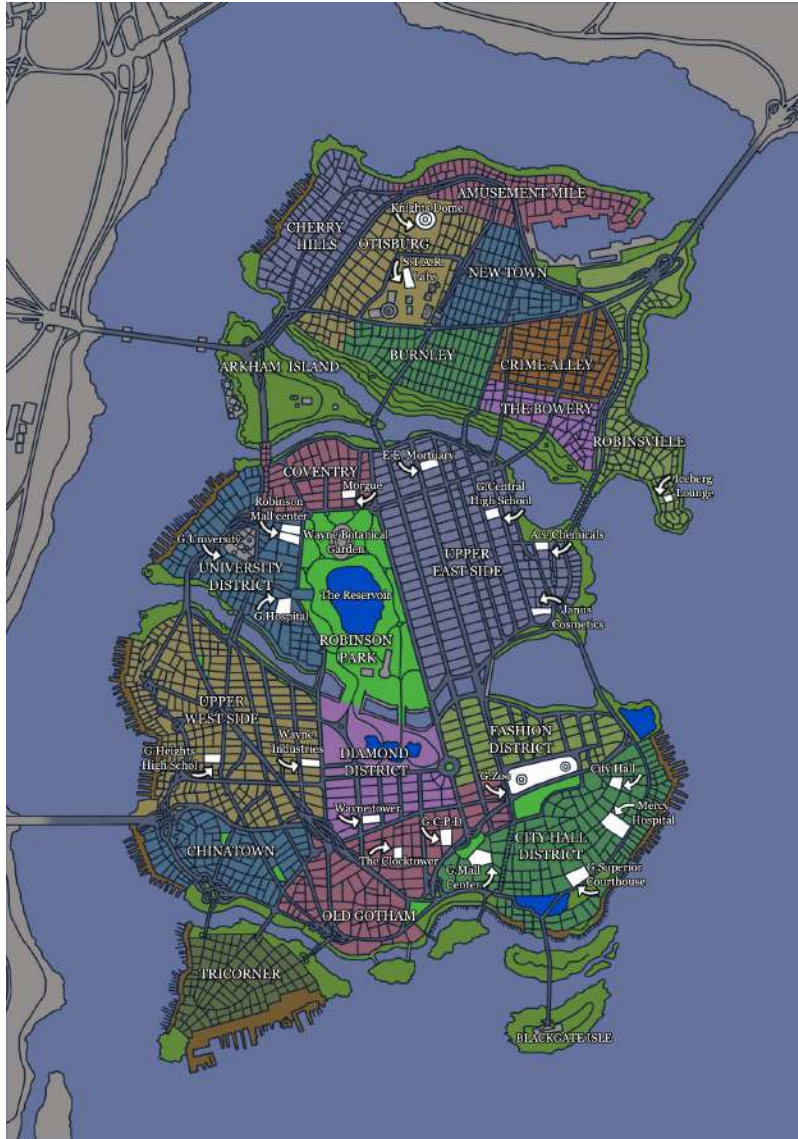


SOME ASSEMBLY REQUIRED: GOTHAM CITY

NO MAN'S LAND



CRISIS DIRECTOR: KIAN SHERIDAN

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Dear Delegates,

Welcome to MUNE XV! My name is Kian Sheridan, and I am very excited to be the Crisis Director for the No Man's Land 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 senior biology major on the pre-med track. I have done Model UN since my freshman year of high school and am in my seventh 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. I also have previous experience in crisis directing, including another DC-related committee last MUNE.

The main reason I chose this committee idea is because of the wide range of directions it could go throughout the weekend. I also really like Batman. 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 the Hulk or Indiana Jones, characters not in DC comics, you would need to first create some framework through which you could interact, such as by creating an interdimensional communicator.

Please feel free to send an email if you have any questions, I'm always happy to clarify!

Sincerely,

Kian Sheridan

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. MUNE XV 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, your crisis director, Secretary-General, or through an anonymous google form posted at the front of each room.

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 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. This will allow you to engage with the mythos to craft compelling crisis arcs.
- 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 once-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 Description

Approximately one year ago, Gotham City ceased to exist as part of the United States.

Following a devastating earthquake that reduced much of the city to rubble, Gotham's already fragile infrastructure collapsed entirely. Hospitals were overwhelmed, emergency services ceased to function, and millions fled during a brief federal evacuation. Hundreds of thousands of civilians, however, remained trapped within the city, many lacking the financial means or physical ability to escape. Declaring Gotham beyond saving, President Lex Luthor signed an executive order placing the city under indefinite federal quarantine. After the evacuation window expired, the U.S. Army destroyed every bridge connecting Gotham to the mainland and established a military cordon around the island, preventing all unauthorized travel by land, air, or sea.

Cut off from humanitarian aid, fuel, medicine, and food, Gotham descended into complete anarchy. The collapse of civil authority allowed dozens of criminal organizations to seize territory across the city, with powerful supervillains such as Black Mask, Two-Face, and the Joker carving Gotham into rival fiefdoms. Within these territories, civilians survive only by paying tribute to whichever gang controls their neighborhood, while constant skirmishes over supplies and territory have become a fact of daily life. Scarcity has transformed even basic necessities into strategic resources, and after a year of conflict, ammunition has become so rare that most combat is now fought with knives, clubs, and other improvised weapons.

Amanda Waller, director of the clandestine government organization known as The Agency, believes Gotham has become far more than a humanitarian catastrophe. To her, No Man's Land represents an intolerable national security threat - a lawless pit beyond meaningful government control that could easily become a sanctuary for domestic and foreign threats alike. Left unchecked, Gotham's collapse threatens not only its surviving citizens, but the security of the United States itself.

