

# The Fall of Pulp City

**May 20th** – A green dragon of Chinese origin appears off the coast of Pulp City and wrecks large portions of the dock side area. The combined forces of Heavy Metal and Dead Eye are required to defeat the dragon; Hadron in his giant form briefly goes toe to toe with the mythical beast. This is arguably the most powerful Monster to be seen in Pulp City. John Mesmer - Trail - is briefly interviewed by June Summers for Channel 4, making a claim that his trailblazing method has revealed a time of cataclysmic darkness to come for Pulp City. Commentators dismiss his claims as a spurious attempt to sell more copies of his books.

**May 23rd** – Massive psychic imbalances cause the Blood Watch to be on their highest alert. They attempt to rally as many Supremes as possible to their cause. Red Riding Hoodoo is convinced of an Apocalypse Level Event. However, very few others are swayed by her claims.

**May 24th** – The dragon, now identified as Quilong, appears again over the bay of Pulp City. This time it is challenged by the Blood Watch and members of A.R.C., led by Red Bella, who appears to defend the city. The dragon is again driven off but this time it is Bella and Chimp Chi who warn that this is but the beginning.

**May 28th** – A massive tiger of unbelievable size charges into Pulp City's industrial base. Heavy Metal is delayed in dealing with the situation due to a zombie outbreak in the Downtown area. Ironically, it is Mysterious Man and Dark Solar that unite briefly to subdue this great beast. Later communicating to some of the city's heroes, Foxy Blade identifies the creature as Grandfather Tiger.

**June 2nd** – A flaming bird, believed to be the Phoenix of ancient Chinese legend begins an assault of Pulp City's suburbs. It is quickly driven away by united Blood Watch and A.R.C. Supremes. Chimp Chi attempts to warn the Supremes of Pulp

City that this is the work of the Green Emperor. Thankfully, despite its appearance in a highly populated area the Phoenix causes very few fatalities.

**June 5th** – Grandfather Tiger, Quilong the Dragon and the Phoenix all simultaneously appear around Pulp City. They appear far less coordinated than when they previously appeared individually. Coven Strike Teams rapidly engage the Phoenix. They are quickly joined by Supremes of the Necroplane Scourge and the ensuing fight to study the Phoenix's potent magic nearly destroys the Downtown district. Mysterious Man, backed up by a motley assortment of Supremes including Tank Red and Aurelius, as well as A.R.C. members and a squadron of Robo-Chimps built by Virus and Silverager, again deals with Grandfather Tiger, keeping the gargantuan beast well outside Pulp City. Mysterious Man's motivation in this action is highly suspect, but few Supremes have the time to give it much thought. Heavy Metal and the Blood Watch dispatch Quilong, but only just in time.

**June 6th** – Ging Gong is sighted in Pulp City. He ignores both the Pulp City Zoo and Settler's Park areas as he rampages into the heart of Pulp City. Heavy Metal manages to stop the colossal ape just before he can ravage City Hall. A full scale evacuation of Pulp City begins, with Supremes such as Blood Rose and Moonchild lending their assistance, and a state of emergency is declared. Martial law is put into effect, and some of those vigilantes who operate from the shadows are considered potential threats if they are not recognized as a public Hero.

**June 8th** – As the evacuation is near complete, Crimson Oni, aided by Foxy Blade, rallies the Way of Fist and Blade to stop an invasion of ninja's and other shadow operatives. She claims these are minions of the Green Emperor sent to summon the Dragon Quilong once more. Oni confides in this

team that there are three mystical amulets that can exert control over the Great Monsters. He is heard to remark that “Not all are held by unfriendly hands”.

**June 10th** - Massive psychic trauma in the wake of evacuation and destruction is believed to be the cause for the arrival of The Dread Sleeper. The Blood Watch, with the unlikely assistance of several Coven Supremes manages to banish the great Elder before the unearthly thing could reach its destination. Solar is convinced the Elder was deliberately summoned by the Forgotten. Establishing the truth seems largely irrelevant in the wake of the disasters of the previous days.

**June 12th** – Kodo Island is spotted just three miles off the coast of Pulp City. Nuclear Jones believes Mysterious Man is willing and able to unleash Kodo Island’s full horrors onto a beleaguered Pulp City.

