daughter, Lois Lane, a pro-metahuman journalist.

7. **Mister Bones:** Mister Bones, now the director of the D.E.O., was once the subject of an early government experiment aimed at creating superhumans. As a result, he possesses superhuman strength and can secrete a toxic sweat that proves lethal on contact. His most distinguishing feature, however, is his translucent skin, which gives him a skeletal appearance. His leadership in the D.E.O. is grounded in his pragmatic approach to intelligence and security, yet he remains cautious about the creation and reliance on superpowered individuals in the aftermath of the Justice League’s death. Dry, sardonic, and world-weary, Bones firmly believes that the ends justify the means.



8. **Joseph Cray:** A seasoned politician with a polished public image and a strong stance on national defense, Senator Joseph Cray has long positioned himself as a voice of reason and responsibility in Washington. However, behind closed doors, Cray is far more calculating and ruthless, exploiting his position of

power for profit, making millions off of numerous corporate defense contracts. While he publicly mourns the death of the League, Cray sees the chaos their absence has caused as an unprecedented opportunity to seize further power and influence on the global stage.

9. **Cameron Chase:** Cameron Chase is the no-nonsense deputy director of the D.E.O. A seasoned investigator with a deep skepticism of metahumans, Chase operates with quiet intensity and an unshakable belief in government oversight. She inherited her distrust of the superpowered world after witnessing the collateral damage of their battles firsthand. As deputy director, she maintains an extensive intelligence network towards monitoring threats. With the Justice League gone, Chase views these turbulent times as a pivotal moment for the future of all humanity.



10. **TO Morrow:** The former head of the robotics division of S.T.A.R. Labs, Thomas Oscar Morrow threw it all away in an attempt to show off his scientific genius by defeating the Justice League. After losing time and time again, Morrow designed an android to infiltrate superhero society from within, slowly earning the trust of other heroes, only to eventually betray them all. This android, taking the name Red Tornado, became such a successful hero, so incredible a feat in the advancement of artificial intelligence, that it rejected its own programming, choosing to remain a hero, much to Morrow's dismay and begrudging pride. This remarkable insight into the design of artificial life has earned Morrow a place on the committee to advise on potential solutions using robotics and artificial intelligence.



11. **Queen Hippolyta:** The queen of the Amazons and mother of Wonder Woman, Queen Hippolyta has been greatly saddened by the death of her daughter and the rest of the League. As a representative of the Amazons of Themyscira before the rest of the world, Queen Hippolyta will work to ensure that her daughter's work to create a better world and legacy as a hero will be continued. She has been brought on to the committee in an attempt at maintaining US-Themysciran relations.





12. Captain Atom: The most powerful superhero created by the US military thus far, Nathaniel Adam became the superhero Captain Atom after being forced to take part in General Eiling's super soldier programs after being framed for a crime he did not commit. Captain Atom often struggles between his dual identity as a soldier and a superhero, forced to toe the line between governmental authority and vigilantism. His vast powers, derived from his nuclear-based abilities, make him both a symbol of American might and a living weapon feared by allies and enemies alike.

13. The Enchantress/June Moone: June Moone is a renowned archaeologist whose fieldwork unearthed the ancient magical entity known as the Enchantress—an immensely powerful sorceress who now shares June's body. Though unstable and dangerous, the Enchantress's vast magical knowledge makes her an invaluable asset in understanding and countering mystical threats. June maintains a fragile control over her darker half, often relying on meditative rituals and magical containment to keep the Enchantress in check. The committee has brought her on as a specialist in magical phenomena, particularly as arcane forces grow bolder in the absence of the Justice League. While her expertise is near unmatched, her volatility makes her a constant wildcard.



14. The Shade: A mysterious and morally ambiguous figure, the Shade wields the power of the Shadowlands—a dark, otherworldly dimension of living shadow that he can manipulate towards his needs. Little is known about his origins. Apparently immortal, the Shade fought both against and alongside numerous heroes throughout the years, including the Justice Society and Justice League. With centuries of experience navigating magical and supernatural conflicts, he now serves as a consultant to the committee on arcane threats. Though his loyalties remain difficult to pin down, his knowledge of mystical entities, ancient curses, and interdimensional phenomena makes him an indispensable, if unnerving, presence. His familiarity with both the limits and dangers of magic offers the committee critical insight into unpredictable magical events.



15. 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 in addressing rogue metahuman or alien threats.



16. 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 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. He now serves on the committee as a consultant, offering insight into the risks and possibilities of human augmentation in a world without the Justice League.



17. Ultra-Humanite: Gerard Shugel was once a top 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, which put him against the Justice Society. Eventually abandoning hope for finding a cure for his dying body, Shugel arranged a procedure to transfer his brain into another body. Using this new identity, 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 to participate in the committee as a scientific consultant.



18. **Sebastian Ballesteros:** Sebastian Ballesteros is an Argentine business tycoon. Born into poverty in Buenos Aires, Ballesteros' parents were left-wing dissidents abducted and 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, having bought out Lex Luthor's controlling shares in Lexcorp after Luthor surrendered his control of the company in advance of his campaign for the presidency.



19. **Hiro Okamura:** Hiro Okamura, is a teenage genius based in Japan and one of the foremost minds in robotics, artificial intelligence, and applied physics. Originally operating independently and building advanced technology for personal amusement, Okamura would eventually use his mechanical genius to assist the Justice League through numerous inventions, including building the prototype laser cannon that would eventually be used in the Watchtower. By far the youngest member of the committee, Okamura was invited due to his potential to provide invaluable technological support, despite his previous ties to the Justice League. His inventions rival those of S.T.A.R. Labs and even LexCorp, earning him a reputation as a visionary technologist.



20. **Veronica Cale:** Almost as intelligent as she is ambitious, Veronica Cale is the C.E.O. of Cale Technologies, a highly successful biomedical company. Though she was hailed as one of the most influential women in the world, Cale grew jealous of the fame of Wonder Woman, viewing her as unworthy of the public's admiration due to her natural, unearned powers. Cale would soon pivot her company to focus on studying metahuman sciences, pioneering numerous gene-editing and cybernetic enhancement technologies.



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