To confront this growing danger, Waller has assembled an unprecedented task force composed of intelligence operatives, scientists, government officials, mercenaries, and select individuals with firsthand knowledge of Gotham's criminal underworld and the structure of No Man's Land. Entrusted with extraordinary authority, this body has been charged with developing a strategy to restore order, dismantle the city's competing factions, address the humanitarian crisis, and determine Gotham's future. Will Gotham be saved, or fall further into the depths of chaos?

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. Before its collapse following the No Man's Land disaster, 20 million people lived in the greater Gotham metropolitan area.



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.

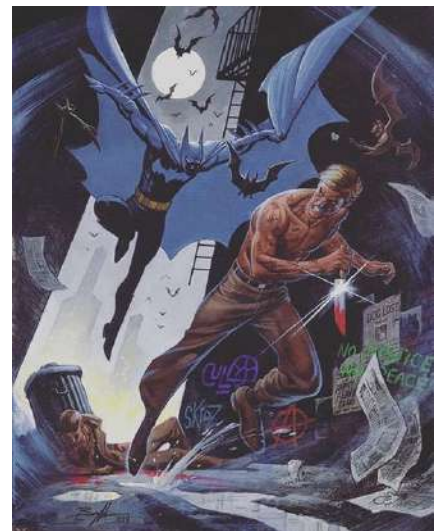
It was during this period that Gotham's criminal underworld underwent a series of dramatic upheavals. **Carmine "The Roman" Falcone**, the young and ambitious head of the Falcone Crime Family, ruthlessly expanded his territorial holdings, demanding tribute and submission from once-independent criminal 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 a decades-long era that would come to be known as "The Roman Empire."

The Batman Arrives

However, "The Roman Empire" would eventually 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 man dressed as a bat, long thought to be an urban myth, caught on camera apprehending a member of the Falcone mob. While many criticized the brutality and extrajudicial nature of this "**Batman**," some viewed him as a welcome



force in a city drowning in corruption, where public officials were all in the pocket of organized crime. Soon news stories covering Batman's exploits dominated the headlines, capturing the fascination of the public - 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, orchestrating a bottle of acid being thrown on Dent's face in open court. 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**, brutish **Solomon Grundy**, 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 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.



Arkham Asylum was founded in the early twentieth century by the psychiatrist **Amadeus Arkham**, who envisioned a humane alternative to the prison system for mentally ill offenders. Inspired by his experiences caring for his mother, Elizabeth Arkham, and treating the violent criminal Martin “Mad Dog” Hawkins, Arkham believed that even the most disturbed individuals deserved treatment rather than simple punishment. His dream was soon overshadowed by tragedy. Before the asylum officially opened, Hawkins escaped custody and murdered Arkham’s wife and daughter, an event that shattered Arkham’s sanity and ultimately led to his confinement within his own institution. Compounding the asylum’s troubled history were the unsettling origins of the land itself, which had once housed a facility associated with the occultist **Sebastian Blood VII** and rumored by some to have left a lasting curse upon the grounds.



Though founded with noble intentions, Arkham gradually fell victim to the same corruption and neglect that plagued Gotham City as a whole. Administrators embezzled funds, patients suffered neglect and abuse, and the facility's aging infrastructure was allowed to decay. These longstanding problems became impossible to ignore with the rise of Gotham's costumed supervillains. Designed to treat ordinary psychiatric patients rather than contain individuals such as the Joker and Two-Face, Arkham repeatedly failed to prevent escapes, earning a reputation among Gotham's citizens as little more than a revolving door for the city's most dangerous criminals. While officials continued to insist that the institution remained under control, each new breakout further eroded public confidence in Arkham.

In the years that followed, Gotham faced the rise of countless costumed criminals and superhuman threats unlike anything the city had encountered before. Time and again, Batman and his growing network of allies rose to meet these dangers, thwarting elaborate schemes, preventing disasters, and delivering Gotham's most dangerous offenders into GCPD custody. While many citizens initially viewed the Dark Knight with suspicion, uneasy with his secrecy and willingness to operate outside the law, public opinion gradually shifted. As Batman repeatedly placed himself between Gotham and destruction, many came to regard him as the city's greatest protector, believing that his uncompromising methods were a necessary response to extraordinary threats.



Yet for all of Batman's victories, Gotham never escaped unscathed. The chaos unleashed by the city's supervillains left a trail of destruction that could not always be prevented, no matter how quickly Batman intervened or how tirelessly he pursued those responsible. Buildings were destroyed, communities were disrupted, and innocent lives were lost. To many, Batman was a hero who kept Gotham from falling completely into darkness; to others, the continuing cycle of violence raised troubling questions about whether even he could truly protect the city.

Gotham Collapses

As supervillain crime continued to rise, hundreds of thousands of residents fled Gotham in search of safer lives elsewhere. The city soon gained nation-wide notoriety for its soaring crime rate and was widely branded as America's "most dangerous city." Although other cities, such as **Metropolis** and **Central City**, also faced threats from super-criminals, their challenges were minor by comparison. Some blamed the incompetence of Gotham's government, while others believed the city itself was cursed. Some pundits, such as the anti-vigilante reporter **G.**



Gordon Godfrey, went so far as to say that Gotham should be shut down for the sake of national safety.

These tensions came to a head approximately a year ago, when a series of disasters gripped Gotham at an unprecedented level. The catastrophe began with the outbreak of an incredibly contagious and highly deadly virus known as **The Clench**. The virus was a bio-engineered super-strain of Ebola believed to have been released in Gotham by the international terrorist group known as **KOBRA**, causing massive hemorrhaging throughout the body minutes after infection.