**June 14th** – Dr. Tenebrous opens a portal to the Necroplane. A full scale invasion begins, at its vanguard the Scourge Supremes known as Doom Train, Supreme Zed, Mourn, Deadliner, Night Fright and Leech. Necroplane Harvesters and Nightmares flood the city. Perun and Sovereign appear in Pulp City for the first time in decades, and launch straight into battle. The Supremes of A.R.C. defend the Zoo with the help of Ging Gong. The Immortal Ape is responsible for the destruction of no less than three Harvester Ships before being brought down by Dr. Tenebrous himself.

**June 15th** – Following Nuclear Jones’ warning, the horrors of Kodo Island are at last unleashed upon Pulp City. Terrorsaurs and an army of mutants storm the beaches and docks. With the Necroplane invasion still in full swing, the Heroes of Pulp City and the brave cops who stand beside them are forced into retreat, fleeing before their ravaging forces. C.O.R.E. unleashes the Byte Dragon for only the second time on record. After days of

tumultuous fighting, the Downtown area is held by the Heroes at last. However, the deserted suburbs of Pulp City now house Necro G.I.’s and Mysterious Man’s Mutants. The two forces wage a massive war between themselves for prime territory.

**June 18th** – The Heroes of Pulp City are joined by A.R.C. and a number of unaligned Heroes and Villains under the leadership of Dead Eye, taking refuge in Downtown. They fortify several blocks around the Heavy Metal stronghold in the wreckage of Golden Plaza to use as a base of operations. Dead Eye declares all friends are welcome despite any past crimes. Dr. Mercury and Androida increase Sentry Bot production by three hundred percent, partly to keep a covert eye on some of Dead Eye’s new allies.

**June 19th** – Under the cover of darkness a strike team lead by Six Feet Under successfully closes the Necroplane portal, as the hulking Supreme is directly assaulted by first Mourn then Supreme Zed. Half of the target tower is destroyed in the resulting blast. Six Feet Under is feared lost. The Necroplane forces are in retreat and the Mutant population is now at a controllable level.

**June 20th** – Phoenix and Quilong appear over Kodo Island. All of Mysterious Man’s creations are quickly recalled to fight off the invaders. Following their departure Pulp City is left strangely quiet for a time. The alliance of Heroes remains, and even Guerilla’s mad rants about collaboration with the humans fall on deaf ears. With the threat to Pulp City diminished, leadership of the A.R.C. is settled in favor of Red Bella who retains control in the face of competition from Dr. Red and Guerrilla, if only for the moment.

**June 29th** – Green Emperor emerges at last. Using Grandfather Tiger and his Terror Cotta Warriors he lays siege to the tired and weary Heroes at the Golden Plaza. In the heat of this battle Green Serpent takes June Summers hostage, injuring Howler who had been at the reporter’s side at the

time. Green Emperor uses her to announce to the world his existence. With an army of loyal Jade Cult Ninjas, fearsome Terror Cotta Warriors and the three greatest Monsters in existence under his sway, he claims dominion over the entire earth. C.O.R.E. once more unleashes his Byte-Dragon when Quilong and Phoenix again appear. However, the combined might of Green Emperor's forces is too much. Heroes are scattered and forced to flee the city. During the retreat Phoenix turns on Quilong, the Heroes escape to the Twilight Hills as the great Monsters wage war in the skies about the Golden Plaza.

**July 2nd** – Ra'Leigh, Aquarius Warlord is moved by viewing the Green Emperor's broadcast manifesto. Seeing at last a worthy opponent, he mobilizes his forces. Forces of the Ulthar invade Pulp City. Pisces foot-soldiers are supplemented by Tauruses, as well as Supreme-level agents of the Ulthar Empire. Letting loose their own deadly Monsters, the Ulthar begin a systematic elimination of all resistance. A handful Heroic Supremes briefly rally around the leadership of Slug Muldoon, the Intergalactic Monster Hunter. Ra'Leigh seeks out the Green Emperor for personal combat; they battle to stale-mate. Ulthar Patriaships force the Green Emperor underground again. Ra'Leigh is enraged by the interruption of his duel.

**July 4th** – A gathering of Heroes formulates a plan. Chronin announces that she believes she can bring forth new allies, from Pulp City's past. With the assistance of Dr. Mercury, Captain Hadron, Virus, and Silverager, she has found a way to extend her time control powers to allow her to bring to the present from the past: America's first and finest, the Supreme Alliance. Ace of Wraiths, Blood Rose, and Hoodoo are all on hand to ensure that this will have no detrimental arcane effects. The allied Heroes agree to enact her desperate plan.

**July 5th** – From the Blood Watch base in Twilight Hills the Heroes strike back. They move quickly to secure Heavy Metal's research labs. As they make their way into Settlers Park, Father Oak sees the

destruction the myriad invasions have wrought. Overcome with distress and anger, he wildly attacks the Ulthar on sight. His rage triggers that of others. Dark Solar asserts some control of this rising tide of fury. These Supremes of Nature seek to end the Ulthar conflict themselves. Ra'Leigh once more gets his wish for personal combat against worthy foes as an enraged Team of Nature Supremes seeks him out. Ulthar champions, including the Gemini's, and representatives of the Scorpio, Leo, Capricorn, Libra and Sagittarius castes, meet the Heroes in open combat. Dark Solar is gravely injured by the Ulthar Warlord but it is Father Oak who has the last word saving Solar, and sending the Ulthar into retreat, back into space.

**July 7th** – With the Ulthar shaken and withdrawn from Pulp City, the Heroes begin to establish Chronin's Time Gate, trying to manipulate a quantum hole to create a stable portal. Grandfather Tiger again appears at the front of a large force of Terror Cotta Warriors, and Jade Cult ninjas. Ging Gong appears again and seeks battle with Grandfather Tiger, while the A.R.C. is quick to aid the Immortal Ape in his battle. The Heroes still seem ready to fall. C.O.R.E. is too engrossed with the time gate to assist. With the perimeter about to fall Papa Zombie leads a horde of shambling dead onto the field. The Coven Saints are desperate to acquire the means of controlling the ancient monsters that have wreaked havoc through the city. They pursue the Jade Cult forces leaving the Heroes to regroup.

**July 12th to 18th** – Pulp City remains in chaos. Pockets of resistance abide throughout the city. Mutants, undead and stranded Ulthar soldiers alongside Aries behemoths wage urban combat in the ruins of suburban streets. Jade Cult Ninja's strike down any resistance they find. Necroplane forces re-take their Downtown beachhead with the help of the Forgotten. Together they begin dark rituals of unknown design.



Father Oak and Acorn, with the aid of Solar and Stalker, retake Settlers Park. Within days the parkland has grown into something wild, almost primeval. Solar warns outsiders that intrusion into the park is unwise.

After another internal power struggle, A.R.C. leadership falls back in the hands of Guerilla. He leads the primates to retake the zoo; disbanding his alliance with the Heroes of Pulp City.

V.H. formally inducts Ace of Wraiths into the Blood Watch.

Believing that he has finally begun to truly redeem himself, Stoner Hawk gives up his mantle of shame, henceforth to be known as Stone Hawk.

Crimson Oni gathers a small cadre of Supremes including Chimp Chi, Jade Hawk, Skyline, and Riposte. With Crimson Oni's inside information and Riposte's planning, this Team infiltrates a Jade Cult stronghold and rescues June Summers. While physically in bad shape her spirit is undiminished. She refuses to leave the City and begins to report on events in Pulp City, broadcasting to the outside world the picture of the city besieged.

**July 19th** - An unexpected time portal is opened inside Heavy Metal's headquarters. A squad of Supremes from a group tentatively identified as the Infinite Hourglass assault the Time Gate through this new portal. The Time Gate is defended by a ragtag band of Supremes comprising Lady Cyburn, Kitty Cheshire, Vector, Tomcat, Riposte and Arquero. Heralds have previously been seen in Pulp City, but this is the first known appearance of a fully formed Team of the cyborgs. The assault is repulsed with minimal damage to the Time Gate.

**July 20th** – Quilong appears over Settler's Park; Father Oak and a Strike Team of Coven Supremes race to stop the dragon. Much of the park is burning when from the ashes Phoenix rises to aid the Supremes and defeat Quilong. This change in

the Phoenix's alignment gives the Heroes of Pulp City a glimmer of hope.

**July 21st** – Chronin succeeds in activating the Time Gate, and steps through the temporal portal.

**July 22nd** –Trail reports that a Team of Villains is planning an assault on the Pulp City Nuclear Power Plant. Nuclear Jones assumes his brother is involved and gathers those he can to assist him. Riposte, Arquero, Stone Hawk, Harrier and Skyline quickly join Nuclear Jones in his investigation.

The battle at the Nuclear Plant almost results in catastrophe. A meltdown is narrowly avoided as the reactor is flooded seconds before reaching critical mass. The Villain, Nuke is trapped within the reactor. Nuclear Jones fears what sort of changes this may cause to his brother. Worse still are the large quantities of nuclear run-off that are diverted into the sewers below the city.