Gotham was ill-equipped to deal with such a disaster. The city's mayor, **Armand Krol**, had been elected on a hardline anti-vigilante platform but proved woefully unprepared for the crisis. Although Batman warned Krol of the impending plague before its release, the mayor dismissed his concerns. Under Krol's mismanagement, quarantines were enacted too slowly, and the city's already strained hospitals received inadequate support, allowing the virus to spread rapidly throughout Gotham and claim hundreds of thousands of lives. Public outrage over the government's lack of transparency soon erupted into widespread riots across the city.



In response, the governor intervened and removed Krol from office, appointing District Attorney **Marion Grange** as his successor. Working closely with Commissioner Gordon, Grange quickly established mobile quarantine units and oversaw the distribution of a cure synthesized by Batman. By the time the outbreak was contained, Gotham had suffered catastrophic losses. Yet despite the devastation, the city endured and ultimately emerged from the crisis.

Within forty-eight hours; however, Gotham would soon find itself facing an even greater threat. A sudden, massive 7.6 earthquake swept into Gotham City, completely devastating its infrastructure. Entire skyscrapers across the city collapsed into the streets below, killing tens of thousands and trapping thousands more under rubble. While Gotham's local government sprung into action, coordinating search-and-rescue crews to remove the rubble and find survivors, the state and federal governments withheld support. No source for the massive earthquake was ever identified.



Gotham City a No Man's Land?

Given Gotham's already unpopular stance with the American public, and the billions of dollars in structural damage the city suffered, the federal government made the decision to

disavow Gotham City, quarantining it from the rest of the US as a lawless, unincorporated **No Man's Land**. Though the policy was supported by both chambers of Congress and not overruled by the Supreme Court, newly elected President **Lex Luthor**, the Metropolis-based billionaire and CEO of Lexcorp, a key company in numerous sectors such as aerospace, defense, and technology, signed the executive order to excise Gotham. Luthor argued that the numerous catastrophes and unending crime waves that had plagued Gotham had rendered its continued support by the federal government untenable, and that the only feasible solution was to cut it away from the federal government entirely.



Citizens were given 48 hours to evacuate Gotham before the city was placed under quarantine. Millions fled, but countless remained behind, primarily the poor and elderly who lacked the means to escape. Once the evacuation period ended, the U.S. Army destroyed every bridge connecting Gotham to the mainland. Because the city was built on an island, the demolition of the bridges eliminated all direct overland access. The military then enforced a complete quarantine, using air and naval patrols to prevent anyone from entering or leaving Gotham.



Determined to reverse Gotham's abandonment, Mayor Marion Grange traveled to Washington, D.C., to challenge the constitutionality of President Luthor's executive order and appeal directly to Congress for federal assistance. She also claimed to have evidence provided by Batman that Lexcorp-manufactured tectonic drills had been used to cause the earthquake in Gotham. Her pleas and supposed evidence never reached the hearing. While en route to testify, Grange was assassinated by a sniper whose identity was never determined. The murder weapon was later identified as a high-powered rifle manufactured by LexCorp, though company records claimed it had been stolen from a LexCorp munitions facility months earlier. The investigation stalled almost immediately, with key forensic evidence disappearing from federal custody and several case files later sealed under claims of national security. No suspects were ever charged. With Grange's death, Gotham lost its most influential advocate in Washington, effectively ending any realistic prospect of a political resolution to the No Man's Land crisis or the lifting of the federal quarantine.



Thus, with almost non-existent political opposition, Gotham's isolation continued, with the city's few remaining inhabitants left to their own devices.

Current Situation

Key characters and locations are **bolded**. Please consult the map on page 1 for locations within the city.

One year later, Gotham has fractured into a patchwork of rival territories, each controlled by a different faction. The largest swaths of the city have fallen under the rule of Black Mask, Two-Face, and the Joker, while dozens of smaller gangs, neighborhood militias, and makeshift warlords fight over the remaining districts. Most of these territories are ruled by supervillains who govern as authoritarian strongmen, demanding tribute from the civilians living within their borders in exchange for meager protection. Those unable or unwilling to pay are often forced into labor, driven from their homes, or executed as examples.

Among the few organized forces still acting in the public interest are the remnants of the Gotham City Police Department, or the “**Blue Boys**.” Led by Commissioner James Gordon, the officers who chose to remain behind have transformed the GCPD headquarters into a fortified refuge for civilians, defending neighborhoods from criminal incursions whenever possible. Though badly outnumbered and chronically undersupplied, Gordon's officers remain one of the last symbols of legitimate authority in Gotham. Batman and his fellow crime-fighters often work directly with the Blue Boys to protect their territory, which is mostly within Old Gotham.



The federal quarantine has made survival an increasingly desperate struggle. With the military intercepting nearly all humanitarian aid before it reaches the city, food, medicine, fuel, and clean water have become precious commodities worth killing for. Ammunition has proven especially scarce. After a year of near-constant fighting, most factions have exhausted their stockpiles, rendering firearms impractical except for the occasional carefully rationed shot. As a result, combat in Gotham has become brutally primitive, with knives, baseball bats, crowbars, and improvised weapons replacing guns as the tools of everyday violence. In No Man's Land, a single box of rifle cartridges can command a higher price than a month's worth of food. The only black market dealer in Gotham that has somehow been able to maintain his supply of goods is **The Penguin**, who has now formed a monopoly on all food and weapons supplies, charging exorbitant amounts from all the gangs.



A large chunk of Gotham's remaining civilians remain in Blue Boys territory, due to the relative safety from violence within their walls. Others live in the **Ark Project**, a relatively self-sustaining commune in a small chunk of land in the outskirts of Gotham, run by **Father Chris**, a Catholic Priest. The Ark Project grows their own food, and exchanges it with other gangs in exchange for their autonomy. **Leslie Thompkins**, a doctor, runs a free clinic and shelter in Gotham's Diamond District. She made a deal with the Penguin for supplies in exchange for providing her services to his men.



Outside these "safer" areas, civilians are under the purview of whatever warlord or mob boss controls the territory they reside in. In these areas, conditions are much harsher, with survival dependent solely on what one can provide. Those with essential skills such as sewing or woodwork receive some gentler treatment, but most are forced to forage for supplies in exchange for a meager keep.

Outside Gotham, much of the American public has adopted a "good riddance" attitude toward the city's fate, believing the rest of the country is safer with Gotham effectively erased from the national map. The federal government maintains that the city is almost entirely devoid of innocent civilians, insisting that only the most dangerous criminals remain within the quarantine zone. Independent journalists, humanitarian organizations, and congressional investigators seeking to verify those claims have been consistently denied access by the U.S. military. While some voices, such as billionaire philanthropist **Silver St. Cloud**, have called for aid to those in Gotham, as the months passed and news from Gotham all but disappeared, the city's suffering has gradually faded from the national consciousness, becoming little more than a distant memory for most Americans. O



However, **Amanda Waller**, the ruthless head of the secretive government organization known as The Agency, sees the city as more than a humanitarian disaster. To her, No Man's Land represents one of the greatest national security vulnerabilities in history. With Gotham effectively abandoned by the federal government and largely inaccessible to conventional law enforcement, the city has become an ideal sanctuary for organized crime, terrorist cells, rogue metahumans, and foreign intelligence agencies. Any hostile organization capable of establishing a foothold within Gotham could exploit the city's chaos to recruit followers, manufacture weapons, conduct illicit research, or launch attacks against the mainland



with little warning. Recent intelligence even indicates that the international terrorist syndicate known as KOBRA, who are believed to have been responsible for the Clench virus, now have further schemes involving No Man's Land.

Convinced that the status quo is unsustainable, Waller has assembled a handpicked task force of intelligence officers, scientists, government officials, and "reformed" criminals with intimate knowledge of and active involvement in Gotham's underworld. Their mission is to restore a functioning government, dismantle the city's competing warlords, eliminate emerging security threats, and develop a long-term strategy for reintegrating Gotham into the United States before No Man's Land evolves from a local catastrophe into a national one.



The task force has already been smuggled into Gotham, taking shelter in the abandoned Arkham Asylum to plan out their first move. The task force must prove itself capable of accomplishing real change before Waller is willing to provide any additional support.

List of No Man's Land Most Dangerous Criminals

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. Since the No Man's Land disaster, he has taken over Amusement Mile and some parts of Otisburg and Cherry Hills, ruling from Gotham's abandoned fairgrounds.



Black Mask (Roman Sionis)

Raised by wealthy but abusive parents who cared more about appearances than family, Sionis became fixated on the masks people wear - both literal and psychological - to conceal their true nature. Convinced that civilization itself was built upon hypocrisy, he adopted the identity of Black Mask and devoted himself to stripping away those facades through fear and violence as one of Gotham's most powerful crime lords. He trafficked in drugs, weapons, and prostitution not merely for wealth or power, but to transform the city into what he believes is its truest form: a lawless hellscape where humanity's darkest instincts reign unchecked. With all the chaos of No Man's Land, he believes Gotham has fully embraced its destiny. He has seized huge swaths of territory throughout the city, primarily in the Upper East Side, Fashion District, the Bowery, and Coventry.



Two-Face (Harvey Dent)

Formerly Gotham's idealistic district attorney, Harvey Dent lost his belief in the justice system after being scarred in an assassination attempt from Gotham's mob. Two-Face now views the world through a rigid lens of duality, believing random chance to be the only true system of equality. His criminal operations mirror this obsession, oscillating between cold calculation and sudden brutality. He now maintains a stranglehold over the City Hall district and parts of the Fashion District, quashing all opposition by any means necessary.



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 Gotham's most powerful metahumans. She has taken over Robinson Park, overrunning the surrounding areas with plant life and evicting any humans nearby.



Penguin (Oswald Cobblepot)

Oswald Cobblepot built his criminal empire not through brute force, but through wealth, influence, and an unmatched talent for making deals. Unlike Gotham's more flamboyant supervillains, the Penguin values profit above all else, maintaining relationships with nearly every major faction in the city. In the aftermath of No Man's Land, his stockpiles and smuggling network have made him one of Gotham's few remaining brokers of weapons, ammunition, medicine, and other vital supplies, allowing him to wield enormous influence without conquering territory himself.



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. Since Gotham fell into chaos, he has laid countless traps throughout the city, in which unlucky passersby are forced to answer confusing and intentionally misleading riddles at risk of severe bodily injury or death if they answer wrong.



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. Since the disaster, he has mostly disappeared, likely blending in with other survivors with his shapeshifting abilities.



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. Rumor has it that he continues his experiments to this day, kidnapping unwitting survivors from No Man's Land as test subjects.



Firefly (Garfield Lynns)

A pyromaniac with a flair for spectacle, Firefly uses fire as a vessel for both destruction and expression, often targeting symbols of authority or renewal. He believes the flames talk to him, basking him in their beauty. Since the chaos of No Man's Land, he has come



to see Gotham as his next “grand canvas,” frequently setting entire city blocks ablaze. With no functioning fire department left in Gotham, his attacks have become especially deadly.