**July 29th**- After another period of respite, dark energies gather like a storm around the Downtown area. V.H. announces an urgent need to shut down whatever ritual is taking place. The Blood Watch and Dead Eye's Heroes strike the Necroplane compound hoping to avert another disaster. Forgotten members Hellsmith and Boreas intercept the Heroes, supported by Phalanx and a battalion of Mecha-Spartans, a Soul Golem, and an unknown demonic entity of incredible power. The demon is defeated and sent howling back into the pit. Unfortunately the attack itself is repulsed and the Heroes are forced to retreat as Jade Cult forces including a horde of Ninjas, Green serpent and Tanuki assault the Heroes' own headquarters.

**August 2nd** – Chronin returns through the Time Gate. She brings with her the Supreme Alliance, led by the stalwart Spybreaker. The Supreme Alliance bolsters the ranks of Pulp City Heroes. A quantum hole briefly opens up, possibly as a result of the temporal distortion created by the Time Gate, and for a few hours the Red Baron sows terror in the skies of Pulp City before vanishing once more as the hole in space-time collapses again. The

assemblage of Supremes begins to formulate a plan to retake the embattled city.

**August 3rd** – Blacksmith has researched the vessel being used at the heart of the Necroplane ritual site, identifying it as the Key of Tarturus. With it, it is believed that they can open the fabled prison of the Titans. They need only one final ingredient to succeed - living sacrifices. C.O.R.E. begins an analysis of most likely targets. Likely target is determined to be the luxury passenger liner the Royal Hawaiian, due to pass within 10 miles of the coast in just days.

**August 4th** - Grandfather Tiger and an army of Grimm cross paths in an epic battle in the already devastated industrial sector. Toxic run-off has apparently caused dramatic changes in the Grimm physiology, empowering some to Supreme-equivalent levels. The Grimm employ giant monsters of their own, dubbed the Molezillas by June Summers. Increased Grimm activity forces the Jade Cult to abandon many of its underground lairs. Uncorroborated sightings of the mysterious John Grimmsham are reported.

**August 5th** – Coven forces seize the Coast Guard facilities just south of Pulp City, aided by Hellsmith and Boreas; the alliance brokered behind the scenes by Sanguine. Using the Coast Guard ships they head out to sea. The Supreme Alliance agrees to stop the abduction of citizens while the Blood Watch and Heavy Metal forces disrupt the ritual. Jade Hawk's in-depth knowledge of criminal organizations allows the Supreme Alliance to seize Mysterious Man's smuggling boats and beat the Coven forces to the Royal Hawaiian.

The Royal Hawaiian is sunk in the conflict. Most of the passengers are safely evacuated and picked up by U.S. Navy forces, holding the perimeter around Pulp City. Tritonious is instrumental in the rescue operations. Unleashing Byte Dragon and every artifact in Blacksmith's arsenal the Heroes smash through defending Necroplane forces and disrupt the great ritual. During the chaos, Gentleman, who

was working with Heavy Metal, attempts to steal the Key of Tarturus. Gentleman is gunned down by a Herald before he can make good his escape. The Key is never found, and nor is the body of Gentleman.

**August 6th** – The Jade Cult launches another offensive directed at Settler's Park. The former park has been completely regrown, since the July attack. In fact it no longer resembles a park at all; instead thick primeval forests and dense undergrowth cover the park and several outlying blocks. The dense vegetation is the perfect hiding place for Jade Cult assassins and they drive deep into the heart of the forest before encountering resistance. Rumors emerge of a feral woman making hit and run attacks on them. Dark Solar, Stalker, Virgo, and Tritonious aid Father Oak and the youthful Acorn, and even Guerilla joins in, as does a new Supreme who proclaims herself to be called Anansi. A running battle through the dense woods drags on through most of the afternoon. Unknown to all but Virgo, Ulthar scout ships hover invisibly overhead. Hours later, and with no word from his forces, Green Emperor himself arrives. Using his mystic talisman he plans to unleash his Monsters and flatten the wild park once and for all.

The Green Emperor succeeds in destroying much of the park, and has personally wounded Dark Solar. The Green Emperor's apparent victory is interrupted by Ra'Leigh and his Ulthar Supremes. Still thirsting for a duel with the master of Monsters Ra'Leigh finally gets his wish. After an epic battle Ra'Leigh stands over the fallen Emperor ready to end him. As he is poised to for the final blow he is shot at by Virgo and teleports back to his Patriaship. The moment of confusion is all that Green Emperor needs, and he too disappears. Virgo is unconcerned about the escape of the Green Emperor; her target had been Ra'Leigh all along.