Killer Croc (Waylon Jones)

Waylon Jones was born with a severe skin condition that caused his body to be covered in thick, durable scales. His condition left him a societal outcast, enduring a lifetime of fear, ridicule, and exploitation that gradually hardened him into a violent criminal. After repeatedly clashing with Batman, Jones was confined to Arkham Asylum, where unethical experiments further mutated his body, amplifying his reptilian features, strength, and predatory instincts. Since the beginning of No Man's Land, Killer Croc has retreated into Gotham's vast sewer system, emerging only to hunt, defend his subterranean domain, or strike at those foolish enough to venture below.



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. As a side effect of his abilities, he has lost the ability to dream, degrading his physical body into a skeletal frame. In the madness of No Man's Land, Dee has completely disappeared.



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. Gotham's abandonment by the federal government and the chaos that has followed has only strengthened his numbers. He is primarily based in the University district.



Victor Zsasz

Victor Zsasz is a psychopathic serial killer. He believes that life is a pointless, empty endeavor, and the only true gift he can provide is to “liberate” those around him from their meaningless lives. He is easily distinguished by the pattern of tally-esque scars which almost completely cover his entire body; every time he claims a life, he adds a tally mark to his skin.



Magpie (Margaret Pye)

A kleptomaniac and master thief with an obsession for shiny, symbolic objects, Magpie steals not for wealth but compulsion. She acts with reckless abandon, always seeking the next



shimmering bauble to join her massive hoard. She has taken great pleasure in picking clean the various wealthy estates left abandoned by Gotham's wealthiest as they fled the city.

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. He has fled to Gotham's sewers, using his extensive network of rat legions to steal supplies.



Black Spider (Edward Needham)

A violent vigilante turned killer, Black Spider targets criminals with obsessive fervor, believing himself a necessary evil. As a former drug addict, he is especially vicious towards drug traffickers. His methods are brutal and personal, blurring the line between justice and vengeance. Though he was originally stopped by Batman, he has since gone on a killing spree throughout No Man's Land, viewing it as open season on Gotham's criminals.



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. He has set up shop with a small crew in Gotham's New Town.



Man-Bat (Kirk Langstrom)

Dr. Langstrom was once a genius zoologist whose desperate attempt to cure his hearing loss led him to develop the Man-Bat serum, transforming himself into a giant bat-like creature. Langstrom soon became addicted to the thrill of becoming a creature of the night. Repeated exposure to the serum has steadily eroded his sanity. During No Man's Land, Man-Bat roosts among Gotham's abandoned skyscrapers, emerging under the cover of darkness to prey upon anyone unfortunate enough to cross his path, making him one of the city's most unpredictable threats.



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. He has completely disappeared into the wilds of No Man's Land.



Tally Man

The Tally Man is a cold, methodical contract killer who measures success by the number of debts he can collect. As a man who loves a good massacre, he has earned a reputation for



completing even the most difficult assassinations with relentless efficiency. During No Man's Land, the collapse of law and order has made him one of Gotham's most prolific and feared hired killers, selling his services to the city's competing factions while remaining loyal to no one but the highest bidder.

Fright (Linda Friitawa)

Linda Friitawa was once the chief psychiatrist at Arkham Asylum until Batman exposed her illegal experiments with Scarecrow's fear toxin on unwilling human subjects. Through her work, Frittata was able to give herself the ability to exhale fear toxins. Adopting the name Fright, she terrorized Gotham for years. Her years at Arkham have given her exceptional insight into the psychology of Gotham's most dangerous metahuman threats, while her research has left her with a deeply nuanced understanding of fear, manipulation, and social control, as well as keen insights into metahuman biology. She leads a small but fierce gang in the Old Gotham district.



Bane (Eduardo Dorrance)

Bane was born and raised within the brutal confines of Peña Duro, one of the most deadly prisons in the world. This violent and ruthless upbringing forged him into one of the world's greatest tacticians and most physically formidable men. Believing that only the strong deserve to rule, he views Gotham's chaos as the ultimate proving ground where weakness is ruthlessly eliminated. Part of his unmatched strength comes from Venom, a strength-enhancing but highly addictive and mentally-debilitating drug, which has become hard to find within the quarantines of No Man's Land.



Lady Spellbinder (Fay Moffitt)

Fay Moffitt, better known as Lady Spellbinder, is a ruthless hypnotist who uses illusion technology and psychological manipulation to dominate the minds of her victims. A sadist who delights in breaking others' wills, she views fear and obedience as far more powerful than brute force. During No Man's Land, Lady Spellbinder has built a loyal cult of brainwashed followers, expanding her influence by enslaving rival gang members and vulnerable civilians alike rather than conquering territory through open warfare.



Deacon Blackfire (Joseph Blackfire)

Deacon Blackfire is a charismatic cult leader who claims to be a prophet sent to purge Gotham of its corruption through divine judgment, claiming the earthquake that devastated Gotham to be the first step of many in God's wrathful retribution. Combining fiery sermons with intimidation, torture, and brainwashing, he has amassed a fanatically loyal congregation



willing to kill and die at his command. The collapse of Gotham has only strengthened his influence, as desperate survivors flock to his promises of salvation, allowing Blackfire to rule his territory in the Upper West Side as the unquestioned head of a violent theocracy.

Maxie Zeus

Maxie Zeus is a delusional crime boss who genuinely believes himself to be the reincarnation of the Greek god Zeus, interpreting every victory and setback as the will of Olympus. Despite his madness, he possesses a surprising talent for leadership, surrounding himself with followers who embrace his elaborate mythology and military pageantry. Within No Man's Land, Maxie has transformed his territory in the University District into a mock ancient city-state, where his decrees are treated as divine law and challenges to his authority are met with ruthless punishment.



Orca (Grace Balin)

Grace Balin was a brilliant marine biologist who attempted to cure her paralysis by infusing her spine with orca DNA. The experimental treatment did cure her paralysis, but transformed her into a half-human, half-orca hybrid. She ultimately succumbed to the bloodthirsty, animalistic urges the serum triggered, losing her humanity entirely. She roams in harbors and docks throughout Gotham, terrorizing anyone who dares to tread near her waters.



Calendar Man (Julian Gregory Day)

Julian Day is a calculating serial murderer whose crimes are meticulously timed to coincide with holidays, anniversaries, and other significant dates. Each killing is carefully staged to reflect the symbolism of the occasion, turning every murder into a grotesque ritual designed to mock Gotham's traditions and sense of order. During No Man's Land, the collapse of law enforcement has allowed Calendar Man to operate with unprecedented freedom, making him one of the city's most elusive and feared killers as he leaves a trail of meticulously planned atrocities across Gotham.



Captain Stingaree (Karl Courtney)

Captain Stingaree is a delusional criminal who believes himself to be a swashbuckling pirate captain, despite operating well inland from the nearest body of water. Leading a ragtag "crew" of equally eccentric followers, he raids settlements, hijacks caravans, and "boards" abandoned apartment buildings as though they were enemy vessels. Few of Gotham's major factions take him seriously, but his bizarre antics have made him an enduring



nuisance to the civilians unlucky enough to wander into his self-proclaimed pirate kingdom in Cherry Hills.

Colonel Blimp (Carl Kruger)

A former blip operator for Gotham Knights 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. Rumor has it he is still searching for his next blimp...



Questions to Consider

1. How can the task force bring order to such a devastated city, completely lacking in basic infrastructure?
2. How can the task force dismantle the various warring fiefdoms that control Gotham?
3. Should the task force work with the Blue Boys and/or Batman to save Gotham, and if so then to what degree?
4. Should the task force be completely dependent on Penguin for supplies or set up independent supply routes?
5. Should the task force collaborate or ally with other warlords to stake their claim in Gotham?
6. How can the task force protect Gotham from any potential outside threats, such as KOBRA or other super-terrorist groups?
7. How can these reconstruction efforts be hidden from the American public, who largely support the quarantine?
8. Should the task force remain independent from the rest of the Luthor administration?
9. How can the task force make the new Gotham better and more stable than before?
10. How can the public image of Gotham be saved in the eyes of the greater American public?
11. What triggered the earthquake that hit Gotham in the first place, and could it happen again?

Character Dossier

1. **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. She hopes to bring order to Gotham, making it a place where masked vigilantes like Batman are obsolete.



2. **Morgan Edge:** Morgan Edge is the illustrious founder and CEO of Galaxy Broadcasting System, a Metropolis-based media corporation which runs numerous newspapers and television stations across the world. With ties to quite a few organized crime groups such as Intergang and various foreign dictatorships, the media mogul frequently exerts his influence to censor and influence nationwide headlines, controlling what stories and narratives reach the American public. Due to his extensive connections within the news industry, Edge was recruited by Waller for his ability to generate favorable news coverage as necessary for the purposes of the task force.



3. **Elizabeth Alderman:** Highly ambitious and politically ruthless, Elizabeth Alderman was the chairwoman of the Gotham City council. Her time in office was well-known for her tough-on-crime policies and uncompromising stance against vigilantism. Seeking to capitalize on anti-Batman fears, she 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, always 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 political and criminal landscapes with opportunistic precision. Due to her political acumen and connections in and out of Gotham, she has been invited to join Waller's taskforce.

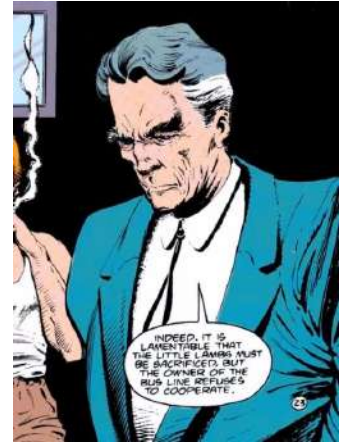


4. **Angel O'Day and Sam Simeon:** O'Day and Simeon are veteran A.R.G.U.S. field operatives who have spent years working together on high-risk



intelligence missions involving metahuman threats, organized crime, and international espionage. Combining O'Day's sharp investigative instincts with Simeon's calm professionalism and considerable physical presence, the pair have earned a reputation for adapting to even the most unpredictable situations. The pair have become the black sheep of the intelligence community, mainly due to Simeon's status as a super-intelligent gorilla, but consistently deliver results. They are resourceful, pragmatic, and unwaveringly loyal to each other.

5. **Jeremiah Hatch:** Despite being titled as "Reverend Hatch" by his supporters, Jeremiah Hatch has no official religious ordination. After being expelled from a seminary due to "mental health concerns," he was able to join an Army unit as a chaplain headed to the Vietnam War. The gruesome bloodshed he witnessed fractured his mind, causing him to believe his divine purpose was to cause enough chaos and murder to force God Himself to destroy humanity. He has since spent decades as a pillar of institutional corruption in public service, working his way from mayor of Hub City to senator, all the way to Lex Luthor's Secretary of State. The grand devastation that befell Gotham has captured his attention, putting a gleam in his otherwise dark and soulless eyes.