**August 7th** – Dr. Mercury and Capt. Hadron with the help of Vector manage to reconfigure the

Mercurial Matrix. In its new form this new Matrix will allow Hadron to maintain his Giant Hadron form for hours on end. Given the need to take the fight to the Monsters all agree it is a reasonable sacrifice.

**August 8th** – The Coven makes their move. After months studying and acquiring information Coven forces begin their bid for control of the city. An army of undead descends upon the sewers of Pulp City. Coven forces are hoping to flush out the Green Emperor.

**August 9th** - The Heroes attempt to stop the Coven threat before their attack can begin. Coven forces unleash their latest weapons Wytchbots. These towering robotic constructs are a synthesis of human and alien technology, tempered with arcane enchantments and mystic wards. While the Heroes fight these new Wytchbots, Coven forces systematically dismantle the Green Emperor's subterranean kingdom. Loup Garou runs rampant through the sewers, while dubious information suggests Moonchild is alongside him. Meanwhile there are reports of Francis Gator feasting on the bodies of fallen foes.

**August 10th** – A.R.C. unleashes its own super weapon. A gigantic robotic ape piloted by Virus, the Chimpanzer is a match for any monster. A.R.C. aided by Settler's Park Supremes expands and secures their territory, forcing the Coven back. In desperation Jade Cult forces escape the sewers and seek out high ground in the Twilight Hills. Coven forces lead by Papa Zombie and Comte Vendredi ambush Green Emperor but are apparently driven off, as the master of the Jade Cult is protected by a Yeti and a cadre of Ninjas. During the conflict Twilight manages to steal the Tiger's Claw Medallion. The Coven is now in possession of 1 of the 3 Medallions.

**August 12th** – Spybreaker has had enough. Enraged by the unrelenting destruction of a once proud city and disgusted by the petty conflicts of modern Heroes he forms a Grand Alliance.

Reaching an agreement with Guerilla and Dark Solar he forges a coalition of all of the city's Heroes, A.R.C. and the Settler's Park Supremes into cohesive force. New Heroes emerge to join their ranks: Tekkna, Wildman, and the young Supremes of M.E.T.E.O.R. Backed by the inspirational Dead Eye, and with tactical assistance from C.O.R.E. and Sgt. Bale, a plan to take back the city is laid out.

**August 14th** – Infuriated about losing the Tiger's Claw Medallion, the Green Emperor leads his remaining forces to eradicate the Coven before they unlock the secrets of the amulet. Quilong is summoned and many of the Coven's Wytchbots fall beneath his claws. The Villain's conflict rages throughout the day but Papa Zombie is unable to tap the power of the Tiger's Claw. Green Serpent and Shadow Mask confront Papa Zombie and attempt to retake the Medallion. Only Rook's intervention saves Papa Zombie.

**August 16th** – Hellsmith breaches the wards and opens The Great Rift in the Twilight Hills. Elder horrors pour from the rift destroying at will. More terrifying is the return of 100 Voices who gathers ancient powers to himself and leaves chaos in his wake.

Grand Alliance rallies to fight this new invasion. Chimpanzer and Giant Hadron confront eldritch Horrors while V.H. and the Blood Watch race to seal the rift. Dr. Tenebrous and Necroplane forces join the fight cursing Hellsmith for his betrayal. As the sun begins to set it is Blood Rose who manages to teleport Moon Coyote near enough to the Rift to close it. The closing of the Rift banishes most of the Horrors but some remain to be destroyed in the weeks that follow.

**August 20th** – Crimson Oni arrives to speak with the leaders of the Grand Alliance, bringing Foxy Blade, Chimp Chi, and Red Bella with him. He admits that he is the holder of the Phoenix Feather Amulet. He tells them that the only way to stop the Monsters is to separate the Amulets.



The Amulets were designed to contain and placate the Monsters who are elemental beings of unbelievable power. If they Amulets remain much longer it could upset the cosmic balance and destroy the world as they know it.