6. **Sofia Falcone:** Standing 6'10" and weighing 340 pounds of pure muscle, Sofia Falcone is clearly someone not to be trifled with. She is the daughter of Carmine Falcone, the crime boss who once ruled Gotham's underworld with an iron fist. Following her father's untimely death, the Falcone empire rapidly collapsed, with much of its territory swallowed by the city's growing ranks of flamboyant, gimmick-driven supervillains - a shift the old mob bitterly remembers as "the rise of the masks and the freaks." Since then, Sofia has fought to preserve what remains of her family's empire, driven by a deep hatred of the costumed criminals who supplanted Gotham's traditional organized crime. The chaos of No Man's Land has allowed her to reclaim and expand portions of the Falcone territory, mostly in the Upper West Side, but her organization remains only a husk of the empire her father once commanded.



7. **Linda Page:** Linda Page was born into one of Gotham's wealthiest, oldest families, and spent her childhood in mansions and ballrooms. She even dated famed billionaire playboy Bruce Wayne when they were both in high school. However, as she grew older, she recognized the suffering of Gotham's lower



classes and the social inequality that plagued the city. She ultimately cast aside her family's wealth to become a nurse, operating a clinic in Crime Alley, Gotham's poorest and most crime-ridden district. She chose to stay behind after the No Man's Land disaster, and her clinic is now one of the only sources for medical treatment in the entire city.

8. **Ventriloquist and Scarface:** Arnold Wesker was eight years old when his mafia-affiliated parents were gunned down in front of him. He grew up into a meek, quiet little man who suddenly snapped in a barroom brawl and brutally murdered a man in a fit of repressed rage. His cellmate in Blackgate Penitentiary had carved a puppet from the wood of the former Blackgate gallows. The puppet, calling himself Scarface, soon began talking to Wesker with the personality of a psychotic 1930s gangster, convincing him to kill his cellmate and break out of the prison. Together, Wesker and Scarface went on a crime spree, amassing a mid-sized criminal following. Wesker is completely dominated by the Scarface persona, who verbally and physically abuses him. Speculation varies as to whether Scarface is some outlet of Wesker's repressed violent urges or a supernatural entity. In the chaos of No Man's Land, Scarface and his crew have seized a decent chunk of territory in the Burnley District.



9. **David Cain:** David Cain is one of the world's most prolific assassins and mercenaries, having amassed a kill-count in the literal thousands over the decades, dating back to the 1980s. A master of hand-to-hand combat and skilled with countless weapons, Cain has killed dictators, journalists, political dissidents, generals, metahumans, and more. He views murder as an art form that he alone has mastered. Cain was hired by Waller to protect the task force from any threats which may emerge.



10. **Arnold Flass:** A former Green Beret and once one of Gotham's most corrupt GCPD detectives, Arnold Flass rose to become the head of the Major Crimes division in its infancy, back when its sole purpose was capturing Batman. He was eventually removed from the GCPD when Jim Gordon took over as part of his anti-corruption reforms. Flass eventually faded into obscurity. When the earthquake hit Gotham, Flass saw an opportunity. Instead of fleeing the city, he contacted his fellow former corrupt cops to form a protection racket inside of No Man's Land, offering



his services against other gangs in exchange for a hefty price. Underneath his brutish, musclebound exterior, lies a shrewd and calculating operator with a keen sense for survival and extortion.

11. Preston Payne: Born with a severe genetic disorder that left him physically deformed, Preston Payne endured a lifetime of ridicule and isolation. Even after becoming one of S.T.A.R. Labs' leading scientists, he remained an outcast. Determined to cure himself, Payne researched the shape-shifting abilities of Basil Karlo, the original Clayface, and injected himself with Karlo's blood. While the experiment granted him a limited ability to alter his appearance, it also caused his body to melt uncontrollably and made physical contact with others spread the same condition. Payne soon discovered that unless he passed the affliction to another person, the resulting pain became unbearable. To preserve his form, he created a specialized biosuit and secluded himself to the alleys of the Bowery, emerging only to claim victims and relieve his suffering. The isolation further shattered his fragile psyche, leading him to develop a romantic attachment to a store mannequin he named Helena, since she was the only person who would not melt from his touch. After his capture by Batman, Payne underwent extensive psychiatric treatment and was later recruited to Amanda Waller's task force as a specialist in metahuman biology.



12. Cupid: Carrie Cutter was once one of the United States' top special forces operatives before being selected for a top secret super serum program. Though the program's results were highly unreliable, Cutter was left with greatly enhanced strength, endurance, and coordination, at the expense of fracturing her mind. When she was "saved" by the vigilante Green Arrow from an attempted mugging in Star City, she became obsessively devoted to the hero, going so far as to master archery and become the murderous, bow-wielding vigilante known as Cupid in an attempt to win his love. Green Arrow ultimately rebuffed her advances and captured her. Cupid has been invited to join the task force due to her advanced abilities, exchanging her services for a reduced jail sentence.



13. Johnny Stitches: John Denetto was once a mild-mannered, mid-level underboss for the Metropolis-based crime syndicate known as Intergang, until he was abducted by a rival gang, where he was brutally



mutilated and thrown out of a high-rise window to die. He managed to crawl his way to a back-alley doctor, who literally stitched him back together. His body was left covered in a patchwork of stitched-together scars, earning him the nickname Johnny Stitches. He has since climbed the ladder of Intergang, becoming one of their top leaders. Due to his extensive experience establishing and coordinating illicit supply routes, he was recruited by Waller for his expertise in establishing and managing smuggling routes in exchange for the government turning a blind-eye toward his own operations.