**August 22nd** – Heroes strike back! With new information and the fate of the world on the line they risk everything in a massive assault on Coven forces. Spybreaker and Dead Eye lead the offensive and are shocked to meet Coven Supremes and forces of Dark Camelot. Headless of danger the Heroes assault the enemy head on. Dr. Red leads A.R.C. forces against the Necroplane in an effort to keep them isolated. Similar tactics have Dark Solar and the Nature Supremes assault Kodo Island as they take the fight to Mysterious Man’s front door. V.H. and the Blood Watch have been attempting to put the genie back in the bottle after 100 Voices escape. Thus it is Crimson Oni and the Way of Fist and Blade that seek to steal from the Green Emperor his fabled Dragon Scale. C.O.R.E. stands ready with Heavy Metal to plug the gaps and act as reserve force to keep the pressure on

As Supremes descend on the battle zone from all quarters of the city, the ensuing fight escalates to apocalyptic intensity. Dozens of Supremes engage in a swirling maelstrom of conflict. Dark Camelot flees Pulp City leaving Coven to face the wrath of Supreme Alliance. A well placed throw by Dead Eye knocks the Tigers Claw Amulet out of Papa Zombies hands and it is Androida who grabs it. She races the Amulet back to Chronin who disappear through the Time Gate putting the amulet out of reach of Pulp City.

Way of Fist and Blade confront the Green Emperor but are no match for him. They are forced to flee before the Emperor can summon Quilong to finish them. Green Emperor is stunned however when his dragon does not appear. His rage is limitless and the last the Heroes hear of him he is screaming his frustration alone in his throne room.

**August 23rd** – Battles still rage across the ruins of Pulp City. The broken factions attempt to find some stability after months of grueling conflict. Teams are formed to deal with the rouge Monsters that still stalk the city. Slug Muldoon appears whenever a Monster does. He is heard to comment “This here’s the best hunting in the whole galaxy! Why would you want to stop it?”

**August 29th** – This date becomes known as the Day of Silence. With no new Monster sightings in days and the power of the Amulets apparently broken the city is silent. C.O.R.E. contacts U.S. Military high command and the military are mobilized to begin full pacification of the city. Ulthar soldiers, Mutants, and the undead are cleared out of the city block by block. Supreme Alliance is on the front line from the beginning to the end.

**September** – The crisis is officially over. Pulp City is largely destroyed. Over 70% of the cities original structures are damaged or destroyed. Martial Law is in effect for the next six months as reconstruction and repopulation of the city begins. In the wake of the disaster no Supreme conflicts are reported. For most citizens Pulp City offers hope and promise of a better life. Property is cheap, clean. Jobs are plentiful the construction business shows no signs of slowing down.

**One Year Later** – The new Pulp City is officially opened. Many changes are apparent from the city we once knew. New Heroes are there to promise safety. Golden Plaza is adorned with monuments to the fall of Pulp City, and its subsequent rebirth. Heavy Metal maintains its offices in the Plaza serving as always as a beacon of hope and promise. Blood Watch returned to the Twilight Hills and their vigil. Though welcomed in Pulp City as Heroes, few Blood Watch Supremes have a desire to be celebrities. They have however insisted that the Pulp City Museum be relocated closer to the Twilight Hills so Blacksmith can help contain any unusual artifacts. The Supreme

Alliance offers their services to their country once more.

To the south of Pulp City lies the Run-off Zone, an inhospitable stretch of desert now teeming with the newly mutated Grimm. Though they have done nothing but overt construction sites all over the south side of Pulp City have reported thefts and strange noises at night. Of the villain known as 100 Voices nothing is seen, though cases of insanity and mental disturbances are drastically on the rise. Health professionals attribute this to the cataclysmic events of the past year, others are not so certain.

Villains old and new have carved out empires throughout the city. The docks and harbors swarm with Mysterious Man's agents. With Kodo Island once more off the coast, Mysterious Man seeks to control all access points into the city. Settlers Park has become Settler's Green, a primeval forest of dark and sinister mien. Settler's Green is surrounded by a massive wall designed not to keep man out, but to keep nature in. Adjoining is the old city zoo, now a thriving primate habitat. Dr. Red has fortified this small city within Pulp City to be safe only to the A.R.C. The A.R.C. and denizens of Settler's Green share an uneasy truce which neither side seems willing to break. Little Asia has risen fast and strong during reconstruction. Most assume the Green Emperor responsible for the district's miraculous rise, though no official proof has surfaced.

The Coven has gone quiet once more. Some keen investigation by Jun Summers has spotted the influence of the Saints in acquiring land near certain landmarks, and cemeteries throughout the city. Coven interests in high-tech manufacturing and industrial bases have also been alluded to. The Necroplane forces have gone underground. Lacking any kind of public credibility they operate in the shadows and through cat's paws. Sanguine has been spotted in boardrooms across the city, gathering power and influence through greedy intermediaries. More disturbing is the lack of

Harvester ships found during reconstruction. V.H. proposed the idea that the Necroplane forces have taken to the air in salvaged remains of the many Harvester ships. No proof either way can be found.