- 14. Veronica Vreeland:** A glamorous and fabulously wealthy socialite, Veronica Vreeland was renowned for the elaborate soirees she hosted for Gotham's most affluent and influential citizens. She has always lived comfortably off a hefty trust fund. Beneath her vain and pampered exterior, Vreeland has always held a genuine desire to aid the less fortunate, with her parties often doubling as charitable fundraisers. While she fled Gotham in the aftermath of the No Man's Land disaster, she has donated millions towards various relief efforts for those left behind.



- 15. Helga Jace:** A brilliant physician, geneticist, and former state scientist for the nation of Markovia, Helga Jace defected to the United States under circumstances that remain heavily classified. Though she was welcomed by the government for her expertise in genetics, metahuman physiology, and human enhancement, rumors persist that her work in Markovia involved highly unethical experiments on unwilling subjects. Since her defection, Jace has studied some of Gotham's most dangerous supercriminals, seeking to better understand the biological and psychological abnormalities that make them so difficult to contain. Calm, analytical, and relentlessly curious, she views even the most dangerous criminals as fascinating scientific subjects rather than simply threats. Her psychological profile, however, reveals significant mental instability, including an obsessive tendency to regard her experimental subjects as "her children." As Gotham struggles to rebuild amid No Man's Land, Jace sees the crisis as a unique opportunity to study the effects of extreme conditions on metahuman physiology.



- 16. Roland Daggett:** Once one of the most cutthroat businessmen in a city full of cutthroat businessmen, Roland Daggett is the CEO of Daggett Industries, one of the largest pharmaceutical and real estate conglomerates in Gotham before the No Man's Land disaster. Daggett was long rumored to be entangled in Gotham's shadiest dealings.



Though he now runs his business empire safely from a Metropolis penthouse, he jumped at the opportunity to have a say in Gotham's reconstruction. Coldly pragmatic and openly self-interested, Daggett fondly remembers an era when "businessmen" such as himself ruled Gotham with near absolute control.

- 17. Arturo Rodriguez:** Arturo Rodriguez was once Gotham City's star TV news reporter; his unwavering commitment to covering the news on the ground, no matter the danger, dazzled millions of viewers with each broadcast. His chiseled jawline certainly helped increase his popularity. However, his sterling reputation was shattered when Batman exposed Rodriguez for taking bribes from various organized crime groups in exchange for providing confidential information and burying unfavorable stories. Rodriguez was immediately fired from his network and arrested. The disgraced journalist was serving out his sentence in Blackgate when the earthquake hit, resulting in his escape. Instead of fleeing the city, Rodriguez has set up an extensive network of sources throughout the city, seeking some way of reclaiming his former influence.



- 18. Ma Gunn:** Though Faye "Ma" Gunn may seem like your basic friendly, cigar-smoking, grandmotherly octogenarian, she is anything but. Before the No Man's Land earthquake, she ran "Ma Gunn's School for Wayward Boys," an orphanage for misguided youths that was actually a front for her criminal enterprises. Instead of reforming the boys in her charge, Ma Gunn instead ran a crime academy, teaching the boys all the skills in thievery and general criminality an up-and-coming hoodlum could need, such as lockpicking, forgery, and firearms proficiency. She would then set her young wards loose on the streets, where they would rob and maim, splitting the profits with her. Ma Gunn insists that she does this not to exploit those in her care, but to toughen them up against the harsh streets of Gotham. Since Gotham's collapse, Ma has dropped all pretense of reform, instead openly recruiting Gotham's youth into her criminal empire. Instead of directly claiming territory, Ma acts as an information broker; her forces hide in the shadows, gathering intelligence on gang movements and supply routes.



- 19. Jack Forbes:** A career officer with a long history in Gotham's most compromised precincts, Jack Forbes rose through the ranks of the GCPD, all



the way to commissioner, not through distinction, but through political savvy, carefully cultivated favors, and selective blindness whenever the price was right. Though his tenure ended in scandal after Gordon exposed his corruption, Forbes has leveraged nearly every remaining political favor he had to secure a position on Waller's task force, seeing the city's reconstruction as an opportunity to reclaim the influence he once enjoyed. Smooth, unctuous, and perpetually self-serving, Forbes believes that order is best maintained through backroom deals and knowing when to look the other way.

- 20. Alexandra Kosov:** Alexandra Kosov is the calculating and ruthless leader of the Odessa Mob, a small but fiercely disciplined criminal organization that controls a handful of blocks in Gotham's Coventry district. She inherited the syndicate after Black Mask orchestrated the murder of her father, an attack that also cost Alexandra her left eye. Rather than conceal the injury, she replaced it with a polished blue gemstone - a permanent reminder of the debt she intends to collect. Unlike many of Gotham's increasingly theatrical crime bosses, Alexandra has little patience for costumes, gimmicks, or needless bloodshed. She believes the rise of supervillains has transformed Gotham's underworld from a profitable enterprise into a battlefield of unstable egos. While the Odessa Mob has long survived in the shadow of larger organizations such as the Falcones and Black Mask's empire, Alexandra views the chaos of No Man's Land as a once-in-a-generation opportunity to eliminate her rivals and restore the old order - this time with herself at its head.



- 21. King Faraday:** A seasoned field agent and intelligence operative for the Agency, King Faraday specializes in confronting and apprehending superhuman threats, bringing decades of firsthand experience with high-risk metahuman operations. Faraday is a master of disguise, easily able to hide in plain sight. Disciplined, cynical, and quietly severe, Faraday believes that Gotham needs serious intervention if it is going to have a chance at breaking the endless cycle of violence and squalor that has engulfed it.

